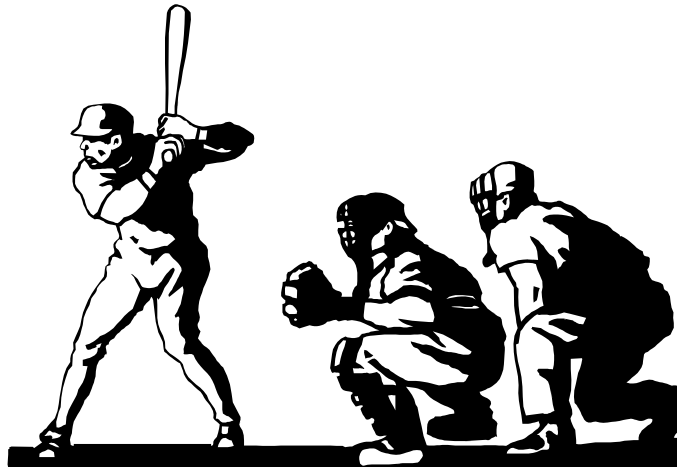


2023 FBL UMPIRE MANUAL



FRANKLIN BASEBALL AND SOFTBALL LEAGUE

Name

TO: All Franklin Baseball League Umpires

2023 FBL Umpire Manual

Welcome to another baseball season at the Franklin Baseball League (FBL).

The **2023 Umpire Manual** is intended to assist you in your role as an umpire. It includes various procedures, specific game assignments, and a copy of the League's Baseball Rules. Please review each section of this manual and if you have any questions at any time during the season, please do not hesitate to contact Tim Adams at AdamsTJ2@aol.com (248)229-0152 or Andy Sherman asherm28@sbcglobal.net (248)563-9385.

Game assignments are extremely important for the smooth running of the league. The umpire game assignments are available in Excel format as in years past. After game sign-up please ensure that you are familiar with your game assignments and make every effort to make the games you are assigned. If your games require two umpires and you are the only umpire present, you will receive 1.50 times your normal umpire pay.

Please review the Master Umpire Schedule (Game Assignments) very carefully in order to ensure that all the games you are assigned are placed in your personal calendar. **If any conflicts should arise, please use the Schedule Change Procedure incorporated in this manual to resolve it.**

As many of you know the Umpire Evaluation that each manager and coach completes at the conclusion of each game is a critical element in rating your performance as an umpire. These evaluations help in determining whether you progress to the next higher level in the umpire rating system. Please ensure you do your very best at every game by knowing the rules of the game and applying them correctly.

As a reminder:

Work Permits are required for all umpires ages 13 through 17. You can go to [Labor and Economic Opportunity - Youth Employment \(michigan.gov\)](http://LaborandEconomicOpportunity-michigan.gov) and get a copy of the form. Please fill out the form and have it signed by either Tim Adams or Andy Sherman and return it to your school. You can also obtain a work permit form by going to your school's office and asking for a work permit. You must have a work permit before you will be able to sign up for any games.

Game starting times during the week are:

- Prep, Softball, Continental, Little League and Pony* 6:30 P.M.
- Saturday and Sunday As Listed
- **You must call the home team manager 24 hours before game time to confirm your attendance at the game**

* some Pony games at Groves may start at 7pm – this will be indicated on your schedule

Umpires are to be at the field 15 minutes prior to the start of the game.

1. Umpires may check out masks shin guards and chest protectors from the league for the season. These must be returned after the final game. (These are not necessary for PREP level games)
2. Umpires should have their equipment and rule book(s) at every game.
3. Umpires are to use the Pre-Game and Post-Game info on the inside of the back cover of the FBL Rule Book to help with effectively completing their responsibilities.

Games will begin in mid April.

FRANKLIN BASEBALL LEAGUE

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FBL Rules and Umpire Committee:

Tim Adams **adamstj2@aol.com**
Andy Sherman **asherm28@sbcglobal.net**
Andy Rollo **rollo.william@yahoo.com**
Other Members TBD

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GENERAL GUIDELINES FOR UMPIRES

REGISTRATION

Every umpire must complete the REGISTRATION FORM on the FBL website.

ELIGIBILITY

Umpires are given a rating by the League based on the umpire's experience, skill and demonstrated ability. Each year umpires are assessed based on their performance during the previous season and are either moved to a higher rating or remain in their current rating for more experience to improve their umpiring skills. Manager and Coach, umpire evaluations weigh heavily in the decision to move an umpire to a higher rating. It is critical that you are well prepared and do your best job for every game you umpire.

Listed below are the umpire ratings and the games and positions an umpire can cover based on rating.

RATING	GAME SELECTION
P	Prep & Jr. Softball games only
C-A	C1 & C2 plate or field, Jr. & Intermediate Softball, Senior Softball field only
L-B	C1 & C2 plate or field, Jr. & Intermediate Softball, Senior Softball field, LL field
L-A	C1 & C2, JS, SS, LL plate or field, Pony field
S	Pony plate & field, SS, LL, other Divisions as needed (cannot sign-up for Prep, JSB, ISB, C1 or C2 games, although open C1, C2 and ISB games may be assigned after initial sign-up)

Umpire Rating Guidelines*

- ALL umpires must be 13 by end of season (6/30) (all under 13 will show as a rating of "X")
- No Demotions
- Rookies automatically move-up ("P" will become "C-A")
- New Umpires younger than 14 years old at end of season will get a "P" rating
- New Umpires older than 14 but younger than 17 years of age at end of the season will be rated "C-A"
- New Umpires older than 17 at end of season (with Baseball/Softball experience) will be rated "L-A"
- Automatic 1 grade promotions if umpires achieved a manager evaluation average greater than 75%
- Remainder will be assessed based on Umpire Committee review and consensus

