



BASEBALL

AUSTRALIA



Australian Little League Baseball Umpire Development Program

Three Umpire System - 60 foot Diamond
(includes information on a four umpire system)

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INTRODUCTION

As with many aspects of the ALLUDP, this manual has been produced to assist umpires and others, with a consistent and informed method of instruction and is a document to assist with the training of umpires in the various fundamentals of officiating a game on a 60 foot diamond.

This manual has been produced with the assistance of;

- Little League International by its teachings, information, documents and support provided.
- Little League Baseball Umpire School and its instructor's.
- Managers' of Technical Officials, for their ongoing support and guidance with the Australian Little League Umpire Development Program.
- Australian Umpire Development Program.

Umpiring Little League games on a 60 foot diamond with the Three Umpire System

EVERY CALL MEANS SOMETHING TO SOMEONE in every game

There can be many different "What If's" when looking at the Three Umpire System when officiating on a 60 foot diamond. Hopefully this information may answer many of those "What If's".

The information provided are reminders or variations of aspects to umpiring on a 60 foot diamond and not intended to change any teachings of the Three Umpire System as per the UDP on a diamond size greater than 60 foot.

Information for using a Four (4) Umpire System is included in this manual, however, there is no reference to the 2nd Base Umpire (U2) in the mechanics, responsibilities pages or field diagrams.

Terminology- Three Umpire System:

1 Starting Positions for Base Umpires:

With the special nature of the 60 foot diamond, the Base umpires starting positions are always outside the infield;

I. “A” and “D” positions:

1. As per the UDP.
2. The umpires on the foul lines should not be too close to the base that a play may blow up on them and not see the whole play in front of them.
3. Not standing too far away from the base as not to be able to move to a good position inside the infield before any play.

II. “B” Position: (3 Umpire System)

1. The 1st base umpire (U1) should position themselves correctly to be able to fulfil their responsibilities without interfering with the fielders and runners, and to cover the least amount of distance to be in the correct position for a play.
❖ *NOTE: Line extending from home plate, cutting the end of the mound on the 1st base side, extending to approximately 15 to 20 feet beyond the line between 1st and 2nd bases.*
2. Starting in a position directly behind 2nd base is the incorrect starting position, as;
 - A. The umpire may be in the view of the batter as the pitch is delivered;
 - B. Increases the distance to 1st base without making any gain on angle for such call at 1st base;
 - C. Unnecessary mechanics and field coverage for any call at 2nd base.

III. “C” Position:

The only time the 3rd Base Umpire (U3) starting position is in fair territory, is in a 3 Umpire System, in the “C” position, with a runner on 1st base only.

1. Line extending from home plate, cutting the end of the mound on the 3rd base side, extending to approximately 15 to 20 feet beyond the line between 2nd and 3rd bases.
2. The Base Umpire should not position any more than 20 feet from second base, behind and slightly to the side of the shortstop fielder, seeing home plate from over the Shortstops left shoulder.

3. If the shortstop fielder positions closer to 3rd base, the umpire should hold their position.
4. If the umpire is to the right side of the Shortstop, the umpire should reassess their starting position.

2 Base Umpire Mechanics:

It is imperative that the all umpires know their mechanics when working a 60 foot diamond. Unlike a diamond with the dimensions greater the 60 feet, where the umpire starts inside the diamond, and only a turn is required, an umpire on a 60 foot diamond, must make a choice when to enter the diamond or stay out of the diamond.

When making the decision to go in or stay out;

I. IF THE BALL STAYS IN, UMPIRE STAYS OUT

❖ *the ball, runners, bases and all plays are in front of the umpire.*

1. If the Base Umpire believes an infielder has a play on the ball, no matter where the ball is in comparison to the bases, the umpire should stay out.
❖ *Note: The interpretation of “a ball leaving the infield” is different with reference to Rule 7.13 penalties, with a runner or runners on base.*
2. The umpire should always be aware of their position, as they can be drawn into the infield or onto the runner’s path accidentally.

II. IF THE BALL GOES OUT, UMPIRE GOES IN

❖ *the ball, runners, bases and all plays are in front of the umpire.*

1. If an umpire just turns and looks at the ball, such as on a 90 foot diamond, the runners and bases are behind them, making it more difficult to glance at runners and touch of bases.
2. From the infield, watching the ball, glancing at runners and bases, only a few steps are needed when the ball takes the umpire to the play.

3 Base Umpire Making A Call On A Fly Ball (line drive), Being Fielded By An Infielder:

Special Situation:

If an umpire is positioned on the foul line and a catch/no catch play occurs with the 1st or 3rd baseman, the base umpire is in the best position to see if the ball has touched the ground, before or after contact with the fielder. The arrows in the diagrams indicate this responsibility.

- I. The responsibility information and diagrams indicate the Plate Umpire has all infield fly balls, this is one exception.
- II. The Plate Umpire may delay their call to see if the Base Umpire is going to make the call.
 - 1. If the Base Umpire does not make a call, then the Plate Umpire should make a call, timing is everything in this situation.

4 Starting Positions And The Outfield Fly Ball:

All umpires share the outfield fly ball responsibilities depending on;

- I. When starting in “B” or “C” position, that umpire can go out on a play, as they should gain distance and angle on the play.
- II. The direction the fielder is moving on the play, such as toward the foul lines.

5 Outfield Fly Ball: (Possible home run)

- I. All umpires shall observe the fly ball as it approaches the outfield fence or indicators of the outfield perimeter.
- II. All umpires must fulfil their individual responsibilities regarding runners advancing around the bases legally.

6 Outfield Fly Ball (No One Goes Out):

- I. The Plate Umpire has responsibility for ALL FLY BALLS, both infield and outfield, (Exception: see special situation above, No. (3)).
- II. The Base Umpires cover their respective responsibilities and mechanics as required.
- III. The Base Umpires should see the play if possible, to assist the Plate Umpire if required.

7 Transfer Of Responsibility For The Runner:

For the purposes of each umpire reading another umpire;

- I. During the play;
 - 1. If a Base Umpire turns their back to the plate, or makes any motion toward the outfield, (the umpire has gone out);
 - 2. and shall stay out until the play has finished;
- ❖ *Exception:*
 - A. If the 1st base umpire (U1) has to read the Plate Umpire covering 3rd base, U1 is required to cover any plays at Home Plate.
 - B. U1 will only cover Home Plate if they are able to make the required position before any play at Home Plate.

C. The Plate Umpire (PU), must be aware that, if covering a play at 3rd base, that, Plate Umpire may also have to cover any play at Home Plate.

