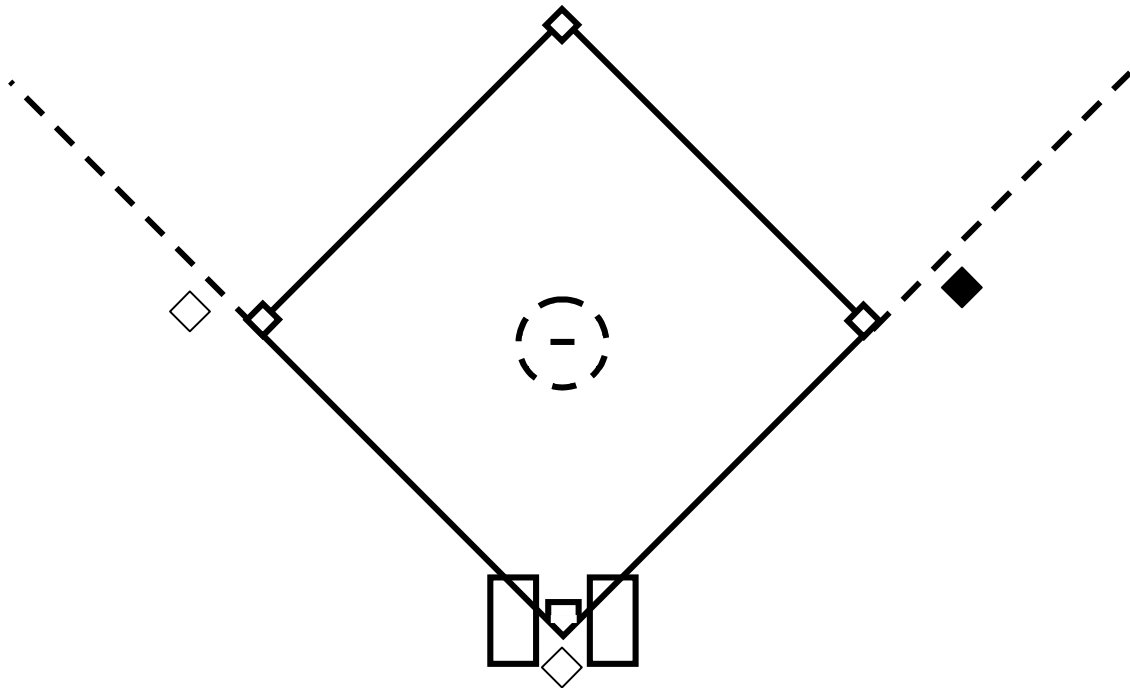


## First base umpire

## Nobody on base



1. Move to make all calls at 1<sup>st</sup>.
2. If 3<sup>rd</sup> ump goes out on a fly ball or is pinned at third on fair/foul call – come in and pivot, watch batter-runner touch 1<sup>st</sup> and be ready to take him into second or to cover throw-back at 1<sup>st</sup>. Be ready to go home on overthrow at 3<sup>rd</sup>.
3. On base hit – come in and pivot, watch batter-runner touch 1<sup>st</sup> and be ready to cover throw-back at 1<sup>st</sup>.
4. On extra-base hit - come in and pivot, watch batter-runner touch 1<sup>st</sup> and be ready to go home if plate ump has gone to 3<sup>rd</sup>.
5. Call fly balls to center moving to his left or straight back, fly balls to right and fly and liners to 1<sup>st</sup> or 2<sup>nd</sup>. Also take foul flys PAST 1<sup>st</sup> base.
6. Call fair/foul grounders past front edge of bag and fly balls past 1<sup>st</sup>.
7. Watch for check swings on right-handed batters.