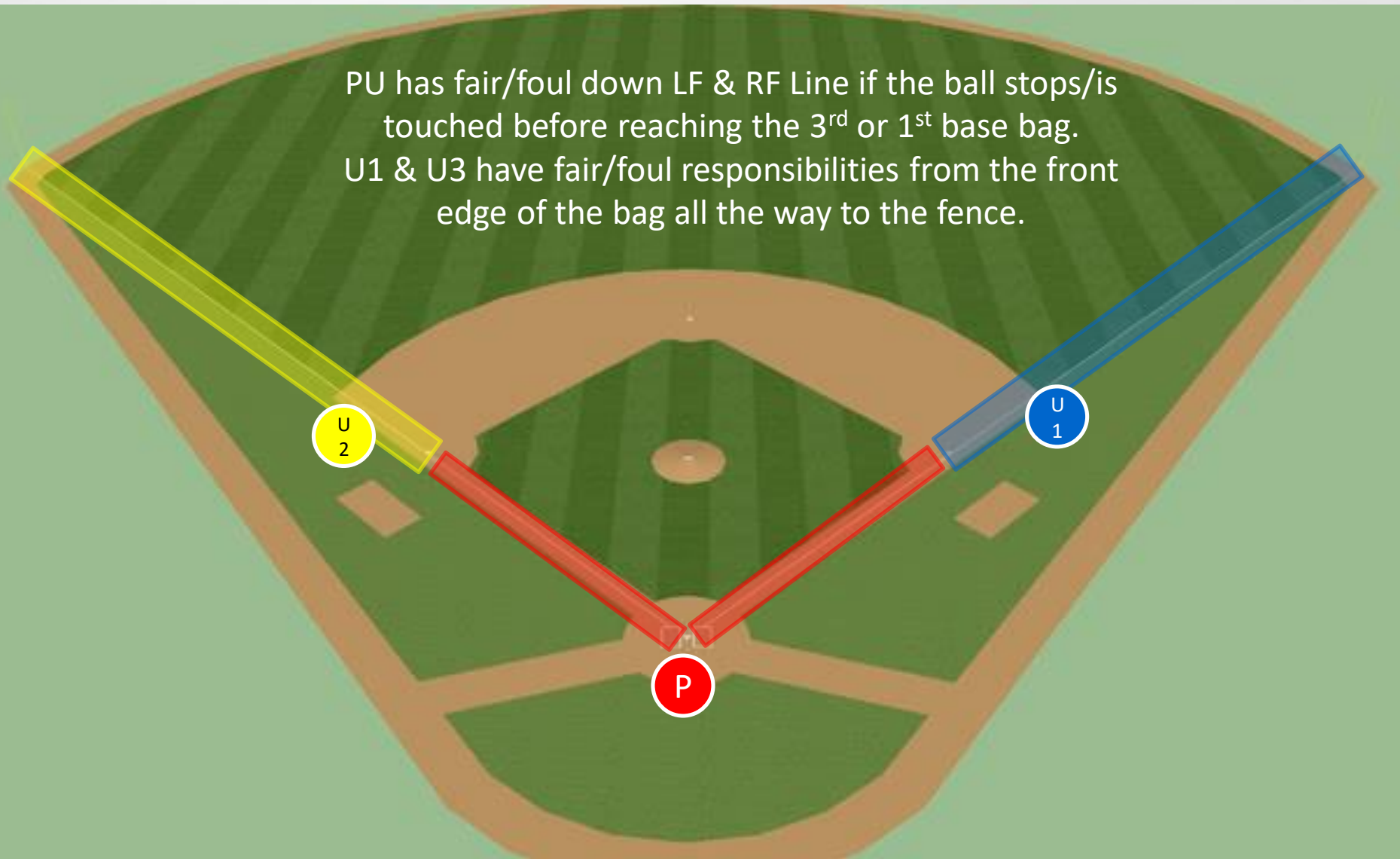


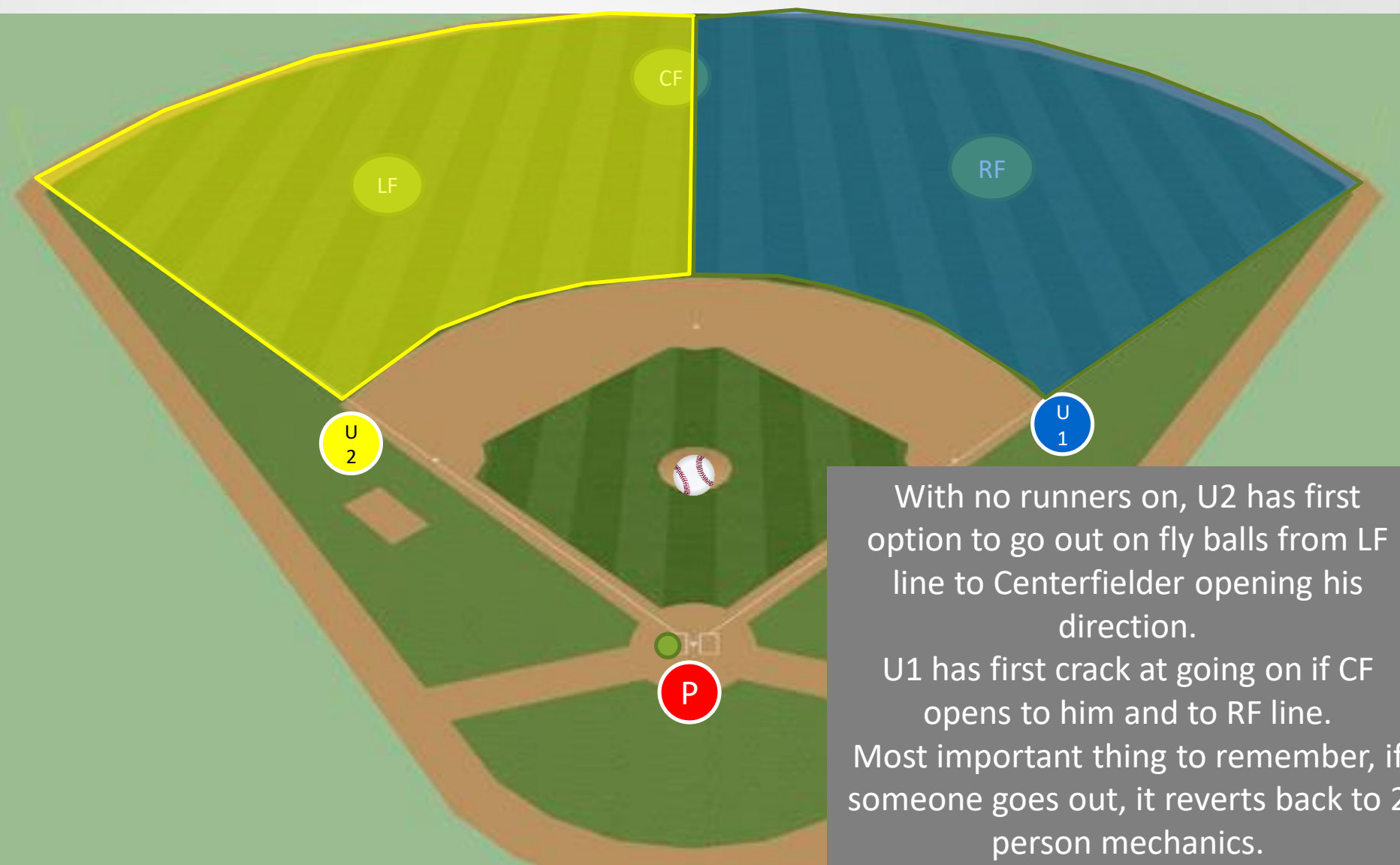
3 Person Umpire Mechanics



Your Logo

PU has fair/foul down LF & RF Line if the ball stops/is touched before reaching the 3rd or 1st base bag.
U1 & U3 have fair/foul responsibilities from the front edge of the bag all the way to the fence.





With no runners on, U2 has first option to go out on fly balls from LF line to Centerfielder opening his direction.

U1 has first crack at going on if CF opens to him and to RF line.

Most important thing to remember, if someone goes out, it reverts back to 2 person mechanics.

LF

CF

RF

No Runners, clean base hit, U1 has touch at first and any play back into first. U2 will move towards the infield, and take any plays at 2nd base. PU will move up the line towards 3rd base.

U
2

U
1

●

P



LF

CF

RF

No Runners, trouble ball, U2 goes out, and stays out. U1 BR all the way to 3rd. PU will take 3 steps back to get a wide angle of everything, then, if reading a play at the plate, gets to 3BL extended to receive play.

U
2

U
1

P

A top-down diagram of a baseball field. The field is green with brown dirt paths. The pitcher's mound is at the bottom center, with a pitcher labeled 'P' in a red circle. The bases are marked with small squares. The outfield is divided into three sections: Left Field (LF) with a green circle, Center Field (CF) with a green circle, and Right Field (RF) with a green circle. Two utility players are shown: 'U 1' in a blue circle on the right side of the infield, and 'U 2' in a yellow circle on the left side of the infield. A baseball is shown on the pitcher's mound. Text in the center of the field provides instructions for a play.

