



BASEBALL UMPIRES MANUAL

ERRATA

(printed manual)

&

MECHANICS CHANGES 2015

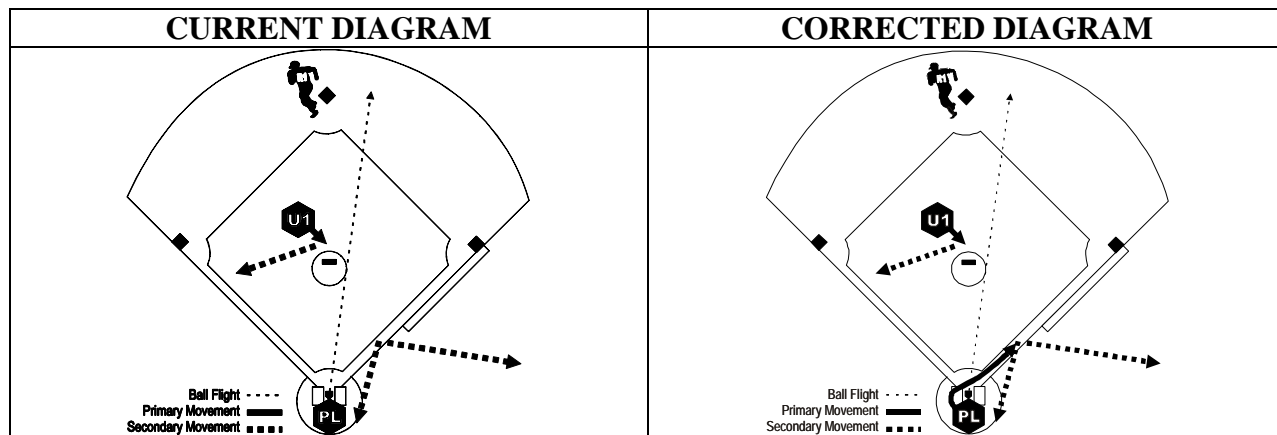
TASO Baseball Umpires Manual – Errata

PAGE 87

2-Umpire Mechanics
Runner on Second
Hit to the Infield

ISSUE: Arrow showing Primary Movement for PL is missing

RESOLUTION: Add Arrow to Diagram

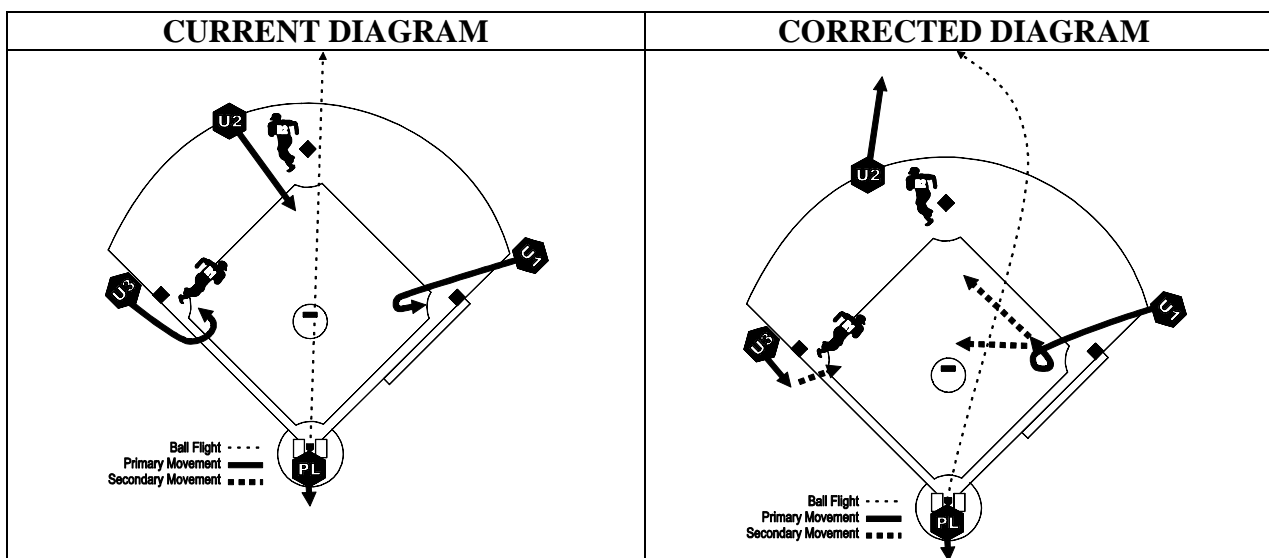


PAGE 274

4-Umpire Mechanics
Runners on Second and Third
U2 in "F"
Fly Ball – U2's Responsibility

