

Tips & Techniques for Purposeful Base Positioning

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Getting the Call Right!



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?
- BatterRunners
- 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 outnumber 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

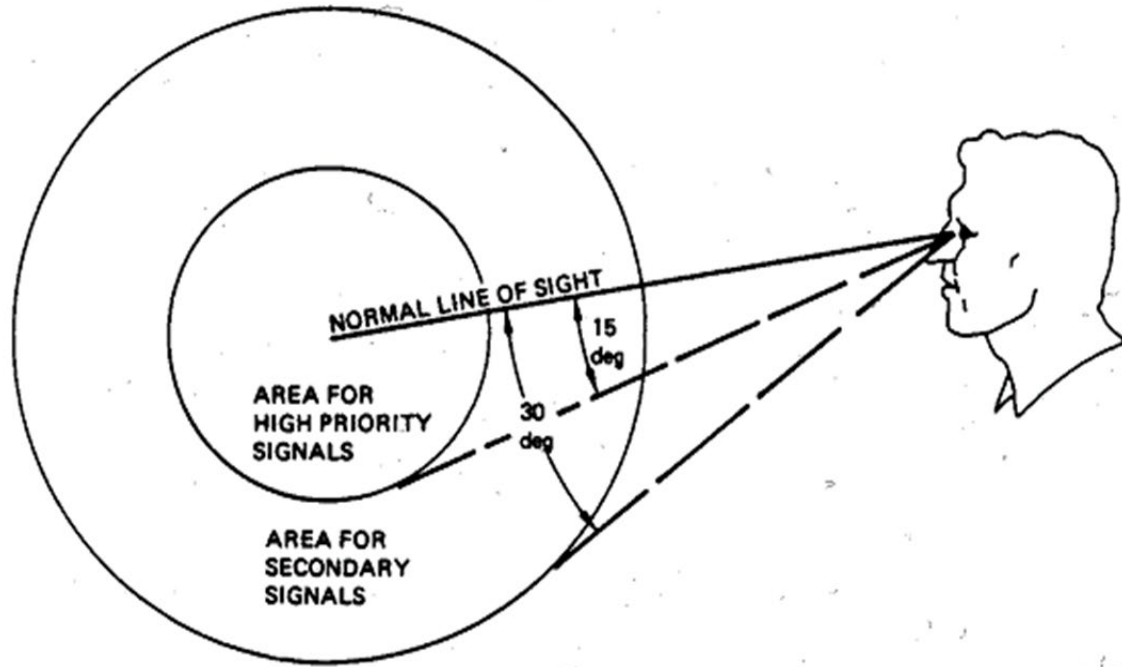
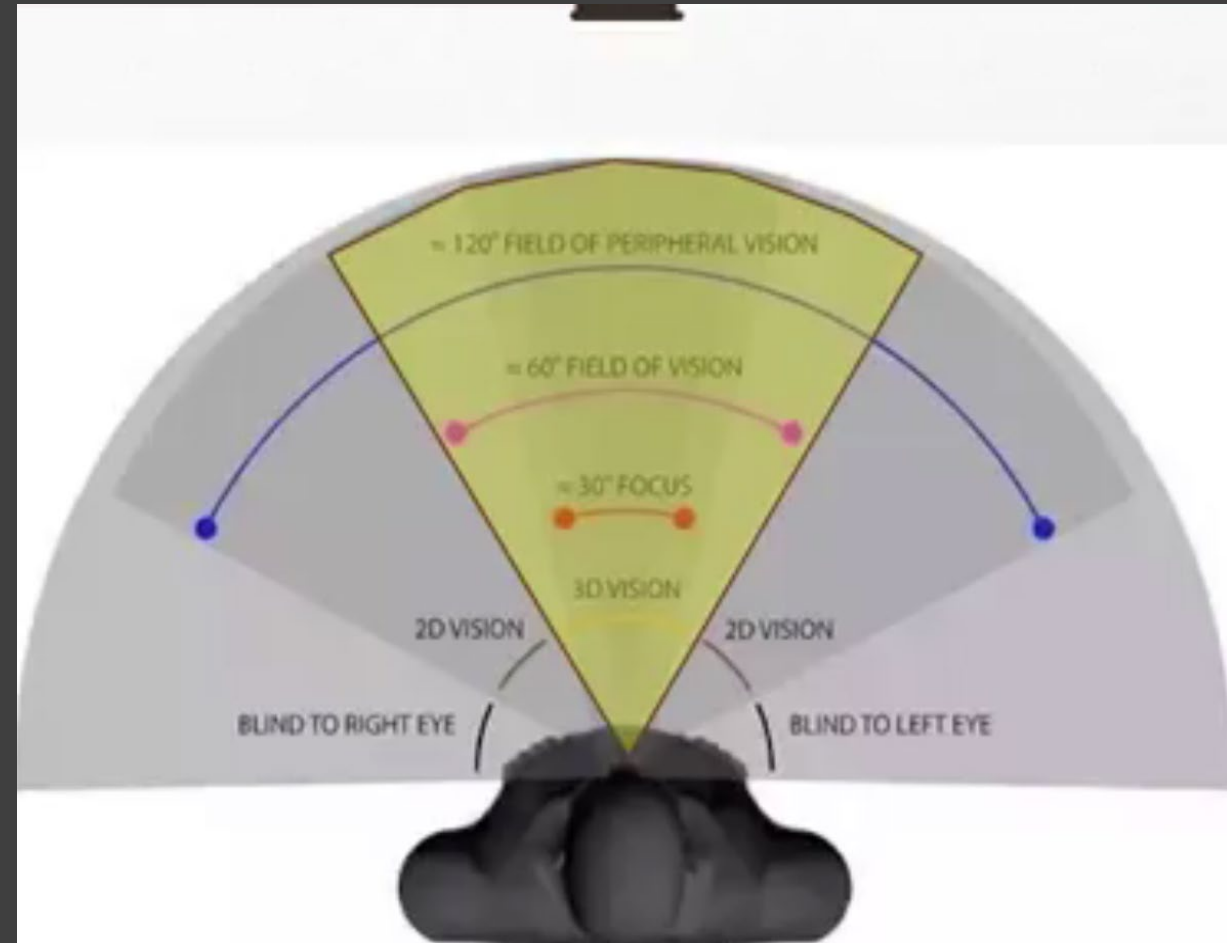
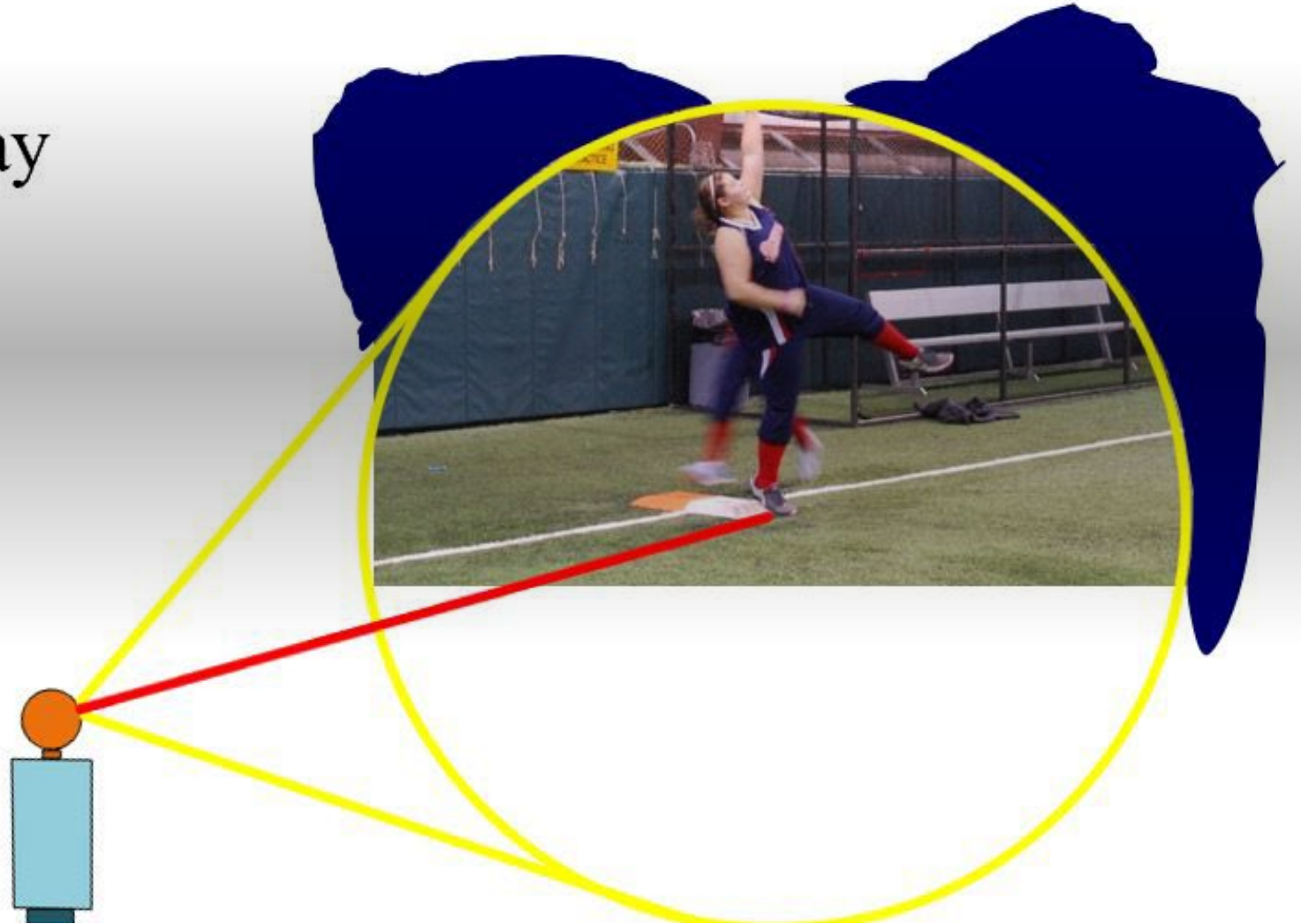


