This PowerPoint presentation contains animated sequences of instructions and umpire movements.

You may advance or reverse the slides by using either a remote control or the forward and reverse arrows on your keyboard.
Two – Man System of Umpiring
Part I – Working the Plate

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PIAA
Baseball Rules Interpreter
Professionalism

• We all know the saying “You get one chance to make a first Impression”, but we as umpires get to make a first impression every time we go out there.

So let’s do it right

EVERY TIME!
Pre – Game Duties

Time permitting

A. The Plate Umpire should call his partner and confirm the assignment, umpire positions, attire, and meeting place.

B. Report to the game site approximately 1/2 hour prior to game time.

C. The Plate Umpire should report to the Game Director.
   1. Report that your crew is at the site.
   2. Determine the time they want your crew at home plate.
Pre-game Meeting at Home Plate

The Plate Umpire (PU) will conduct the pre-game meeting with coaches and captains.

Here’s How to do it!
Pre – Game Conference
(with coaches and captains)

1. Introductions: Plate umpire introduces himself and his partner. Have the visiting team manager (and team captain if present) introduce themselves. Then have the home team manager and team captain introduce themselves.

2. Exchange of Line-up cards: Plate umpire should receive the home team's line-up card first. He should look it over for any errors. Make sure the substitutes are also listed. Have the manager correct any mistake(s) prior to accepting it. Distribute a copy to the visiting manager. Then do the same process with the visiting manager.
Pre – Game Conference
(with coaches and captains)

3. Review the Ground Rules: Grant the honors of discussing the field of play to the home team manager. Discuss any needed clarifications.

4. Conclude the Pre-game meeting by:

READING the PIAA “Sportsmanship Message”.

The Lineup Card

Develop your personal system of tracking:
Changes in the line-up. Conferences. Courtesy Runners. Team Warnings.

<table>
<thead>
<tr>
<th>NO.</th>
<th>PLAYER</th>
<th>POS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ONE</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>TWO</td>
<td>8</td>
</tr>
<tr>
<td>3</td>
<td>THREE</td>
<td>3</td>
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<td>4</td>
<td>FOUR</td>
<td>1</td>
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<td>5</td>
<td>FIVE</td>
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<td>6</td>
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<td>EIGHT</td>
<td>6</td>
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<tr>
<td>9</td>
<td>NINE</td>
<td>2</td>
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<tr>
<td>10</td>
<td>TEN</td>
<td>7</td>
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<tr>
<td></td>
<td>SUBSTITUTES</td>
<td></td>
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</tbody>
</table>

Back of the Lineup Card

<table>
<thead>
<tr>
<th></th>
<th>CON</th>
<th>CR</th>
<th>TW</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>P</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>TEAM A</td>
<td></td>
<td></td>
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<tr>
<td>TEAM B</td>
<td></td>
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</tbody>
</table>
Between Innings.

Hustle the teams in and out
Limit the number of warm up pitches

You have 2 more pitches!

One more pitch throw it down!

OR
Call Balls and Strikes.

A reasonable philosophy or interpretation is that any part of the ball touching any part of the Zone is a strike!

This adds 70% to the Zone!

Red lines are the upper and lower limits of the strike zone.
Plate Umpire
Plays at the Plate

Remove your mask
And hold it in your left hand.

Drop straight back from the point of the plate.

Move to the 3rd base line extended
OR
Move to the 1st Base line extended
OR
Move to the first base side of the infield
Remove your mask
And hold it in your left hand.

Drop straight back from the point of the plate.

Read the catcher’s movement
As he moves to receive the ball
Move to a position where you can look down the catcher’s glove arm to observe the play.

This gives you the same view the catcher has while he is making the tag.
Field Coverage
Plate Umpire

Fair / Foul

Take up to the front edge of the bag.
If the Base Umpire is inside, take all the way to the foul pole.

Take all the way to the foul pole
Plate Umpire
No Runners
Outfield Coverage

Take every ball in this area including infielders coming in.

Take easy plays in this area.

PU
Runner(s) on Base
Plate Umpire

PU will take balls in this area.

PU
Help on Plays at 1\textsuperscript{st} and 2nd

- Get your mask off and be active!
- Runner’s lane
- Pulled foot \textit{if asked}
- Swipe tag \textit{if asked}
- Overthrow
- Double play
If the ball is hit into this area, PU will take the ball and stay home.

U1 will take all plays on the bases.

Cut to fair ground if you think there will be a play at 3rd
Go towards 3rd in foul ground
Get back to the plate on an overthrow.
Plate Umpire
No Runners
U2 Goes Out

U1
I'M OUT !

B1
I've GOT HOME !

PU
Questions
Comments
Suggestions
Thank you for your Attention
AND
Please Remember
Call Strikes!