ABBREVIATIONS: The plate umpire will be described as PU, the first base umpire as U1, and the third base umpire as U2

I. Pre – Game Duties.
   A. The Crew Chief should call his crew and confirm the assignment, umpire positions, and dress code. Discuss parking arrangements. Have a rule book available. Make sure a second umpire has plate gear.
      B. Report to the game site at least 1 hour prior to game time.
      C. The Crew chief should report to the Game Director.
         1. Report that your crew is at the site.
         2. Determine the time at which they want your crew at home plate.

II. Appearance.
   A. Navy or Light Blue (Navy is the default color) pull-over shirts with the PIAA patch on the left sleeve. The US flag may be worn on the right sleeve.
   B. Solid navy Jacket, if the weather is cool. If the plate man wears a jacket, the base umpires must wear one.
   C. Charcoal Grey slacks. Heather Gray is no longer mentioned in the PIAA dress code.
   D. Black Shoes - No white markings.

III. Umpires Pre-game Talk.
   A. The crew chief will conduct the pre-game talk. The base umpires are not to make suggestions or comments unless asked. This will help insure a more efficient and informative pre-game.
B. The following basics should be discussed:

1. Arrival on the field.
   a. The crew should walk an unfamiliar field to look for potential problems.
   b. Observe infield practice and check for uniform, jewelry, and facial paint problems.

2. Positions to be taken during:

   - **Pre-Game Conference**
     - U2
     - U1
     - C1
     - C2
     - PU

   - **National Anthem**
     - U2
     - PU
     - U1

   - **Between Innings**
     - U2
     - PU
     - U1

   The plate umpire should give the ground rules and **READ** the sportsmanship statement. **Emphasize Bench decorum.**

   Please stand at attention, with hats off and the right hand over the heart. Veterans may keep their hat on and salute.

   You may get together for brief conversations, but not every inning, and never after controversy.

Bench Decorum:

1. Absolutely no remarks directed towards the other team or their fans
2. All team personnel must be in the assigned bench area/dugout. Coaches and players are not to sit on buckets or stand out side of the assigned bench area.
   **This is to be enforced by the Base Umpires on their side of the field.**

3. Communication signals.

   A. Infield Fly—Touch the brim of your cap.
   B. Time Play—Touch your wrist.
   C. Possible Rotation—Circular motion with a hand.
   D. Runners of 1st and 2nd—Double tag up—Hit on fist on top of the other.
   E. Reverse Rotation (R1 takes batter to 2nd base with runners on 1st and 2nd) - wave open hand behind back
   F. Plate Umpire Stays home - points at the plate

   **Signals are to be initiated by the plate-man and recognized by the basemen.**

   **The plate-man should give the count often. Base umpires are not to return the count, unless there is an error.**
4. Umpire Rotations

No runners—extra base hit

Runner(s) on 1st or 1st and 3rd US would already be inside.

Runners on 1st and 2nd. Tag up on fly ball to left field. U2 would already be inside.

If U1 or U2 were to go out, the other would take the batter all the way to 3rd and PU would stay home

Reverse Rotation -

This occurs with runners on 1st and 2nd or bases loaded and an extra base hit.

The plate umpire will stay home any time there is a runner at 2nd base.

Exception: Runners on 1st and 2nd, tagging on a fly ball.

There are no rotations when the ball stays in the infield.
5. Field Coverage:

No runners, or runner on 3rd only

Runner(s) on 1st, 1st & 2nd, 1st & 3rd or bases loaded

U2 has the choice of the “C” or “B” position when he is inside.

Runner(s) on 2nd or 2nd and 3rd.

With 2 outs it is OK for U1 to go back to the “A” position and for U2 to go to the “C” position. It makes sense that the 3rd out will probably be at 1st base.

THINGS TO REMEMBER ABOUT FIELD COVERAGE

a. The Plate Umpire oversees everything. He covers all errors.
b. When on the line, U2 will take the Centerfielder coming in and going back.
c. When on the baseline, go out on all balls in your area - except sharp base hits.
d. When an umpire goes out, HE STAYS OUT. The other two will work the 2-man system.
e. Umpires in the “B” and “C” positions never go out – They just get angles.
f. The plate umpire has fair/foul calls up to the front edge of the bag when U1 and/or U2 are on the lines.
6. Movement when an umpire goes out.

No Runners. U1 goes out.

No runners. U2 goes out.

U1 goes out when U2 is in.

U2 goes out when U1 is inside.

PU has touches and tag-ups at 3rd.

With a runner on 3rd only, U1 would be on the 1st base line. If U2 goes out and the runner tags on a fly ball, PU stays home and U1 covers the runner, if he returns to 3rd.

IMPORTANT THINGS TO KEEP IN MIND

a. When an umpire goes out the other two revert to the 2-man system.

b. Talk to each other. Tell someone when you are leaving one position to get to another.

c. With runners on 1st and 2nd tagging on a fly ball, if U1 goes out, the plate umpire will make the call at 3rd. The plate umpire would also return to the plate for a call, if the ball is misplayed at 3rd.

REMINDER
4-man mechanics are presented in the final 2016 Baseball Rules Bulletin and on the baseball page of the PIAA website.