3. hustles in and relieves the other umpire if necessary.

II. The umpire returning, **and in position**, indicate to the umpire responsible for the play or any other possible play, “I’ve got it”.

❖ *The other umpire before leaving the position, indicates, “You have it”, or, “you’ve got it”, at that moment of transfer of responsibility, if a play occurs, such as a tag, both umpires know which umpire has the call.*

8 Plate Umpire With Tag-Up At 2nd Base:

Runners on 1st and 2nd with Less than two out (Rotation and Responsibilities) At present, this system does not have the Plate Umpire covering 3rd base, the bases are the responsibility of the Base Umpire.

- I. Younger aged umpires may be overwhelmed with all the rotations and responsibilities involved with the Three Umpire System, therefore, this is one rotation that is not necessary with a 60 foot diamond.
- II. An experienced umpire crew may wish to do this rotation and transfer of responsibilities, but should check with their coordinator first.

9 Loaded Bases:

Little League Majors and Minors only:

- I. As with many signals umpires indicate to each other between pitches, all umpires should indicate an “X” to each other, each time the bases are loaded.
- II. The signal should alert the Plate and Base Umpires that there is a possibility that the runner from 3rd base, may not score if not called “out”.
- III. Rule 7.13 (c), any runner leaving early, with loaded bases, a play within the infield, depending on any “put outs” during the continual action, may invoke the penalty mentioned.
- IV. The signal should be an “X”, either crossed arms, or pointer fingers crossed, in front of the chest.
- V. “X” is the signal the Plate Umpire indicates to the scorers, when the rules govern that the runner from 3rd base, has not been “put out” and shall NOT score.

Terminology- Four Umpire System

10 2nd Base Umpire (U2)

I. Important Points:

1. The Four System (4US) is not laid out in the 3 Umpire System diagrams (3US), however, there will be times when the system is used, and umpires should be familiar with the mechanics, responsibilities and rotations required.
2. The Four Umpire System would mostly be used in Semi Finals and Finals of a championship.
3. It is used to cover the field, and plays more effectively, reducing the amount of field coverage, mechanics and responsibilities by individual umpires.
4. Umpires may find that after working Three Umpire Systems, that a Four Umpire System may be somewhat, boring, as their rotations, if any, are not as frequent as working in a 3US.
5. The mind set should be;
 - A. that the umpires, if able to, be available for such systems to accommodate the game and the participants, as these types of games are much more demanding of an umpire;
 - B. EVERY CALL MEANS SOMETHING TO SOMEONE in every game.
 - C. the umpire should be proud and honoured to be selected for such a game, and position, to enhance the overall officiating of the game.
 - D. to take the work load of other umpires in the crew, in regard to field coverage and other responsibilities that may be required.
 - E. pre-game, a crew may wish to go out on all fly balls to the outfield, increasing the rotations with the other Base Umpires not responsible for the fly ball, taking the responsibility off the Plate Umpire, if no one goes out. (These mechanics should be cleared with the coordinator before taking the field.)
 - F. if bored, increase game awareness, increase concentration levels, self-analysis of past mechanics and positioning, use individual technics to not get bored.

II. Starting Positions for the 2nd Base Umpire:

1. Starting position is either behind the 2nd baseman or Shortstop, still able to see the home plate, not to be in the view of the batter as the pitch is delivered;
2. Not too deep as to be unable to enter the infield and be in position for plays.

III. Mechanics and Responsibilities:

Unlike the mechanics and responsibilities on a **diamond greater than 60 foot**, if the umpire (U2) does not go out on a trouble ball, the umpire will have all the responsibilities at 2nd base.

IV. Outfield fly ball responsibilities as a crew: If an umpire goes out, their responsibilities are;

1. U2: Left fielder going to his left, all of centre field, right fielder going to his right.
2. U1: Right fielder going in and out, going to the foul line.
3. U3: Left fielder going in and out, going to the foul line.

V. Base mechanics and responsibilities if U1 or U3 go out:

1. Any play, touch or tag-up at 2nd base.
 - A. If U1 goes out, move into the infield and take all plays and responsibilities for 1st and 2nd bases.
 - B. If U3 goes out, move into the infield and take all plays and responsibilities for 2nd and 3rd bases.

VI. Base mechanics and responsibilities, ground ball to the outfield:

1. Move to the infield working area, if play allows.
2. Maintain position outside the infield, if play from the outfield prevents umpire moving in.
3. all plays and responsibilities for 2nd base.

VII. Base mechanics and responsibilities, ball remains in the infield:

1. Maintain or move to a good position outside the infield;
2. Any play, touch or tag-up at 2nd base

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Mechanics

11 No Runners On Base

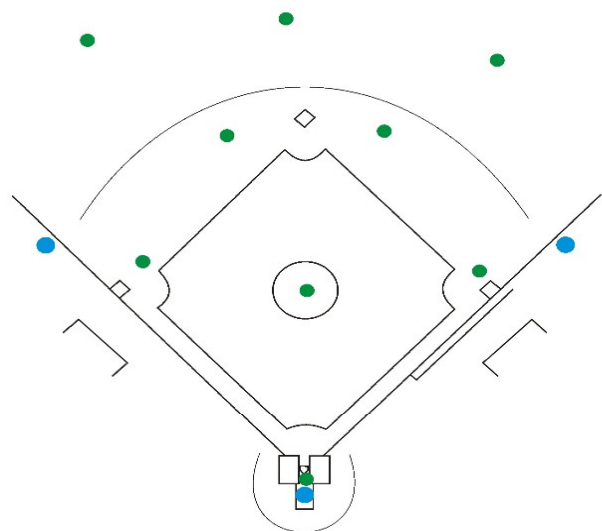
Situation	1st Base Umpire U1	3rd Base Umpire U3	Home Plate Umpire HP
Position	10' - 12' behind the 1st baseman in foul territory	10' - 12' behind the 3rd baseman in foul territory	Home Plate
Fly Ball Responsibilities	Centre fielder going IN and OUT Centre fielder going to his LEFT ALL of Right field	Centre fielder going to his RIGHT ALL of LEFT field	ALL Fly Balls Infield *if NO ONE GOES OUT ALL Fly Balls Infield / Outfield
1st Base Umpire GOES OUT	Fly Ball Touches (T) Stays out until play finishes OR Hustle to Home Plate if required	Hustle infield > working area Plays at 2nd, 3rd. (T) 2nd	Hustle infield toward 1st/play at 1st Play at 1st Base, Home plate (T) 1st, 3rd, Home Plate
3rd Base Umpire GOES OUT	Hustle infield into working area Plays at 1st, 2nd, 3rd. Touch (T) (T) 1st, 2nd.	Fly Ball Stays out until play finishes	Stays at Home Plate (T) 3rd, Home Plate
NO ONE GOES OUT	Plays at 1st Touches (T) (T) 1st	Hustle infield > working area Plays at 2 nd , 3rd (T) 2nd	ALL Fly Balls Infield / Outfield Plays at Home Plate (T) 3rd base, Home Plate
Base Hit to Outfield	All plays 1st Play at Home Plate if covering HP. Touches (T) (T) 1st (T) Home plate if covering.	All plays 2nd (T) 2nd base	All plays 3rd Plays at Home Plate (IF NO - U1 at the plate) (T) 3rd base (T) Home Plate (IF NO - U1 at the plate)
Two Base Hit to Outfield	Hustle infield working area Plays at 1st, 2nd (T) 1st, 2nd.	Stays at 3rd Play 3rd (T) 3rd	Stays Home All plays at Home Plate (T) Home Plate

