

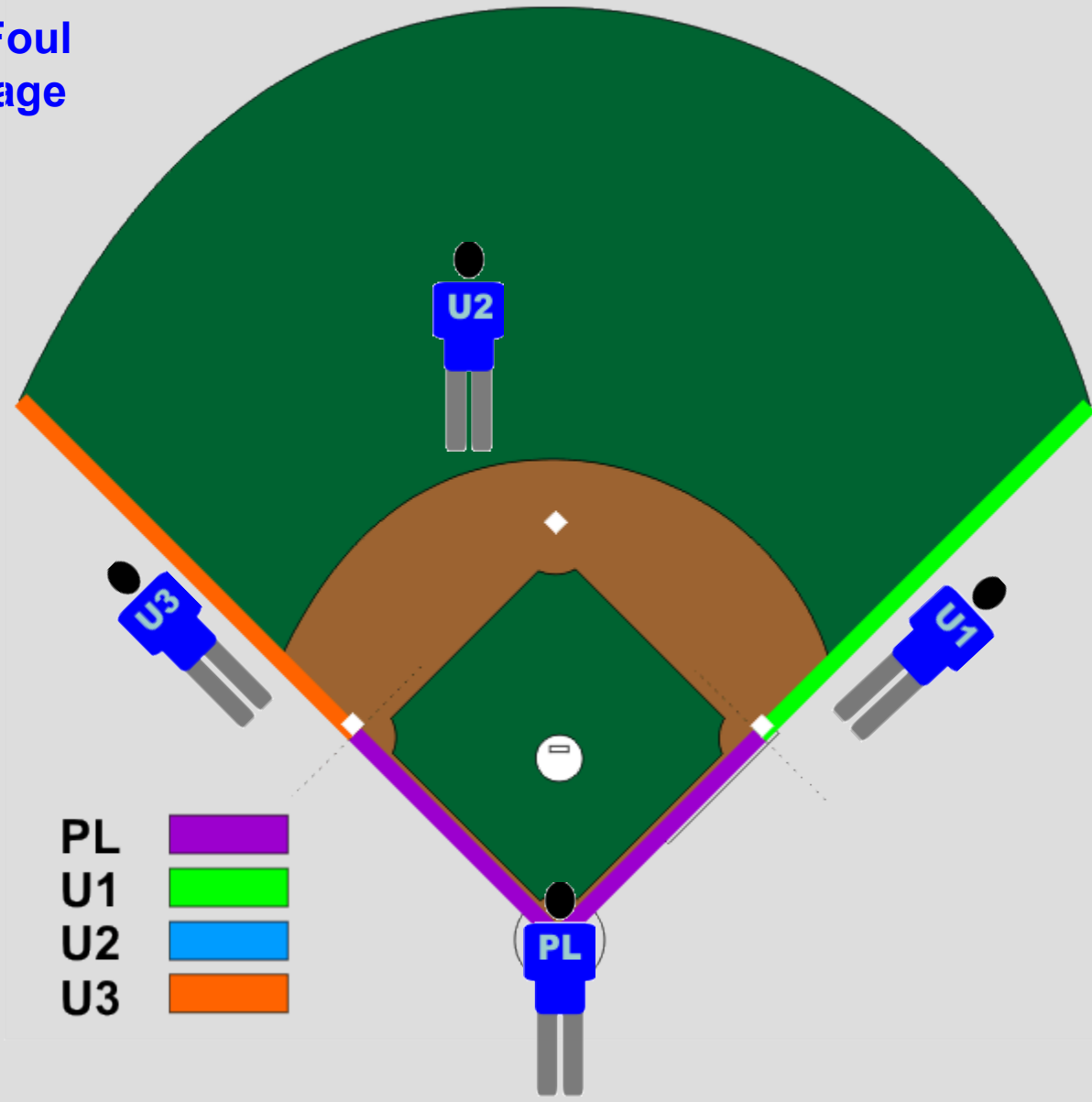


4-umpire mechanics

The objectives of 4-umpire mechanics

- Have an umpire at every base or close to every play
- Try to keep one umpire **AHEAD** of the lead runner
- If possible, “box” the runner between three umpires

