

# GENERAL DUTIES AND RESPONSIBILITIES

## Plate Umpire

1. Call balls and strikes
2. Rule fair/foul on any batted ball that is played on or comes to rest in front of the front edge of the base down the first-base line with the first base ump in Position A and down the third-base line with third base ump in position D. If either field ump is in the infield, rule fair/foul all the way to the foul pole on the exposed side.
3. Rule catch/no catch on all foul fly balls behind home plate and up to the first and third-base bags, or on any fly balls which are taken by the catcher, and on fly balls or line drives to the pitcher.
4. When the ball is hit, move out from behind the plate in order to be ready to go to cover a base or line up a fly ball when responsible for the touch or tag-up.
5. Signal partners in an infield-fly situation or when a two-out time play is possible.
6. Watch every play as if it were yours to call, both because your partners may appeal to you for help and because as umpire-in-chief you may be required to decide on play situations involving rules.

## First base umpire

1. Make calls at first base on plays in the infield.
2. Rule fair/foul on ground balls down the first-base line from the front of the bag, especially on balls bounding over the bag, and on fly balls from the bag to the foul pole if in Position A. Call all foul balls hitting the batter in the batter's box.
3. Rule catch/no catch on fly balls and line drives in the infield that are taken by the first or second basemen.
4. Move with the pitch (one or two steps), so that when the ball is hit, you are ready to move and cover any plays for which you are responsible.
5. Signal partners in an infield-fly situation or when a two-out time play is possible.

## Third base umpire

1. Move toward Position C on ground balls or base hits in order to cover plays at second base.
2. Rule fair/foul on ground balls down the third-base line from the front of the bag, especially on balls bounding over the bag, and on fly balls from the bag to the foul pole if in Position D. Call all foul balls hitting the batter in the batter's box.
3. Rule catch/no catch on fly balls or line drives in the infield that are handled by the shortstop or third baseman.
4. Move with the pitch (one or two steps), so that when the ball is hit, you are ready to move and cover any plays for which you are responsible.
5. Signal partners in an infield-fly situation or when a two-out time play is possible.
6. Rule on possible interference by runner at second base on an attempted double play.

NOTE: If either field ump goes out, coverage reverts to the two-man system. THE UMPIRE WHO GOES OUT -- STAYS OUT!