Base Hit to Outfield - PU must make sure the runner is extending to 3rd before committing to 3rd base, U1 must check PU before committing to HP

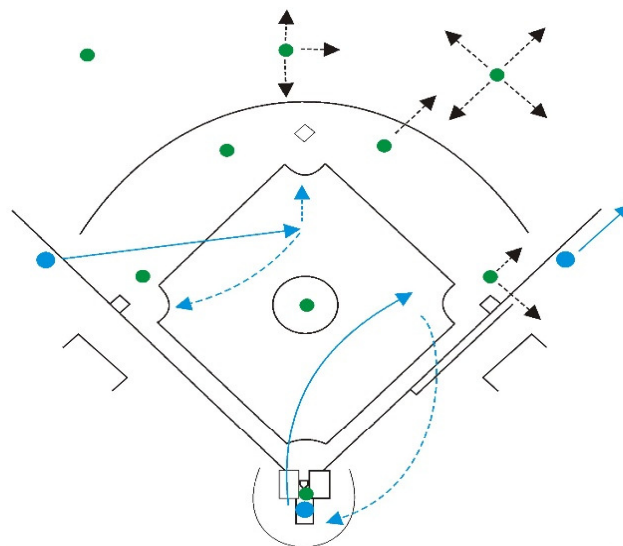
GOOD TIMING WILL KEEP YOU OUT OF TROUBLE