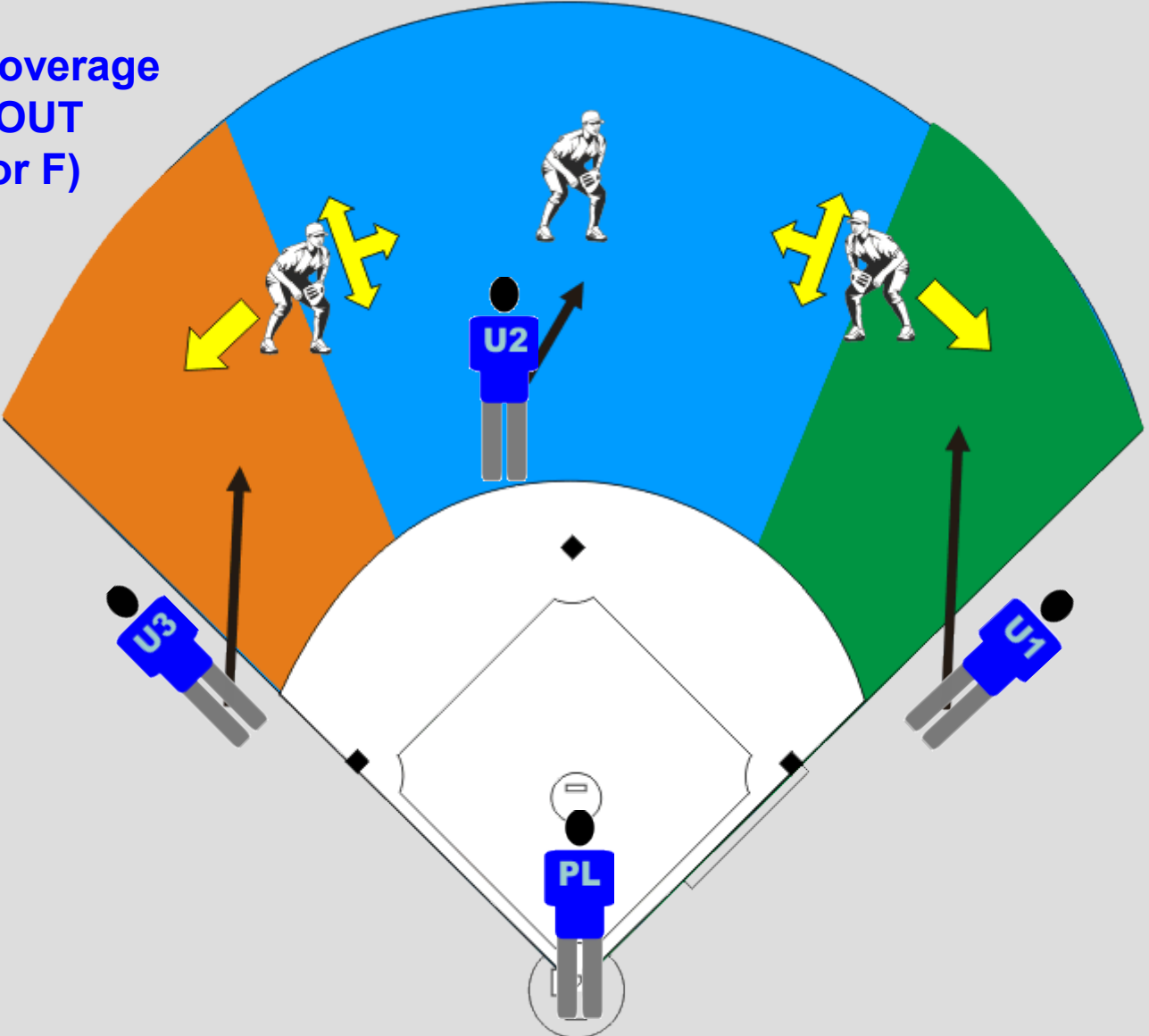
Fair / Foul Coverage



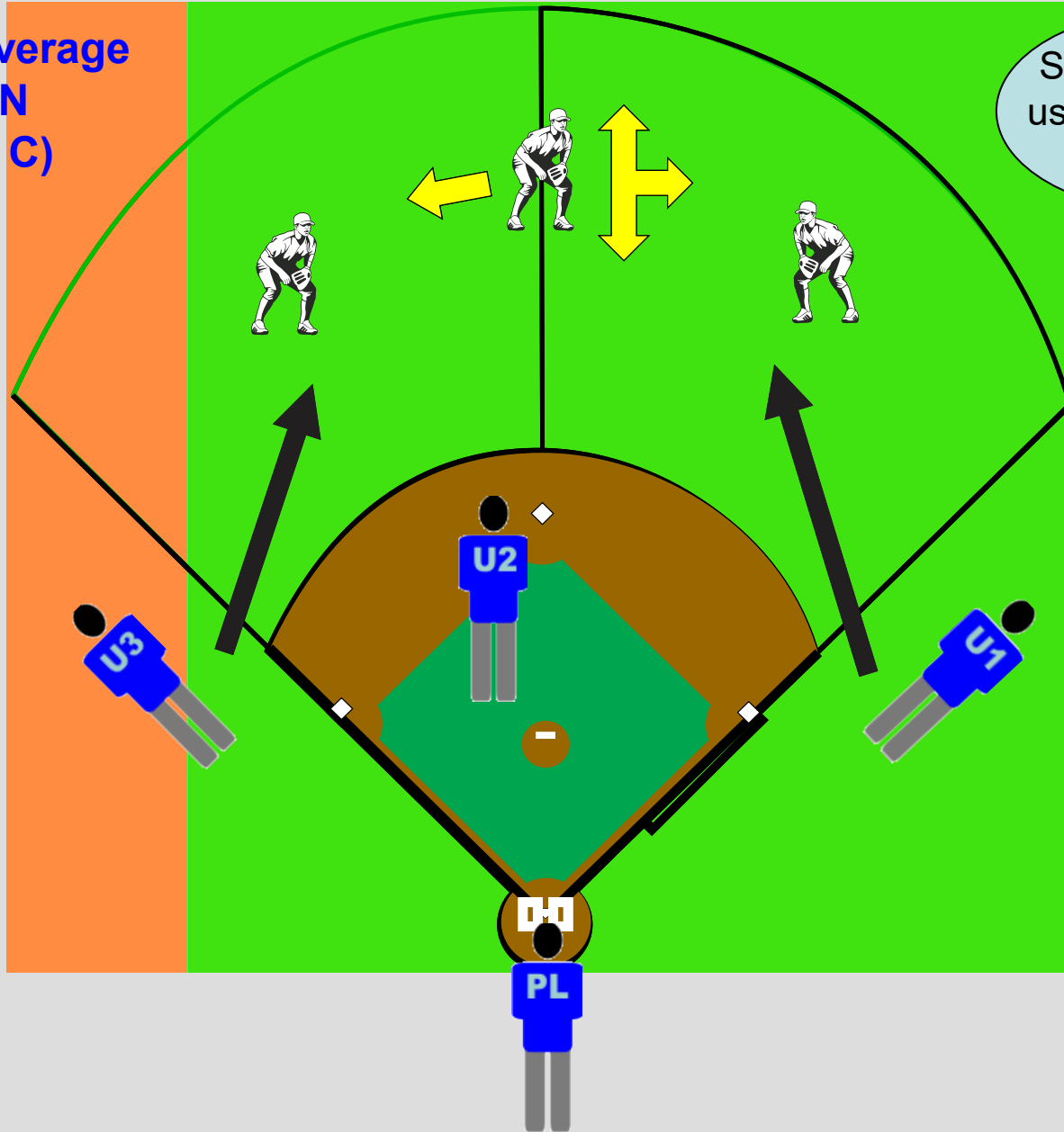
Fly Ball Coverage



Fly Ball Coverage
U2 is OUT
(in E or F)



Fly Ball Coverage
U2 is IN
(in B or C)



