“A Position”

**General Philosophies –**

* Umpire mechanics are a series of compromises
* Base mechanics coverage is based on the most likely play. Should not be based on the unlikely 2nd or 3rd play.
* Crew needs to work together
* Must be able to read the batted ball and the runners to react properly
* Should signal on every call, except for the obvious caught fly ball, obvious foul or the non-play
* Should strive to see the entire play with head and body in a stable position. Call should be called entirely, before you return to your position.

**Basic fly ball responsibilities –**

* Outfield – Center fielder to the right field line
* Infield –
	+ 1st baseman – to his left or back
	+ 2nd baseman – towards first base
	+ Shortstop – towards second base
	+ Pitcher – moving backwards

**Between Innings –**

* Where to stand
* What to do

**Starting position-**

* On line - 10’ behind first baseman – Left foot forward. Move back and forth with the first baseman, as he moves. No deeper than infield dirt (if players is 6-8 feet away from you).

**Pause/Read/React –**

* Use pause/read/react, even if you are working a fast game.
* Watch 1st baseman if ball in the air towards you. React to his actions.
* Hold the line on a fair foul call
* Come inside on outfield hit (if no outfield responsibility)
* Watch all touches of the BR
* Infield ball – read for best position for a call

**When to go out**

* Shot down the line (fair/foul)
* Player coming in for possible dive (Catch below the waist)
* 2 or more players coming together for the ball
* Ball over fielder’s head (possible homerun)

**Asking for help**

* Pulled foot
* Swipe tag
* Shouldn’t happen in the A slot. Should be able to make the adjustment

**Coming in**

* Base hit
* Extra base hit
* Pick up the ball and the runner. Let the ball take you to the play.

**Check / Half-swings**

* Positioning
* How to rule

**Fair / foul responsibility**

* From the front of the bag out
* Don’t call the obvious
* Balls that stop before the bag – plate guy’s call