

# Tips & Techniques for Purposeful Base Positioning

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# Getting the Call Right!

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# Review of the Basics

- 4 Elements

Base      Ball      Defense      Offense

- Unobstructed View/Wedge/Keyhole



# “Phases” of a Play

Pre-Pitch

Umpire Movements

Crewness / Crew  
Communication

Post-Play

# Pre-Pitch

**Before the pitch, umpire evaluates the what..who..where..when of the next potential play.**

Pre-Pitch can include the following and more;

- What umpire system used? Umpiring starting position?
- Batter ....Runners
- Situations
- Tenor of the game
- Responsibilities
- Movement / paths if
  - Flyball
  - Groundball to infield/outfield
  - Angels and distances for plays

# Umpire Movements/Tendencies

- Pro's & Con's of the 2 Umpire/3 Umpire/4 Umpire System
- Difference between Force & Tags Plays
- Angles and Distance
- Review Plays

# Working the 2 Umpire 3 Umpire 4 Umpire System

## 2 Umpire System

- Multiple times during the game where runners out number umpires.
  - Verbal/visual partner communication is vital
- Base umpires may choose to:
  - Work inside the diamond more
  - Not work in foul territory (No runners on)
  - Not cover flyballs

## 3 Umpire System

- Umpire to runner ratio better.
- Work outside or inside.
- Less responsibilities
- More flyball coverage.

## 4 Umpire System

- Umpire to runner ratio.
- Be Great right there.



# Players Movements

- Read the defense fielding and throwing the ball. (Hips/Shoulders)
- Read how / where the defense is setting up in relation to the base
  - Are they setting up in front, middle or behind the base?
- Read the speed and path of the runner toward the base.
  - Is the runner's path to the leading edge or the back corner of the base?
- Read the speed of the ball on a throw compared to the runner.
  - If a ball arrives in front of the runner, tag at the leading edge or in front of the runner's body.
  - If the ball arrives behind the runner, tags are more likely to be at the side or back of the body.

# Difference Between Force & Tags Plays

## Force Plays

- Less dynamic movement between the 4 Elements.
- Fixed base / Stretch of Fielder/BR running /Ball
- 4 elements coming to one area of the base

## Tag Plays

- Dynamic elements of 3 of the 4 elements
- All moving at different speeds and angles.



# Angles & Distance

**Angles & Distance can affect how an umpire sees the 4 elements come together**

## Force Play Calling Distance

- Baseball 15 – 20 feet
- Softball 18 – 21 feet

## Tag Play Calling Distance

- Baseball 8 - 10 feet
- Softball 10 – 12 feet & 6 -10 feet.

Whatever you decide... want to review a few items so you are prepared to see the 4 elements.