*Umpire Committee has option to override the above guidelines in special circumstances

UMPIRE'S RESPONSIBILITIES

1. **BE PROFESSIONAL**
2. **HAVE PROPER EQUIPMENT AND RULE BOOK AT EACH GAME**
3. **BE AT THE GAME FIELD 15 MINUTES PRIOR TO THE GAME'S START TIME**
4. **TREAT ALL PLAYERS, MANAGERS/COACHES AND FANS WITH RESPECT**
5. **KNOW THE RULES, MOVE TO THE PLAY, BE LOUD, BE CONSISTENT AND BE CONFIDENT.**

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EQUIPMENT

It is the intention and commitment of the league to operate in a safe manner. As such, equipment will be provided, and umpires are required to use it. Protective equipment (chest protector, face mask, shin guards) will be loaned for the season to umpires who will be behind the plate. Umpires will also be issued a uniform shirt, cap, counter, whisk broom, and rule book.

RULES TEST

Every umpire must complete the online rules test for FBL General Rules and the rules for the individual divisions you are qualified to umpire before the final Umpire training. You must pass the rules test with a score of 80% or higher to be eligible to umpire any games. You may take the online test as often as necessary to achieve a score of 80% or higher. To access the Rules Test go to Franklin-baseball.com, click on “Umpires”, then select “Rules Test” at the bottom right of the page.

TRAINING

All umpires must attend at least two of the scheduled umpire training session(s). At these sessions the league rules, as well as the MLB and Official High School Softball rules applicable to the league will be reviewed.

Qualified individuals will conduct the sessions on proper procedures and hints on umpiring.

You must know and apply the information in the sections of this manual beginning on Page 10: “Umpiring Prep and Novice Softball” “Effective Umpiring Techniques” and “Two Umpire System”

PARENT RESPONSIBILITIES FOR YOUNGER UMPIRES

- Assist your son/daughter by providing transportation
- Help ensure that your son/daughter attends scheduled games
- Impress upon your son/daughter the responsibilities of the job
- Remember when watching a game, the umpire is trying the best he/she can
- **ENCOURAGE – not discourage!**

UMPIRE PAY

2023 UMPIRE PAY SCALE AND PAYROLL RULES

- Pay scale per game is based upon the classification of the umpire, not based upon the division of the game umpired.
- Pay per game based upon umpire classification:
 - S \$45
 - L-A \$35
 - L-B \$35
 - C-A \$30
 - P \$25
- There is a premium paid if games are umpired solo when they were scheduled for two umpires. The pay premium is 50% of game base pay.
- Rainouts:
 - If a game never begins, there is no pay for the umpire, but the umpire is entitled to first right of refusal for the make-up game.
 - If the game actually begins, but then is called on account of rain before it is official, the umpire receives ½ the normal pay rate and is entitled to the first right of refusal for the make-up game (must be noted on umpire game report).
 - If the game goes long enough to make it an official game before being called because of rain, the umpire receives normal pay rate (must be noted on umpire game report).
- In the case of a forfeit, the umpire is entitled to 50% of the normal pay rate (must be noted on umpire game report).
- Pay for play-off and all-star games will be at a 25% premium to the normal pay rate (must be noted on umpire game report). Example: C-A umpire will earn \$37.50/game (\$30 x 1.25) for play-off and all-star games.

PAYROLL

Game Day

- a) Prior to game – ensure the Scorers for both teams have documented your name on their respective scorebooks – this can be done prior to the pre-game meeting or at the meeting itself
- b) Post game – approach scorer for each team and sign their scorebooks ensuring that your name is written clearly on the page.

Post Game

- a) Go to Franklin-baseball.com and click on the “Umpires” and then select the “Umpire Payroll” link at bottom right of the page
- b) Complete the form that is displayed

(Note the form also gives you the opportunity to provide feedback on the game)

Incomplete forms will result in potential non-payment and will definitely delay payment

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The FBL Finance team will reconcile your entry with the Manager score posting and upon that reconciliation will process payments. Any discrepancies will be communicated to you and the managers for confirmation

Payroll will be processed every 2-3 weeks during the regular season with the final payroll being processed approximately two weeks after the championship weekend. The league will also have an alternate system that will enable immediate payment via Venmo on a per game basis. Umpires or their parents must have a Venmo account to which the payment can be sent. There will be a box to check on the Umpires Game Report form to select this method of payment. Further details will be provided. The final payro;; at the end of the season will be processed only after all league loaned equipment (chest protector, face mask and shin guards) have been returned.

GAME SCHEDULING

We will use the on-line system **Sign Up Genius** to make game assignments for the entire season prior to the start of the season. Specific details and instructions will be sent to all eligible umpires (registered, completed Rules Test and attended training sessions). Umpires will be sent a schedule listing all games to which they have been assigned, field locations and starting times.

UMPIRE SCHEDULE CHANGE PROCEDURE

When you receive the list of games you have been assigned to umpire. it is very important **to very carefully review** it.

Although it is desired to keep changes in the schedule to a minimum, if you have a schedule conflict (including games being played by son or daughter, brother or sister or managed by a parent), please adhere to the following procedure.

- 1. Attempt to get one of your fellow umpires (one who is rated for that assignment) to assume your scheduled game. If you are successful, send an email to Tiffany Langan (tjenkins@michprobate.com) advising her of the change you have already made. The League must know who is responsible for umpiring that specific game.**
- 2. If you are unsuccessful in getting someone to umpire the game in question, - send an email to Tiffany Langan (tjenkins@michprobate.com) as soon as possible and she will send a broadcast message to all umpires to attempt to schedule another umpire for that game. In an emergency situation please call Tiffany Langan 248-756-9738**

Remember, you must call or e-mail the home team manager 24 hours before the start of the game to confirm your attendance at the game.