LF

CF

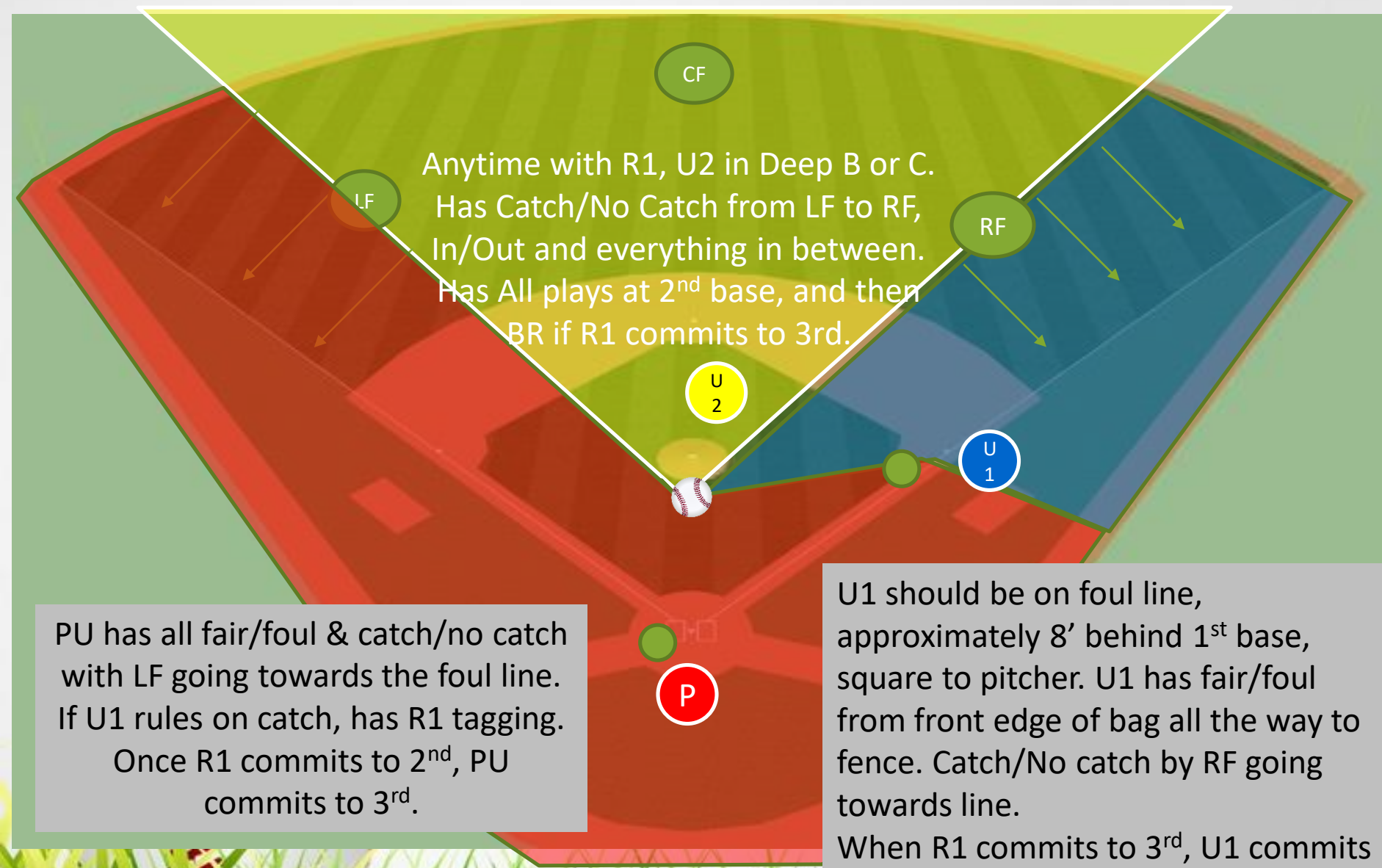
RF

No Runners, trouble ball, U1 goes out, and stays out. PU will move towards 1st, taking BR touch of 1st. U2 will immediately move into the infield and take BR at 2nd & 3rd. PU will return home.

U
2

U
1

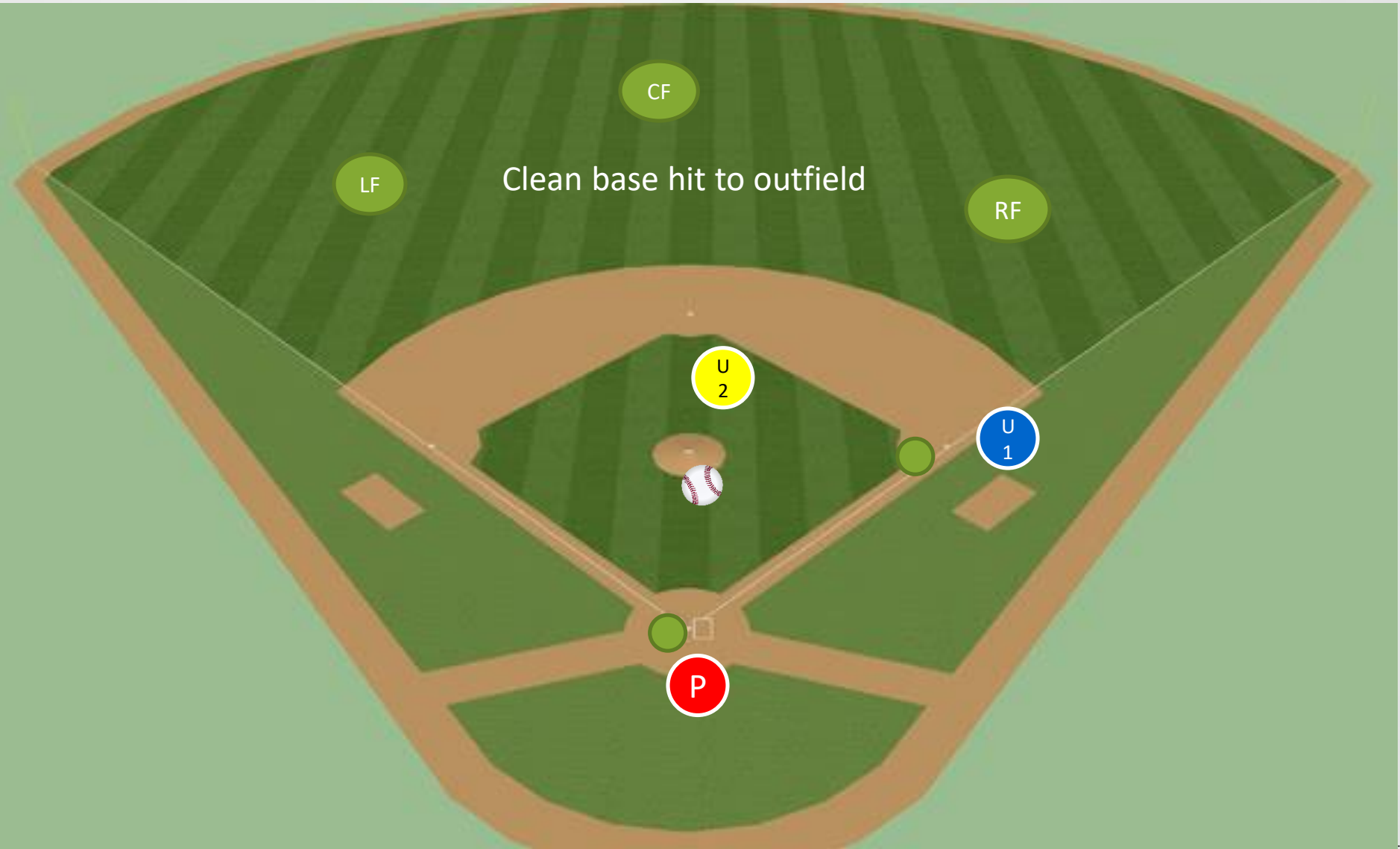
P



Anytime with R1, U2 in Deep B or C.
Has Catch/No Catch from LF to RF,
In/Out and everything in between.
Has All plays at 2nd base, and then
BR if R1 commits to 3rd.