BAD TIMING WILL GET YOU INTO TROUBLE

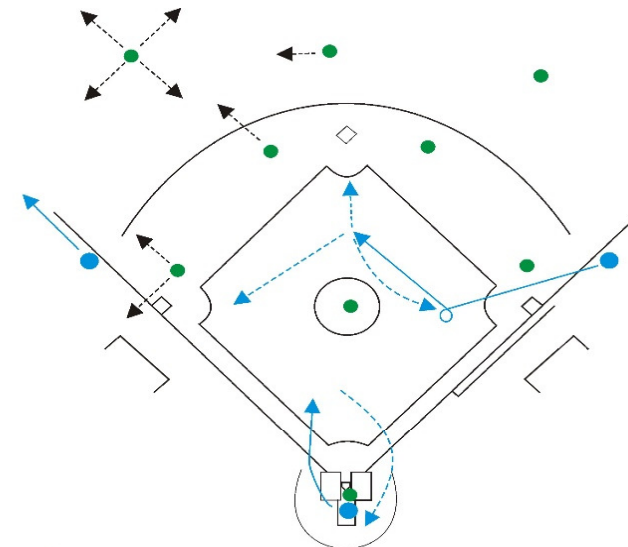
12 No Runners On Base - Diagram



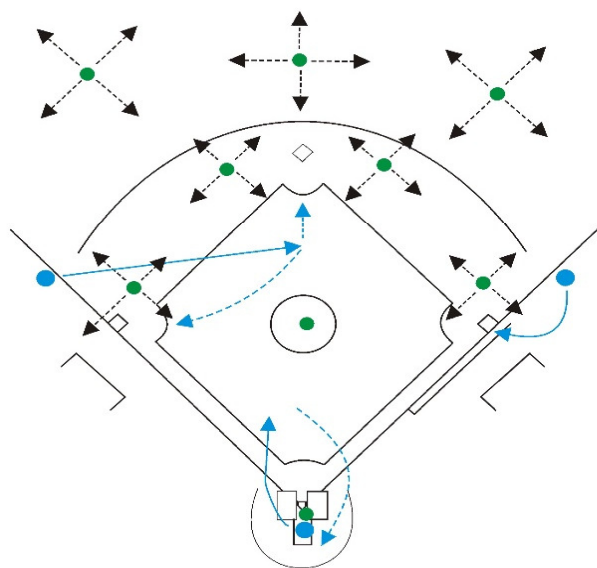
Starting Positions



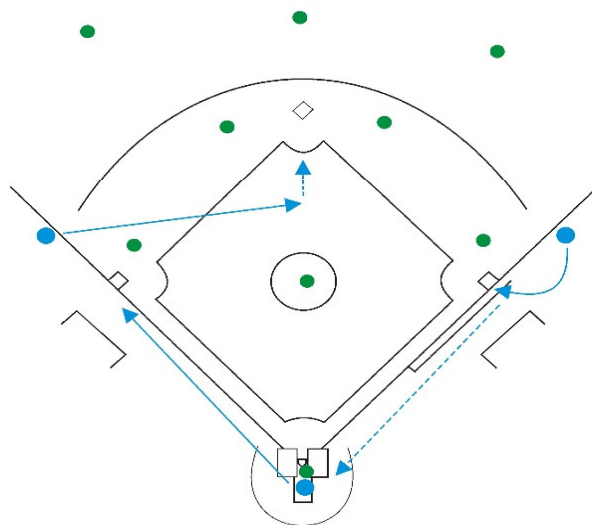
1st Base Umpire Goes Out



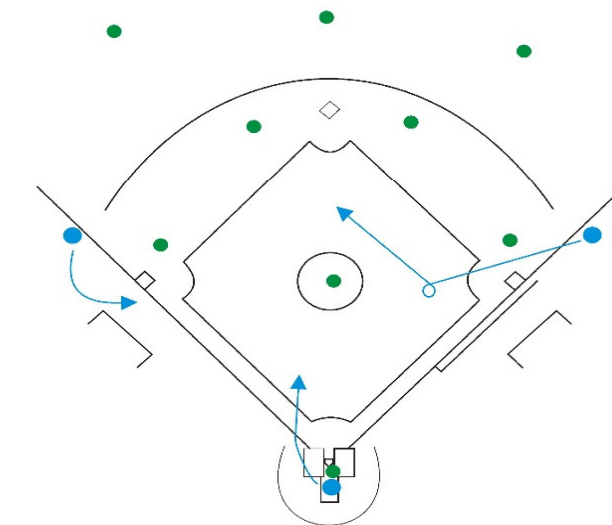
3rd Base Umpire Goes Out



**Fly Ball to Outfield - No One Goes Out
Plate Umpire has ALL Fly Balls**



Base Hit to Outfield

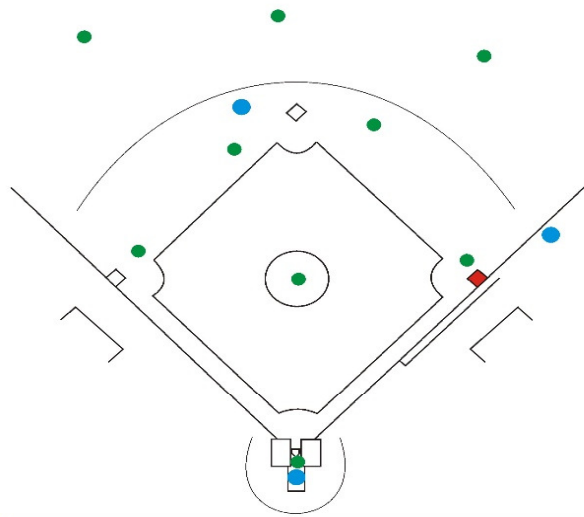


Two Base Hit to Outfield

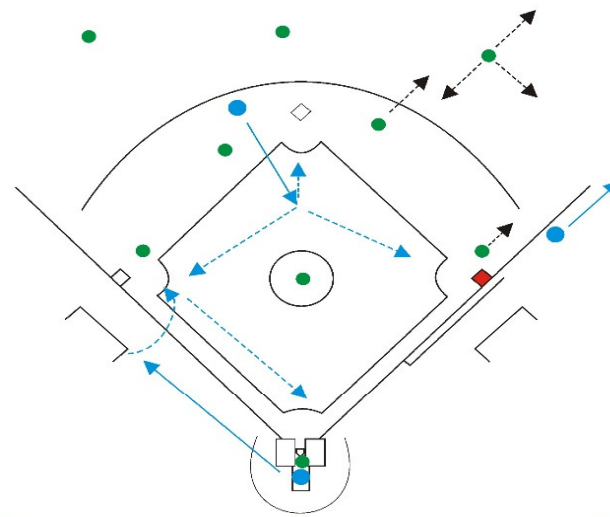
13 Runner On 1st Base ONLY

Situation	1st Base Umpire U1	3rd Base Umpire U3	Home Plate Umpire HP
Position	10' - 12' behind the 1st baseman in foul territory	6'-10' behind Shortstop fielder between Shortstop fielder and 2nd base.	Home Plate
FLY BALL RESPONSIBILITIES	Right fielder going IN and OUT Right field going to his LEFT	ALL of Centre field Right fielder going to his RIGHT Left fielder going IN and OUT Left fielder going to his LEFT	ALL Fly Balls (Infield) Left Fielder going to his right
1st Base Umpire GOES OUT Touches (T) / Tag Ups (TU)	FLY BALL Stays out until play finishes	Hustle into working area Plays at 1st, 2nd, 3rd. (T) 1st, 2nd. (TU) 1st.	Move left, 1 st base Line extended Open up field of view Play at Home Plate (T) 3rd, Home Plate
3rd Base Umpire GOES OUT Touch (T) / Tag Up (TU)	Hustle into working area Plays at 1st, 2nd, 3rd. (T) 1st, 2nd. (TU) 1st.	Fly Ball Stays out until play finishes	Move left, 1 st base line extended Open up field of view Play at Home Plate (T) 3rd base, Home Plate
NO ONE GOES OUT Touches (T) / Tag Ups (TU)	Plays at 1st. (T) 1st. (TU) 1st.	Hustle into working area Plays at 2nd, 3rd. (T) 1st, 2nd.	ALL Fly Balls (INFIELD / Outfield) Plays at Home Plate (T) 3rd base, Home Plate
Base Hit to Outfield Touches (T)	All plays 1st. Play at Home Plate if covering HP. (T) 1st, Home plate if covering.	Hustle into work area. All plays 2nd, play on BR back into 1st if (U1) commits to HP. (T) 2nd base	All plays 3rd. Plays at Home Plate (IF NO (U1) covering HP) (T) 3rd. (T) Home Plate (IF NO (U1) covering HP)