Same coverage
used in 3-Umpire
Mechanics

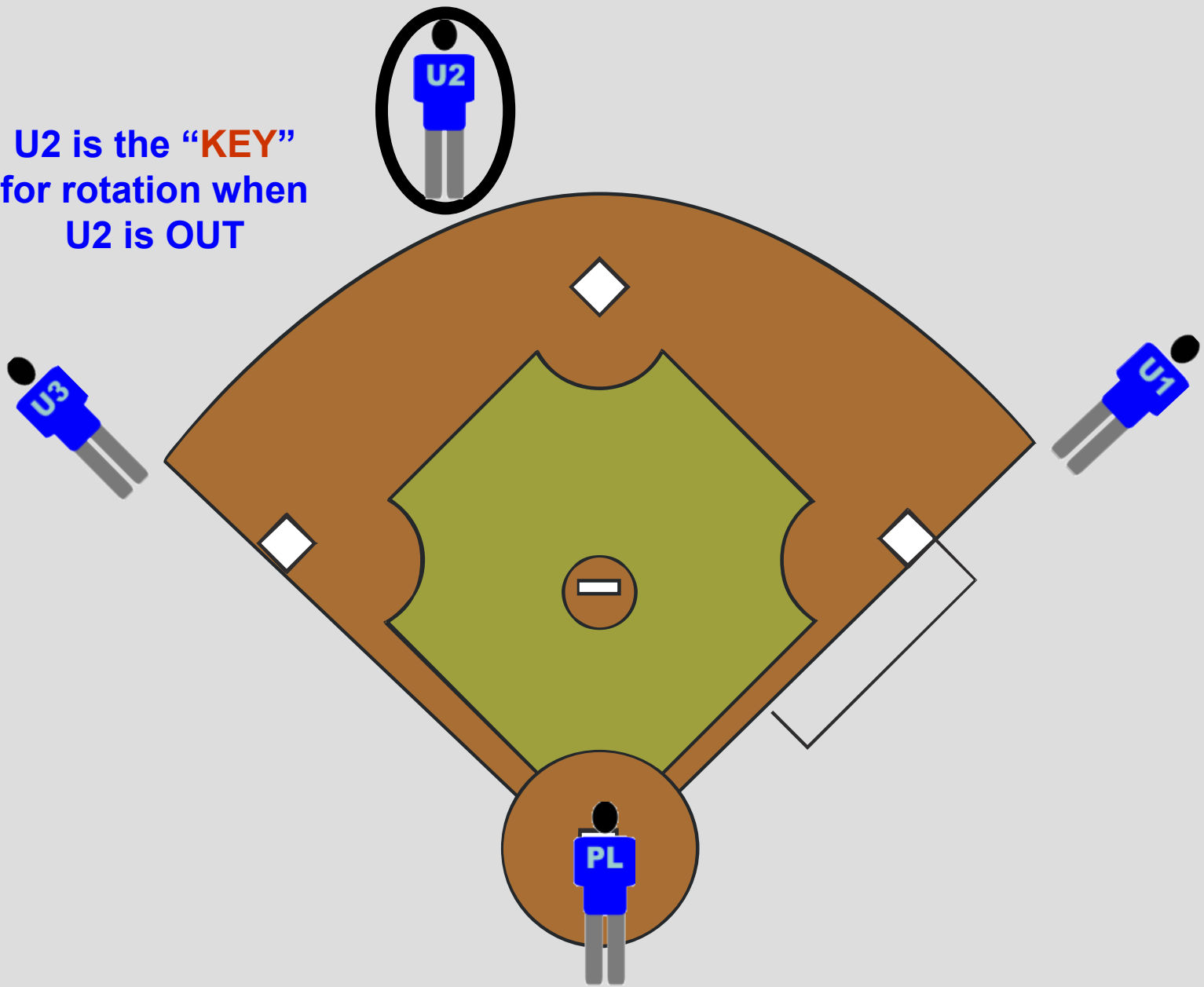
Fly Ball Coverage

When U2 is inside (in B or C)

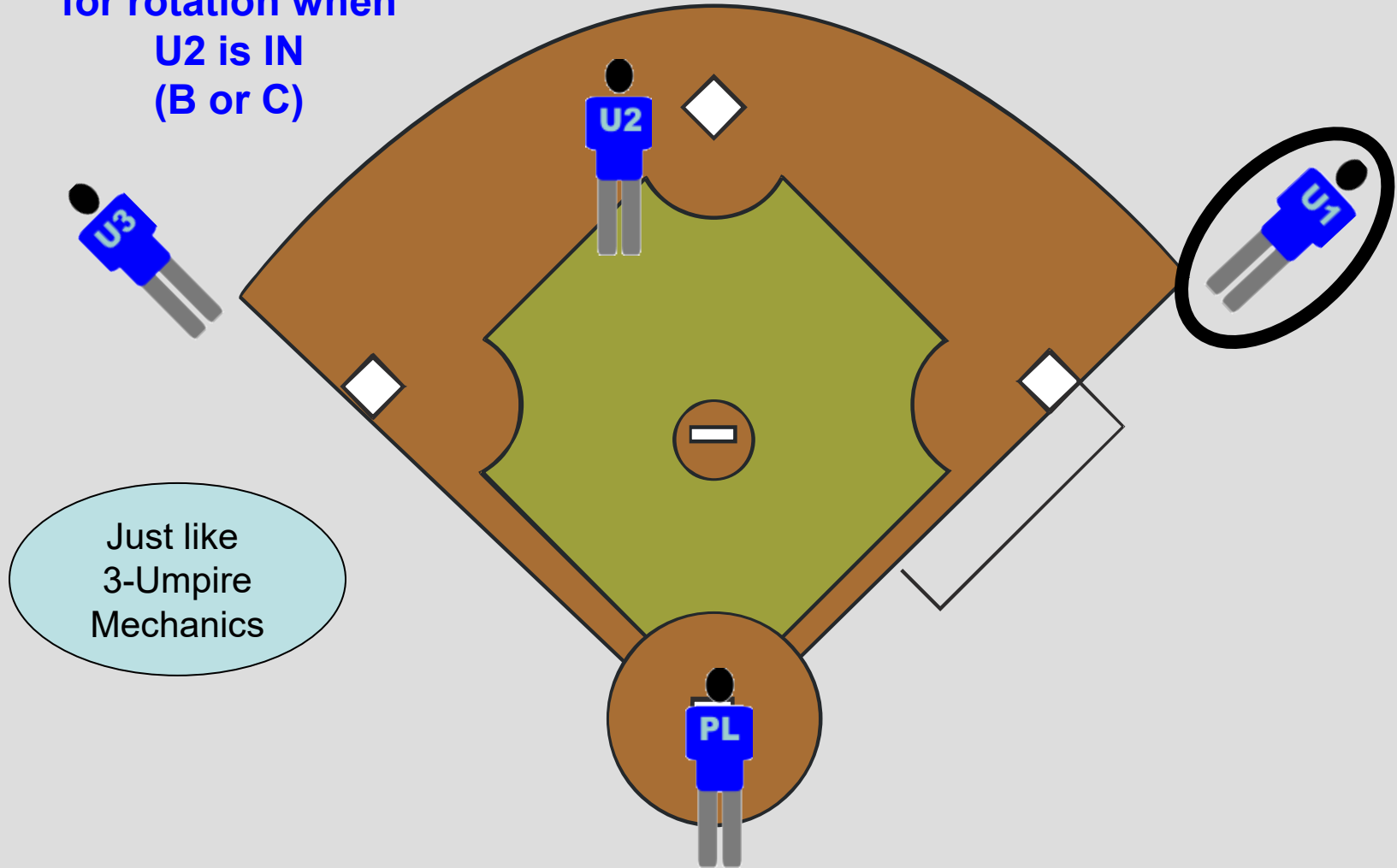
He STAYS inside

U2 does NOT go out for a fly ball, leave that to U1 and U3

U2 is the "KEY"
for rotation when
U2 is OUT



U1 is the “KEY”
for rotation when
U2 is IN
(B or C)