If you accept a re-scheduled game and then develop a conflict at a later date, please follow the same steps, #1 and #2 above.

FIELD LOCATIONS

DRAKE 1, 2 & 3	Eastside of Drake just south of Maple
FRANKLIN CHURCH	Franklin Village “COMMONS” Westside of Franklin Rd, between 13 mile and 14 Mile roads Behind Church
FRANKLIN CORNILLIE	Field farthest from the Village Offices/Police Station
FRANKLIN KALINE	Field by Police station.
WEST MAPLE #1	West Maple Elementary School Eastside of Inkster, North of Maple Rd. Field closest to the parking lot
WEST MAPLE #2	Field farthest from the parking area

Note: Other fields may be utilized: directions for these will be noted on the league website.

2023 UMPIRE ROSTER AND MASTER GAME SCHEDULE

Please see on Franklin-Baseball.com



Four Keys to Being a Good Umpire

Know the rules
Be loud!
Move to the play
Be consistent

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Franklin Baseball and Softball League Umpiring Prep and Novice Softball Games

GENERAL - KNOW THE RULES, MOVE TO THE PLAY, BE LOUD, AND BE CONSISTENT.

PRE-GAME MEETING

Use the guidelines on the inside back cover of the FBL Rulebook, to effectively accomplish this very important activity. Do not forget to make sure that they know your name, make note of it in their scorebook, and ask if they have any questions. **The rules must be followed as written. Under no circumstances may managers agree to change the rules.**

DURING THE GAME

1. Be aware of safety issues, and help insure that if a dangerous situation develops, you help take the appropriate action. If a team's bench area is not under control, call time, go over to that team's Manager and quietly ask him/her to get things under better control, before resuming the game. On fields with dugouts, make sure everyone stays in them, and all equipment is off the field of play. Be extra careful regarding these issues on fields without dugouts.
2. Start the game on time, and keep it moving swiftly. Avoid delays between innings.
3. Handle weather and darkness issues per the FBL Rulebook. Also properly enforce all rules, and keep in mind the key misunderstood Prep Division rules like Bat Throwing, Live Ball, the Five Run Rule, Two Hour Rule, coach touching runners rule, strike out rules, double base at first rules, and overthrows at first rule.
4. Position yourself in the area between the pitcher and second base, so you can make foul balls/fair balls calls down first or third more easily, see plays at all bases more clearly, and to be close to the coach pitcher.
5. If a hit ball is fair, point to fair territory and say nothing, if it is foul, yell foul ball. **THE CLOSER THE PLAY, THE LOUDER THE CALL.**
6. Keep track of pitches made, outs, and inning on your counter/clicker. Give the coach pitcher info about the pitch count.
7. When a ball is hit, move to the likely position where a play will be made, so you can better see and hear what happens, and can make the call (remember the 90 degrees from the throw suggestion). Don't be in a big hurry to make the call - **stop, look, listen, think, and then make the call.**
8. Avoid getting in the way of the fielders and base runners.
9. Make the appropriate verbal calls, and signal with the appropriate hand signals.
10. **THE CLOSER THE PLAY, THE LOUDER THE CALL.**
11. When an infielder, in the infield, not an outfielder in the infield, gets possession of the ball, and raises it above his or her head, yell time, and the play is dead. If not forced to a base by a succeeding runner, and more

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than half way to a base at that time, the runner is allowed to advance to that base without liability to be put out.

12. Watch to make sure all runners do indeed touch each and every base. If they miss a base, do not say anything, unless a proper appeal play is made. If the runner did not touch the base, and the proper appeal is made, call the runner out.

13. Same approach as #1 on tag up plays - which happen about zero times a year in Prep.

14. Practice "selective hearing", but if you experience behavior you think is unsportsmanlike or harassment, call time, get the Manager associated with the offender to handle it. If it continues, handle it yourself, per the FBL Rulebook.

15. Anyone can request time out, but time is not out, until you believe the situation warrants it, and you announce it - **loudly enough for everyone to hear.**

16. If the coach pitcher moves too close to the batter, remind them that we recommend they be at least 25 ft. from the batter.

17. There are only two defensive coaches allowed on the field. One can be in the outfield and the other must be behind the catcher. In addition to the rules for what that coach can do in the FBL Rulebook, be sure to encourage that coach to allow the catcher to throw the ball back to the pitcher.

18. If you do not see something, do not ask anyone what to call.

19. After each inning, ask the scorekeepers to confirm the score with each other, before starting the next inning. Remember, in Prep, we keep no standings, so who wins or loses is not recorded.

20. Effectively walk that fine line between being in control, and be respectful of everyone involved.

POST GAME - per notes on the inside back page of the FBL Rulebook, particularly about field clean-up.

REMEMBER - KNOW THE RULES, MOVE TO THE PLAY, BE LOUD, AND BE CONSISTENT.

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FRANKLIN BASEBALL and SOFTBALL LEAGUE

Effective Umpiring Techniques

The 4 Most Important Things

Know the Rules

Move to the Play

Be Loud (the closer the play, the louder the call)