# Distance and Primary Viewing Angle

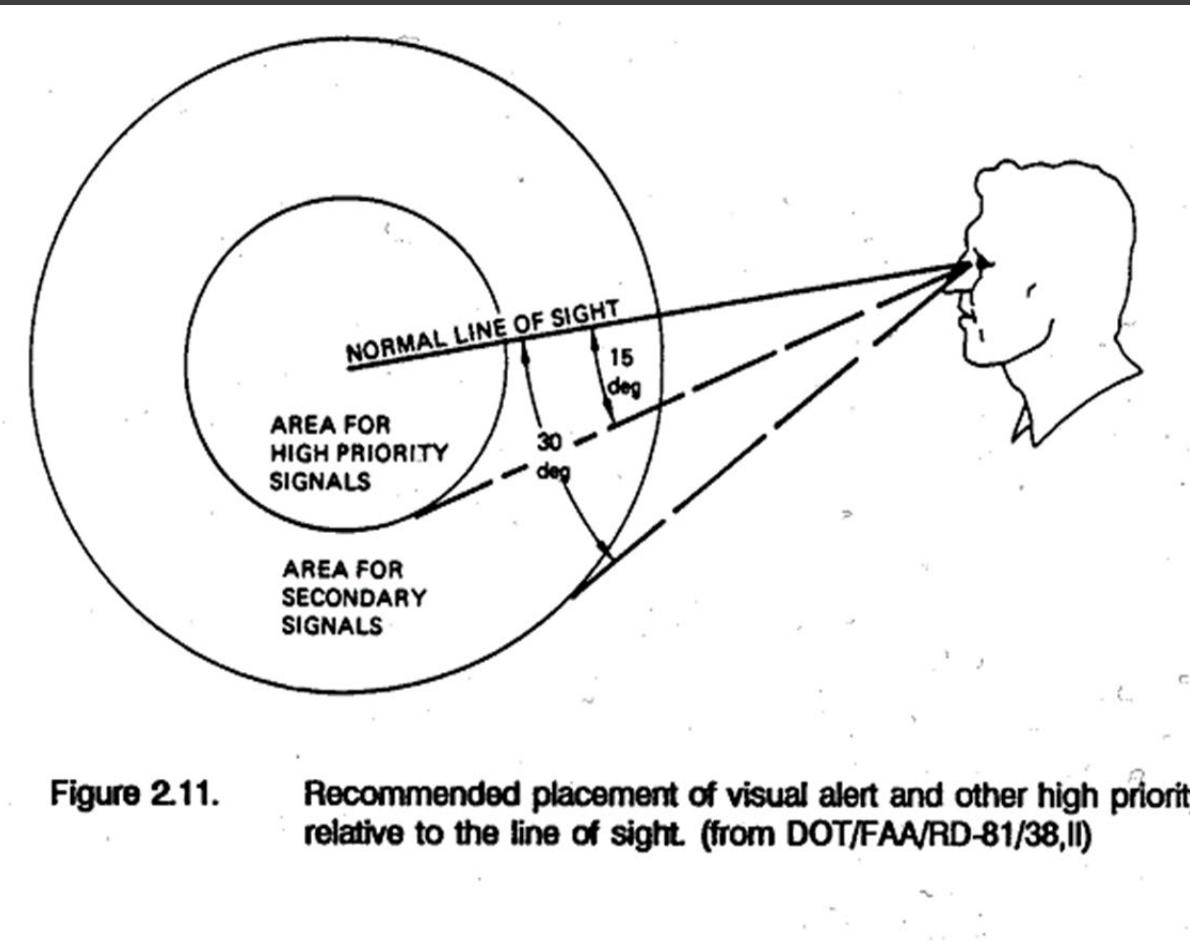