PU has all fair/foul & catch/no catch
with LF going towards the foul line.
If U1 rules on catch, has R1 tagging.
Once R1 commits to 2nd, PU
commits to 3rd.

U1 should be on foul line,
approximately 8' behind 1st base,
square to pitcher. U1 has fair/foul
from front edge of bag all the way to
fence. Catch/No catch by RF going
towards line.
When R1 commits to 3rd, U1 commits
home to rule on plays at the plate



Clean base hit to outfield

CF

LF

RF

U
2

U
1

P

Your Logo

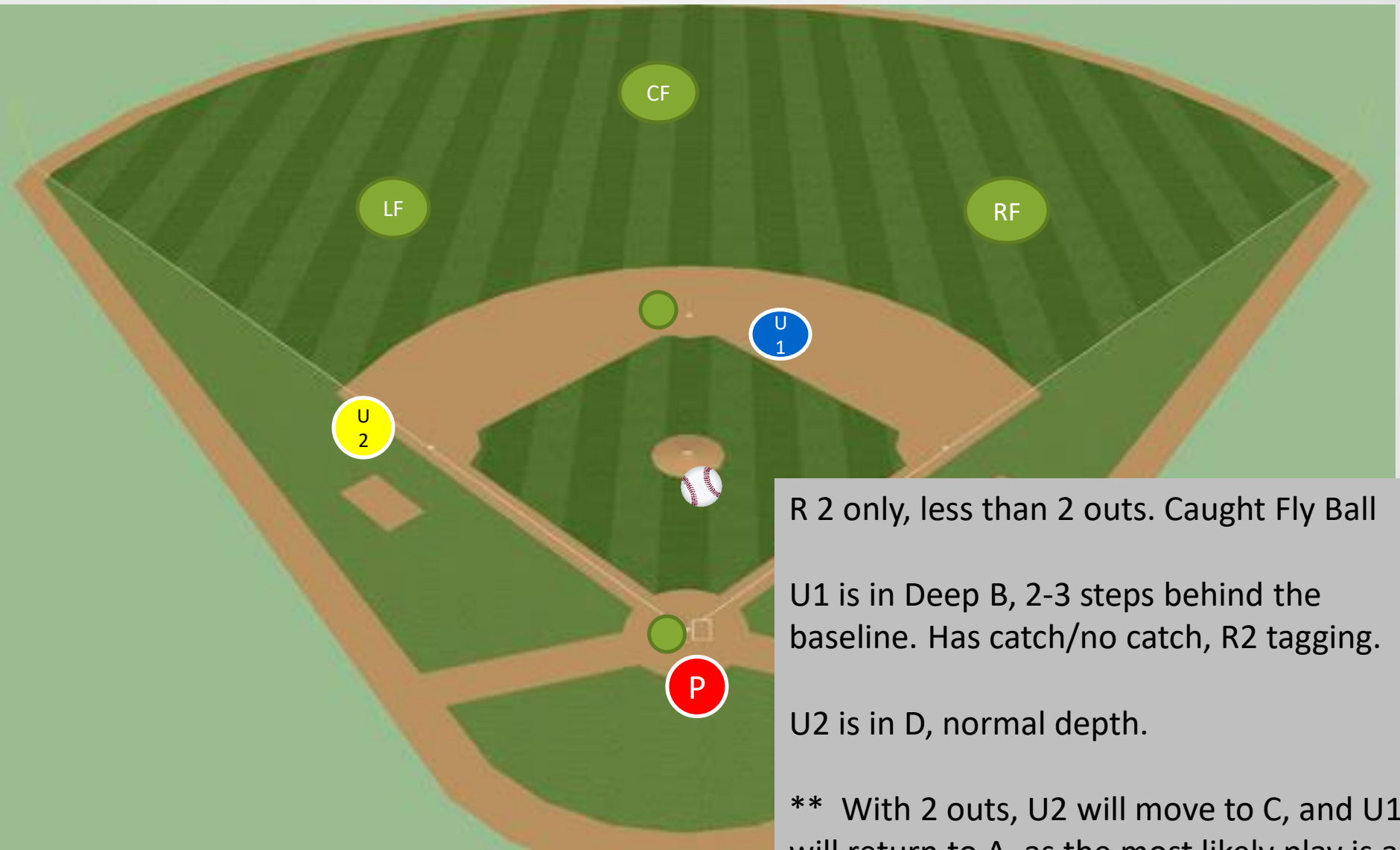


U2 has catch/no catch, and R1 into 2nd base.

PU will move towards 3b, reading play, with responsibility for play at 3rd.

U1 will line up R1 tagging, then when PU commits to 3rd, U1 will commit home for plays at plate.

