

## AIA 3 Man Playoff Mechanics:

The three umpire system will consist of **UIC** (Plate Umpire), **U1** (1<sup>st</sup> Base Umpire) and **U3** (3<sup>rd</sup> Base Umpire). **UIC** will be the umpire in chief and will have final responsibility on all crew matters, rule interpretations and any matters not covered by NFHS baseball rules. Crew Chiefs will be assigned by AIA for Post Season assignments.

The mechanics and rotations used will be outlined below and follow the CCA manual. These mechanics and rotations will be an addendum to the NFHS Umpires Manual, and are adopted by AIA for baseball playoffs.

#### **Overview:**

- A) There will be two basic scenarios for each rotation; an umpire goes out on the play (revert back to Two Man mechanics) and when no umpire goes out on the play.
- B) Wing umpires (U1 or U3 in position A or D) will go out on all trouble balls. Trouble balls will be <u>converging fielders</u>, ball challenging a <u>wall</u>, ball challenging a <u>foul line</u>, a potential catch made <u>below the</u> <u>waist</u>. All other catch no catch situations <u>will not</u> require an umpire to go out. \*\*Essentially a "can of corn" does not require an umpire to go out.
  - a. Three man mechanics allow an umpire a *longer period of time* to read the play. Please make sure we Pause / <u>READ</u> / React properly. Umpires are encouraged to READ on the RUN.
  - b. An umpire on the inside of the diamond <u>CAN</u> go out on (cross the dirt infield) on any catch / no-catch.
- C) All umpires will visually check the status of the "calling umpire" as this will dictate your rotation. U1 should work inside until U3 has committed to coming inside (NOT going out for trouble) every time possible. Once U3 comes inside then U1 will work back outside. This is also the case when U1 is inside and could possibly go out from the middle, U3 has to be ready to come inside.

#### \* THIS IS CRUCIAL TO DO EACH AND EVERY TIME!

For example:

- a. No runners on base, fly ball hit to right field. U1 is the "calling" umpire; both UIC and U3 should visually check the status of U1 after reading the fly ball to his coverage area.
- b. No runners on base, fly ball hit to left field. U3 is the "calling" umpire; both UIC and U1 should visually check the status of U3 after reading the fly ball to his coverage area.

### \*\*Checking the umpire's status will dictate your rotation.

#### **Basic Responsibilities:**

- A) Fair / Foul- UIC has all responsibilities to the bag, and IF no umpire on the line, past the bag. An umpire on a foul line has the ball once past the bag.
- B) Catch / No Catch
  - a. On the Infield- see addendum "Infield Catch"

- b. In the Outfield- see addendum "Outfield Catch"
- C) **Overthrows** the UIC will have responsibility on all overthrows unless he has rotated to 3<sup>rd</sup> base. If that rotation has occurred then the U1 (now at the plate) will rule on all overthrows. \*\*Please note that if we have reverted to two man, then the UIC has ALL overthrows.
- D) Balks- this is a general guide only;
  - a. <u>UIC</u>- all pitchers not stopping, all pitchers not stepping to a base, not gaining ground, RHP & LHP closing shoulder prior to pick to base.
  - b. <u>U1</u>- LHP not stopping, LHP not stepping to 1<sup>st</sup> base, LHP breaking the back edge of rubber, RHP & LHP breaking front knee prior to pick to base.
  - c. <u>U3</u>- RHP not stopping, RHP not stepping to 3<sup>rd</sup> base, RHP breaking the back edge of the rubber, RHP & LHP breaking front knee prior to pick to base.
- E) **Touch / No Touch, Obstruction** the umpire who has the responsibility to make any out / safe call on any runner at any base <u>ALSO</u> has the responsibility of whether that runner touched the base, left early or was obstructed. \*\*UIC has the lead runner's touch / no touch at third base with multiple runners on base.

\*This will serve to definitely outline responsibilities; however each umpire should try and gather as much information as possible so they may give help if asked.

- F) Half Swing- the UIC will utilize his partners for help on half swings. The UIC will always go U3 for left-handed batters and always to U1 for right-handed batters. The UIC will use his left hand to point and ask for help.
- **G) Getting the Call right-** if an umpire chooses to get help from his partners on a play, the entire crew gets together. All 3 umpires will come together and discuss the play, rule interpretation etc.