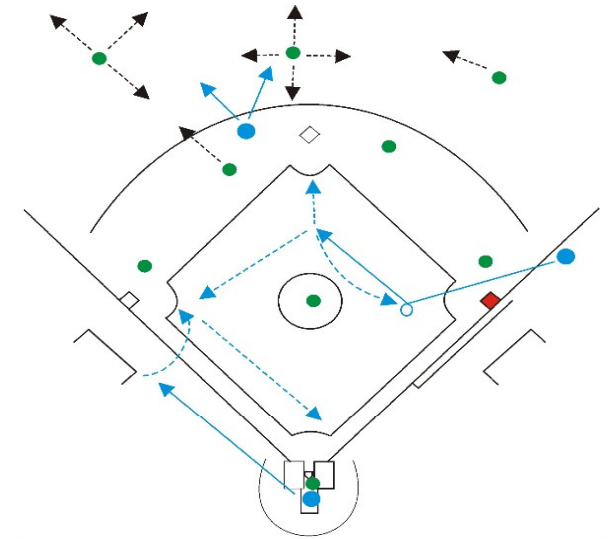
14 Runner On 1st Base ONLY - Diagram



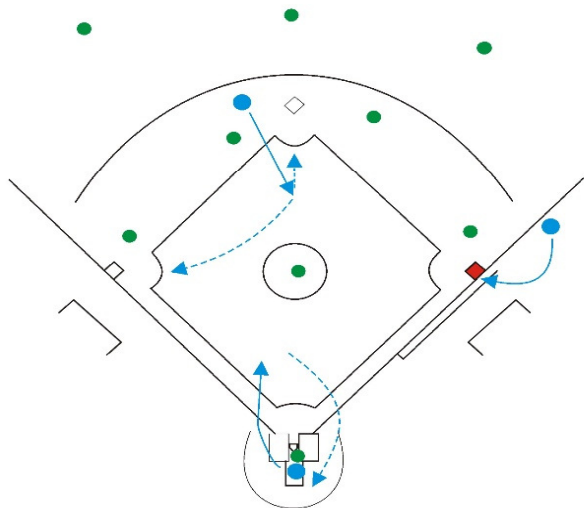
Starting Positions



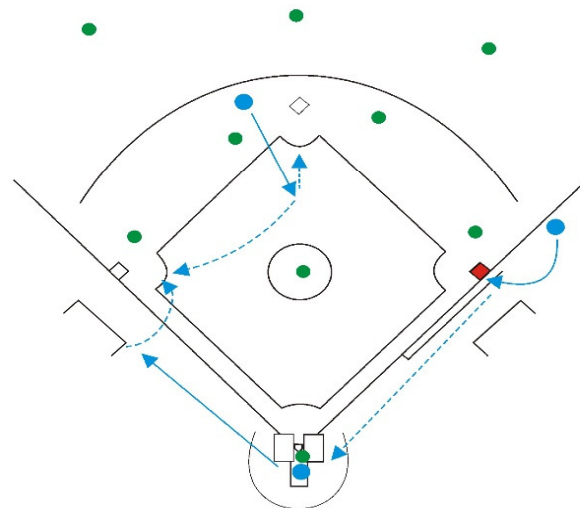
1st Base Umpire Goes Out



3rd Base Umpire Goes Out



**Fly Ball to Outfield - No One Goes Out
Plate Umpire has ALL Fly Balls**



Base Hit to Outfield

15 Runners On Bases: 1st and 2nd / 2nd only / 2nd and 3rd / Loaded Bases

Situation	1st Base Umpire U1	3rd Base Umpire U3	Home Plate Umpire HP
Position	6'-8' behind 2nd baseman 15' - 30' from 2nd base.	10' - 12' behind the 3rd baseman in foul territory	Home Plate
FLY BALL RESPONSIBILITIES	ALL of Centre fielder Left fielder going to LEFT. Right fielder IN and OUT, going to his RIGHT.	Left fielder going IN and OUT left fielder going to his RIGHT.	All Fly Balls Infield If no one goes out All Fly Balls Infield / Outfield
1st Base Umpire GOES OUT Touches (T) / Tag Ups (TU)	Fly Ball Stays out till play finishes Stays out until play finishes	Hustle infield > working area All plays 1st, 2nd and 3rd. (T) 1st, 2nd. (TU) 1st, 2nd.	Stays at Home Plate Plays at Home Plate (T) 3rd, Home Plate. (TU) 3rd.
3rd Base Umpire GOES OUT Touch (T) / Tag Up (TU)	Hustle infield > working area Plays at 1st, 2nd, 3rd. (T) 1st, 2nd.	Fly Balls Stays out until play finishes	Stays at Home Plate Plays at Home Plate (T) 3rd, Home Plate (TU) 3rd
NO ONE GOES OUT Touches (T) / Tag Ups (TU)	Hustles infield > working area Plays at 1 st , 2nd (T) 1st, 2nd. (TU) 1 st , 2nd	Stays at 3rd Plays at 3rd (T) 3rd	ALL Fly Balls Infield / Outfield ALL plays at Home Plate (T) Home Plate
Base Hit to Outfield Touches (T) / Tag Ups (TU)	Hustle into work area All plays 1st, 2nd (T) 1st, 2nd. (TU) 1st, 2nd.	Stays at 3rd All plays at 3rd. (T) 3rd. (TU) 3rd.	Stays Home Plays at Home Plate (T) Home Plate.

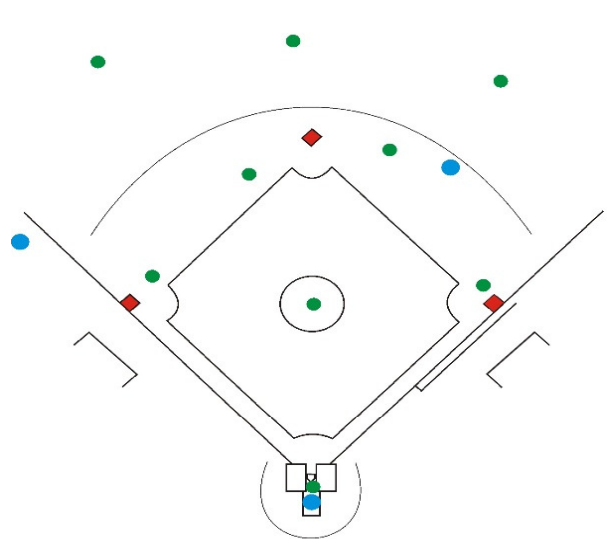
GAME AWARENESS

LOADED BASES REMINDER SIGNAL - UMPIRE CREW INDICATE TO EACH OTHER WHEN BASES ARE LOADED (pointer fingers crossed as an (X))

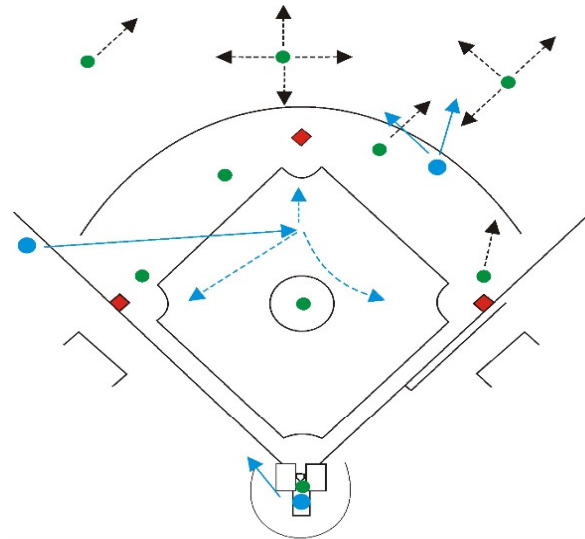
Plate Umpire has **NO** responsibilities with the runner tagging at 2nd base with less than two out.