ISSUE: Primary Movements for U1, U2, and U3 are incorrect

RESOLUTION: Change Arrows in Diagram for U1, U2, and U3 to match the Corrected Diagram shown below



PAGE 28

Popups Behind the Plate

Change: "clear the catcher's patch" to "clear the catcher's path"

TASO-Baseball

Mechanics Changes

2015

GENERAL CHANGES

ARRIVAL AT THE FIELD

- First of all we need to stress how important it is that the first arriving official, or both if possible, immediately make contact with the head coach of EACH team upon arrival at the field. Teams have a routine that they follow to get their players, particularly the pitcher, ready for a game. If the umpires arrive late, or don't check in with the coaches and they THINK you are not there, it disrupts that routine and the assigner IS going to get a call about 10-15 minutes before game time. EVERY ASSIGNER HAS RECEIVED THOSE CALLS.
- IF your partner is going to be late (i.e.; not arrive so that the game can begin on time) it is imperative that you notify the coaches as soon as you know that. It is up to the coaches to decide if they want to delay the game or get it started with just one official. If they want to start with just one official, gear up and work the plate.....your partner will OWE YOU.
- Since we no longer have to check equipment, unless requested, officials should enter the field approximately TEN minutes before game time (the old standard was at least 15 minutes)

GETTING HELP (Coach Request)

- If a coach asks an official to request assistance from another official, and that official agrees to do so, the coach should be directed to return to the dugout or coach's box.
- The coach should also be informed that the umpires will confer and make a decision on the call. Once that decision is made, it will be communicated to everyone and there will be no further discussion of the call.

UMPIRE SIGNALS

DELAYED DEAD BALL



- This signal is being eliminated as it is no longer used

INFIELD FLY



- The signal of tapping the top of the head is being eliminated as it is seldom, if ever, used anymore

INFIELD FLY – NEW

- Two new signals are being added



- WITH NO OUTS
- Fist Closed (No Outs) and Thumb Up (Infield Fly Situation)



- WITH ONE OUT
- Index Finger out (One Out) and Thumb Up (Infield Fly Situation)

WHAT'S THE COUNT



- The current signal is to rotate your index fingers around each other.
- The signal is changed to displaying four fingers of both hands and moving to indicate you are unsure of the count

SAME ROTATION



- This is a new signal that has come into use over the past few years
- With one or two fingers of each hand extended, circle the fingers around each to indicate "same rotation as last batter"

GENERAL MECHANICS

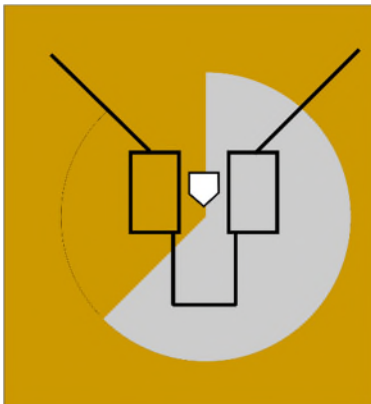
(all umpire configurations)

Working Area – BASES



- The current working area is a space around the mound. It is being changed to bring it in line with mechanics used at all other levels.
- The new working area is a rectangle about halfway between the mound and the edge of the infield dirt
- This rectangle runs from approximately Position B to Position C

Working Area – PLATE



- The current working area is a small arc that runs from first base extended to third base extended
- Based on a number of factors, this is not a sufficient area to provide the umpire with the best angle to view an impending play
- The new working area at the plate is a much larger arc that runs from first base extended to directly in front of the plate (essentially a line through the plate to the mound)
- The plate umpire should start at third base extended, and then move as needed to get the best position to see the play at the plate