Be Consistent

1. Look like an Umpire, be early, and be professional – reread the rules for that Division before each game, and read sections of the 3 rulebooks frequently.
2. The importance of a good Pre-Game Meeting cannot be overstated – use of the info on the inside back cover of your Rulebook is highly recommended. **Never change rules because both Managers agree to a change. The rules must be applied and followed as written.**
3. Walk that fine line between being respectful, and being in control, and if you ever need assistance, ask another Umpire or Umpire Committee member. When you call TIME, make sure the situation warrants it, and that everybody hears it - do it louder that you think is necessary. Call foul balls FOUL loudly, and if it is fair, point into fair territory, do not call FAIR. **THE CLOSER THE PLAY, THE LOUDER THE CALL.**
4. Hear things selectively, and ignore most of the chatter.
5. Reread the Ejection Section V of the General Rules in the FBL Rulebook on page 21 – NOW, and often.
6. Get the Managers and Assistant Managers working for you relative to player and parent comments and actions you think are out of line, inappropriate, or too excessive – if a particular player or parent is out of line, call TIME, as loud as you can, talk to the affiliated Manager, and tell that Manager to get them under control or quiet, or you will be forced to take action. If they persist, eject them from the game, and tell the affiliated Manager that the game will not continue until they have left the area of the field, if a parent was ejected (a player may stay on the bench), and if they do not, the game will be forfeited.
7. When you get questions about a rule, it must come from the Manager, not the Assistant Manager, parent, or player, and you should deal with it.
8. When you get questions about a judgment call - ball vs. strike (“where was that Ump?” – some Umpires offer info, but usually, my answer, if I answer at all, is that it was a strike, or it was a ball, not where it was or was not), fair or foul, safe or out, and other judgment calls, you can repeat the call, say nothing, say that was my judgment call, etc. If on a judgment call the Manager or Assistant Manager asks you to check with your partner, 90+% of the time you should say, that’s not necessary. If you want to ask your partner for help on a judgment call before or after you make it, you can certainly do that

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(very infrequently), but your partner should not volunteer that input. He/she should only provide that input if, and only if, you ask for it.

9. If the Manager or Assistant Manager is giving you a hard time, call TIME, as loud as you can, and go over to that person, quietly explain to that person only, very clearly, that their actions are unacceptable, that this is their second warning as the first warning was at the Pre-Game Meeting, and if they do not stop, you will take the necessary action to stop the actions – possibly ejecting them from the game.
10. If anyone is yelling excessively, uses profanity, makes a threatening gesture, or takes actions that require immediate ejection, eject them, and follow the rules in the FBL Rulebook.
11. Positioning – be there! Use the 90 degree guideline.
12. Making a call – move, get set (do not continue running when you make the call), look, listen, wait, think, (“Show Me The Ball”, can be used if necessary, but keep it to a minimum), then make the call. Also, use the correct hand signals. You do not have to be in a big hurry - make the right call at the right time - too soon, is a lot worse than a very short wait/pause. Do not do it often, but ask your partner for help if you must, and never anyone else.
13. Balls or Strikes – think strikes, and if the ball is not barely touching the “strike zone” for that Division, then call a ball – remember, silence is a weaker approach in our crowd! Announcing the count shows confidence, rather than waiting for the question “Blue, what is the count?” Use the counter effectively by practicing with it often, and trying not to look at it after every pitch. Both Umpires must keep the count, and use your partner if you loose track of the count, or are questioned about it.
14. Fair or foul – usually the Home Plate Umpire makes the call, and **the closer the play, the louder the call**. If you are doing a Prep game, positioning yourself between the pitcher and second base improves your opportunity to see more potential foul balls accurately. Also, with runners on base, a louder call is best as that will minimize stealing complications. Be very sure you know the difference between a foul ball and a foul tip – if you do not, ASK! A bouncing ball that goes over the base, or a ball that lands near the foul line might be better called by the Field Umpire who is positioned very close to that base, but not always. If you need to discuss the play afterwards (and this should be kept to a minimum), do that, and decide what the call is.
15. Safe or Out – there is no such thing as a tie – the runner must beat the throw or tag to be safe.
16. You cannot make a call if you do not see the play. Never ask a player, Manager, or Assistant Manager if a player was hit by the pitch. If you see it, and by rule, the situation justifies that the player should be awarded first base (not leaning into it, it is not a strike, etc.), call TIME, as loud as you can, and award

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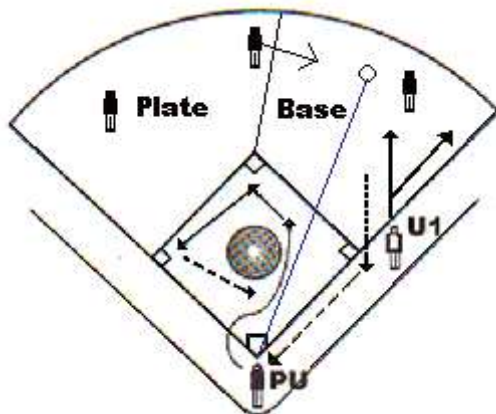
first base. If you want help from your partner, call TIME, as loud as you can, ask for their help, and make the decision. Never ask a player, Manager, or Assistant Manager if a player threw his or her bat. If you see it, and it satisfies the definition of a thrown bat in the FBL Rule Book, call TIME, as loud as you can, call the batter out, and return all runners to their base. On a potential thrown bat situation, err on the side of safety and be consistent.

17. If a runner misses a base or leaves the base too early on a tag up, do not say anything until a correct appeal is made.
18. Keeping the game moving to enforce control, and avoid rain, lightning, darkness, and rescheduling issues – after starting on time, limit the time between innings to the lesser of 2 minutes or 8 pitches, warn the pitcher “2 more”, if the fielders have not done it, call “balls in”, use the catcher readiness rule, etc.! If you have a coach who is constantly asking for time, and you think it is excessive, call TIME as loud as you can, go over and tell the coach that his requests for TIME are excessive, and if he does not stop doing that, you will begin to call strikes on his batter. Also, as David Hayes reminds us, use MLB Rule 6.02 or the equivalent Softball rule.
19. Safety Issues – helmets must be worn, jewelry must be taken off, correct people and all equipment must be in the dugout (one Manager, two Coaches, and no non-players) and not on the field, bench control must be being properly maintained, bat throwing rules are appropriately enforced and if you err, err on the side of safety, etc.
20. Rain, Thunder/Lightning, and Darkness Issues
21. Post Game activities – properly watch the player handshake by standing at home, correctly sign the scorebook and make sure the Umpires first and last names are printed legibly in the scorebook, report to the Director of Umpires on specific issues (and always on all ejections), trash reminders, watch other games, etc. Remember, there is no such thing as a silly question - ASK.