Your Logo



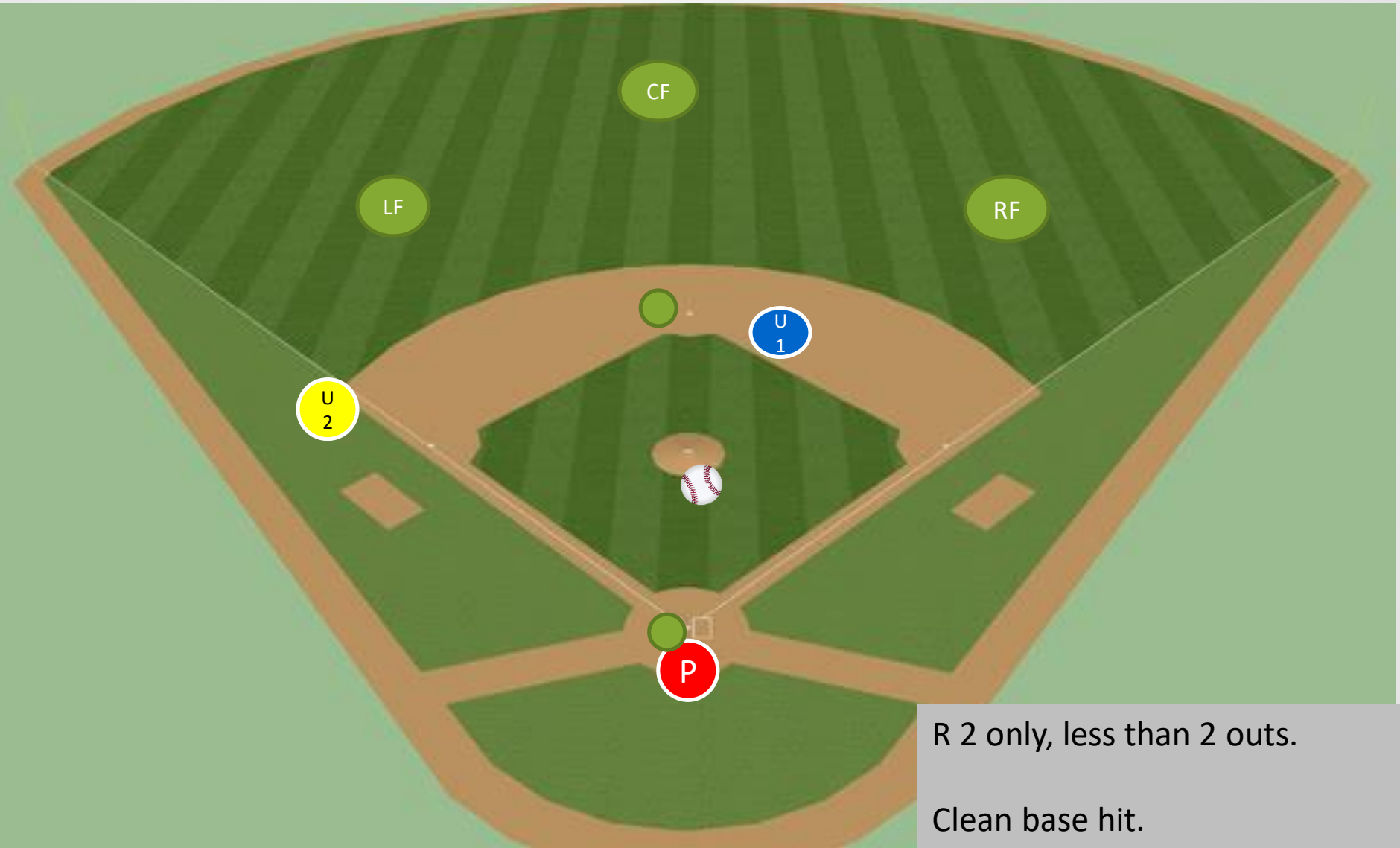
R 2 only, less than 2 outs. Caught Fly Ball

U1 is in Deep B, 2-3 steps behind the baseline. Has catch/no catch, R2 tagging.

U2 is in D, normal depth.

** With 2 outs, U2 will move to C, and U1 will return to A, as the most likely play is a force at 1st. They would use the slide technique on a fly ball/clean base hit.

