

Four Man System Pre-Game- Dan Deshaies 2014

I. 2b umpire:

- Set up inside on any force play situation or runner on 2B.
- Set up outside with no one on or runner on 3B only. If out set up on SS side for RHB and on 2B side for LHH. Set up 30 ft. behind SS or 2B man and to the CF side 10-15 feet.
- Catches
 - *if out take all FB catches at and between three outfielders, if ball goes to foul lines come in and pivot.
 - *if inside take catches to infielders with glove coming at you only, you have NO outfield catches.
- If inside set up on cutoff on side that play will be coming at you without having to lose site of runner.
- Carry watch with you for timing delays.
- Have plate gear with you! If PU gets injured you have the plate.

II. NOTES

- a. Wing umps take fair/foul balls over and beyond bags.
- b. If you go out stay out!
- c. Catches in IF, glove coming at you take the catch.
- d. If ump goes out revert to 3 man mechanics.
- e. Rundowns: Inside/Outside if possible, do not force it.
- f. Balks: 1b&3b:plane, stops /PU, stops, step home/2B, stops, movement.
- g. Pre game positions: PU faces infield, Base umps face PU.
- h. Jog to positions after anthem.
- i. HP ump gives ground rules: not coaches or other umps.
- j. Tough plays, fielders coming at each other, fielders going in or back, or deep hit balls someone should be going out.
- k. Check swings go to open side, if go to wrong man give a call.

II. Tips:

- A. 1B ump: Starting position is 10-15 feet behind first baseman on all plays and in foul territory. Base hits come into foul territory and if PU goes to 3B you come home. Pickoffs be set in foul ground 10 feet behind 1B man. Go out on any balls down the line, stay with the ball.
- B. 2B ump: If outside go out on any possible trouble balls. If wings go out come in to take plays in infield. Watch for pitchers not stopping from set. Plays at 2B stay with play until the play is complete, look for dropped balls or slide violations. If you are out on hits come in for play at 2B.
- C. 3B ump: Set up 10-15 feet behind 3B man and keep that distance if fielder moves. Cover 2B when 2B ump is out and staying out, drift towards 2B on batted balls until you see 2B ump coming in.
- D. PU: Don't stay at home; come out of dirt on all batted balls. If 3B ump goes out be ready to cover 3B and if 1B ump goes out be ready to cover 1B. Ground balls up lines take fair/foul if fielder is clearly in front of base. Give signals to 2B umpire and let him pass them on to

corners. Box in foul balls to dugouts with corner umps. Pre game go to dugout with game balls.

- E. PU has running lane violations.
- F. PU stays at HP when runners are in scoring position. Ex; Runners on first and third.
- G. Tough/help situations: All 4 umpires meet together, give input, UIC will make final decision.

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State Interpreter