TWO UMPIRE

MECHANICS

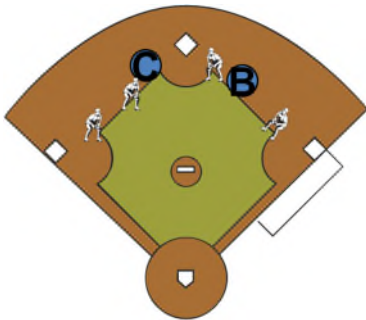
BASE UMPIRE POSITIONING

BASE UMPIRE POSITIONS



- When the Base Umpire is working "inside" with runners on base, there are four positions from which they may work
 - Position B
 - Position C
 - Position Deep B
 - Position Deep C

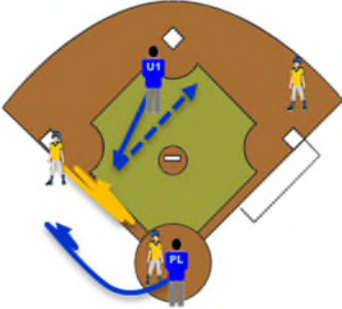
WHEN INFIELD IS "IN"



- When the infield is playing "IN" the base umpire should be in
 - Position Deep B or
 - Position Deep C
 - This keeps the umpire from possibly interfering with a fielder attempt to glove a batted ball in the infield and, if the ball should hit the umpire, the ball will remain live since the umpire is even with, or beyond, the infielders

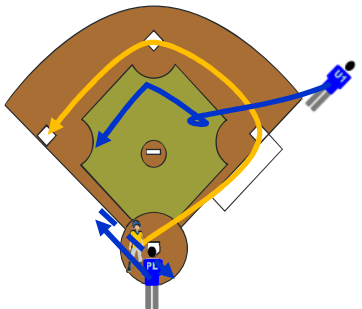
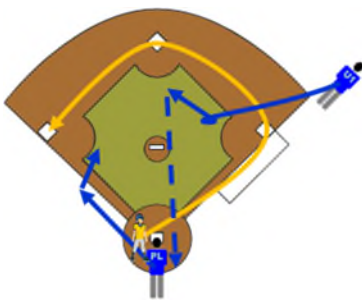
MECHANICS

RUNDOWN BETWEEN 3rd AND HOME WITH MULTIPLE RUNNERS



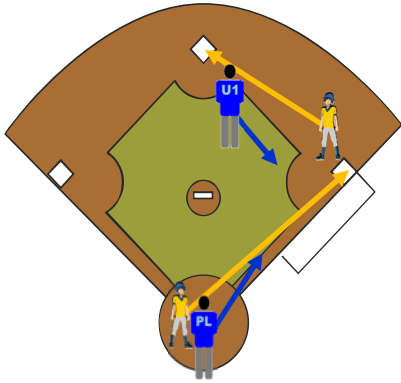
- This is a NEW mechanic and applies ONLY to a rundown between third and home when there are multiple runners on base
 - 1st and 3rd
 - 2nd and 3rd
 - 1st, 2nd, and 3rd
- As the rundown starts, U1 will move toward third base to start coverage
- PL will move toward the middle of the rundown in foul territory and assume a position so that he can assume coverage for the entire rundown
- As soon as PL is in position, he will inform U1 that “I have it all”
- U1 will then retreat toward the working area to assume responsibility for a play on any other runner(s)
- This mechanic is being instituted because of numerous incidents where there is a secondary play after the initial rundown is concluded and U1 is unable to get into a good position for that play. By having PL take full responsibility for the rundown between 3rd and home, U1 can be in position for any secondary play on other runners

NO RUNNERS ON BASE (Base Hit or a Fly Ball where U1 does not go out)



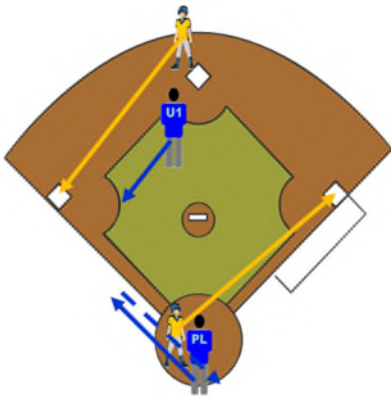
- **CURRENT (Preferred)**
 - The current mechanic is for U1 to take the BR to 2nd base and PL to rotate to 3rd in case the BR attempts to advance to 3rd. U1 then rotates to cover home when the BR commits to 3rd base
 - This is still the preferred mechanic, but many officials do not like the rotation of U1 to the plate, for a variety of reasons
- **OPTIONAL**
 - This is an OPTIONAL mechanic and is a crew decision to use
 - In this option, U1 will take the BR all the way to 3rd base
 - PL will move partially up the third base line just in case U1 cannot complete the rotation (falls down, etc.) or there is a rundown between 2nd and 3rd
 - Unless he has to cover a play at 3rd, PL will be ready to retreat to the plate for any play there

