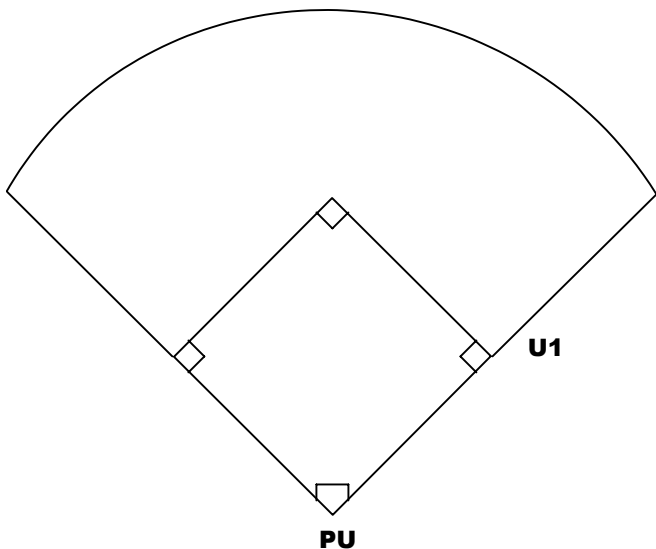
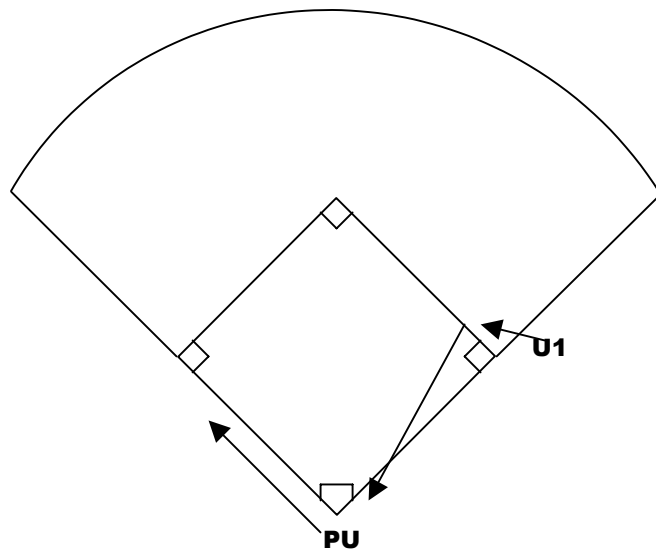


DIXIE YOUTH – DISTRICT VII

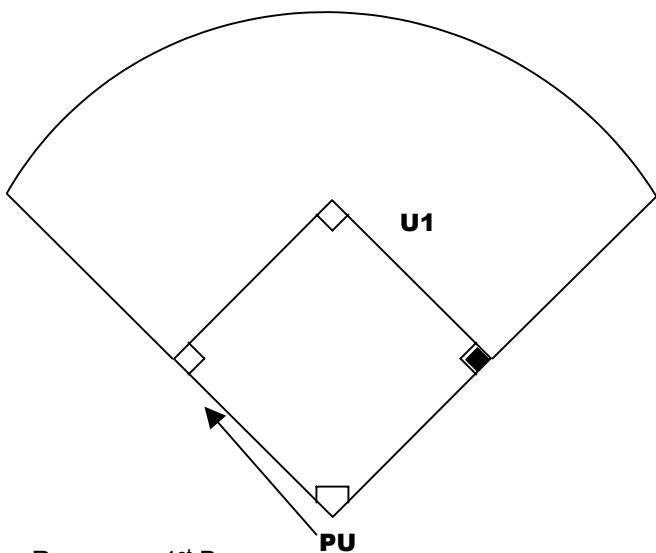
2 – MAN MECHANICS



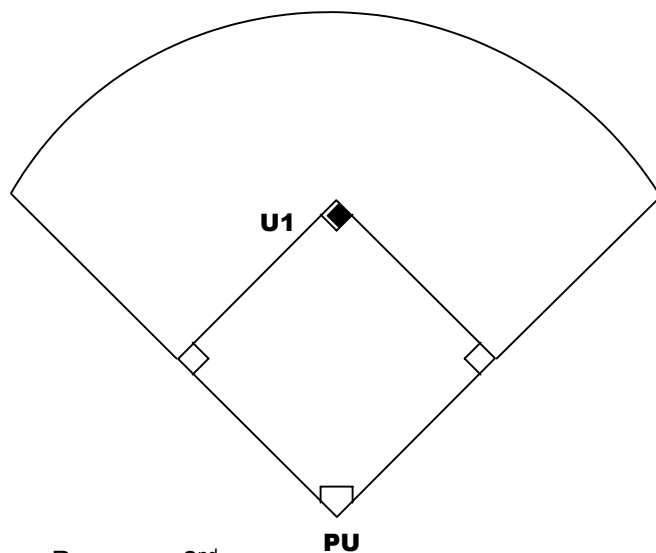
No Runners on Base
PU has foul balls down both lines.