Just like
3-Umpire
Mechanics

**If ANY umpire goes out
on a fly ball.....**

**Revert to
THREE-UMPIRE Mechanics**

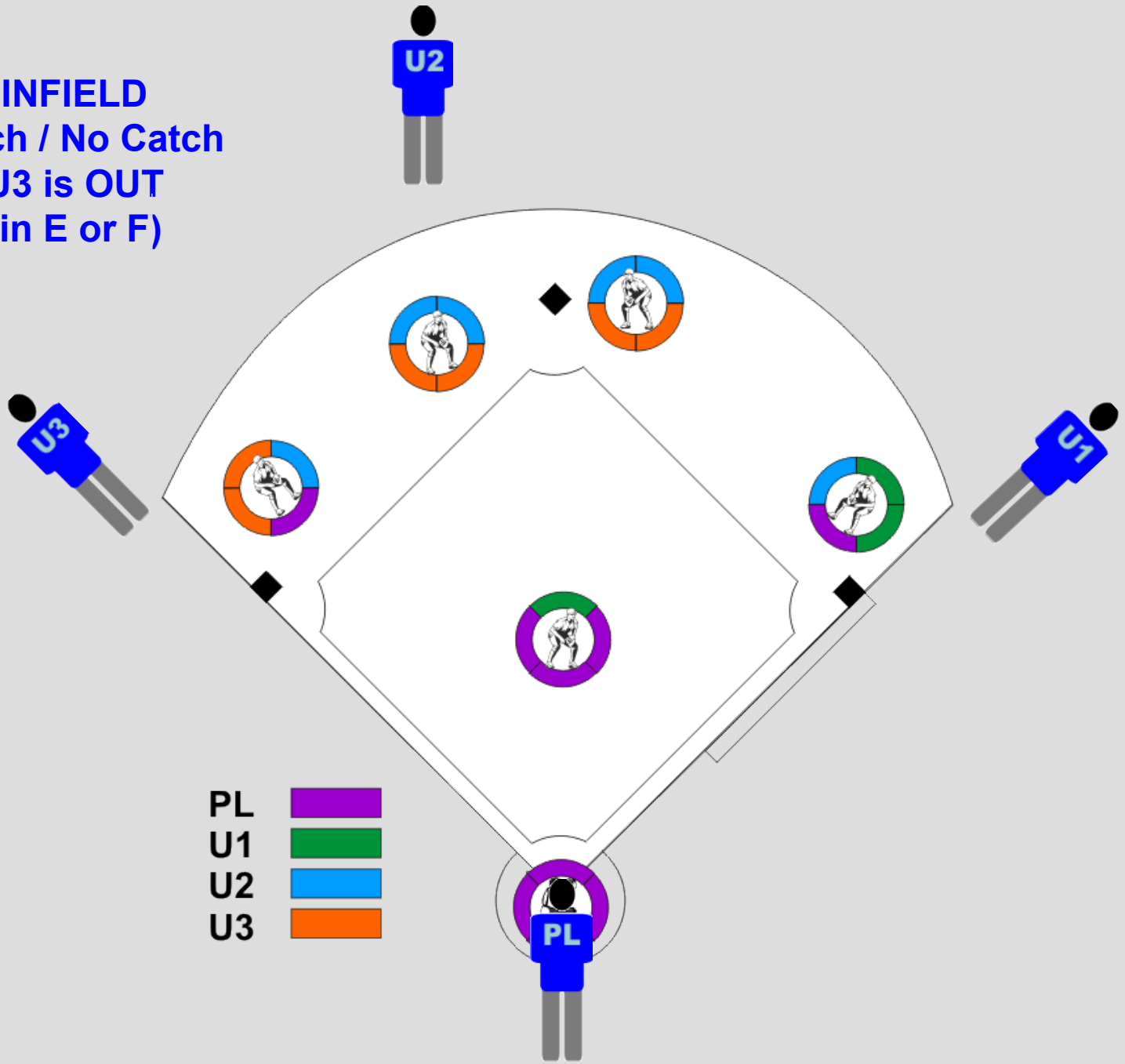




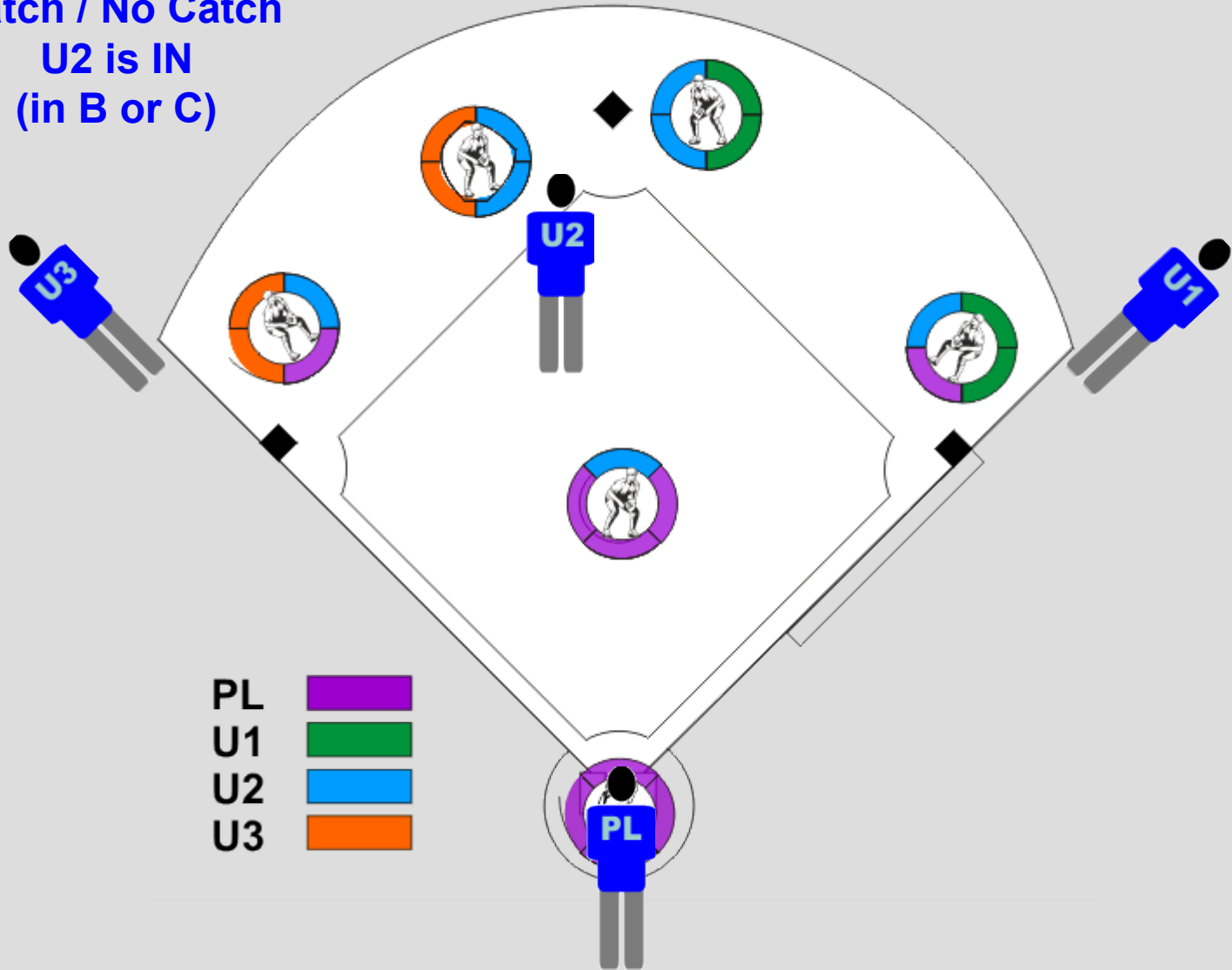
