



## **TERMS OF THE ART**

### **Plate Umpire Positioning:**

- **Slot Position** – Space between the batter and catcher.
- **Head Height** – Umpire's chin no lower than the top of the catcher's head.
- **Position of Feet** – Umpire's heel toe, heel toe, in relation to catcher's heel.
- **Slot Foot** – The umpire's foot closest to the batter. The umpire should step into the slot with the slot foot first.
- **Tracking** – Watching the ball from the release point of the pitcher's hand through the strike zone and into the catcher's glove. Let your brain develop and determine the value of the pitch that your eyes just saw.
- **Timing** – Keeping your eyes on the catcher's glove looking for possession and control, while standing up and making the signal, (proper use of eyes).
- **Voice** – Coincide your voice with your strike mechanic (stand up on strikes, and stay down on ball calls).
- **Mechanics** – Use one full motion. Stand up all the way, especially if you are not very tall and use a crisp, aggressive signal. Snap it off don't be lazy.
- **Use of Equipment** – Indicator in the left hand with the mask. Slot foot first pointing directly at the pitcher. Shin guards, shoulders and head level with chest protector facing the pitcher.
- **Live Ball** – Always put the ball back in play, every time the ball becomes dead.
- **Judgment/Consistency** – Proper use of eyes. Seeing and calling plays; Relaxing, concentrating, and using maintaining basic mechanics .
- **Aggressiveness** – Hustle but stay in control. Good strong voice, keep, and maintain your composure.
- **Body Language** – Stay aggressive. Stand straight have confidence and remember to not show emotion, don't let your mistakes show, but have fun.
- **Proper use of eyes** – Don't stare, relax your eyes and follow the ball and the play; don't anticipate your calls. Use your eyes and don't move your head or body.
- **Half Swing Mechanics** – "Ball, no he didn't go" or "Yes he went" Never go for help on a strike check swing. Step away from the catcher and point with your left arm.
- **Foul Tip** – There is no verbal voice command, just a strike signal.

### **Plate and Base Umpire Responsibilities (60ft. and 90ft. diamonds)**

- **Fair/Foul** – Any batted ball that settles or is touched before reaching first base. All batted balls down the first and third base line with runners on base.
- **Catch/No Catch 60' Diamond** – Plate umpire has all fly balls to the outfield unless with no runners on, the base umpire goes out from the "A" position on trouble balls. All fly balls to the infield, except line drives to an infielder coming directly towards the base umpire.
- **Catch/No Catch 90' Diamond** - Plate umpire has all fly balls to the outfield unless the base umpire goes out on trouble balls or calls off the plate umpire if he/she is inside. All fly balls to the infield, except line drives to an infielder coming directly towards the base umpire.

- **Trouble Balls** – Left or right fielders running toward the foul lines. Fly balls or line drives hit to fielders that could be caught below the waist. Any fly ball that a fielder has to turn their back on to field. More than one fielder converging on a fly ball. Any ball hit to the outfield fence or home run.
- **Touching Bases** – Plate Umpire has touches and tag-ups at third on all runners expect the batter-runner, and all runners if base umpire goes out.
- **Overthrows** – Plate Umpire will move parallel with the ball on overthrows at first base, but not always at third base to determine out of play situations.
- **30 and 45 Foot Line** – Plate Umpire responsible for all calls down the first base line up to the 30 and 45 foot line and all runner lane violations; helps base umpire by watching for pulled foot, swipe tags, interference and obstruction at first base.
- **Pick-off and Steals** – The plate umpire has no pick-off responsibility. Is responsible for steal of home only, and can help out on rundowns at first and third if play situation allows.
- **Covering Bases** – Plate helps on plays at third or first to third situations. Tag-up situations with runners on first and second with less than two outs. Stays home anytime there are runners in scoring position on hits to the outfield and when there are two outs for timing play situations.
- **Clearing the Catcher** – Plate Umpire will open up a pathway to allow the catcher a clear path to the ball. Usually the catcher will go in the direction of the ball.
- **Rundowns** – Plate Umpire is responsible to help on rundowns between first, second, third, and home. The proper terminology is “I’ve got this half” on a rundown between first and second and “I’ve got it all” on a rundown between third and home if there are multiple runners.
- **Opening the Gate** – Plate Umpire will use the drop foot technique to open himself/herself up to give the catcher a clear path to the ball.
- **Drop Foot** – The left or right foot of the umpire will use to move back and behind to establish a new direction of travel.
- **Imaginary Box** – The area in front of home plate which begins at the 30 foot (60’ diamond) 45 foot (90’ diamond) on the right field foul line, extending to the edge of the pitcher’s mound circle 10 feet (60’ diamond) 18 feet (90’ diamond) then extending and ending at the mid-left field foul line.
- **Working Area** – The rectangle area 10’ X 5” (60’ diamond) 17’ X 8’ (90’ diamond ) behind the pitcher’s mound between the pitcher’s mound and second base
- **Library** – That area in foul territory along the first or third base line where the plate umpire waits and reads the on-going action on the field.