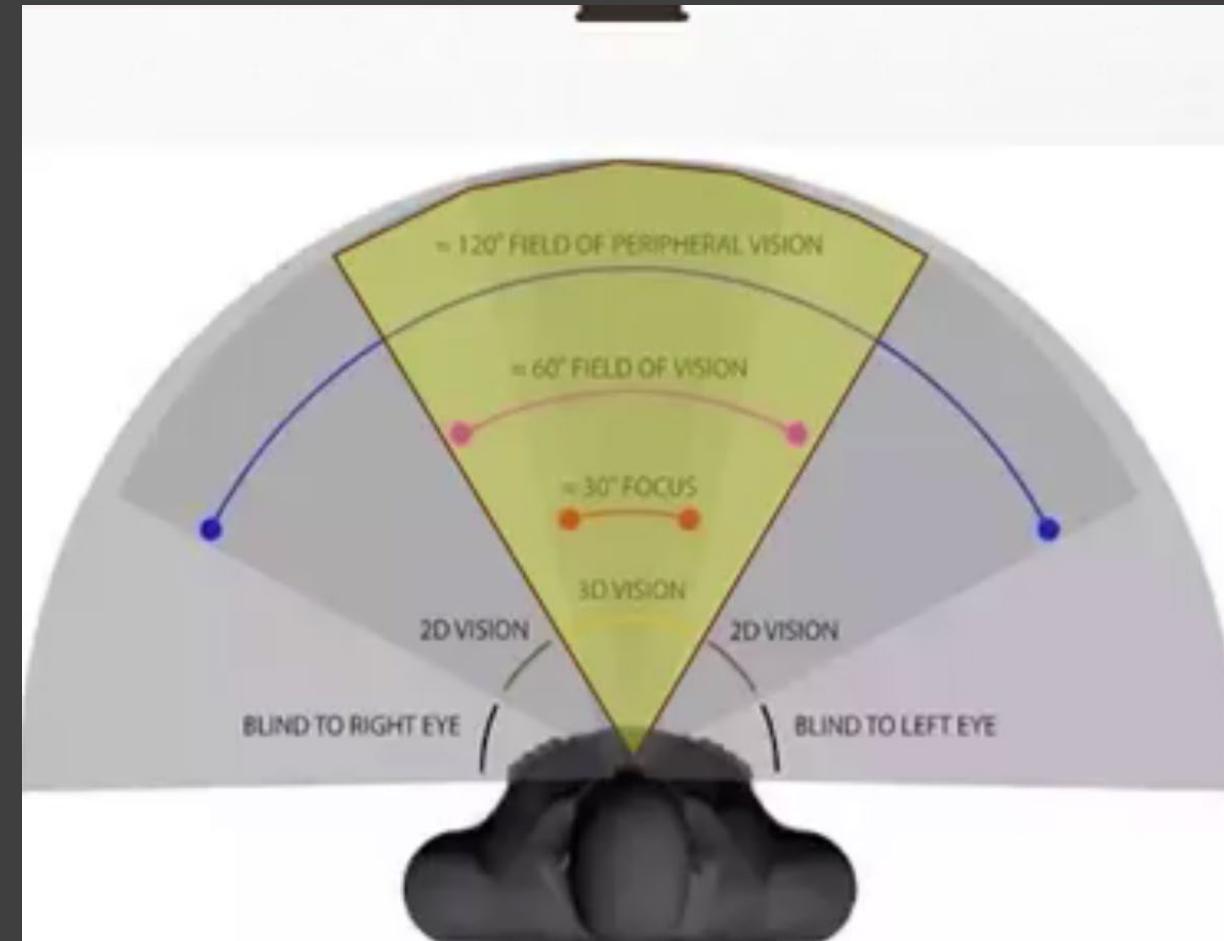