#### **Rotations:**

PLEASE NOTE: for the following rotations that BR= batter runner, R1=runner starting at  $1^{st}$  base, R2= runner starting at  $2^{nd}$  base and R3 runner starting at  $3^{rd}$  base.

## No Runners on Base:

Starting Positions: U1- A position, U3- D position

-Batted Ball stays in the infield

<u>UIC</u>- clears the catcher and moves to the 1<sup>st</sup> base 45 foot line, straddling fair foul line.

<u>U1</u> -moves into normal position for play at  $1^{st}$  base.

<u>U3</u> - moves towards  $2^{nd}$  base for potential play at  $2^{nd}$  Base.

<u>UIC</u>- Runners Lane Interference, help with swipe tags, moving with baseball on any overthrow into foul territory and any play back at the plate.

<u>U1</u>- Play at 1<sup>st</sup> base, Pulled foot.

<u>U3</u>- Any play at  $2^{nd}$  or  $3^{rd}$  base.

## -Clean Base Hit to Outfield

<u>UIC</u>- will have any play on batter-runner at third base (triple). UIC will move toward the library. Takes all plays at  $3^{rd}$  base and stays <u>on the outside</u>. UIC will remain at  $3^{rd}$  base and release home plate responsibilities to U1

<u>U1</u>- has any play back into first base, Touch/ No Touch, Obstruction. Rotate to home plate once runner touches  $2^{nd}$  base (rotate home in foul territory). Have all plays at home plate.

<u>U3</u>- moves into position at  $2^{nd}$  base (inside or outside of  $2^{nd}$  base) and has  $2^{nd}$  base responsibilities.

### -Trouble Ball to Rightfield (U1 goes out)

<u>UIC</u>- Clears catcher and moves out towards first base cutout for touch/no touch, obstruction and any play at 1<sup>st</sup> base. Once Batter Runner has advanced beyond 2<sup>nd</sup> base, UIC will move back to home plate for any play. U1- goes out and stays out.

<u>U3</u>- moves towards 2<sup>nd</sup> base for any play and takes batter runner into 3<sup>rd</sup> base if play develops.

### -Trouble Ball to Rightfield (U3 goes out)

<u>UIC</u>- Clears catcher and moves out towards direction of the batted ball, generally no further than dirt / grass line of plate area. Takes all plays at home plate. Observe action and gather information.

<u>U1</u>- Reads that U3 has gone out on trouble ball and moves inside to take all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base. May pivot or look over shoulder for touch /no touch and obstruction.

<u>U3</u>- goes out and stays out.

# Runner at 1<sup>st</sup> Base Only (1<sup>st</sup> to 3<sup>rd</sup> rotation in effect):

Starting Positions: U1- short A position, U3 Deep B position for RH batters and Deep C for LH Batters (you have half swing responsibilities thus the difference in starting positions).

### -Batted Ball stays on the infield, double play potential:

<u>UIC</u>- clears the catcher and moves initially towards 3<sup>rd</sup> base. UIC will stop and come set once the batted ball has been fielded by infielder. Observe pivot at 2<sup>nd</sup> base and with the throw to first base, work back to first base line extended for play at 1<sup>st</sup> base.

<u>U1</u>- moves into proper angle distance position for play at  $1^{st}$  base.

<u>U3</u>- takes play 2<sup>nd</sup> base, responsible for force play slide rule infraction. Will remain focused here even after the throw is released, watching for any late interference.

#### -Clean Base Hit to Outfield

<u>UIC</u>- rotates to  $3^{rd}$  base extended (Library) for play at  $3^{rd}$  base. Will take any play at  $3^{rd}$  base from the outside. <u>U1</u>- observes touch / no touch, obstruction at first of Batter Runner. Release  $1^{st}$  base and rotate to home plate once R1 commits to  $3^{rd}$  base. A general guide is that you will advance towards home the same distance R1 has advanced to  $3^{rd}$  base. So if R1 simply touches and rounds 10 feet, you should be 10 feet closer to home plate. <u>U3</u>- has all plays at  $2^{nd}$  base and at  $1^{st}$  base on BR if U1 has rotated home. Upon reading that UIC has rotated to  $3^{rd}$  base, you will move on the  $1^{st}$  base side of the infield. Once R1 has committed to  $3^{rd}$  base you will pick up responsibility for BR at  $1^{st}$  and  $2^{nd}$  base.