If you GO OUT

You STAY OUT

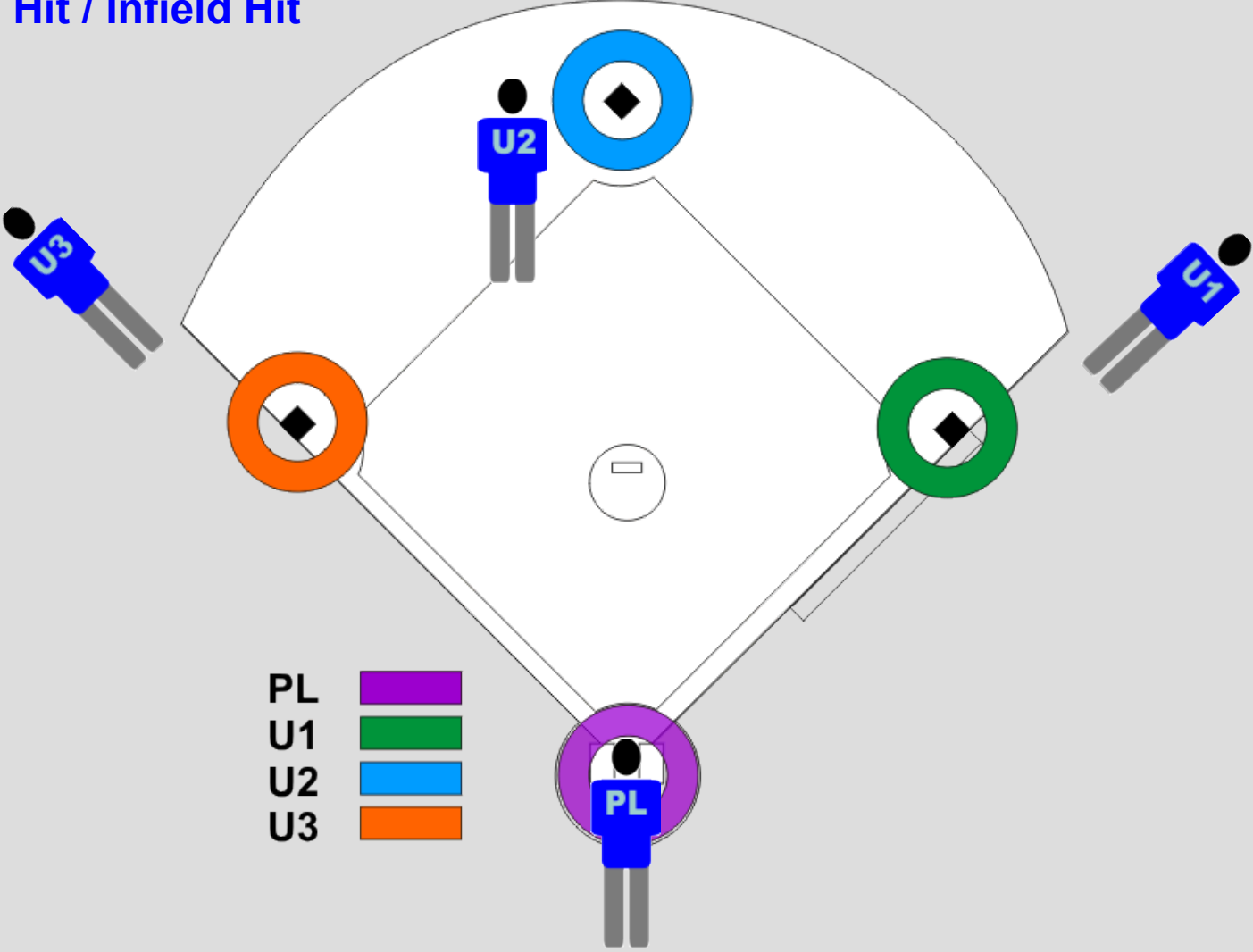
INFIELD
Catch / No Catch
U3 is OUT
(in E or F)



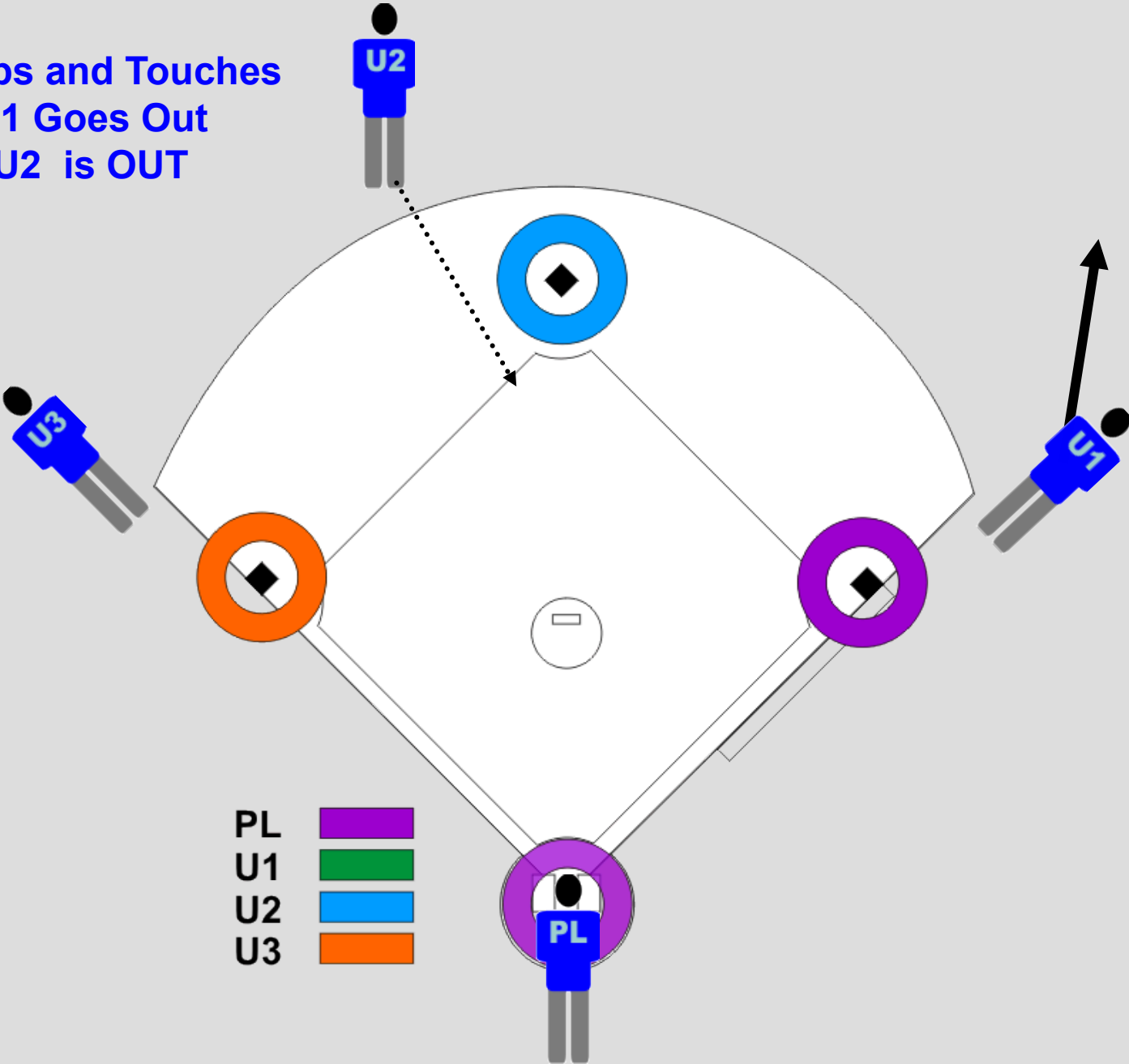
INFIELD
Catch / No Catch
U2 is IN
(in B or C)