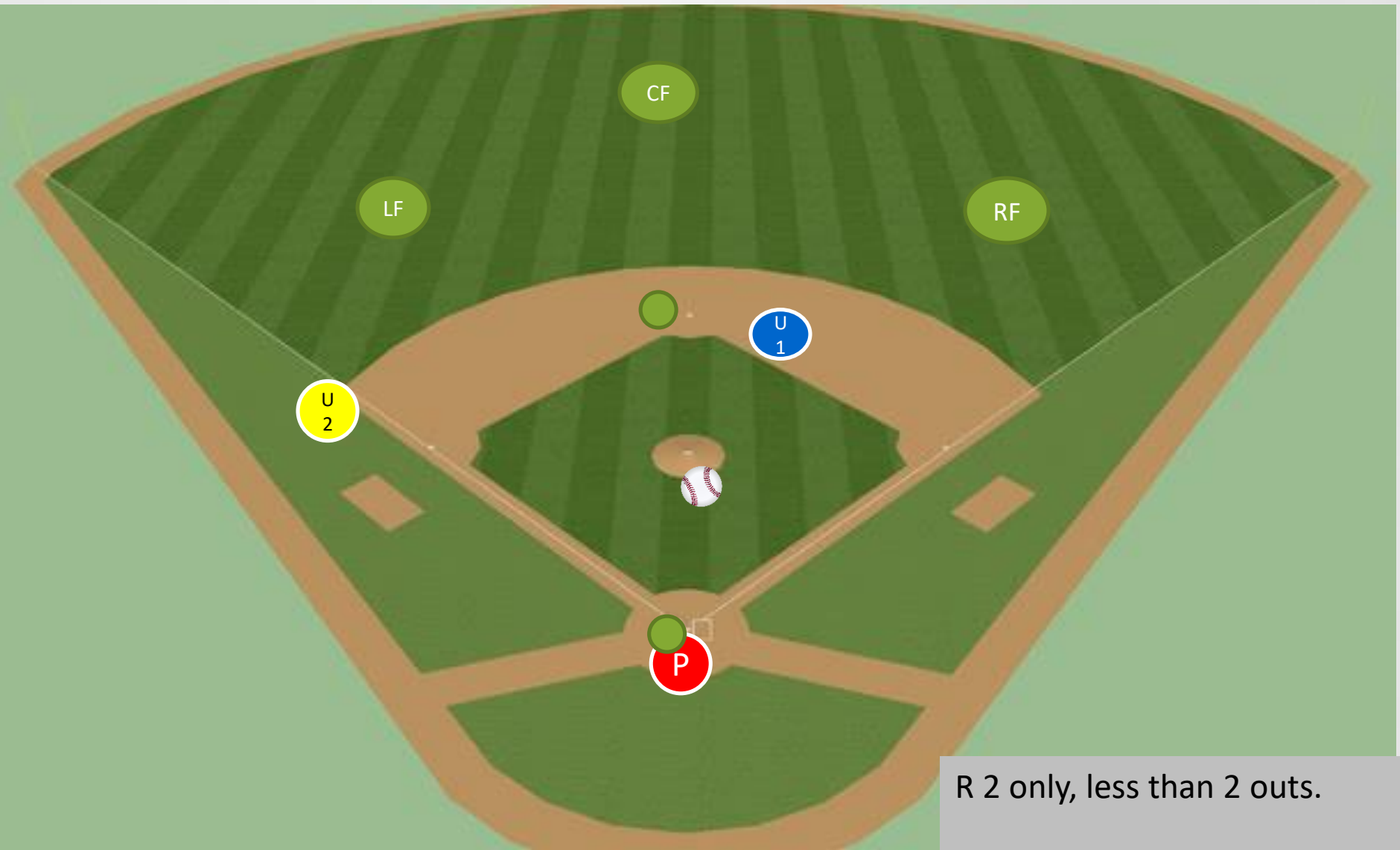




R 2 only, less than 2 outs.

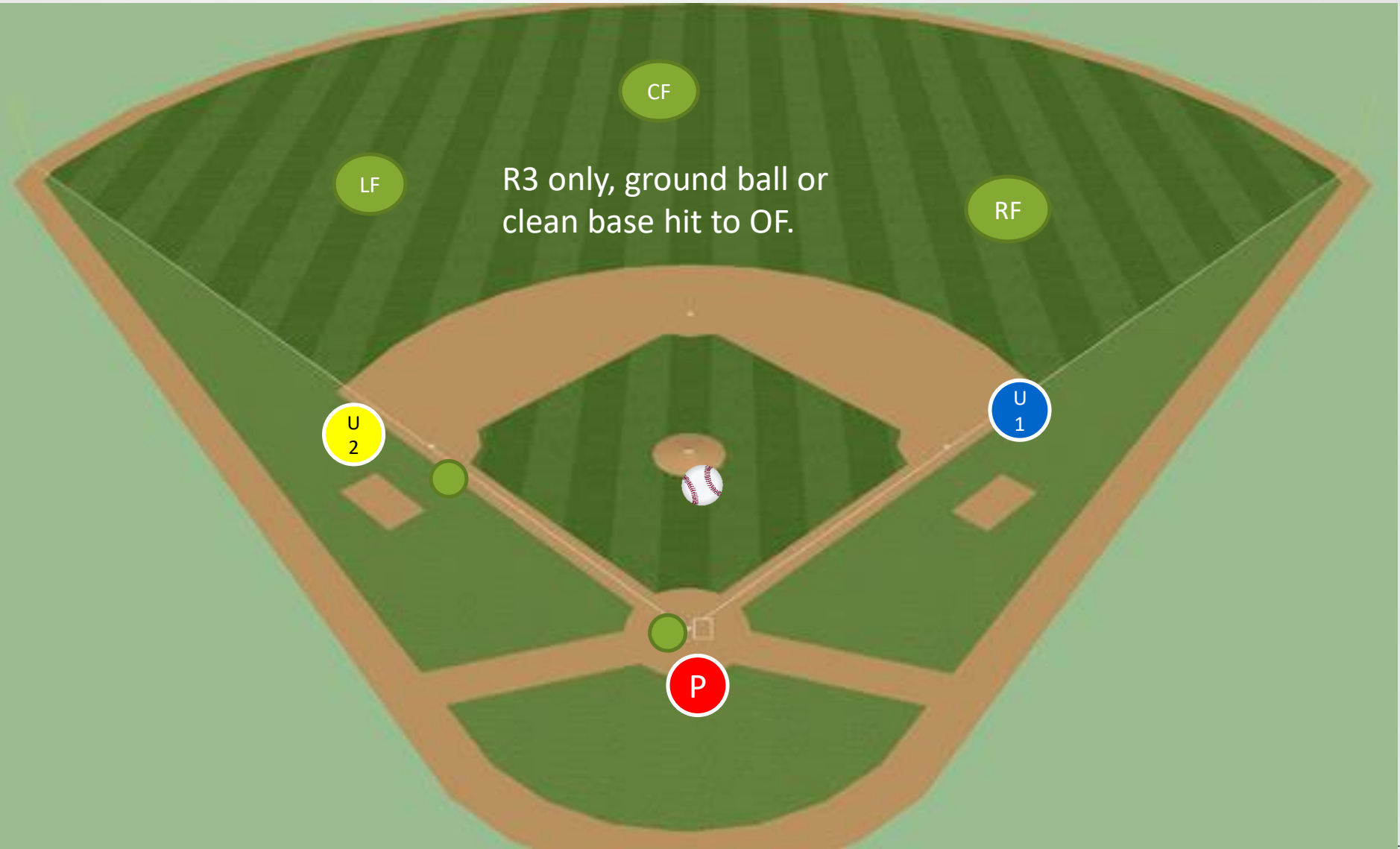
Clean base hit.

