**PRE -GAME CONFERENCE WITH OTHER UMPIRE/S**

* Fair/Foul Coverage
* Tag ups/Touches
* Fly Balls to Outfield
* Fly Balls to Infield - Infield Fly
* Coverage at 3rd base. This mechanic changed in 2010. No help from plate umpire on infield plays.
* Live Ball/Dead Ball areas
* Dropped 3rd strike
* Batted Ball hits Batter
* Check/Half Swings
* Pulled foot/Swipe tags at first – make call first, then ask for help if requested
* Asking for help/Getting help – wait until time is called
* Rundown coverage
* Live ball – putting ball into play
* Positioning in either A-B-C slot
* Substitutions
* Plate umpire records defensive and offensive conferences and records team warnings and or ejections.
* Plate umpire check with both teams at the end of a big inning or by the 5th innings concerning the score.
* Umpire to umpire Signals:
	+ Infield fly
	+ Time plays
	+ Counts and outs
	+ Rotations
* Checking appearance of field. Plate umpire to acquire game balls.
	+ Fences
	+ Mound
	+ Plate area/back stop area
	+ Dugout/Bench area
	+ Out of play lines
	+ Any unusual markings and areas
	+ Check with home coach regarding any pregame ceremonies or announcements.
* Pre-game with coaches and captains
* Be professional
* Home plate umpire behind point of the plate, base umpire(s) facing plate
* Home plate umpire does the talking. Ask:
	+ Are teams properly and legally equipped? Need a verbal reply
	+ Is there a trainer on site? If none, then coaches are responsible
	+ Answer any line-up card issues (as needed)
	+ Ask home coach to cover ground rules

Updated: January 2020