No Runners on Base
PU: Help down the line with foul/fair. If runner advances all the way to 3rd, U1 has play at 3rd.
U1: Rotate for angle at 1st. Take batter-runner as far as 2nd on extra-base hit. Cover the plate if PU goes to 3rd.



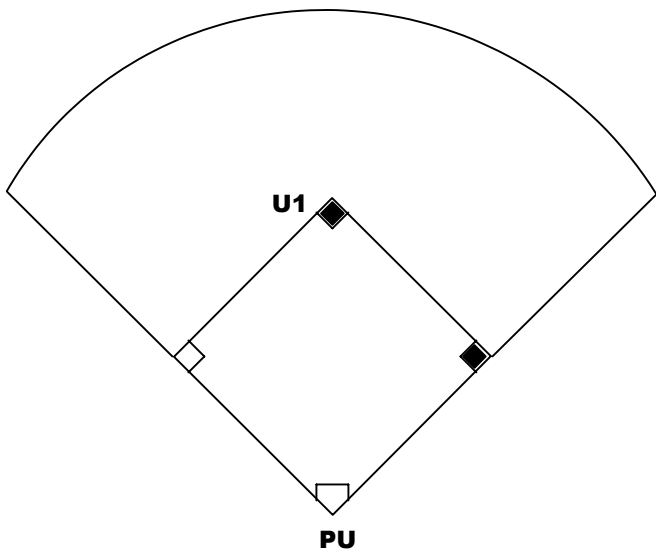
Runner on 1st Base
PU: Play at 3rd on extra-base hit. Infield ground ball, watch second play in the infield in case U1 asks for help
U1: Play at 1st and 2nd. Be prepared to cover a play at the plate on error at 3rd, if PU gets hung up.



Runner on 2nd
PU: Play at Home and help at 1st if needed. If first play is to 1st base, cover second play at 3rd.
U1: Ground ball play at 1st. Extra-base hit play at 2nd. Be aware of ground ball to SS, quick tag on runner at 2nd if off the base.

DIXIE YOUTH – DISTRICT VII

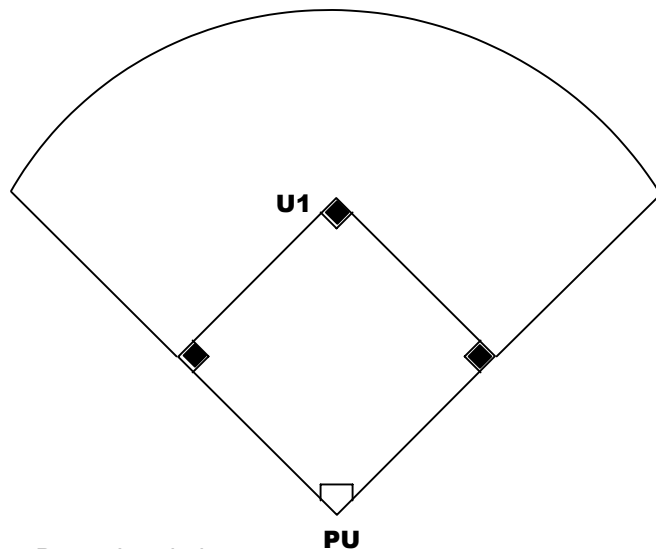
2 – MAN MECHANICS



Runners on 1st and 2nd Base

PU: Second play in the infield. Cover the plate on extra-base hit.

U1: First play in the infield. Be ready for play at 2nd or 3rd on extra base hit.



Bases Loaded

PU: Play at the plate. Second play in the infield. Cover the plate on extra-base hit.

U1: First play in the infield. Be ready for play at 2nd or 3rd on extra base hit.

THINGS TO REMEMBER:

1. Communication between Plate and Base Umpire is the most important part of a 2-man crew. Have a pre-game conference before you take the field to review coverages and make sure you and your partner are on the same page.

2. Don't call Plays while on the run. While it is important to get close to a play in order to get the best possible view, it is impossible to be on top of every play. Get as close as possible and stop right before the play. Your vision is much better from a stationary position than while running.

3. Remember, umpiring is the only job where you are expected to be perfect the first day and then get better every day thereafter. Since this is impossible, disagreements will arise. As an umpire you MUST keep your cool. The amount of control an umpire has in a game is directly related to his ability to make decisions and to deal with players and coaches involved in a firm but courteous manner.

4. If you need help from your partner, do not be ashamed to ask. Your ultimate responsibility is to get the call right.

5. If you miss a call, don't dwell on it, or you'll probably miss the next one as well. NEVER attempt to correct a bad call with a "Make-up call" later in the ballgame.

Plate Umpire:

1. Hustle! Just because you have the "dish" doesn't mean it's your only responsibility.

2. You have ALL Foul/Fair calls. Point to foul territory and yell "FOUL" on all foul balls. Point to fair territory and do not say anything on fair balls.

3. Get your mask off and move on all batted balls. Do not throw your mask on the ground, hold in your left hand.

4. Watch tags on fly balls to the outfield.

BASE UMPIRE

1. Hustle on every play to be in the best possible position to make your calls.

2. The first play in the infield ALWAYS belongs to you, except at home plate.

3. Call catch/no-catch on fly balls to the outfield.