## -Fly Ball to Outfield (U1) goes out.

<u>UIC</u>- starts rotation to  $3^{rd}$  base (takes play inside at  $3^{rd \, if}$  R1 advances) and retains home plate responsibility. <u>U1</u>- goes out stays out.

 $\overline{U3}$ - has all plays at 1<sup>st</sup> base, 2<sup>nd</sup> base. If batted ball is caught then U3 slides back to 1<sup>st</sup> base for play on retreating R1

## -Trouble Ball to Leftfield (U3) goes out from middle.

<u>UIC</u>- starts rotation to  $3^{rd}$  base (takes play inside at  $3^{rd if}$  R1 advances) and retains home plate responsibility. <u>U1</u>- comes inside and has all plays at  $1^{st} \& 2^{nd}$  base. Takes  $3^{rd}$  base responsibilities if UIC calls the 2 man rotation off (no play at  $3^{rd}$  base). <u>U3</u>- goes out and stays out.

<u>Please note with R1 only</u>-\*\*With 2 outs and Full count (3 balls / 2 strikes) our rotation is off. Plate Umpire will stay at the plate. We will reverse rotate with U1 taking BR into 2<sup>nd</sup> base.

# Runners at 1<sup>st</sup> and 3<sup>rd</sup> Bases

Starting Positions: U1- Short A, U3- C position

## -Batted Ball Stays on Infield

<u>UIC</u>- Move towards point of plate and observe playing action. No rotation to 3<sup>rd</sup> base.

<u>U1</u>- moves into proper angle distance position for play at  $1^{st}$  base. Ready to move inside with BR should the batted ball get through the infield.

<u>U3</u>- responsible for all plays at  $3^{rd}$  base. Double play ball U3 will be responsible for force play slide rule infraction, and remains focused at  $2^{nd}$  base even after the throw is released, watching for any late interference.

## -Clean Base Hit to Outfield

UIC- Moves to point of plate and observes playing action. Responsible for all plays at plate and all overthrows into dead ball territory.

U1- moves inside and has all plays at 1<sup>st</sup> base and takes BR into 2<sup>nd</sup> base.

U3- has all plays on R1 at 2<sup>nd</sup> base and 3<sup>rd</sup> base. Has BR at 3<sup>rd</sup> base only.

## -Trouble Ball to Rightfield (U1 goes out)

<u>UIC</u>- clears catcher and lines up tag / catch. If a catch, umpire remains at home for potential play at home. If no catch, then starts rotation to 3<sup>rd</sup> base (takes play inside at 3<sup>rd if</sup> R1 advances) and retains home plate responsibility for R1.

<u>U1</u>- goes out stays out.

<u>U3</u>- has all plays at  $1^{st}$  base,  $2^{nd}$  base and BR at  $3^{rd}$  base.

\*Plate umpire can stay home if batted ball is extra bases....

## -Trouble Ball to leftfield (U3) goes out from middle.

<u>UIC</u>- starts rotation to  $3^{rd}$  base (takes play inside at  $3^{rd if}$  R1 advances) and retains home plate responsibility. <u>U1</u>- comes inside and has all plays at  $1^{st} \& 2^{nd}$  base. Takes  $3^{rd}$  base responsibilities if UIC calls the 2 man rotation off (no play at  $3^{rd}$  base).

<u>U3</u>- goes out and stays out.

# Runners at 1<sup>st</sup> and 2<sup>nd</sup> Base:

Starting Positions: U1- short A position, U3- C position.

-Batted Ball Stays on Infield <u>UIC</u>- clears catcher and observes playing action. <u>U1</u>- takes all plays at  $1^{st}$  base. <u>U3</u>- takes all plays at  $2^{nd}$  and 3rd base.

-Clean Base Hit to Outfield <u>UIC</u>- all plays at the plate. <u>U1</u>- has all plays at  $1^{st}$  base and takes BR into  $2^{nd}$  base (in the case of an extra base hit).

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<u>U3</u>- has R1, R2 at 2<sup>nd</sup> base and has all plays at 3<sup>rd</sup> base.

### -Fly Ball to Outfield (runners tagging)

<u>UIC</u>- rotates to 3<sup>rd</sup> base extended (foul side) for all plays at 3<sup>rd</sup> base.

<u>U1</u>- has tag up at 1<sup>st</sup> base and rotates home once R2 commits to third.