TWO UMPIRE SYSTEM

Situation: No Runners on Base

Play: Fly Ball To Right Field



PU:

Leaves his position, by the left side and heads toward the right side the mound, looks at the tag at first base, then goes towards second and on to third base if required. He also takes play at plate if base umpire has not covered the plate.

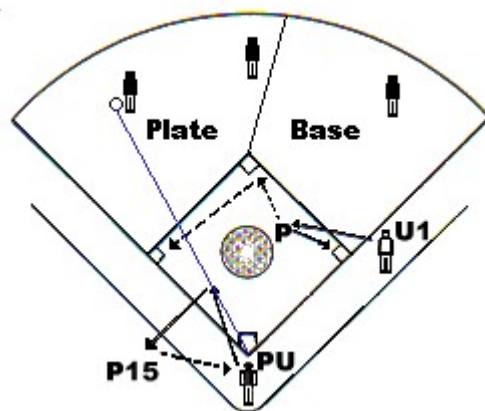
NOTE: If base umpire does not go out has the fair/foul and catch/no catch call.

U1:

Leaves his position to judge fair/foul and catch/no catch. He verbally informs his partner I'M GOING OUT. If fair ball is not caught, he heads to home plate via foul territory. He advises his partner I'VE GOT THE PLATE.

Situation: No Runners on Base

Play: Fly Ball To Left Field



PU:

Heads to the infield on the left side of the mound to judge the fair/foul, catch/no catch and then goes back to P15 if fair ball is not caught. He takes the play at home plate.

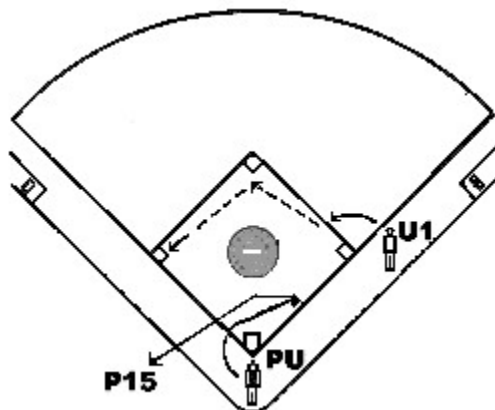
U1:

Leaves his position and heads towards an area as indicated in the diagram. He pivots counter clockwise to see the tag at first base and then takes the play at second and third base.

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Situation: No Runners on Base

Play: Ground Ball to the Infield



PU:

Exits by the left, heads for a point midway between home plate and first base, and stays on the line. He is responsible for overthrows; sweep tags at first if asked for help by his partner and plays at home plate.

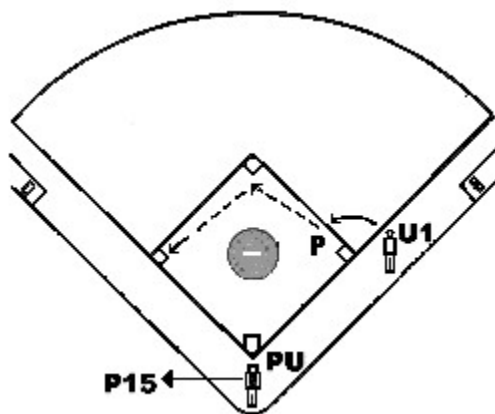
NOTE: PU should hesitate a moment if the ball is hit on a line to third base and make the fair-foul call.

U1:

Heads towards the infield to get the best possible angle which is 90 degrees and comes to a stop about 15 feet from 1st base. If there is a passed ball, he continues on and takes the play at 2nd and/or 3rd base

Situation: No Runners on Base

Play: Base Hit



PU:

Exits by the left side and goes to a point midway between the plate and the mound and if the batter-runner reaches 2nd base, he heads to P15.

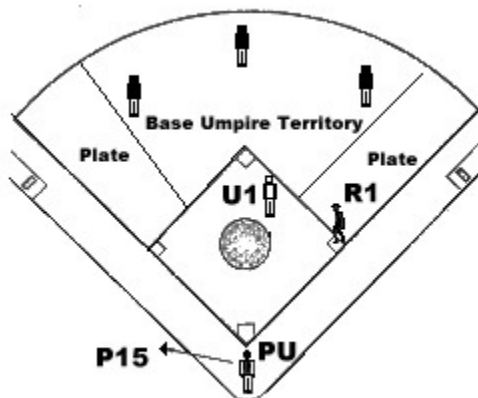
U1:

Leaves his position and heads towards an area as indicated in the diagram. He pivots counter clockwise to see the tag at first base and then takes the play at 2nd and 3rd.

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Situation: A Runner on First Base

Play: Fly Ball to the Outfield (not near foul lines)



PU:

If catch/ no catch situation Heads to the P15 position, calls the tag at third and covers home plate. Calls Catch/No catch on balls hit near foul lines.

NOTE: Near foul lines means any fly Ball that draws either R or L fielder towards the foul line.

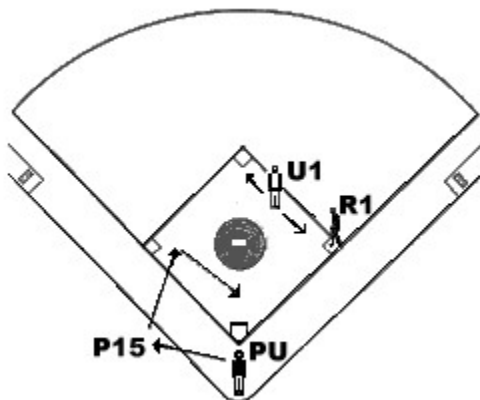
U1:

Lines up so as to get the best view to call the catch/no catch, if not near foul lines, calls the tags at 1st and 2nd, and takes the call at all bases.