Figure 2.11. Recommended placement of visual alert and other high priority relative to the line of sight. (from DOT/FAA/RD-81/38,II)



5' 5" Player-7' 8" Reach

12' From the Play



5' 5" Player-7' 8" Reach

15' From the Play



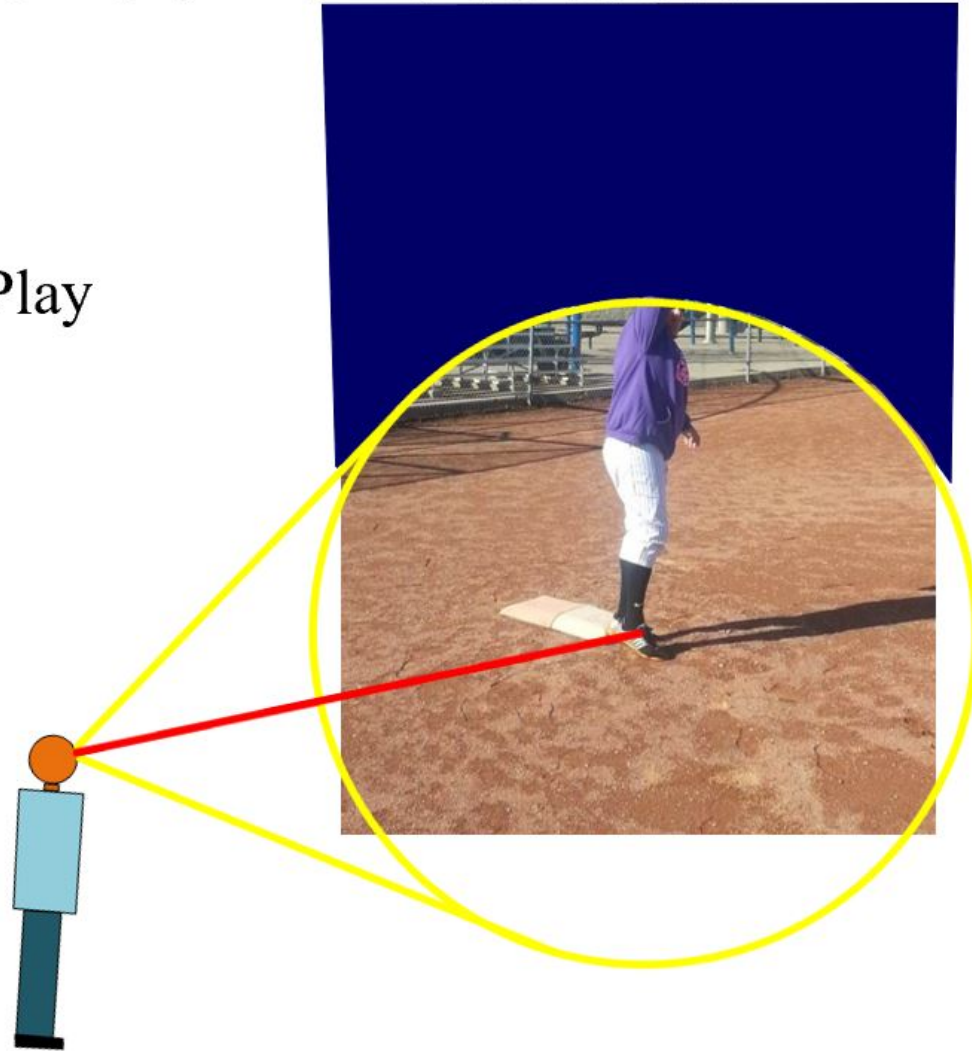
5' 5" Player-7' 8" Reach

18' From the Play



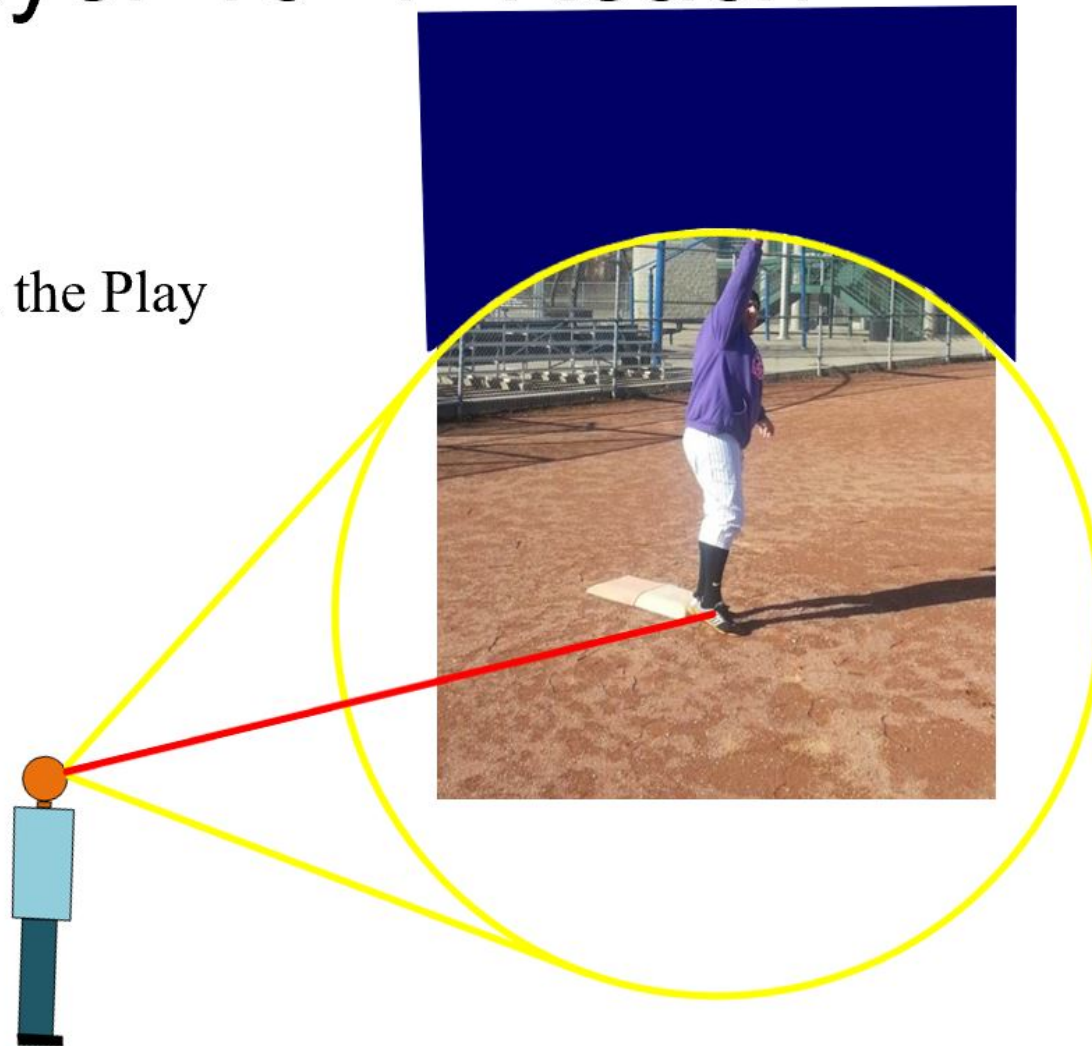
6' 2" Player-10' 1" Reach

