Umpire Pre-Game meeting with partner(s)

- 1. Fair and Foul balls up to the base will be called by the plate umpire. Base and beyond will be the responsibility of the umpire on the line. Only the umpire making the call will signal.
- 2. Discuss all Signals. Infield fly, 1st to 3rd, asking for the count, number of outs, Timing play, Squeeze/Funky, etc.
- 3. Discuss check swings. Know which umpire to check with and be sure your partners will be prepared to make such call.
- 4. Discuss coverage of overthrows and foul fly balls near the dugouts or fences.
- 5. Discuss coverage when the base umpire goes out to cover fly ball. The usual line for the UIC is "If I see your back, I've got all the bases"
- 6. Discuss PU 3B rotation : R1 only and R1/R3 (ball in outfield and/or infield); R1/R2 take-up(s); rundowns with multiple runners.
- 7. Force Play Slide Rule (PU has potential interference at 2B). Which side of the mound will PU go? 1B side gives better view of straight-in slide requirement and PU can help with pulled foot and swipe tag at 1B.
- 8. Running Lane Violation is PU responsibility. In HS quality throw is not required.
- 9. Discuss outfield fly coverage with no runners on and when the BU is in the B or C (Balls hit into the 'V'). Discuss trouble ball assistance.
- 10. Discuss who is responsible for watching the touching of bases on runners and on tag-up situations. (UIC may say I have All touch and tag at third)
- 11. Discuss any unusual ground rules for the specific ball park that either of you have experienced there in the past.
- 12. Funny stuff at the plate--What should BU do if he definitely sees:
 - Pitch hit a batter (nothing unless asked)
 - Batted ball hits batter (kill the play)
 - catch/no catch of possible foul tip or third strike (private signal: fist=catch, point at ground=no catch)
 - two strikes, half swing, ball eludes catcher (expect to be asked immediately whether he went around or not)
 - catcher interference, batter interference with catcher's throw, batter's follow-through hits catcher/ball (call it)