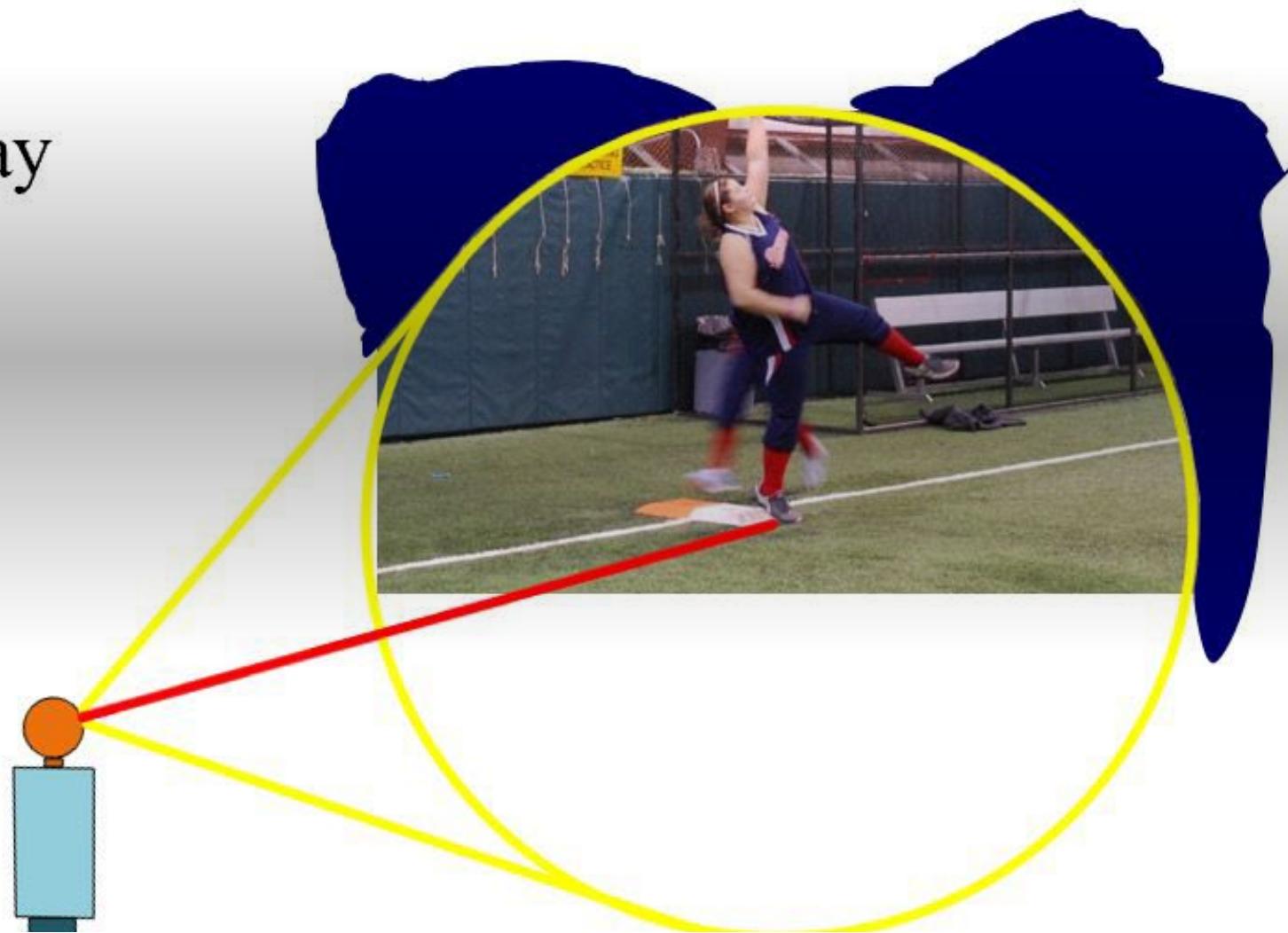
Figure 2.11.