12' From the Play



6' 2" Player-10' 1" Reach

15' From the Play



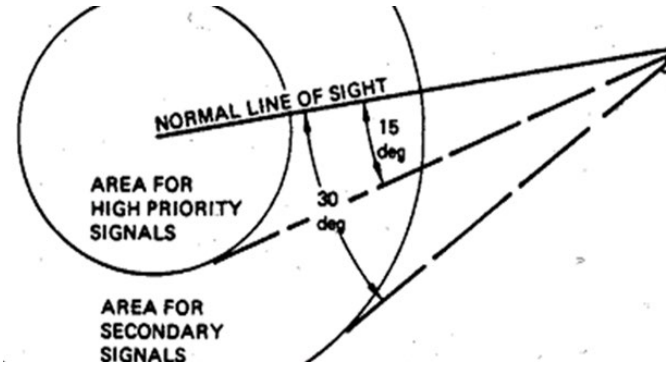
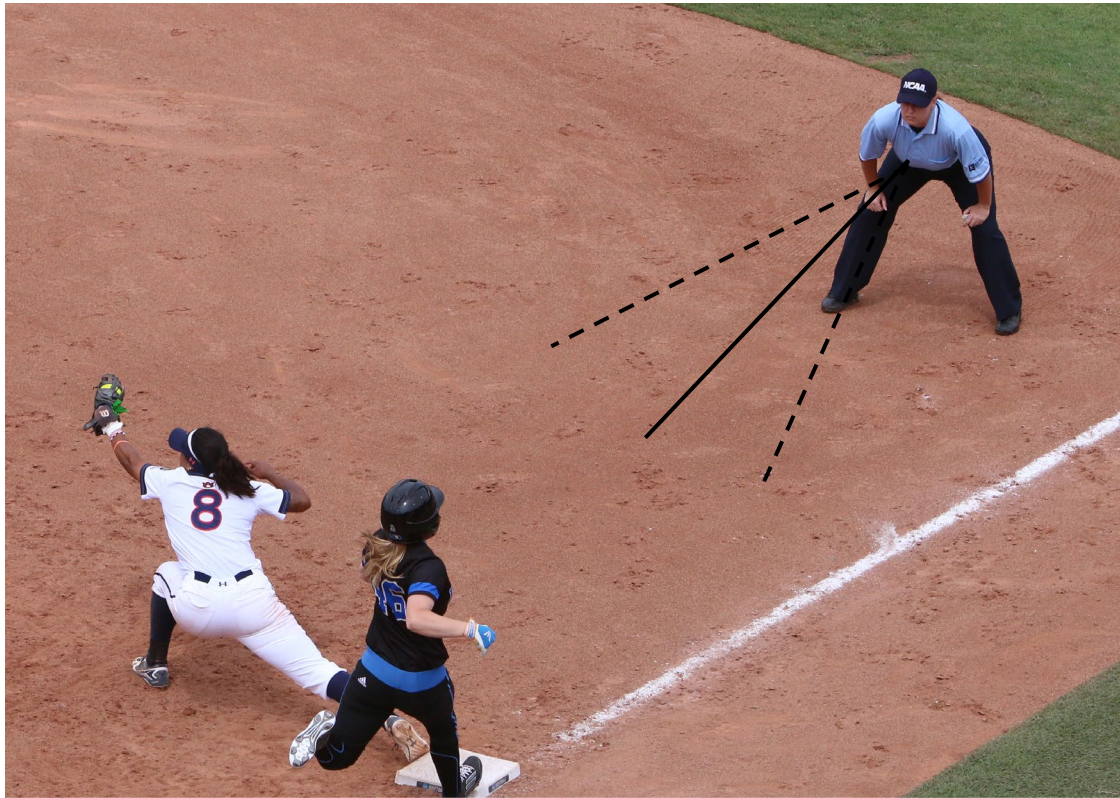
6' 2" Player-10' 1" Reach