<u>U3</u>- has tag up at 2<sup>nd</sup> base, all plays at 2<sup>nd</sup> base and potentially 1<sup>st</sup> base (if U1 rotated home).

\*\*\*\*Please note that in the event that the outfielder does not make the catch, the rotation is still on.

### -Trouble Ball to Rightfield (U1 goes out)

<u>UIC</u>- rotates to third base for play (inside) at 3<sup>rd</sup> if R2 tags and advances. Retains home plate responsibilities. U1- goes out stays out.

<u>U3</u>- has tag ups and all plays at 1<sup>st</sup> & 2<sup>nd</sup> base.

\*Rotation is OFF if ball is not caught (2 man mechanics)

-Fly Ball to Outfield (U3) goes out from middle.

<u>UIC</u>- starts rotation to 3<sup>rd</sup> base (takes play inside at 3<sup>rd if</sup> R1 advances) and retains home plate responsibility. Can call off 2 man rotation if no play exists at 3<sup>rd</sup> base.

<u>U1</u>- comes inside and has all plays at  $1^{st} \& 2^{nd}$  base. Takes  $3^{rd}$  base responsibilities if UIC calls the 2 man rotation off (no play at  $3^{rd}$  base).

<u>U3</u>- goes out and stays out.

## Runner at 2<sup>nd</sup> Base Only

Starting Positions: U1 Deep B, U3 short or modified D, <u>less than 2 outs</u>. **\*With 2 outs U3 starts in C and U1 in A.** 

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-Batted Ball Stays on Infield

<u>UIC</u>- clears catcher and observes playing action.

<u>U1</u>-* takes all plays at 1<sup>st</sup> & 2<sup>nd</sup> base.

<u>U3</u>- takes all plays at 3rd base.

* with two outs U3 is inside and has all plays at 2<sup>nd</sup> & 3<sup>rd</sup> base.
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-Clean Base Hit to Outfield

<u>UIC</u>- all plays at the plate.

- <u>U1</u>- \*has all plays at 1<sup>st</sup> & 2<sup>nd</sup> base
- <u>U3</u>- has all plays at  $3^{rd}$  base.

\*with two outs U3 is inside and has all plays at 2<sup>nd</sup> & 3<sup>rd</sup> base.

-Fly Ball to Left or Center field (runner tagging) less than 2 outs.

<u>UIC</u>- has all plays at the plate.

<u>U1</u>- has tag up at 2nd base and Batter Runner (if no catch) at  $2^{nd}$  and  $1^{st}$  base...

<u>U3</u>- has all plays at 3<sup>rd</sup> base.

-Fly Ball (<u>routine</u>) to Right Center or Right Field (runner tagging) less than 2 outs <u>UIC</u>- has all plays at the plate.

<u>U1</u>- moves into position to observe routine catch. Has all plays at 1<sup>st</sup> & 2<sup>nd</sup> base.

<u>U3</u>- lines up the tag of R2 and has all plays at 3<sup>rd</sup> base. \*U3 should be ready to come inside should U1 go out on trouble ball.

-Trouble Ball to Leftfield (U3 goes out from wing)

UIC- all plays at the plate

<u>U1</u>- \*has tag up and all plays at  $2^{nd}$  &  $3^{rd}$  base.

<u>U3</u>- goes out stays out.

\*with two outs U3 is inside and has all plays at 2<sup>nd</sup> & 3<sup>rd</sup> base. If U1 goes out (2 outs) then U3 has BR at all bases.

## Runners at 2<sup>nd</sup> & 3rd Base

Starting Positions: U1 Deep B, U3 short D.

### \*With 2 outs U3 starts in C and U1 at A.

-Batted Ball Stays on Infield

<u>UIC</u>- has all plays at plate.

<u>U1</u>- \*takes all plays at  $2^{nd} \& 1^{st}$  base.

<u>U3</u>- takes all plays at 3rd base.

\*with 2 outs U3 is inside and has all plays on R2 and R3 at 2<sup>nd</sup> & 3<sup>rd</sup> base. U1 will take BR into second base if batted ball gets through infield.

## -Clean Base Hit to Outfield or Runner Tagging

UIC- all plays at the plate.

<u>U1</u>- \*has tag up at  $2^{nd}$  base, all plays at  $2^{nd}$  &  $1^{st}$  base.

<u>U3</u>- has tag up at  $3^{rd}$  and all plays at  $3^{rd}$  base.