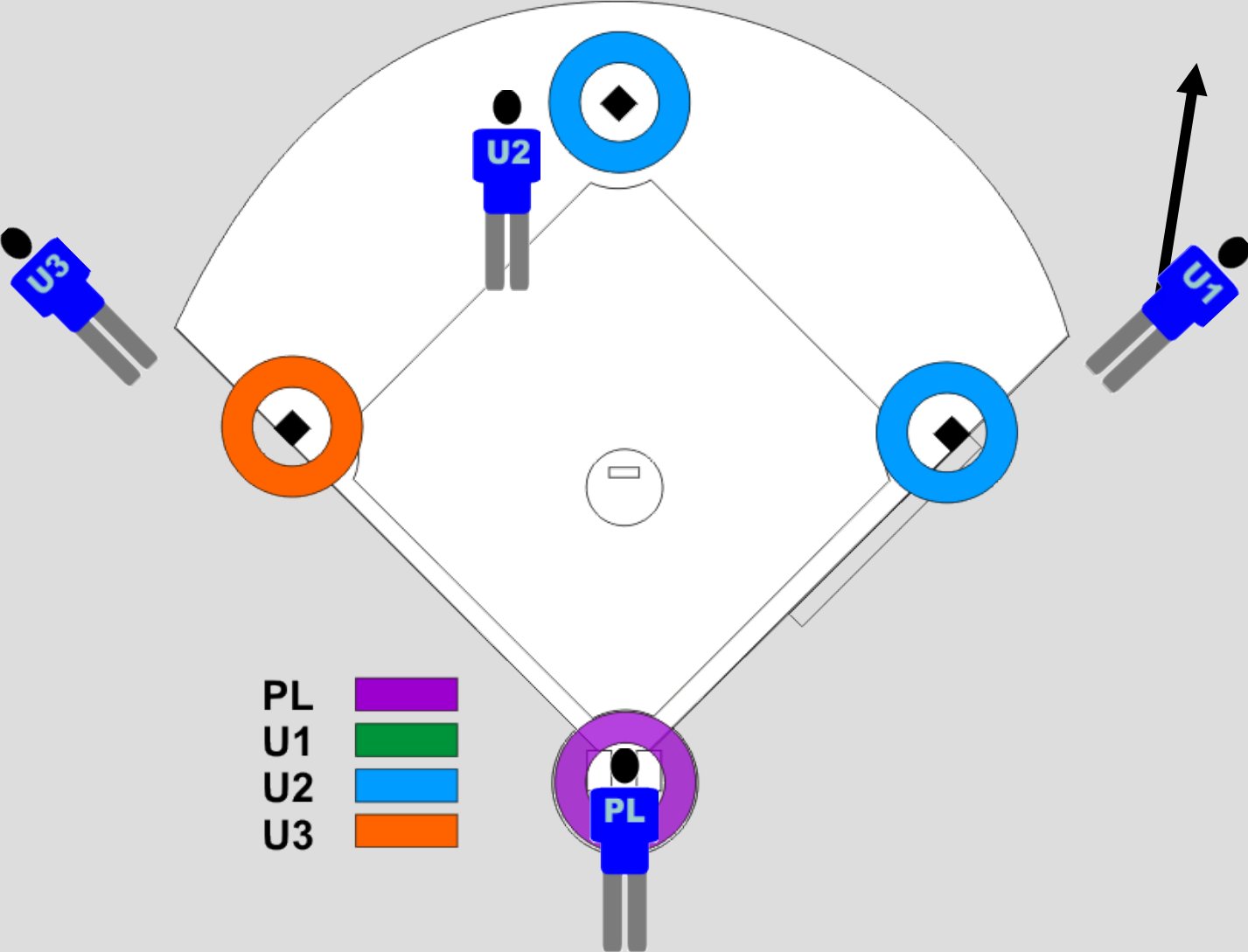
Tagups and Touches
U2 - IN
(in B or C)
Base Hit / Infield Hit



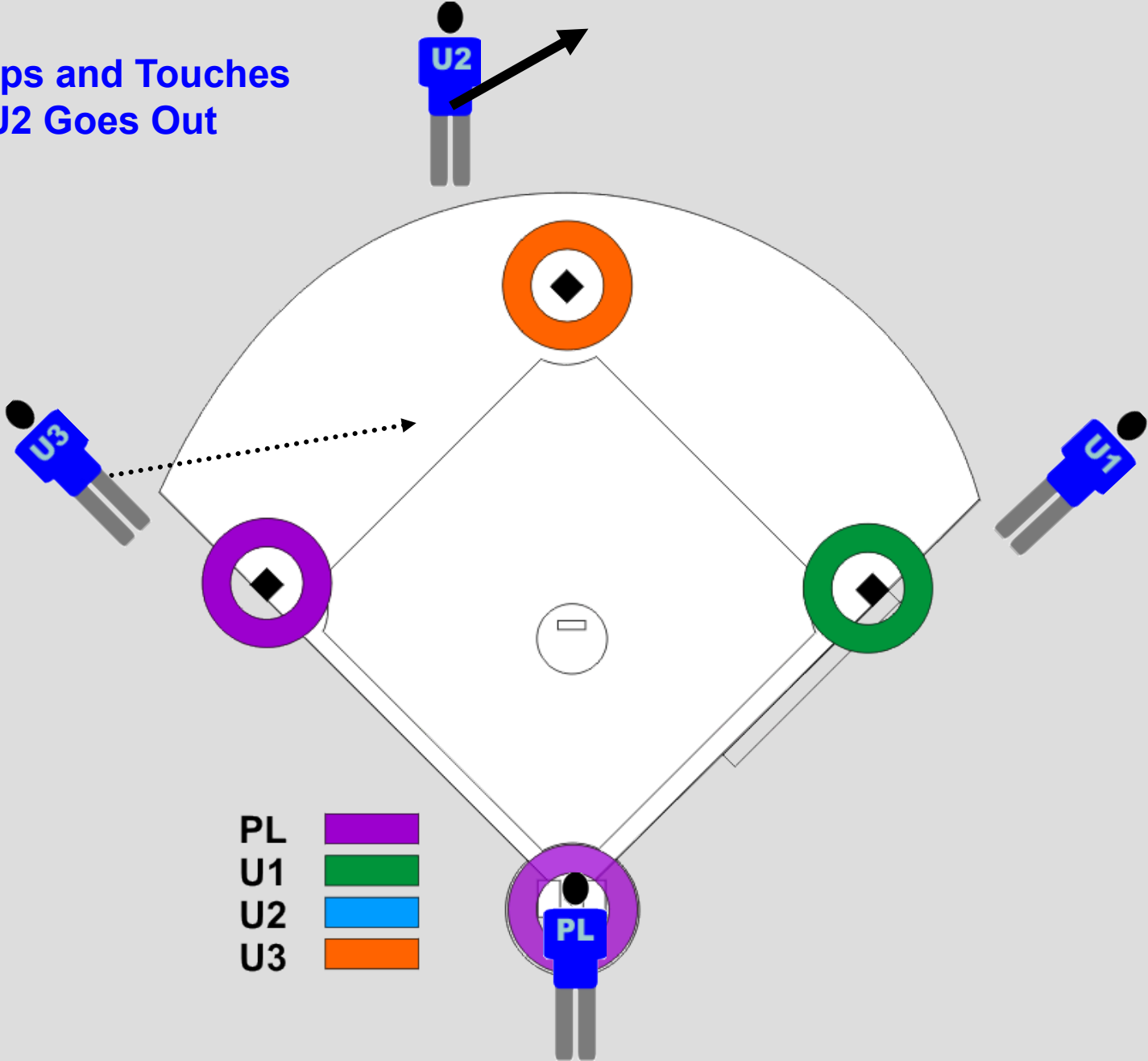
Tagups and Touches
U1 Goes Out
U2 is OUT