Your Logo



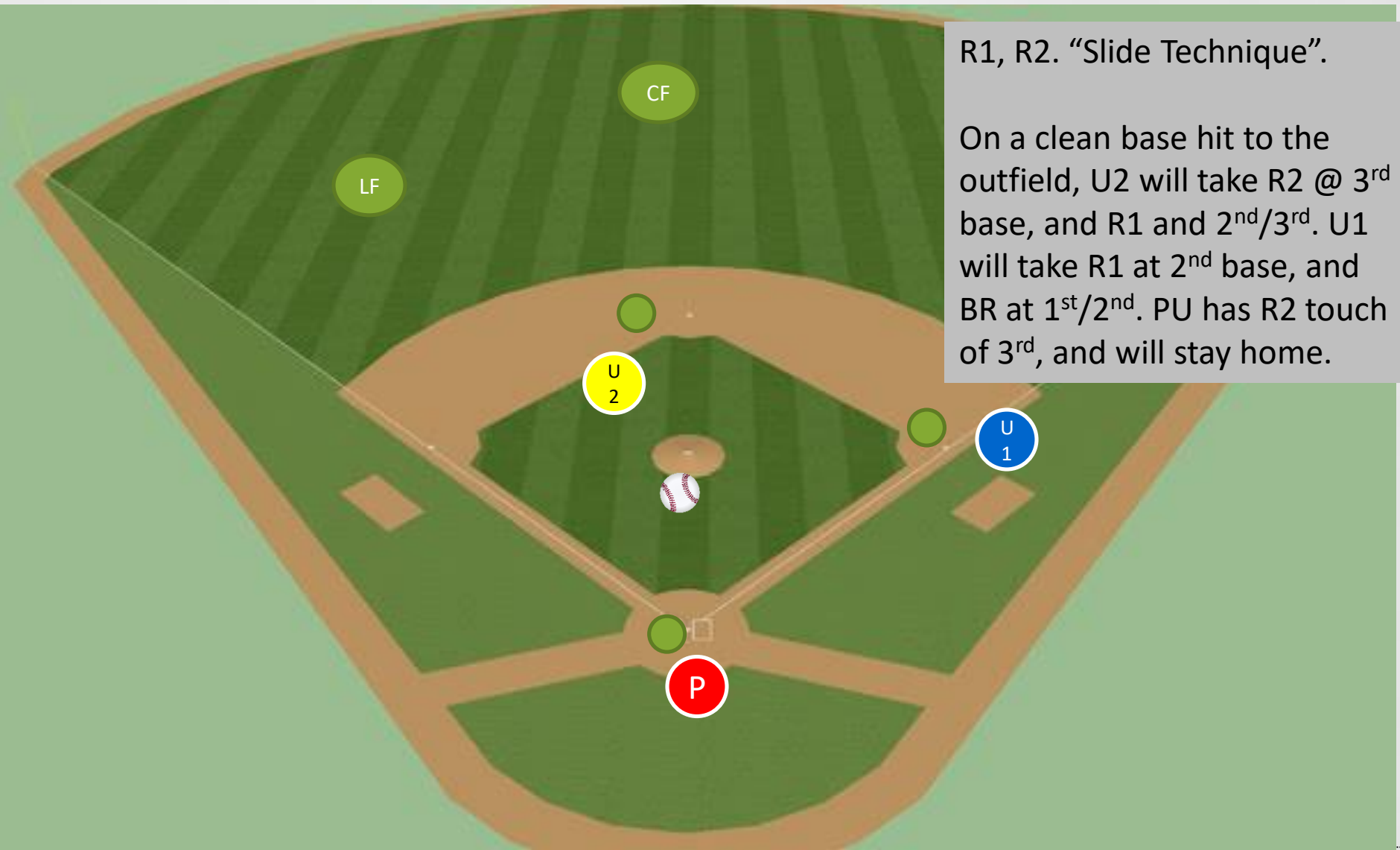
R 2 only, less than 2 outs.

Fly ball to LF, U2 goes out.



R3 only, ground ball or
clean base hit to OF.