\*with 2 outs U3 is inside and has all plays on R2 and R3 at 2<sup>nd</sup> & 3<sup>rd</sup> base. U1 will take BR into second base.

-Trouble Ball to Leftfield (U3 goes out from wing) <u>UIC</u>- all plays at the plate and tag up at  $3^{rd}$  base. <u>U1</u>- has tag up at  $2^{nd}$  base and all plays at all bases. <u>U3</u>- goes out stays out.

-Trouble Ball to Outfield (Umpire) goes out from middle. <u>UIC</u>- observes all plays and touches. Has home plate responsibilities and 3<sup>rd</sup> base touches <u>Wing Umpire</u>- comes inside and has all plays at all bases. Has touches at 1 & 2<sup>nd</sup> base. <u>Umpire in the middle</u>- goes out and stays out.

# Runners at 3<sup>rd</sup> Base Only

Starting Positions: U1- A position, U3 short or modified D

-Batted Ball Stays on Infield <u>UIC</u>- all plays at the plate. <u>U1</u>- all plays at  $1^{st}$  base. <u>U3</u>- holds at  $3^{rd}$  for potential play at  $3^{rd}$  and be ready to move to  $2^{nd}$  base if ball gets through infield.

-Clean Base Hit to Outfield <u>UIC</u>- plate responsibilities. <u>U1</u>- all plays at 1<sup>st</sup> base. Page | 6

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<u>U3</u>- moves towards  $2^{nd}$  base. Have all plays at  $2^{nd}$  and  $3^{rd}$  base.

#### -Fly Ball (routine) to Outfield

<u>UIC</u>- Observes R3's tag up and has plate responsibilities. <u>U1</u>- Responsible for routine catch and comes inside with BR. Has all plays at  $2^{nd}$  and  $1^{st}$  base, <u>U3</u>- Lines up the tag of R3. Has all plays at  $3^{rd}$  base.

-Trouble Ball to Rightfield (U1 goes out) <u>UIC</u>- plate responsibilities and tag up by R3 <u>U1</u>- goes out stays out <u>U3</u>- moves inside and has all plays at 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>.

-Trouble Ball to Leftfield (U3 goes out) <u>UIC</u>- plate responsibilities and tag up by R3 <u>U1</u>- moves inside and has all plays at 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>. <u>U3</u>- goes out stays out.

## **Bases Loaded**

Starting Positions: U3 in C, U1 in A

-Batted Ball Stays on Infield

<u>UIC</u>- moves to point of plate and observes playing action.

<u>U1</u>- takes plays at  $1^{st}$  base. Moves inside and takes BR to second base if batted ball gets through infield. <u>U3</u>- takes all plays at  $2^{nd}$  (except on BR) and all plays at  $3^{rd}$  base. Responsible for force play slide rule on double play.

#### -Clean Base Hit to Outfield

<u>UIC</u>- all plays at the plate. <u>U1</u>- has all plays at  $1^{st}$  base and takes BR into  $2^{nd}$  base (in the case of an extra base hit). <u>U3</u>- has all plays on R1, R2, and R3 at  $2^{nd}$  &  $3^{rd}$  base. Has play at  $3^{rd}$  base on BR.

## -Fly Ball to Outfield (runners tagging)

<u>UIC</u>- moves to point of plate and has all plays at home. UIC has tag up responsibility at  $3^{rd}$  base. <u>U1</u>- has tag up at  $1^{st}$  base and is ready to take BR into  $2^{nd}$  base if batted ball is dropped. U3- has tag up at  $2^{nd}$  base, all plays at  $2^{nd}$  (except for BR) and all plays at  $3^{rd}$  base.

-Trouble Ball to Rightfield (U1 goes out) <u>UIC</u>- moves to point of plate and has all plays at home. UIC has tag up responsibility at 3<sup>rd</sup> base. <u>U1</u>- goes out stays out. <u>U3</u>- has tag ups at 1<sup>st</sup> and 2<sup>nd</sup> base. All plays at 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> base.

-Trouble Ball to Leftfield (U3) goes out from middle. <u>UIC</u>- observes all plays and touches. Responsible for all <u>U1</u>- comes inside and has all plays at  $1^{st} \& 2^{nd}$  and  $3^{rd}$  base. Tag ups at  $2^{nd} \& 1^{st}$  base. <u>U3</u>- goes out and stays out.

End 2/25/19