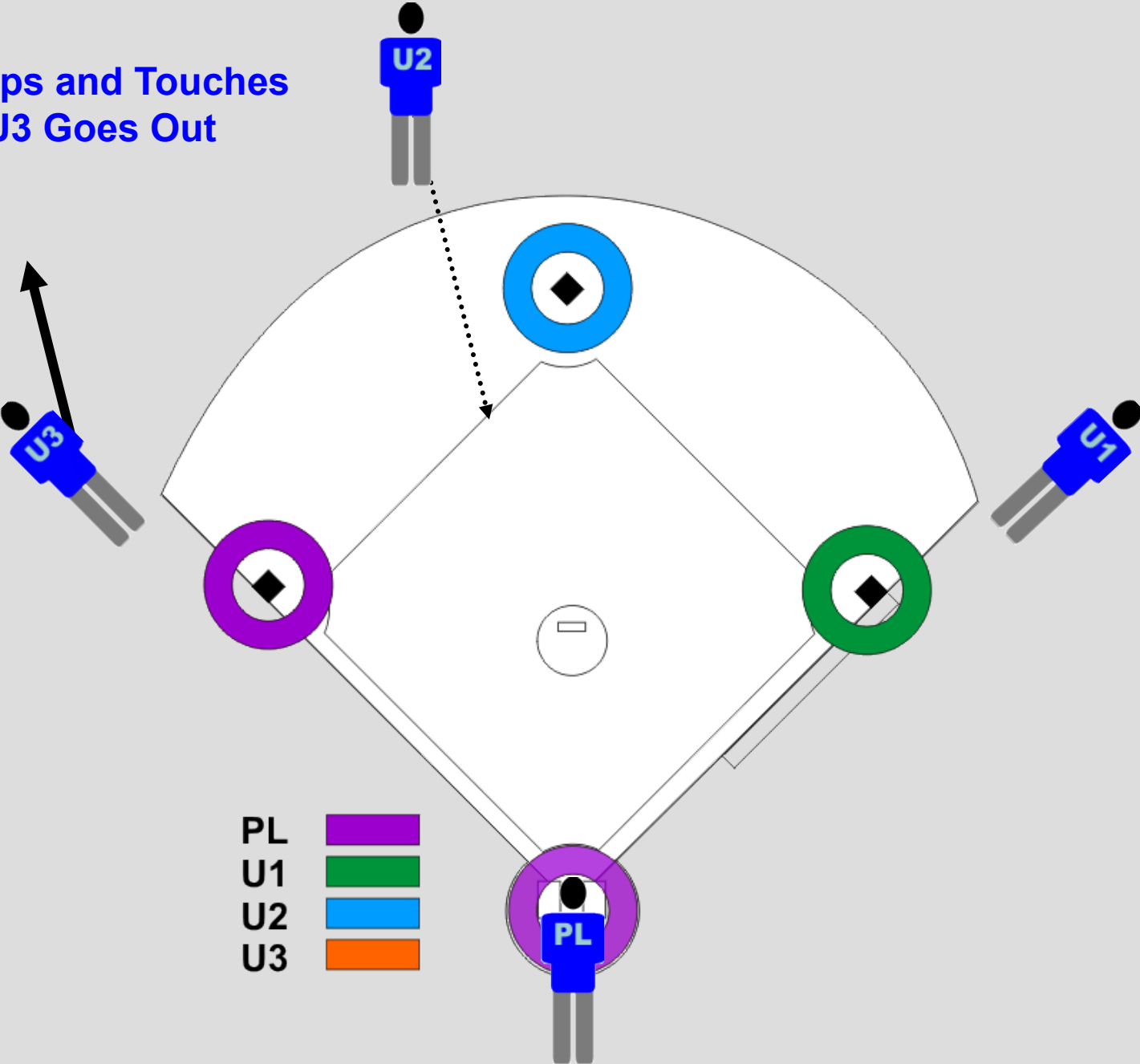
Tagups and Touches
U1 Goes Out
U2 is IN



Tagups and Touches
U2 Goes Out



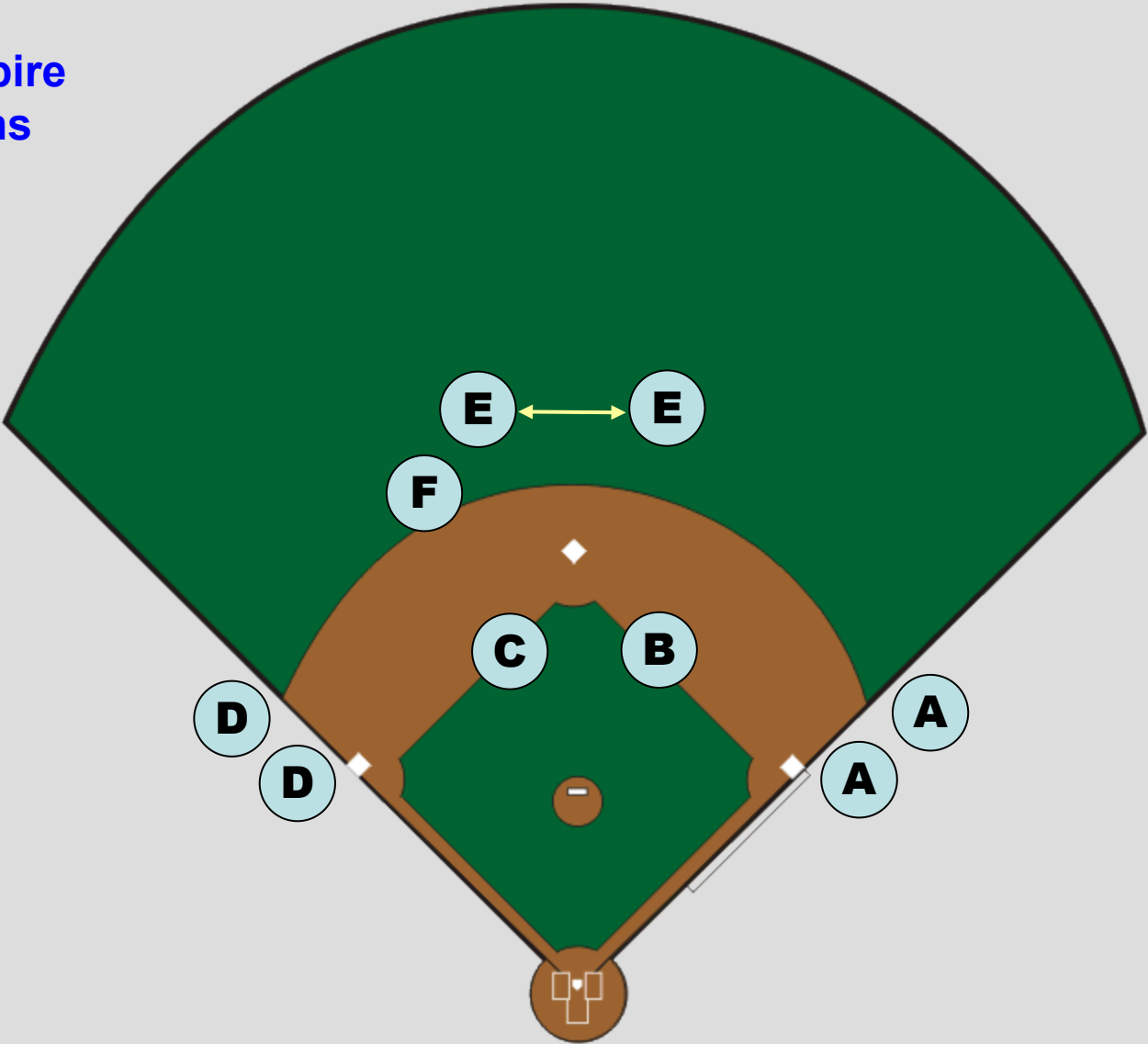
Tagups and Touches
U3 Goes Out