NOTE: 1st to 3rd will be covered in next situation.

Situation: A Runner on First Base

Play: Base Hit/Ground Ball to Infield



PU:

Goes to P15 and takes the play at 3rd base on R1. Covers home plate.

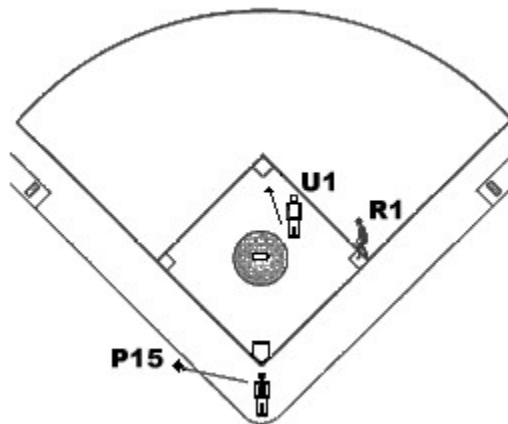
U1:

Takes plays at 1st and 2nd base and at third on batter runner.

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Situation: A Runner on First Base

Play: Steal of Second Base



PU:

Goes to P15 position.

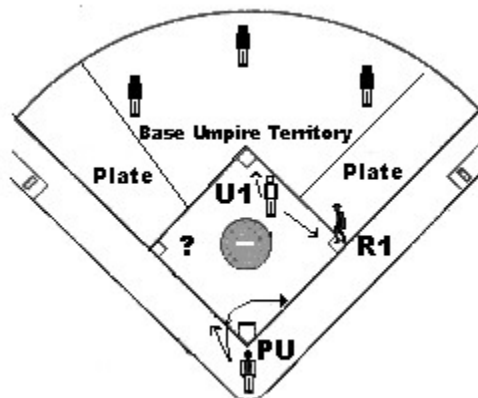
NOTE: If the play results in a prolonged rundown he should head to 1st to help his partner.

U1:

Follows the throw, always with his eyes on the ball as he pivots right and moves towards second base. As the throw passes him he sets to make the call.

Situation: A Runner on First Base

Play: Fly Ball on the Foul Lines



PU:

Heads to the appropriate foul line, makes the fair or foul call and/or catch/ no catch call. If the ball is dropped in fair territory he then covers 3rd if he is able. He also calls tags at third and covers home.

Note: Communication is important here. If the plate umpire is unable to cover 3rd base he must announce this to his partner - I'M STAYING HOME.

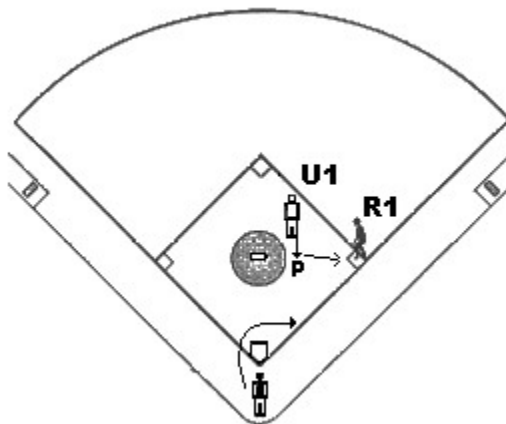
U1:

Takes tag up at 1st and all plays at 1st and 2nd. If partner cannot cover also takes 3rd.

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Situation: A Runner on First Base

Play: Pick Off Attempt



PU:

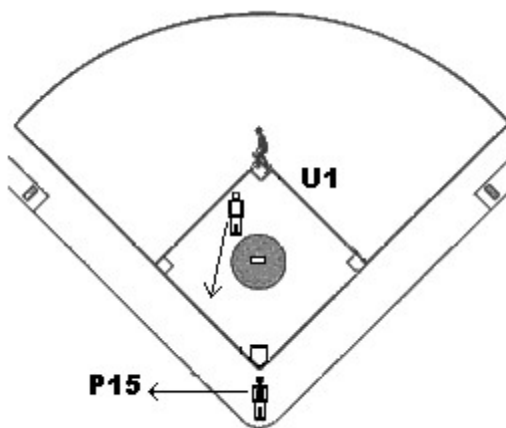
Watches for possible overthrow and covers first in case of prolonged run down.

U1:

Quickly takes 1 step (if possible) towards the mound, pivots before making the call.

Situation: A Runner at second Base

Play: Steal of Third Base



PU:

Heads to P15.

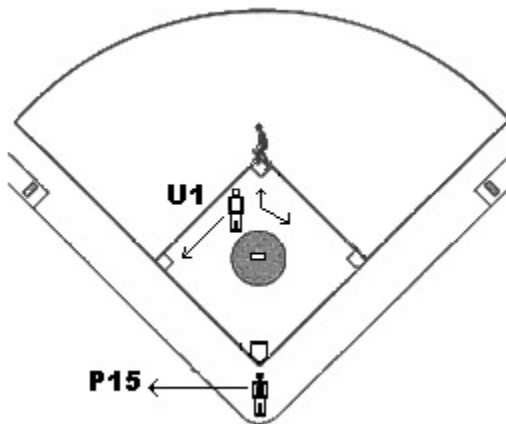
U1:

Upon verifying the runner is going, heads towards a point approximately at the midpoint of the 3rd to home base line. As the runner approaches 3rd he stops, pivots, sets and makes the call. NOTE: The reason for heading towards the line and not the base is to improve the U1's angle for the call.