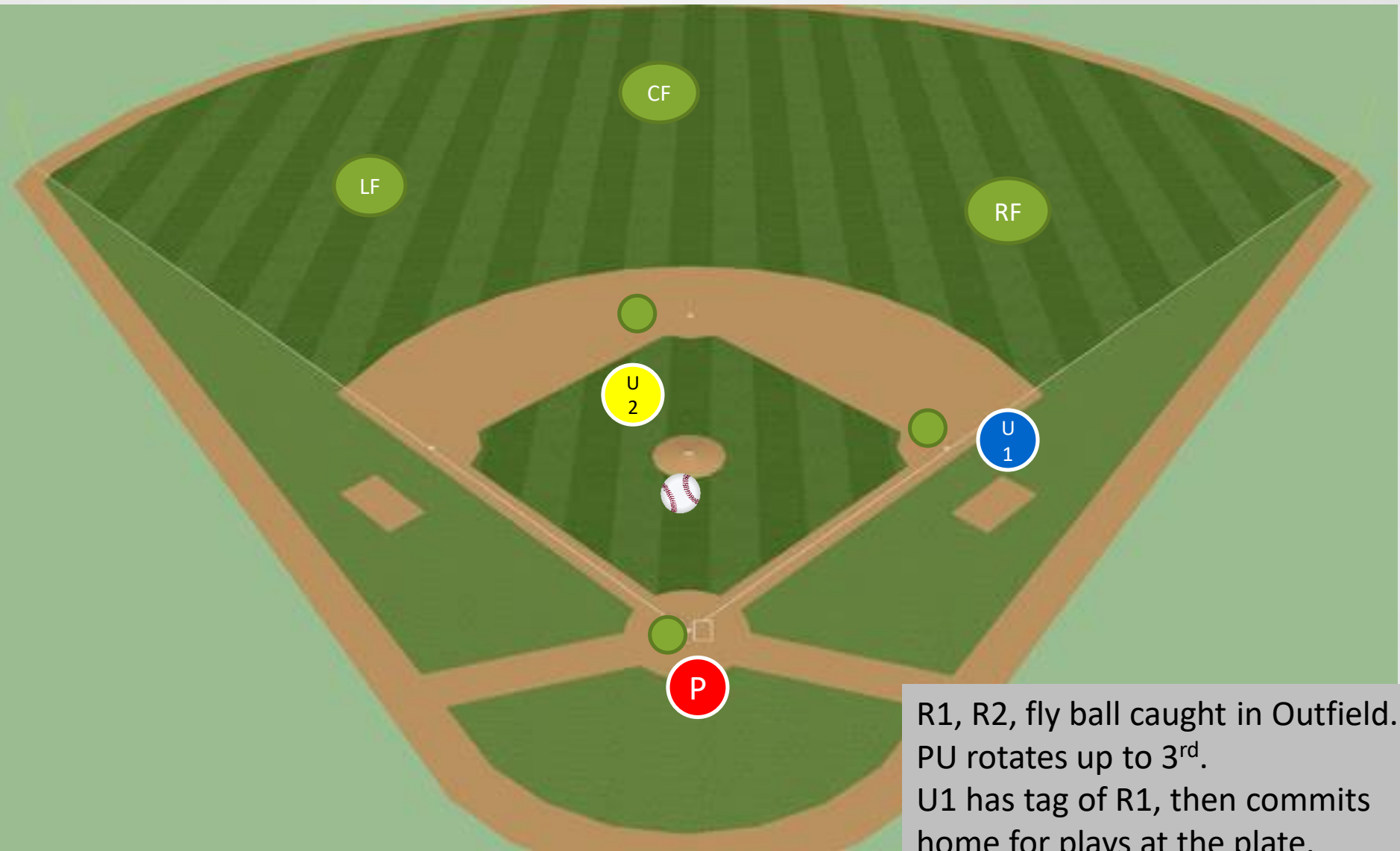
Your Logo



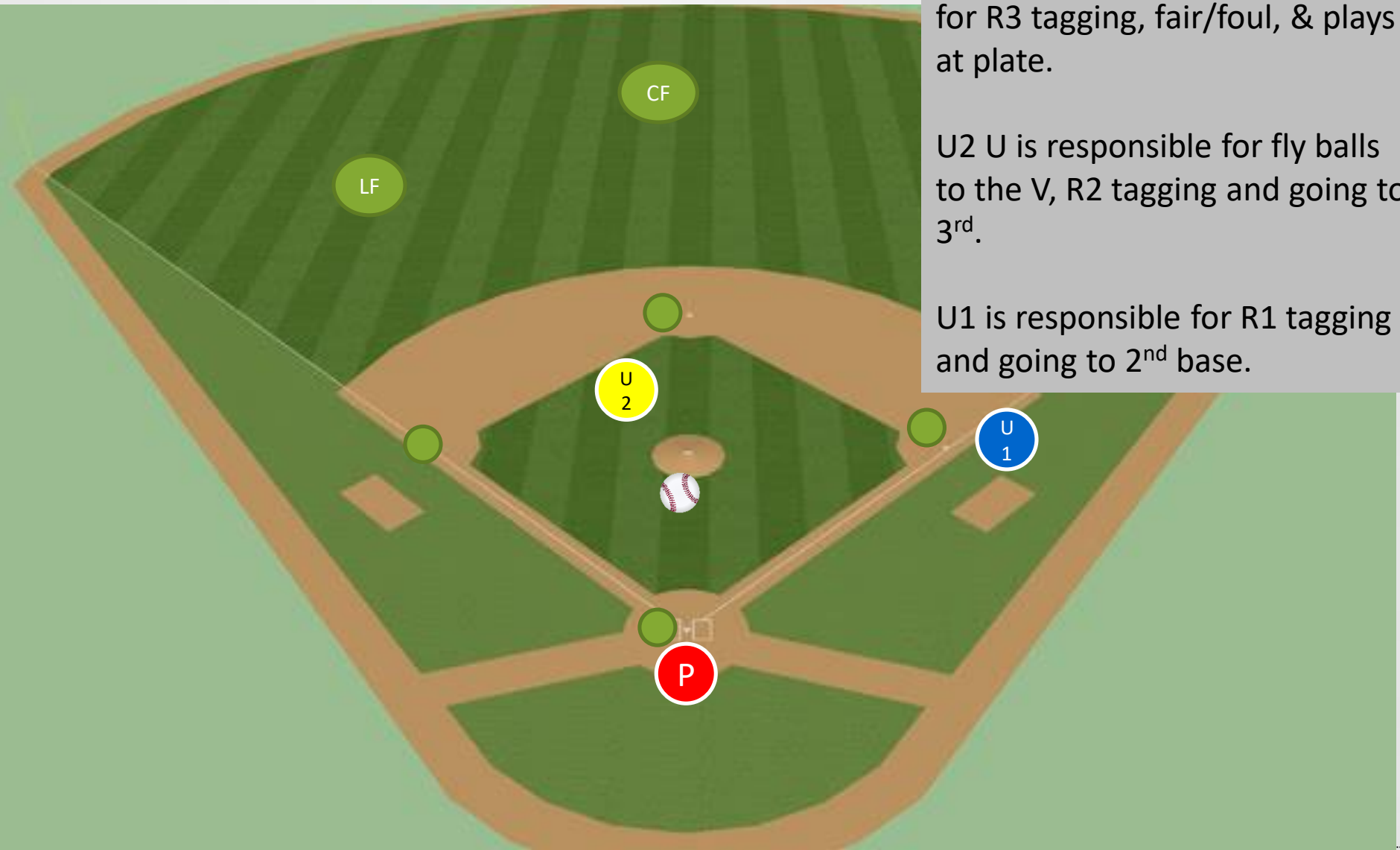
R1, R2. "Slide Technique".

On a clean base hit to the outfield, U2 will take R2 @ 3rd base, and R1 and 2nd/3rd. U1 will take R1 at 2nd base, and BR at 1st/2nd. PU has R2 touch of 3rd, and will stay home.

Your Logo



R1, R2, fly ball caught in Outfield.
PU rotates up to 3rd.
U1 has tag of R1, then commits home for plays at the plate.
U2 has R2 tagging, R1 going to 2nd.



Bases loaded, PU is responsible for R3 tagging, fair/foul, & plays at plate.

U2 U is responsible for fly balls to the V, R2 tagging and going to 3rd.

U1 is responsible for R1 tagging and going to 2nd base.