

## TWO MAN MECHANICS

**NOTE:** These basic NFHS mechanics have been approved by the CBUA Board and Instructional Chairmen and are expected to be reviewed prior to each game.

### 1. **NOBODY ON BASE**

Base umpire has centerfield straight in/straight back to RF line. Plate umpire has CF to left field line. If base umpire goes, plate umpire has B/R. Otherwise, base umpire has B/R to 2<sup>nd</sup>, plate umpire has B/R to 3<sup>rd</sup> and home. Base umpire takes play at home on overthrow at third.

### 2. **RUNNERS ON**

Base umpire has cone. Plate umpire has RF or LF going hard to foul line.

### 3. **TRAPS IN INFIELD**

Nobody on, base umpire has 1B to line and 2B toward 1<sup>st</sup>. Plate umpire has rest. Runners on, base umpire has the call on all trap plays by infielders except pitcher and 1B or 3B toward line.

### 4. **PLAYS AT FIRST**

The base umpire will make the call the best he can THEN go for help if there is a problem. The base umpire is no longer going for help before making a call. Examples of an exception would be if the base umpire fell and clearly could not see the play or the base umpire's vision was blocked.

### 5. **FIRST TO THIRD**

Plate umpire to signal to partner with runner at 1<sup>st</sup> only or runners on 1<sup>st</sup> and 3<sup>rd</sup>. Base umpire to mirror signal.

### 6. **PLAYS AT SECOND**

Plate umpire will clean up on front end of double play. If there is no throw to first, base umpire has entire play.

### 7. **TAG UP AT SECOND ONLY**

Base umpire has runner all the way.

### 8. **DOUBLE TAGUP**

Base umpire has tag up at 1<sup>st</sup> and 2<sup>nd</sup>, plate has play at third.

### 9. **RUNNER ADVANCING FROM SECOND TO THIRD ON PLAY AT FIRST**

Base umpire has both calls.

### 10. **CHECK SWING**

Don't delay in going for help. Base umpire calls what he has.

### 11. **RUN DOWNS**

Plate umpire will get there when possible.

### 12. **BALKS**

Generally speaking, plate umpire has step, base has shoulder movement. Both umpires have stop and should call anything for which they have a clear view.

**13. HIT BATTER**

Base umpire be ready to help on ball fouled at plate, pitch hitting batter, or plate umpire not reacting to catcher's interference. Base umpire gets involved only if 100% sure.

**14. ARGUMENTS**

Once umpire walks away or ejects someone, partner has to get involved.

**15. DON'T LET PARTNER DIE WITH BAD CALL**

Be proactive, get involved, especially a younger umpire if he has information. We are not changing the call, we are providing information the calling umpire may not have had. (dropped ball on tag, etc.) It is up to the calling umpire whether to change the call. Don't let each other make mistakes.

**16. SIGNALS**

IF Fly; 1<sup>st</sup> to 3<sup>rd</sup>; double tag up; time play; crew conference; Swinging 3<sup>rd</sup> strike in dirt. Umpires are to mirror "time" when called by partner.

**17. ANYTHING ELSE—**

**18. POSTGAME**

Leave the field immediately and together when the game ends. Do have a post-game discussion of any unusual plays or situations.