RUNNER ON FIRST POSSIBLE DOUBLE PLAY



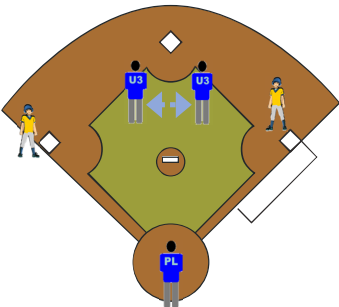
- The current mechanic is for PL to go the 3rd base side of the mound to observe any interference by R1 at second
- This does not provide PL with an optimal angle to see the interference, especially on an illegal slide
- To provide PL with a better view of the possible interference at 2nd, the new mechanic is for PL to move up the FIRST base line to observe any interference at 2nd base.
- This also puts PL in position to assist U1 with a pulled foot or swipe tag on the play at 1st.

RUNNER ON SECOND ONLY



- The current mechanic is for U1 to observe the tagup of R1 at 2nd. PL rotates to cover any play at 3rd if R1 advances.
- If the ball is not caught, then U1 would have any calls on the BR, and PL would have all calls on R1, even if he attempts to score (PL would have to retreat to the plate)
- The **new mechanic** is for U1 to observe the tagup of R1 at 2nd and will also be responsible for the play at 3rd if R1 attempts to advance
- PL should move partially up the third base line in case U1 has to stay with the ball on a possible catch/no catch or trouble ball issue, but will retreat to home if R1 attempts to score
- If the ball is not caught, U1 will move to the working area and will be responsible for all calls in the infield. PL will remain at the plate

RUNNERS ON FIRST AND THIRD – UMPIRE POSITIONING



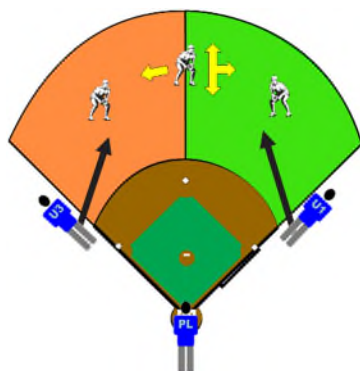
- With runners on 1st and 3rd, U1 can be in either Position B or Position C (Current mechanic is for Position C only)
- With LESS THAN 2 OUTS, the preferred position is Position B because there is a higher likelihood of
 - Pickoff at first
 - Steal of second (Position B often affords a better look at a swipe tag on the runner)
 - Rundown between first and second as the runner from third attempts to score
 - Double play on an infield hit
- WITH 2 OUTS, the umpire can be in either position, as there is no double play opportunity and a steal is likely to be ignored.

THREE UMPIRE

MECHANICS

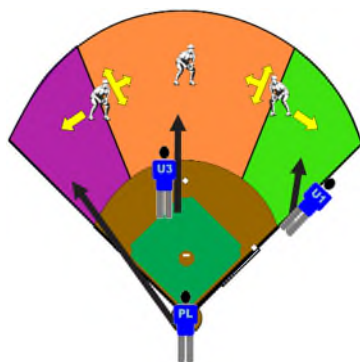
FLY BALL COVERAGE

U1 and U3 “on the corners”



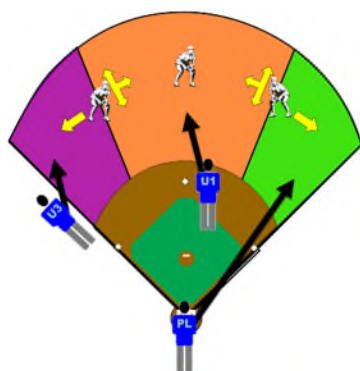
- The current mechanic is for U3 to have the center fielder straight in and straight back. U1 has the center fielder coming toward right field.
- The NEW mechanic is for U1 to have responsibility for the center fielder straight in and straight back (just like in 2-umpire). U3 will have the center fielder breaking toward left field
- **U1 will now be the “key”** to rotation on a fly ball instead of U3