Recommended placement of visual alert and other high priority relative to the line of sight. (from DOT/FAA/RD-81/38,II)



# 5' 5" Player-7' 8" Reach

12' From the Play



# 5' 5" Player-7' 8" Reach

15' From the Play



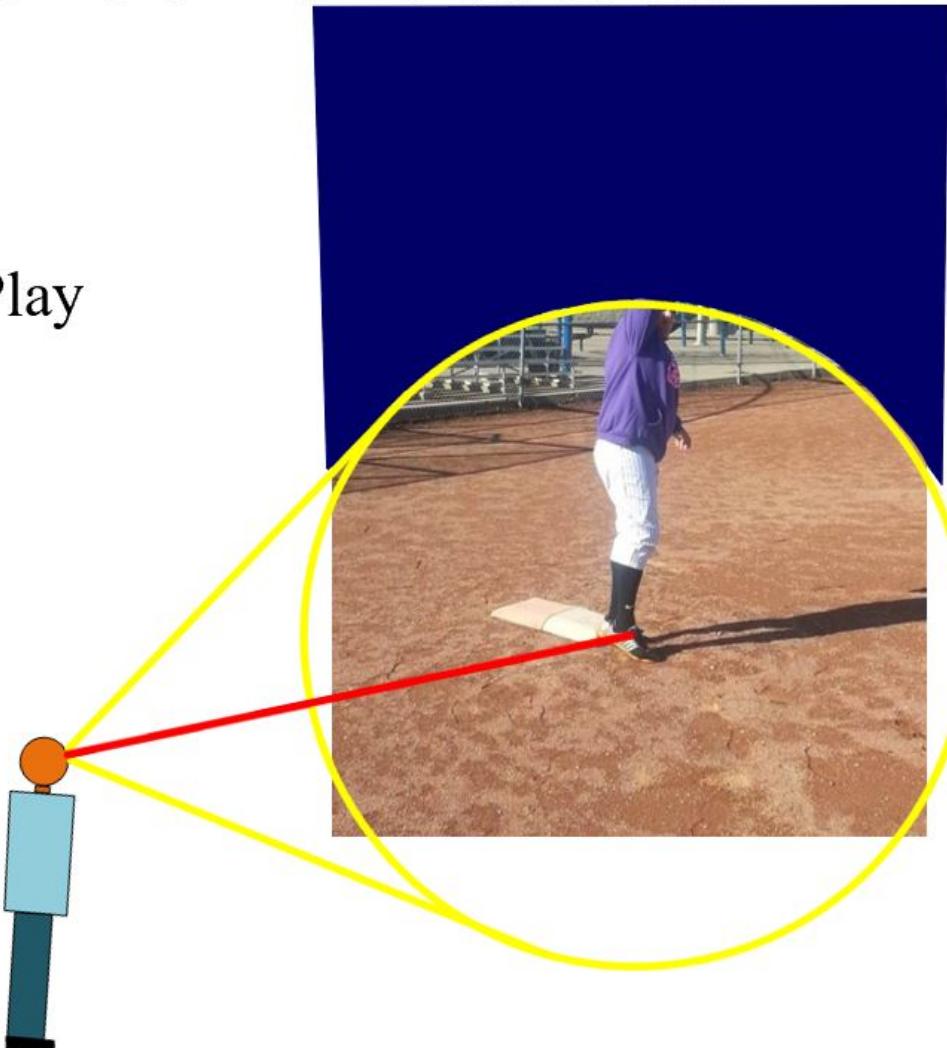