No 1st to 3rd mechanic or responsibility required by the plate umpire with multiple runners

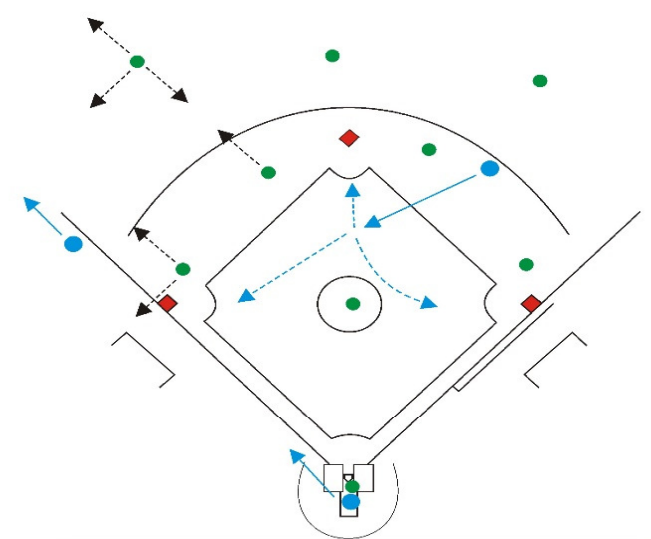
16 Runners On Bases: 1st and 2nd / 2nd only / 2nd and 3rd / Loaded Bases - Diagram



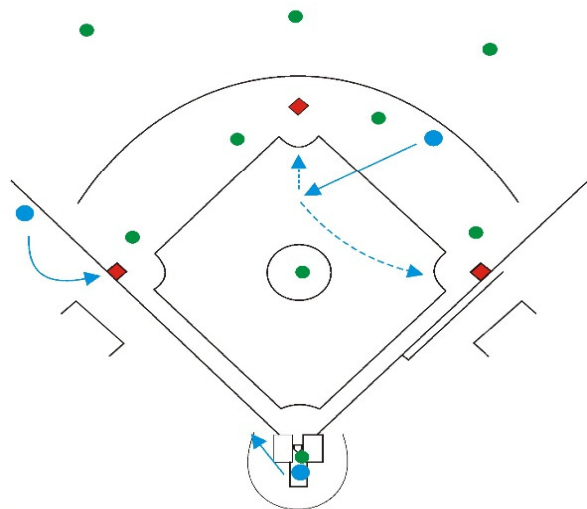
Starting Positions



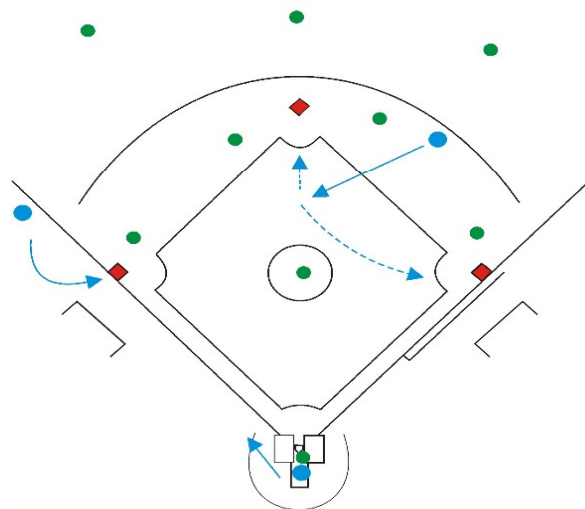
1st Base Umpire Goes Out



3rd Base Umpire Goes Out



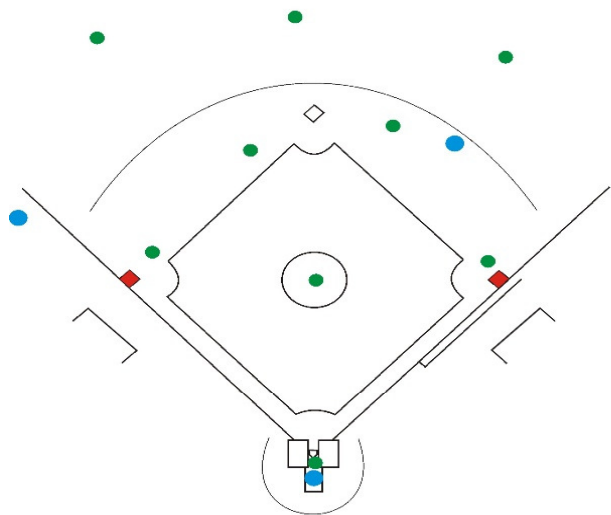
**Fly Ball to Outfield - No One Goes Out
Plate Umpire has ALL Fly Balls**



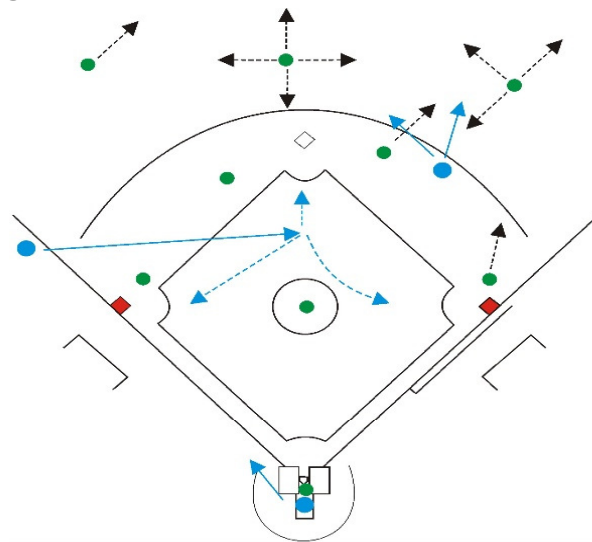
Base Hit to Outfield

Situation	1st Base Umpire U1	3rd Base Umpire U3	Home Plate Umpire HP
Position	6'-8' behind 2nd baseman 15' - 30' from 2nd base.	10' - 12' behind the 3rd baseman in foul territory	Home Plate
FLY BALL RESPONSIBILITIES	ALL of Centre fielder Left fielder going to LEFT. Right fielder IN and OUT, going to his RIGHT.	Left fielder going IN and OUT left fielder going to his RIGHT.	Right fielder going to his LEFT *if NO ONE GOES OUT - ALL catches OUTFIELD
1st Base Umpire GOES OUT Stays out until play finishes Touches (T) / Tag Ups (TU)	ALL of Centre field Left fielder going to his LEFT. Right fielder IN and OUT, going to his RIGHT.	Hustle infield > working area All plays 1st, 2nd and 3rd. (T) 1st, 2nd. (TU) 1st.	Right fielder going to his LEFT Stay at Home Plate (open up field view) Plays at Home Plate (T) 3rd, Home Plate. (TU) 3rd.
3rd Base Umpire GOES OUT Stays out until play finishes Touch (T) / Tag Up (TU)	Hustle infield > working area Plays at 1st, 2nd, 3rd. (T) 1st, 2nd. (TU) 1st.	Left fielder IN and OUT. Left fielder to his RIGHT.	Right fielder going to his LEFT Stay at Home Plate (open up field view) Plays at Home Plate (T) 3rd base, Home Plate
NO ONE GOES OUT Touches (T) / Tag Ups (TU)	Hustle infield > working area Plays at 1st, 2nd. (T) 1st, 2nd. (TU) 1st.	Stays at 3rd. Plays at 3rd. (T) 3rd. (TU) 3rd.	ALL CATCHES INFIELD AND OUTFIELD ALL plays at Home Plate (T) Home Plate
PLAYS AT BASES with GROUND BALL to the OUTFIELD			
Base Hit to Outfield Touches (T) / Tag Ups (TU)	Hustle into work area All plays 1st, 2nd (T) 1st, 2nd.	Stays at 3rd All plays at 3rd. (T) 3rd.	Stays Home Plays at Home Plate (T) Home Plate.

