Welcome to the PIAA 4 man Umpiring System Presentation

This presentation will cover the following topics:

- Pre-Game Duties
- Appearance
- Umpires Pre-Game Talk
- Communication Signals
- Field Coverage
- Rotations
- Special Situations
- Handling Explanations and Arguments
Pre – Game Duties.

A. The Crew Chief should call his crew and confirm the assignment, umpire positions, and dress code.

B. Dress business casual and 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. Ask for baseballs to be rubbed.
   3. Find the amount of time between games and at what time they want your crew at home plate.
Appearance.

A. Navy or Light Blue pull-over shirts with the PIAA patch on the left sleeve. The US flag may be worn on the right sleeve. Navy is the default color.

B. Solid navy Jacket, if the weather is cool. If the plate man wears a jacket, the base umpires must wear one.

C. Charcoal gray slacks are preferred. The crew should match.

D. Black Shoes – No white markings
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.

The pre-game talk should include the following:
Arrival on the Field

Walk the fence of an unfamiliar field. Check for trouble spots.

Observe infield practice. Check for problems with uniforms and face paint.
Positions to be taken during the Pre-Game Conference

Position to be taken during the National Anthem
Umpire Positions Between Innings

Hustle the teams on and off the field

2 umpires may get together for conversation, but not after controversy
Umpire Positions
No Runners – Runner on 3rd

Right Handed Hitter

Left Handed Hitter
Field Coverage
No Runners – Runner on 3rd

U3 has the 3 outfielders coming in and going back.
Runner on 1st – Runner on 2nd – Runners on 1st and 2nd
- Bases Loaded -

Field Coverage

U4 has CF in and back.
Umpire Movement

No runners – Base hit

Right hand hitter U3 U3 Left hand hitter

U4 U1 U2
Umpire Movement

No Runners – U3 stays out

- Get an angle
- Cover 2nd if there is a mix up
- Cover home on an extra base hit

Cover 2nd and stay

Cover 3rd on extra base hit
Umpire Movement

No Runners – U2 goes out

Get a good angle

Take the batter to 1st base, returning to 1st base, and the play at the plate if he tries to score.

Take all plays at 2nd

Take all plays at 3rd

U3

U2

U1

U4
Umpire Movement

No runners – U4 Goes out

Get an angle

U4

Watch batter touch 1st.

U2

Cover home.

U1

Move to 3rd

U3
Umpire Movement

U3 Inside

U3 will be inside with any combination of runners

Exception – Runner on 3rd only

If U4 goes out – Slide towards 3rd
If U2 goes out – slide towards 1st

U3 will never go out from here!
Umpire Movement

U3 is inside

Runners on 1st and 2nd tag on a fly ball
U4 goes out

U1 moves to 3rd
U2 watches tag up at 1st
Then moves to the Plate

I’m OUT!
U3 stays at 2nd and watches the tag up.
Umpire Movement

U3 is inside
Runner on 2nd tag on a fly ball
U4 goes out

U3 stays at 2nd, watches the tag up, then moves to 3rd with the runner.

U2 watches the batter touch 1st and takes him to 2nd, if U3 goes to 3rd.

I'm OUT!
Umpire Movement

Runner on 3^{rd} – U4 Goes out
Runner returns

Cover 3^{rd} if runner returns to 3rd

Cover 2^{nd} if there is a play at 3^{rd} then a play at 2^{nd}.

Watch batter touch 1^{st}.

Get an angle
Communication and signals

a. Infield Fly – Touch the brim of your cap.

b. Time play – Touch your wrist.

c. Possible Rotation – Circular motion with a hand.
THINGS TO KEEP IN MIND

a. When an umpire goes out – He stays out.

b. The other 3 umpires revert to the 3-man system.

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

d. The Plate umpire has fair/foul calls up to the front edge of the bag when U2 and U4 are on the lines.

e. Check swings by right handed hitters are handled by U2 – Lefties by U4.
Special Situations

Force Play Slide Rule
- Do not be overly protective of the fielder.
- Look for contact and / or altering the play.

Collisions
- Collisions are possible when the ball and runner arrive at the same time, but do not permit runners to deliver a blow.

Obstruction
- Fielders are not to block the path of a runner unless they have possession of the ball.
- Runners must have access to the bag.
Special situations

Balks - This is the responsibility of all 4 umpires.
- If you see a balk call a balk!
- If one umpire calls a balk the others should call time.

Batter Hit by Pitch
- Hitters must attempt to get out of the way.
- Do not permit hitters to chase the ball with a body part.
Special situations

Weather
- Error on the side of safety.
- If there is lightning or thunder, pull the teams off the field for 30 minutes.
- If it is raining, do not play beyond the 4th inning. This will help avoid games shortened by weather, which almost always end with controversy.

Bench Decorum
- Make sure the teams follow the PIAA Sportsmanship Message.
- The 1st and 3rd base umpires are to police the dugouts.
Gentlemanly Disagreements

Coaches are entitled to ask for clarifications and explanations, if they approach you with respect and do not abuse the privilege.

EXCEPTION: BALLS AND STRIKES

This is a one on one situation – If you are not in the discussion, police the area

Do Not shout

Do not point

Do not Touch

Do not prolong the discussion
Gentlemanly Disagreements

DO draw a line and eject the coach if he crosses it.

**DO NOT** forfeit a game.

*Terminate* the game and let the PIAA decide the consequences.

If you are approached by anyone after the game for an explanation or interview, refer them to the site manager or Mr. Gebhart of the PIAA.
Thank you for your Attention
Have a Great Game
And
Remember
If you are the plate umpire
Call Strikes!