# 5' 5" Player-7' 8" Reach

18' From the Play



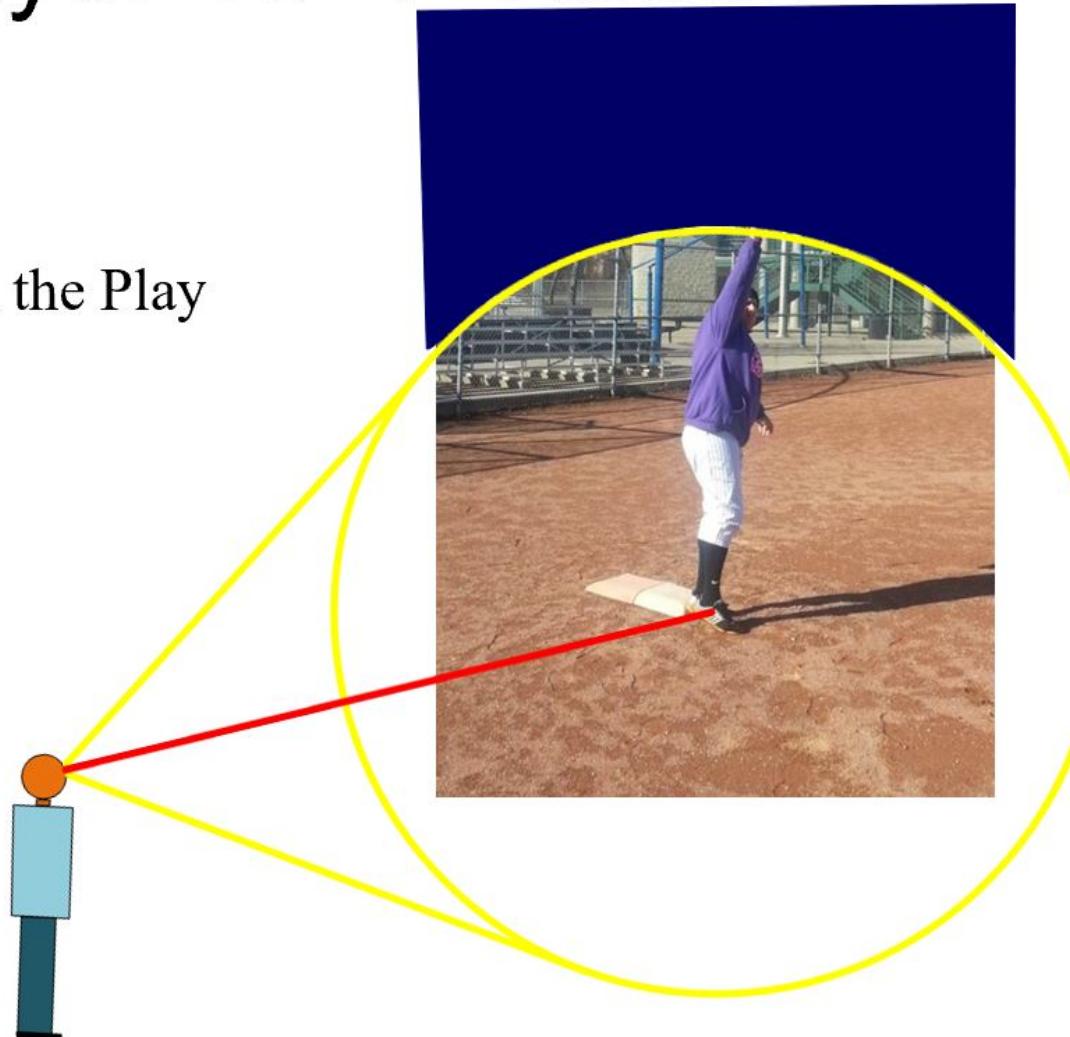
# 6' 2" Player-10' 1" Reach

12' From the Play



# 6' 2" Player-10' 1" Reach

15' From the Play



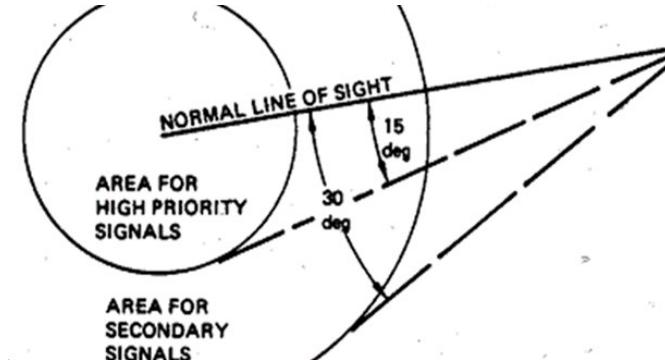
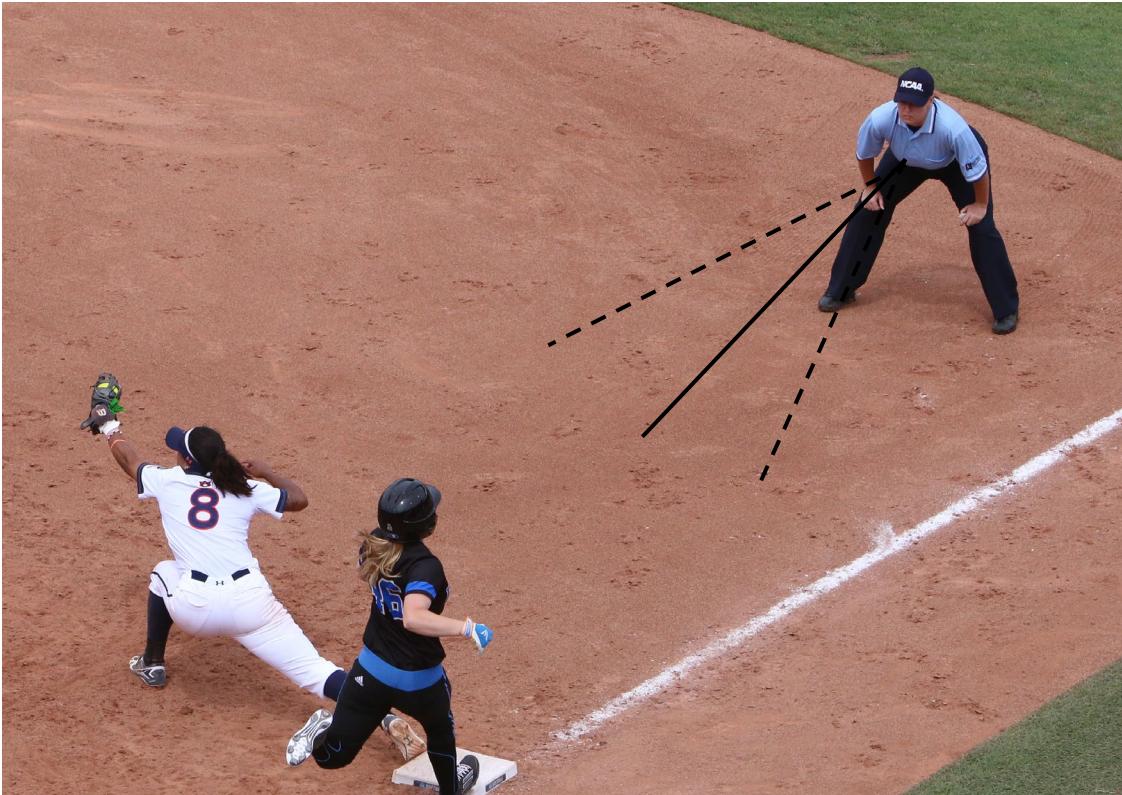
# 6' 2" Player-10' 1" Reach