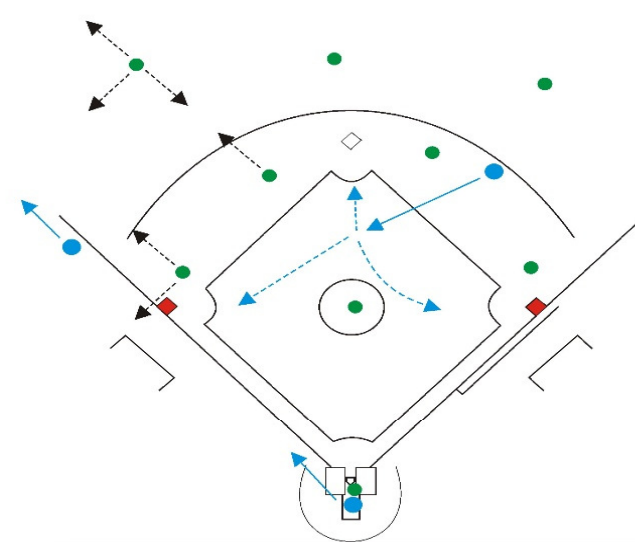
18 Runners On Bases: 1st and 3rd - Diagram



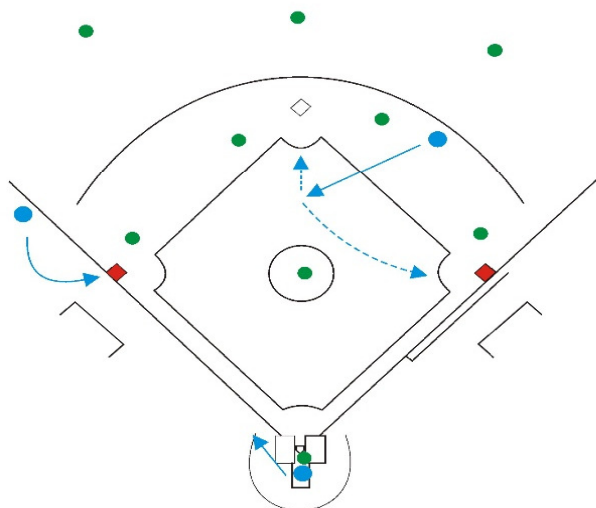
Starting Positions



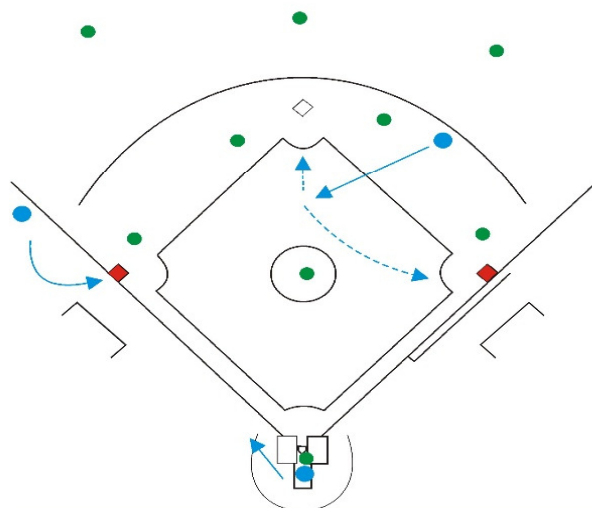
1st Base Umpire Goes Out



3rd Base Umpire Goes Out



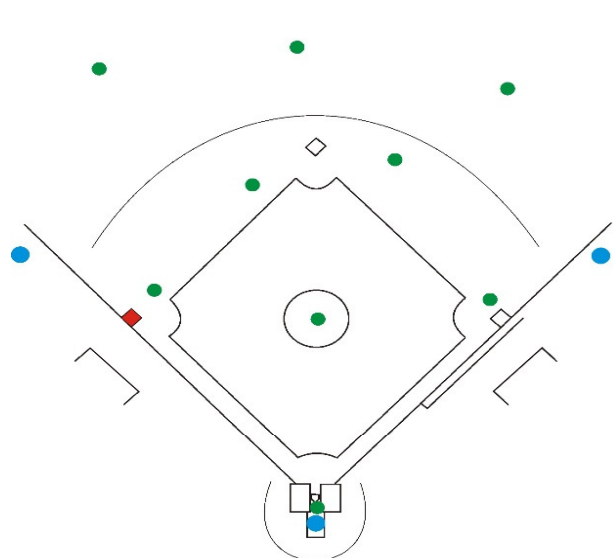
**Fly Ball to Outfield - No One Goes Out
Plate Umpire has ALL Fly Balls**