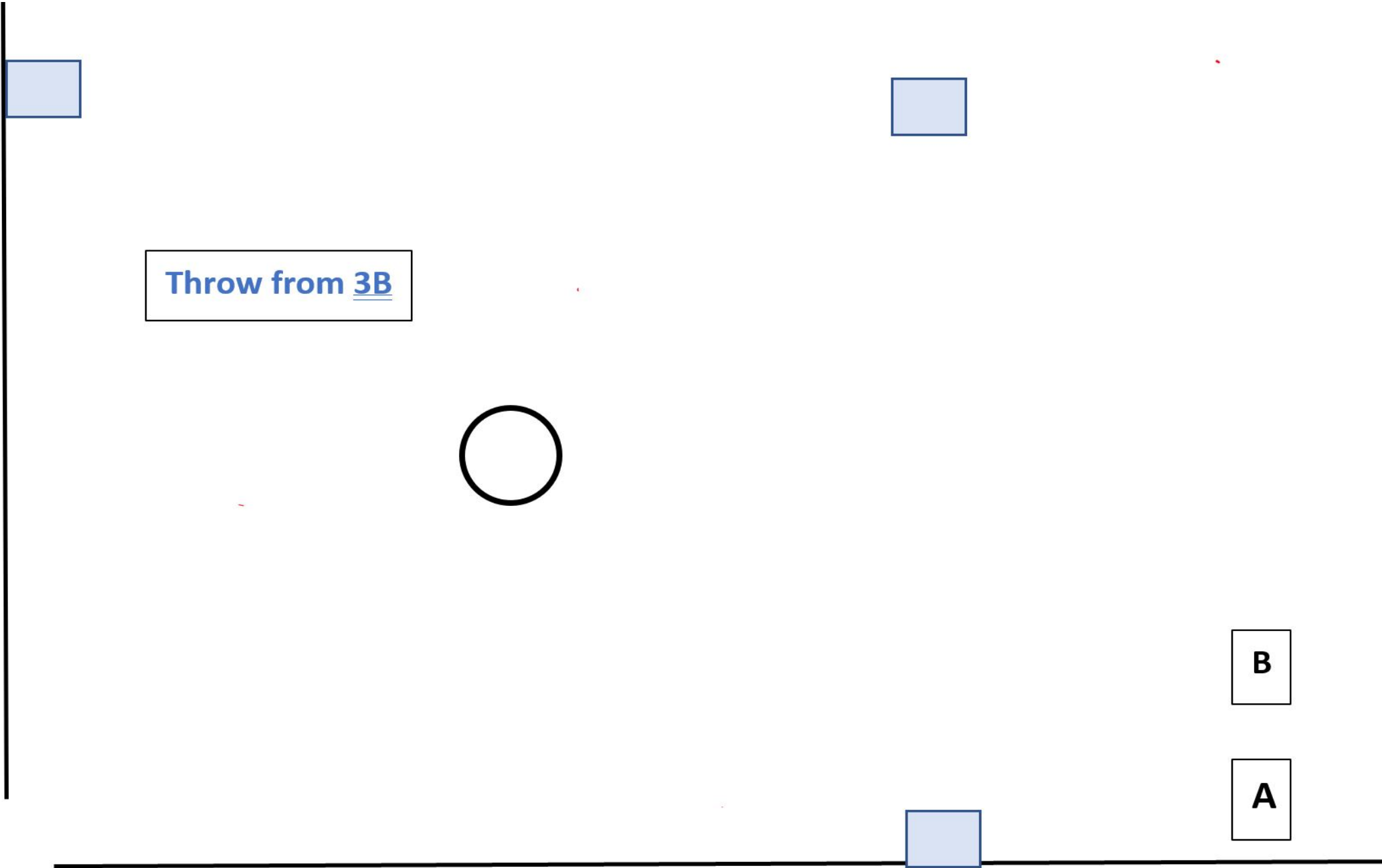
18' From the Play



Umpire Tendencies

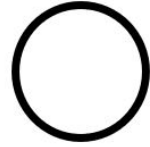
Set Position on plays





Throw from 3B





A
B
C

Tag at 1B



A



B



C

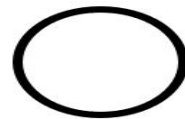
Pick-off at 3B

B

A

C

A & B, 2 Ump Mechanics



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

