



# ISF FIELD MECHANICS 4 UMPIRE SYSTEM

Be ready you will be asked to help me out

# ISF MECHANICS FUNDAMENTALS



## Ready Position



**The ready position is the body position a base umpire takes immediately prior to the pitcher** bringing his hands together for the pause and up until the pitch is released. As the pitcher assumes the pause position, (hands together), the umpire should take the ready position by placing the feet at a comfortable distance apart, (normally shoulder width) staying relaxed but still. As the pitcher releases the pitch, soften the knees (slightly bend), adjust body weight to the balls of the feet and draw the hands in, close to the body at belt level.

**If the ball is hit**, push off the ball of the outer foot and move to the appropriate position for a possible play. If the ball is not hit, relax until the start of the next pitch but always be aware of pick off plays, passed balls, etc that may cause the umpire to move to a position to call a play.

# ISF MECHANICS FUNDAMENTALS



## Set Position



**This is the position an umpire should take, prior to making a call on a play.** This position is very similar to the ready position.

**On a force play,** the umpire moves to a proper position to see the play; 4-5 metres (12-15 feet) back, 90 degrees to the throw; on plays at 1<sup>st</sup> base, do not go beyond 45 degrees to the base, and normally take three steps into fair territory which will give a 22.5 degree angle. Once at this position the umpire should go into the set position which mimics the ready position, feet spread apart (normally shoulder width) knees soften and slightly bent, and hands drawn into the body at belt level.

**On a tag play,** the umpire moves to a proper position to see the play, 3-4 meters (10-12 feet) back and not in line with the throw, 90 degrees to the runner's base path and just short of the leading edge of the base. Once at this position the umpire should go into the set position which mimics the ready position, feet spread apart (normally shoulder width) knees soften and slightly bent, and hands drawn into the body at belt level.

# ISF MECHANICS FUNDAMENTALS

## ➤ Making the Call

**While in the set position**, the umpire should pick the ball up with the eyes and track the ball by turning the head with the ball.

**On force plays**, just prior to the thrown ball reaching the receiver, change your focus to the ball, fielder and runner, watching the three come together. Once you have made your decision on the play, rise from the set position and signal and verbalize your call, using appropriate emphasis and voice.

**On tag plays**, watch the thrown ball into the fielder's glove and follow the ball and glove to the area of the tag, picking up the runner in your field of vision as the fielder begins to move towards the area where the tag will happen. With the Four Essential Elements in front of you judge whether the tag was made prior to the runner touching the base. Rise and make the signal and verbal call, using the appropriate emphasis and voice. If required you may adjust your position to best see all the Four Essential Elements

# ISF MECHANICS FUNDAMENTALS

## ➤ Fly Ball Coverage

**On a fly ball to the outfield**, one base umpire shall go out to determine whether the ball is fair or foul and whether a fielder has made a catch or there is no catch.

**If a catch, the umpire is** to signal the out.

**In the 3-umpire system if, the responsible umpire is at the 2<sup>nd</sup> base position**, then the plate umpire shall make the call fair or foul, catch or no catch from F7 or F9 to the fence.

# ISF MECHANICS FUNDAMENTALS

## ➤ Rotations

**Umpire infield rotations shall be clockwise.**

**Exception:** if required to backfill, trail a runner or return from a holding position

International Softball Federatio

# ISF MECHANICS FUNDAMENTALS

## ➤ Holding Position

**A position in foul territory**, halfway between home plate and 3rd base or home plate and 1st base, 4-5 metres (12-15 feet) off the foul line.

**Umpires use the holding position**, while watching the play develop to determine which base they are required to cover.

**U1 shall use the holding zone** before rotating to home plate. If no immediate play at home and with U3 abandoning his position, move to home plate and push the PU up to 3rd base.

# ISF MECHANICS FUNDAMENTALS

## ➤ Backfilling

**This is when the play requires an umpire to counter-rotate** to cover a position they left due to another umpire being required to cover a play situation elsewhere. An umpire must be ready to move to cover off a play when the responsible umpire cannot get in position to make the call.

*Example: With a runner at 2nd or 3rd base or runners at 2nd and 3rd base and either U2 or U3 goes out to cover a fly ball to the outfield and the PU stays or moves back to home for a play. Depending on the development of the play, the BU at 2nd base may need to backfill to provide coverage at 3rd base. (Note: this rotation is not shown)*



# Your team colour and number

1. Richard Barrow 2. Bridget Cameron  
3. David Casey 4. Kyira Cox

1. Leanne Gearside 2. Jay Gibson  
3. Jana McCaskill 4. Joe Okada

1. Jesse Smith 2. Alex Turnbull  
3. David Beaumont 4. David Fortin

1. Tara Harris 2. Trevor Murphy  
3. Tony Kaiaruna 4. Gavin Shepherd

# ISF Starting Positions

## Base Umpires

### ➤ 3 Umpire System

You may be required to use the 3 umpire system at this tournament. Refer to the handout.

### ➤ 4 Umpire System - Exercise

Let try some rotation on the board. You know your team colour and individual number. We will state the play. Each crew can go through the rotation as a crew on the whiteboard.

# 4 Umpire System Caseplays

Refer to your copy of the ISF Mechanics System

1. No runners on base. Fly-ball down the 1<sup>st</sup> base line (6)
2. Runner on 1st base. Fly-ball down the 1st base line (9)
3. Runner on 1<sup>st</sup> base. Fly-ball between right/left field (10)
4. Runner on 1<sup>st</sup> base. Fly-ball down the 3<sup>rd</sup> base line (11)
5. Runner on 2nd base. Fly-ball down 1st base line (12)
6. Runner on 2nd base. Fly-ball down 3rd base line (14)
7. Runners on 1<sup>st</sup> & 2<sup>nd</sup> base. Fly-ball between right/left field (19)
8. Runners on 2nd and 3rd base. Fly-ball down 1st base line (24)
9. Runners on 2<sup>nd</sup> & 3<sup>rd</sup> base. Fly-ball between right/left field (25)
10. Runners on 1<sup>st</sup>, 2<sup>nd</sup> & 3rd base. Fly-ball down the 1st base line (27)
11. Runners on 1<sup>st</sup>, 2<sup>nd</sup> & 3rd base. Fly-ball down the 3rd base line (29)