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Situation: A Runner at second Base

Play: Base Hit

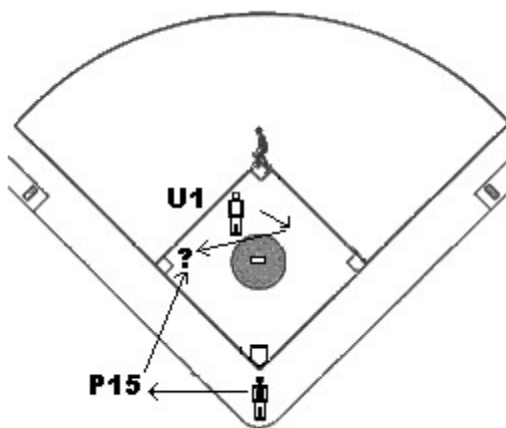


PU:
Heads to P15, watches tag of 3rd base and covers home.

U1:
Takes all calls at all bases and tags at 1st and 2nd.

Situation: A Runner at second Base

Play: Ground Ball to Infield



PU:
Heads to P15.

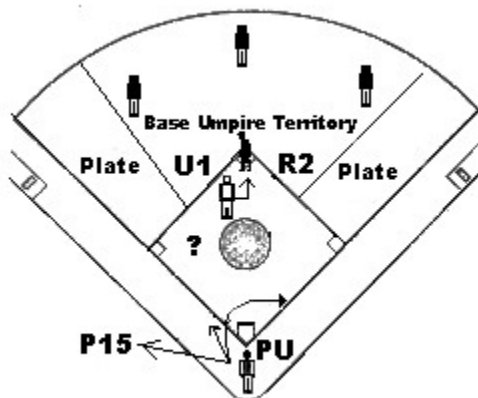
Note: Advanced option - With a ball to the left side; if R2 is held before the throw to 1st some teams may have PU cover third base. Announces I'VE GOT THIRD.

U1:
Moves towards 1st with chest to the ball, pivots to call out/safe then covers third unless PU does.

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Situation: A Runner at second Base

Play: Fly Ball to Outfield with Tag Up



PU:

Heads to the proper line to call fair/foul, catch/no catch if necessary, otherwise goes to P15.

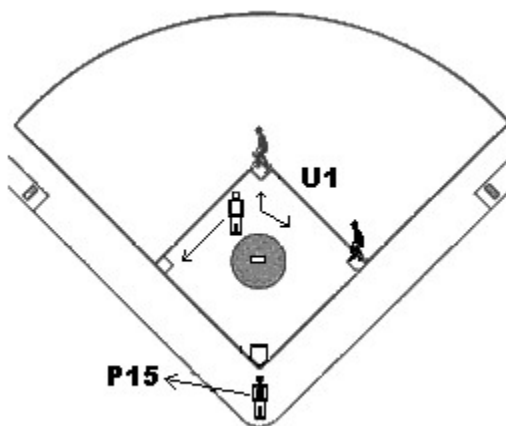
NOTE: Advanced option - If U1 has the call on the batted ball PU covers 3rd Announces I'VE GOT THIRD.

U1:

Calls the catch/no catch if necessary by lining himself up so he can see both the runner and the ball. Calls the tag up at second at covers 3rd if PU doesn't.

Situation: Runners at First and Second

Play: Base Hit or Ground Ball To Infield



PU:

Heads to P15, covers home and watches tags at 3rd and home.

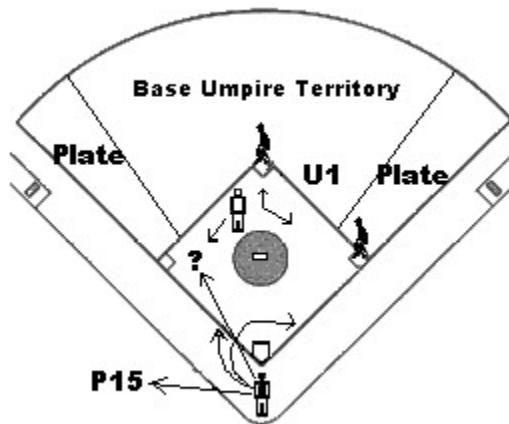
U1:

Covers all bases and tags at 1st and 2nd.

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Situation: Runners at First and Second

Play: Fly Ball To The Outfield with Tag Up



PU:

Heads to appropriate line if necessary to call fair/foul, catch/no catch, then covers home and tags at 3rd and home.

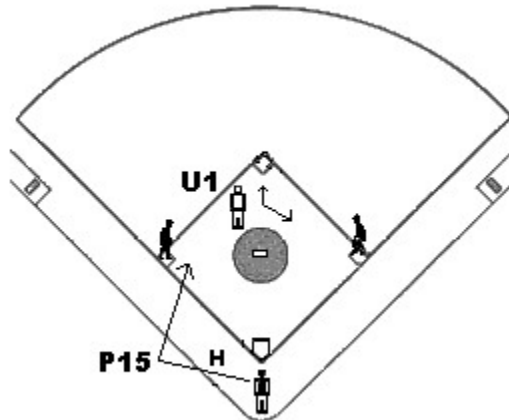
NOTE: Advanced option - PU covers third on double tag up. Announces I'VE GOT THIRD BASE

U1:

Calls catch/no catch if necessary and covers all bases (except if PU covers third) and tags at 1st and 2nd.

Situation: Runners at 1st and 3rd

Play: Base Hit or Groundball To Infield



PU:

Heads to P15 with a hesitation to watch R3 tag home and takes the call at 3rd on R1, then covers home if necessary. Announces I'VE GOT THIRD.