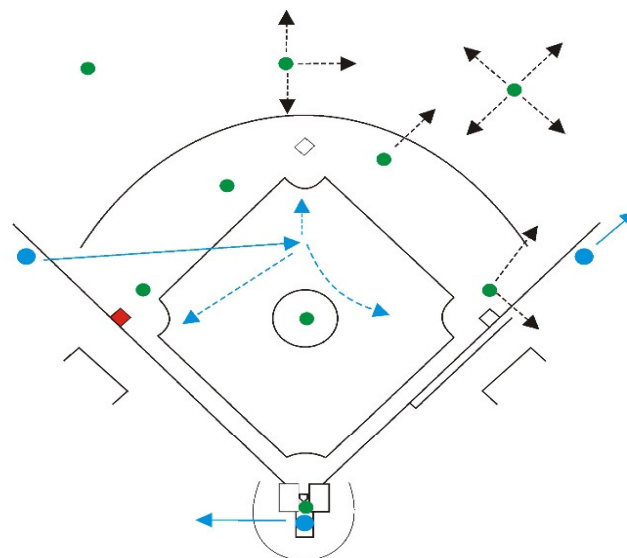
Base Hit to Outfield

Situation	1st Base Umpire U1	3rd Base Umpire U3	Home Plate Umpire HP
Position	10' - 12' behind the 1st baseman in foul territory	10' - 12' behind the 3rd baseman in foul territory	Home Plate
FLY BALL RESPONSIBILITIES	Centre fielder going to his LEFT Centre Fielder in and out ALL of Right field	Centre fielder going to his RIGHT ALL of LEFT field	ALL Infield *if NO ONE GOES OUT ALL Fly Balls OUTFIELD
1st Base Umpire GOES OUT Touches (T) / Tag Ups (TU)	Fly Ball Stays out until play finishes	Hustle infield > working area Plays at 2nd, 3rd. (T) 1 st , 2 nd , 3 rd	Stays at Home Plate Plays Home plate (T) Home Plate (TU) 3rd
3rd Base Umpire GOES OUT Touch (T) / Tag Up (TU)	Hustle infield > working area Plays at 1st, 2nd, 3rd. (T) 1st, 2nd, 3rd	Fly Ball Stays out until play finishes	Stays at Home Plate Plays Home Plate (T) Home Plate
NO ONE GOES OUT Touches (T) / Tag Ups (TU)	Hustle infield working area Plays at 1 st , 2 nd , (T) 1st, 2nd.	Stays at 3rd All Plays at 3rd (T) 3 rd (TU) 3rd	ALL Fly Balls Infield / Outfield Plays at Home Plate (T) Home Plate
Base Hit to Outfield Touches (T) R3 Stealing on a Pass Ball with Ball 4 batter Possibly stealing 2 nd	Hustle infield working area Plays at 1st, 2nd (T) 1st, 2nd. Moves toward 2 nd . Plays 1 st , 2 nd (T) 1 st , 2 nd	Stays at 3rd All plays 3rd (T) 3rd base Stays at 3 rd All plays 3 rd (T) 3 rd	Stays Home Plays at Home Plate (T) Home Plate All Plays at Home Plate (T) home Plate

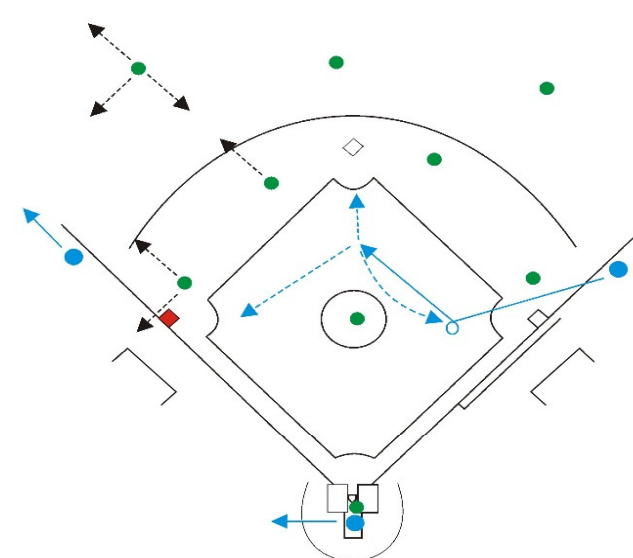
20 Runner On 3rd Base ONLY - Diagram



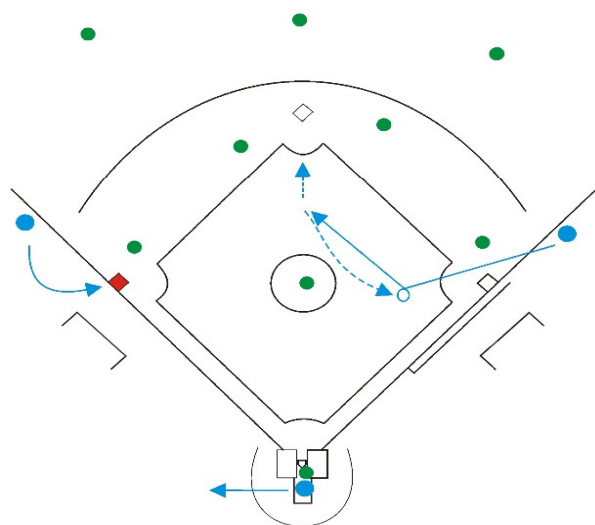
Starting Positions



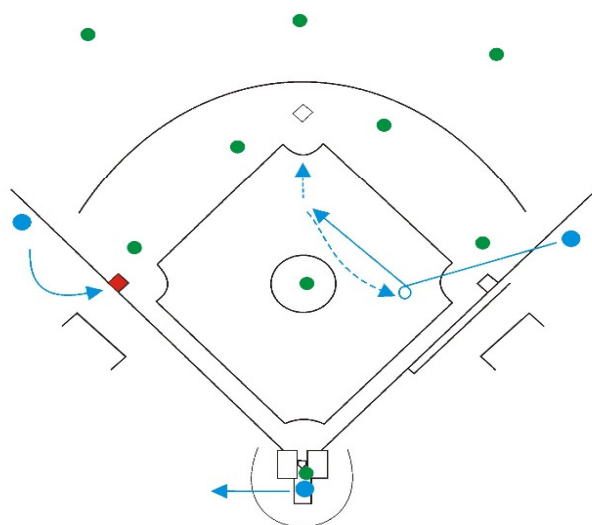
1st Base Umpire Goes Out



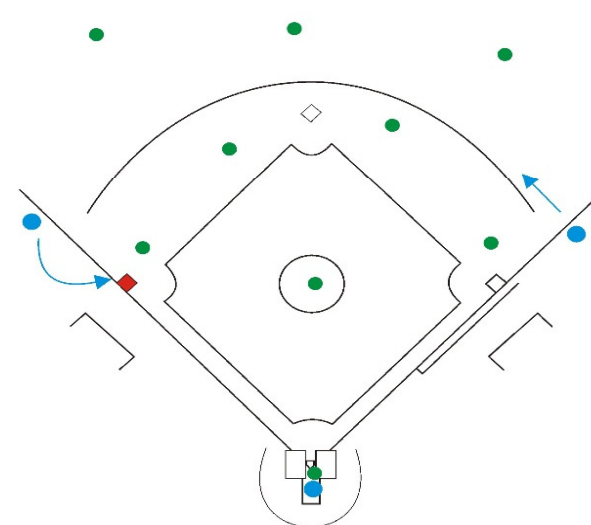
3rd Base Umpire Goes Out



**Fly Ball to Outfield - No One Goes Out
Plate Umpire has ALL Fly Balls**



Base Hit to Outfield



Runner Stealing on Pass Ball with Ball Four

NOTES

[illegible]