U3 is “IN”



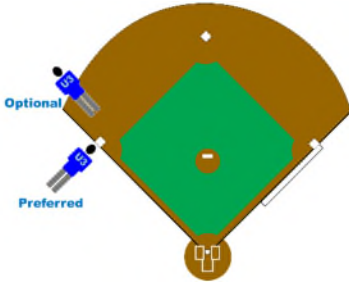
- We are going back to working the “V” for the inside umpire. When U3 is “in”
 - PL will be responsible for the left fielder breaking toward the foul line
 - U1 will be responsible for the right fielder breaking toward the foul line
 - U3 will have the “V” and the outfielders moving straight back or straight forward or moving toward center field
- This is the same coverage we use for the “inside” umpire in 2-umpire mechanics

U1 is “IN”



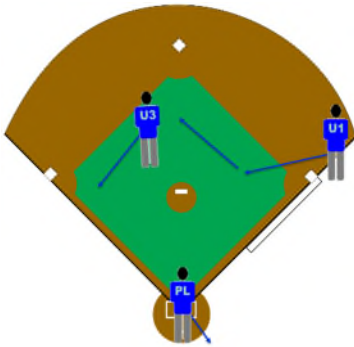
- We are going back to working the “V” for the inside umpire. When U3 is “in”
 - PL will be responsible for the right fielder breaking toward the foul line
 - U3 will be responsible for the left fielder breaking toward the foul line
 - U1 will have the “V” and the outfielders moving straight back or straight forward or moving toward center field
- This is the same coverage we use for the “inside” umpire in 2-umpire mechanics

POSITIONING FOR PLAYS AT THIRD



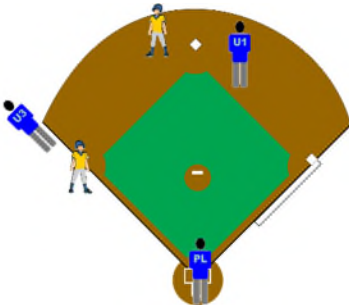
- While the umpire should strive to get the best position to see the play, the preferred position is for the umpire (U3 of PL) to be third base extended, and then move as necessary.
- An alternate position (for U3) is in the dirt behind third base
 - NOTE: If U3 is playing "IN" (Position B or C), then the preferred position is in fair territory at the cutout

ROTATION WITH RUNNER(s) ON SECOND and/or THIRD



- With one or more runners in scoring position, PL will remain AT THE PLATE
- U2 and U3 will have all calls in the infield
- U2 and U3 will, if necessary, rotate to the RIGHT (counterclockwise)

RUNNER ON 2nd ONLY OR 2nd AND 3rd WITH LESS THAN TWO OUTS



- U1 will be in DEEP B
- U3 will be in D

**RUNNER ON 2nd ONLY
OR 2nd AND 3rd
WITH TWO OUTS
(Optional Mechanic)**



- This is an OPTION (crew decides)
- With 2 outs, there is a high likelihood of a play at 1st if there is a hit in the infield
- As an OPTION
 - U1 will be A
 - U3 will be C

**NO RUNNERS
FLY BALL
U1 GOES OUT**



- Current Mechanic
 - U3 to move to 2nd base for any play there and, if the BR advances to 3rd, rotate to cover home.
 - PL moves up the first base line to observe the touch of first by the BR and any throwback behind the BR if the ball is not caught. If BR advances to 2nd, PL rotates to cover 3rd

NEW Mechanic

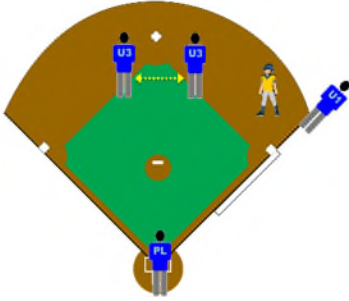
- PL will move up the 1st base line to observe the touch of 1st by the BR and be prepared for a throwback behind the BR if the ball is not caught and the BR does not commit to 2nd
- If BR commits to advance to 2nd, PL will return to cover the plate
- U3 will move toward the working area and be responsible for any plays on the BR if he commits to 2nd or commits and then returns to 1st, or attempts to advance to 3rd