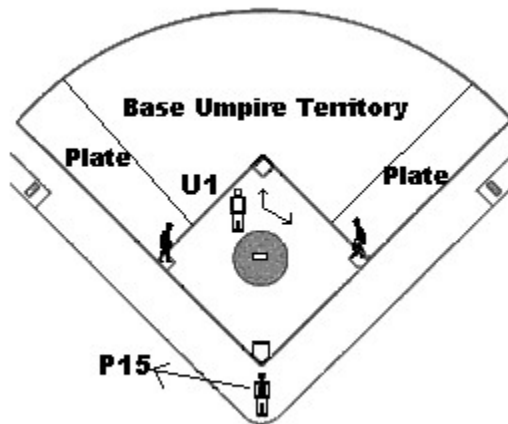
U1:

Covers 1st and 2nd and third on batter runner - must be ready to cover 3rd in case PU cannot.

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Situation: Runners at 1st and 3rd

Play: Fly Ball To The Outfield U1's call



PU:

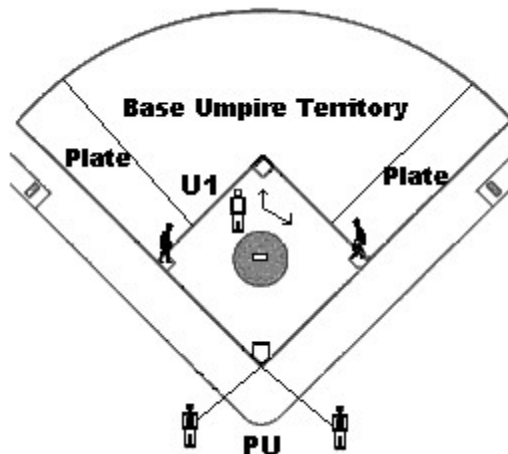
Heads to P15, has the tag up at 3rd, and covers home. Must be ready to take the call on R1 at third if the ball drops - announces I'VE GOT THIRD.

U1:

Calls the catch/no catch, covers 1st and 2nd and third on batter runner. Also must be ready to cover 3rd on R1 if PU cannot - possible time play.

Situation: Runners at 1st and 3rd

Play: Fly Ball To The Outfield PU's call



PU:

PU lines up at 1st or 3rd extended as in the diagram and makes the fair/foul and/or catch/no catch call. He then takes the call at 3rd on R1 if the ball drops fair and is able to. Announces I'VE GOT THIRD. He also has the tag up at 3rd and covers home. If he unable to cover 3rd on R1 announces I'M STAYING HOME.

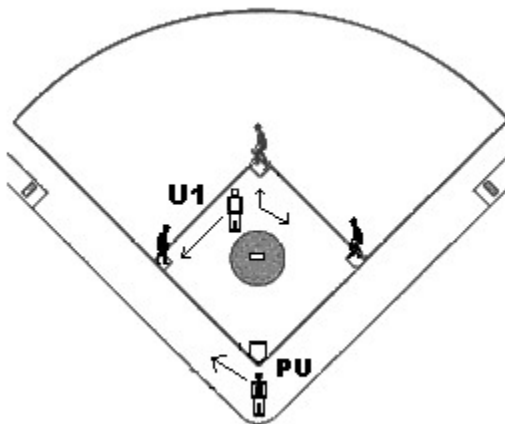
U1:

Covers 1st and 2nd, 3rd on batter runner if ball drops fair and tag up at 1st - must be ready to cover 3rd on R1 in case PU cannot.

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Situation: R(s) at 1st, 2nd and 3rd or 2nd and 3rd

Play: Base Hit or Ground Ball to Infield



PU:

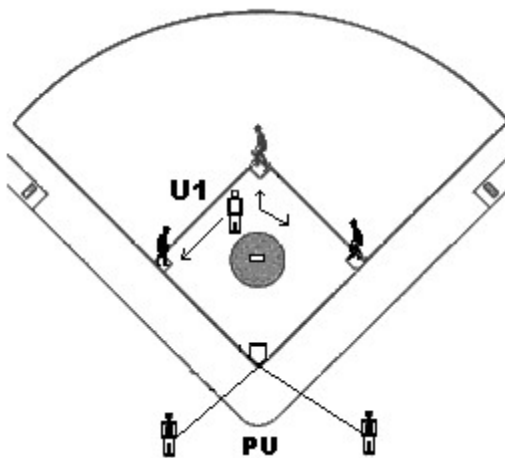
Covers home and tags at 3rd and home.

U1:

Covers all bases.

Situation: R(s) at 1st, 2nd and 3rd or 2nd and 3rd

Play: Fly Ball To The Outfield with Tag Up



PU:

If PU has the fair/foul catch/no catch he must line up at 1st or 3rd extended as in the diagram. He also has the tag up at 3rd and covers home.

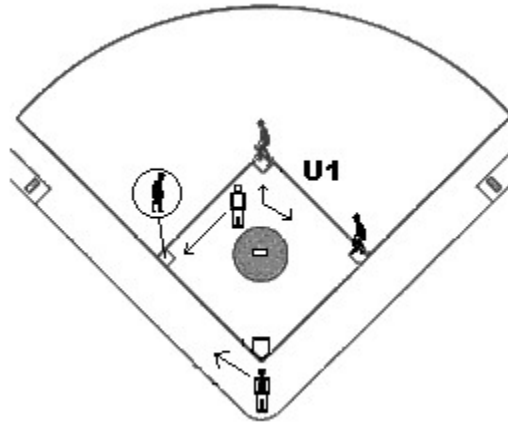
U1:

Calls catch/no catch if necessary and tag ups at 1st and 2nd. Covers all bases.

2023 FBL Umpire Manual

Situation: R(s) 1st and 2nd/Bases Loaded less than 2 out

Play: Infield Fly



PU:

Calls the infield fly or echo partner. Covers home and tags at 3rd and home.

U1:

Calls the infield fly or echo partner. Covers all bases and tags at 1st and 2nd.