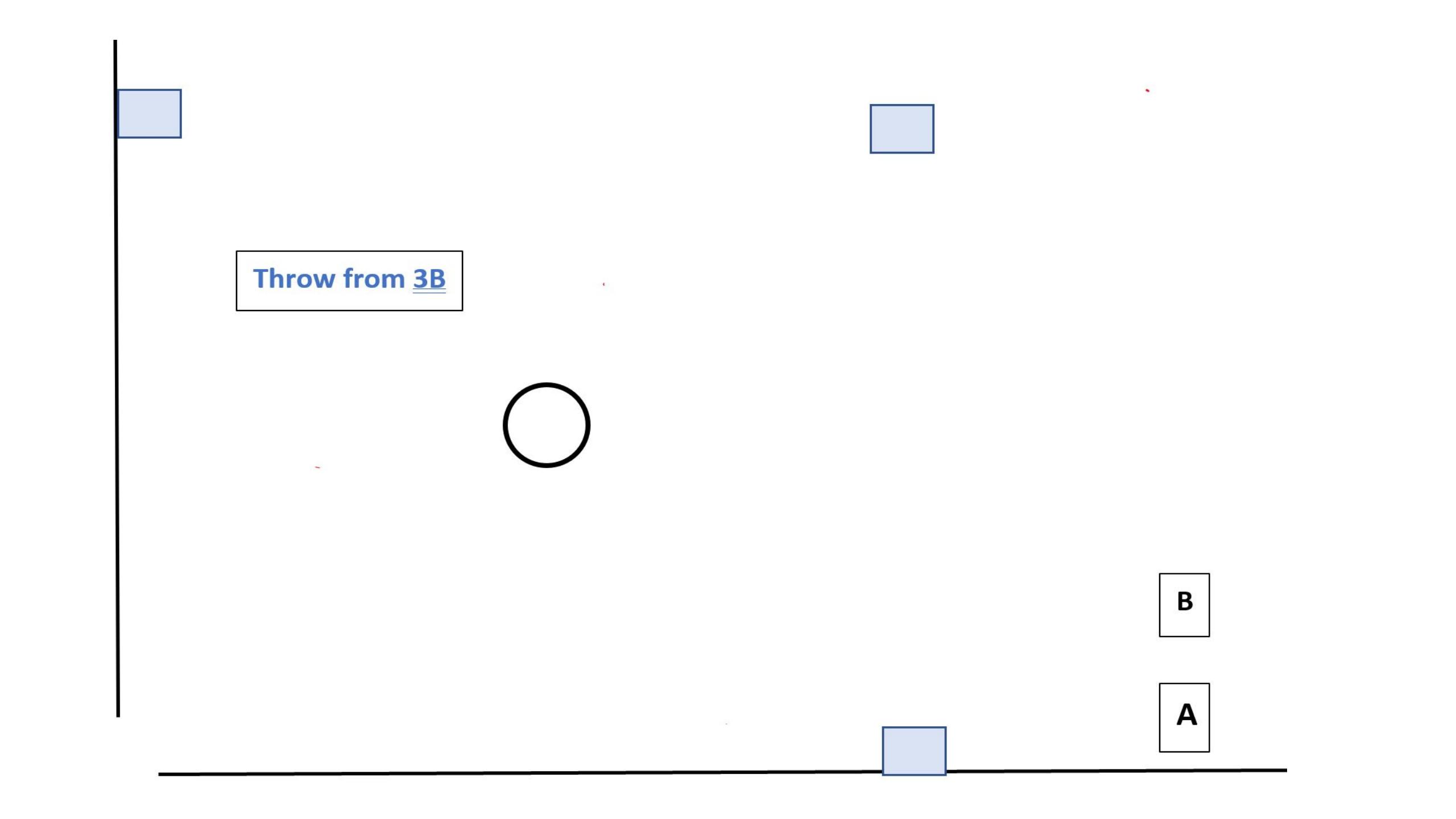
18' From the Play



# Umpire Tendencies

Set Position on plays





Throw from 3B

B

A

# Throw from 3B

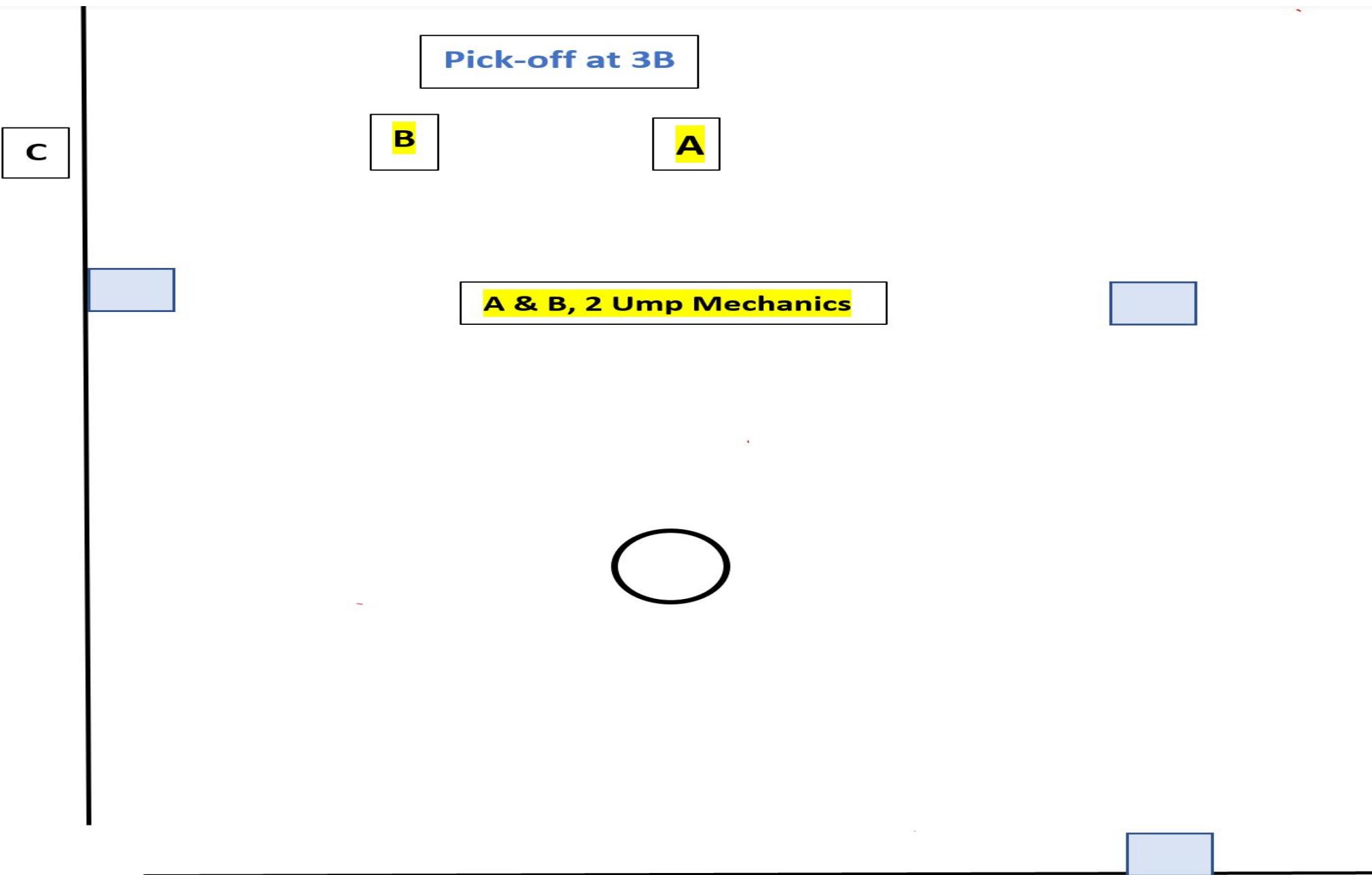




A  
B  
C

# Tag at 1B





# Pickoff at 3B





Video Review of Plays

# Post-Play

**The time after the play when an umpire evaluates the what..who..where and when of the play. Review / evaluate the following:**

- Were they properly prepared for the play
- Did you keep ball/runner(s)/partner status through the play
- Did you have good crew communication
- Have good paths, angles/distance for the play
- Did you move to a final position to have an unobstructed view
- Did you have good timing

Write Notes for later review.



QUESTIONS / COMMENTS

THANK YOU Kris H. & All