**NO RUNNERS
FLY BALL
U3 GOES OUT**



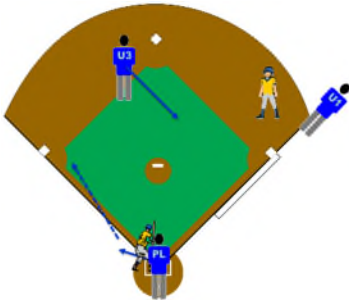
- The new, optional mechanic is the same as the new optional 2-umpire mechanic
 - U1 takes the BR all the way to 3rd
 - PL moves partially up the third base line just in case something happens to U1.
 - If U1 completes the rotation, PL retreats to cover any play at home

RUNNER ON 1st ONLY UMPIRE POSITIONS



- With a runner on 1st only, U3 can be in either Deep B or Deep C

RUNNER ON 1st FLY BALL U1 GOES OUT

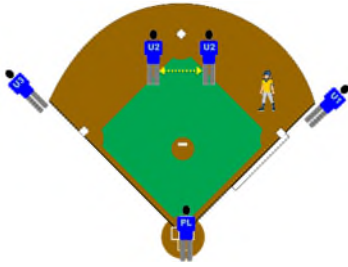


- Current Mechanic
 - PL will move up the first base line to observe the touch of first by the BR if the ball is not caught and then rotate to third.
 - U3 has the tagup of R1 at 1st and any call of R1 at 1st or 2nd
- NEW MECHANIC
 - U3 is already in the infield and has the tagup of R1 at 1st and is already in a position to make any call on R1 returning to 1st if the ball is caught.
 - If the ball is not caught, U3 is already in position to observe the touch of 1st by the BR and the touch of second by R1, and will take any subsequent play on the BR at 2nd
 - PL will rotate to cover any play at 3rd if R1 attempts to advance. If R1 attempts to score, PL will retreat to cover home

FOUR UMPIRE

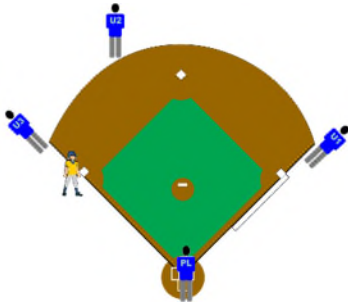
MECHANICS

**RUNNERS ON 1st
or 1st & 3rd
UMPIRE POSITIONS**



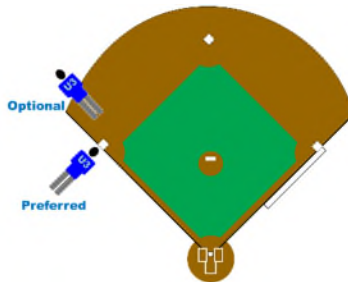
- With a Runner on 1st only or Runners on 1st & 3rd
 - U2 can be in either DEEP B or DEEP C

**RUNNER ON 3rd ONLY
UMPIRE POSITIONING**



- UMPIRE POSITION F
 - Umpire Position F is NO LONGER used with a runner on 2nd only or 2nd & 3rd. In such case, U2 will be “inside”
 - Position F is to be used ONLY when there is a single runner on 3rd base
 - This puts U2 in a better starting location to get into position for play at 3rd on R1 if there is a play on him on a fly ball to short right field where U3 goes out

**PLAYS AT 3rd
UMPIRE POSITIONING**



- POSITIONING FOR PLAYS AT 3rd (PL or U3)
 - The preferred position for plays at 3rd is second base extended in foul territory
 - An alternate position of U3 is in the dirt behind third base

**RUNNER(s) on
2nd ONLY or
2nd and 3rd
UMPIRE ROTATION**



- With Runner(s) on 2nd and/or 3rd and U3 goes OUT
 - With runners in scoring position, PL will remain at home
 - Other umpires will be responsible for all plays in the infield
 - **If U3 goes out** on a fly ball, U1 and U2 will rotate to the right, as necessary, to cover any plays in the infield