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**3 – Man Mechanics**

**Basic Principles**

* Box ‘em in. Having a third umpire often allows the luxury of having one umpire in front of a runner and one behind – but not always
* Communication is crucial. You must see and hear where your partners are – and what they are doing – in order to function as a unit.
* **You really need to understand the 2-man system to work the 3-man system**
* By really understanding the 3-man system, it will help you understand the 4-man system.
* When 1 umpire goes out – then we revert to a 2-man system
* Do not go out on every outfield fly ball
* When rotating – “mirror the runners”
* Extensive pre-game is needed if members have limited 3-man experience
* All signals from PU, go to the inside umpire then are ‘forwarded’ to line umpire by inside guy – base umpires need to be aware of what the PU is doing. No signals when umpires are on the corners.

**Overthrows**

* No one on base – all overthrows are covered by PU (or U1 covering home) – those that go outside of the foul lines.
* Runners on base – PU has call (except when U1 rotates)
* When an umpire has gone out, and the crew reverts to 2-man, the plate umpire has all overthrows
* Runners on 1B & 2B, and the PU has rotated to cover the tag-up into 3B, then U1 has the overthrows when he rotates to the plate.

**Starting Positions**

* A (U1) – Both feet in foul territory – approx. 10 feet behind first baseman or first base
* Deep B (U1) – Dirt/grass line on B side of second base
* Deep C (U3) – Dirt/grass line on C side of second base
* C (U3) – Half way between mound and dirt cut-out (Same as 2-man)
* D (U3) – Both feet in foul territory behind 10 feet behind third basemen, or grass/dirt line. May be partly in fair or fair if runner on third.

**Basic Outfield coverage**

* Do not go out automatically for fly balls in your coverage area
* Pause, read and react – then go hard to get a good angle. Be stopped when the play occurs
* Only go out on the 4 conditions when in A or D
* If in doubt – go, but go hard and make sure your partners know you are going. If you are not going out, then let partner know.
* Once you go out, stay out until play is finished.
* Even if you don’t go out, you are still responsible for catch/no catch in your area
* Center Field Coverage
  + U1 – Center fielder in an out (turn towards RF) all the way to RF line
  + U3 – Center fielder out (turning towards LF) all the way to LF line
* One umpire in
  + Line umpire – Outfielder closest to him to the line
  + Inside umpire – Cover the “V” *DO NOT CROSS DIRT*
  + Plate umpire – Opposite line

**Fair / Foul**

* Umpires on corners –
* PU – Up to bag at 1B and 3B
* U1- Front of bag to pole on RF line
* U3 – Front of bag to pole on LF line
* Umpire in – same as 2 man

**Positioning Reminders**

* U1 in “A” position whenever –
  + No one on
  + ANYTIME a runner is on first base
  + Anytime a runner is on 3B only
  + Whenever there are 2 outs
* If U1 is in – Then always use Deep “B”
* If U3 is in –
  + Runner on 1B only – Deep “C”
  + Runners on 2nd or 2nd & 3rd – Regular “C”
    - Need to cover up to 3B
  + May have to slide to cover 1B

**U1, U3 Rotation General Reminders**

* If U1 or U3 go out – then turns to 2-man system. Umpire *stays out* after he goes.
* PU should NOT rotate with runners in scoring position
  + May stay home with 3-2 count with 2 outs with R1 only
* Rotation is basically a “mirror” of the runners

**U1 Rotation**

* If U3 goes out (from D) – then come in and pivot with the runner
* If go out – stay out
* If PU rotates to 3B, then go to POP
* If in ‘Deep B’, then responsible for 1B, 2B and 3B if U3 goes out (just like 2-man)
* If PU stays home, then slide is possible

**U3 Rotation**

* If base hit, then rotate from ‘D’ to 2B to make call.
* If in ‘Deep C’ or ‘C’, then may be responsible for 1B if U1 goes out.
* If in ‘C’, then responsible for 2B and 3B.
* If you go out – stay out.
* If PU stays home, then slide is possible

**Plate Umpire Rotation Reminders**

* Will follow BR on infield hit (45’ line), then rotate back to home
* If rotating to 3B –
  + Go to “library” to read the play
  + Step inside to make the call at 3B
  + Plays at the plate then U1 responsibility, unless U1 goes out
* Does not rotate with players in scoring position. ie 2B and/or 3B – except below
* Still will rotate in tag-up to 3B from outfield, but use caution when going.
* May stay home with 3-2 count, 2 outs and runner on 1B.

**Signals / Signs**

* Same as 2 man
* Slide signal is added
* Not generally given when umpires on the corners
* Given to the inside umpire, then is passed to partner