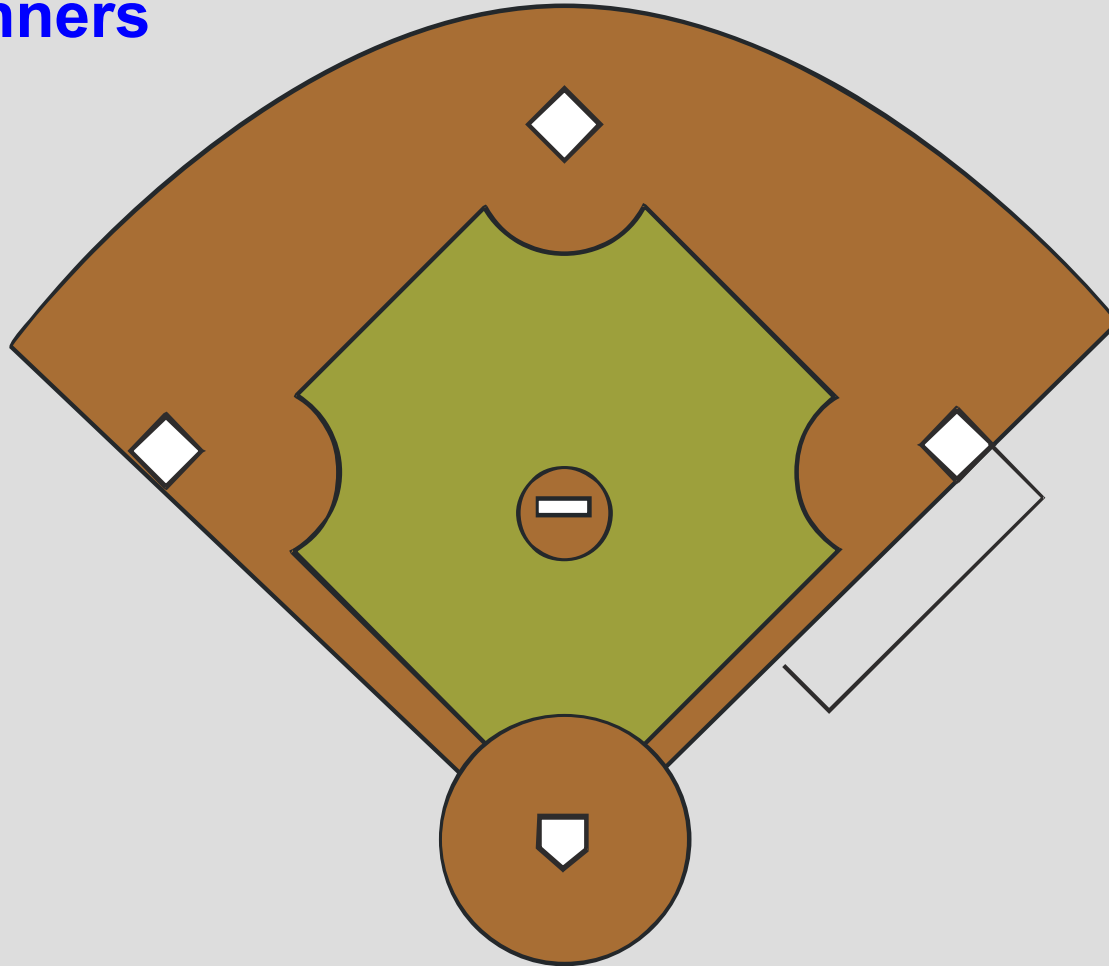
CHECK SWINGS

- **Go to the “Open” umpire**
 - **U1 for RIGHT handed batters**
 - **U3 for LEFT handed batters**

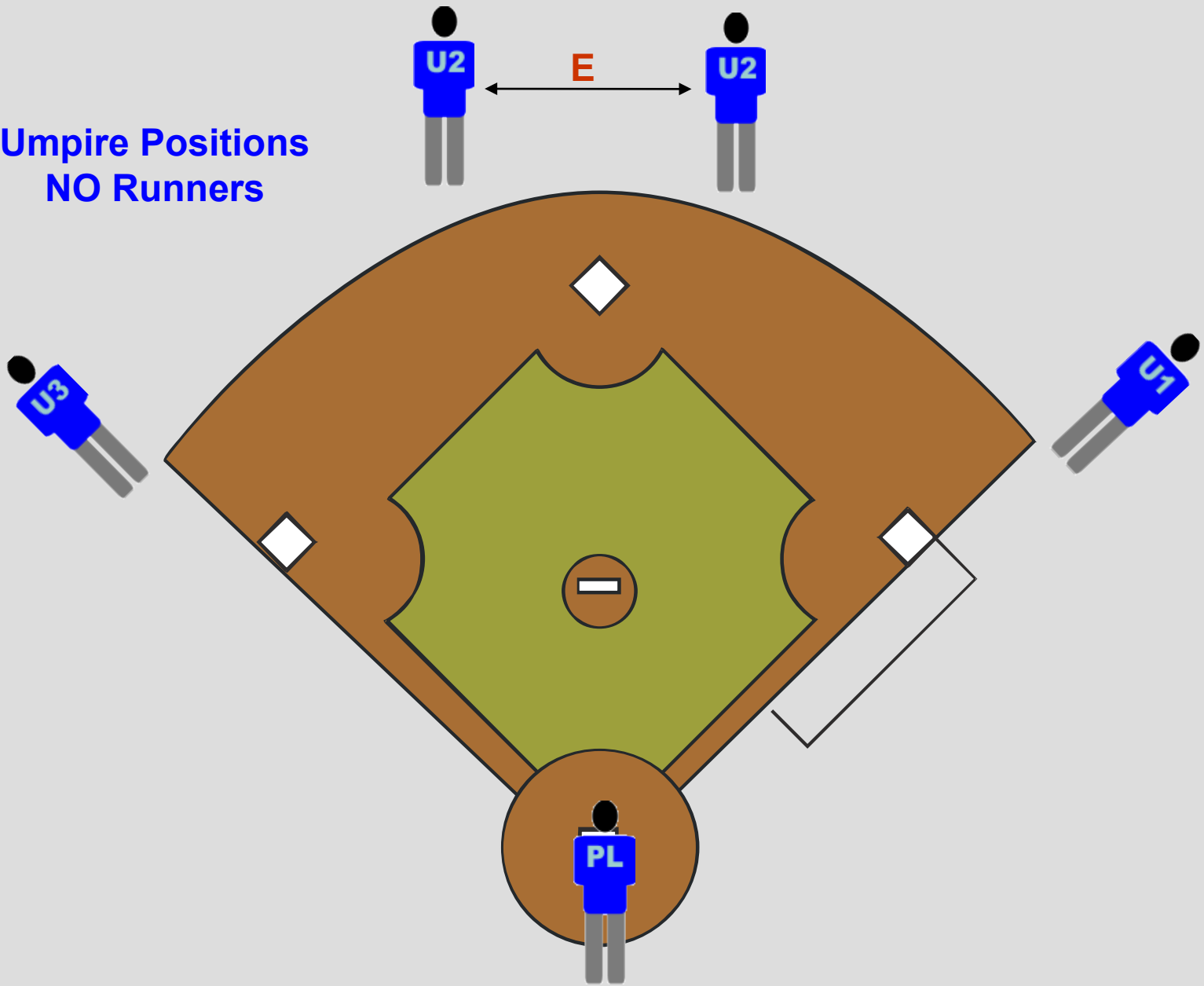
**Field Umpire
Positions**



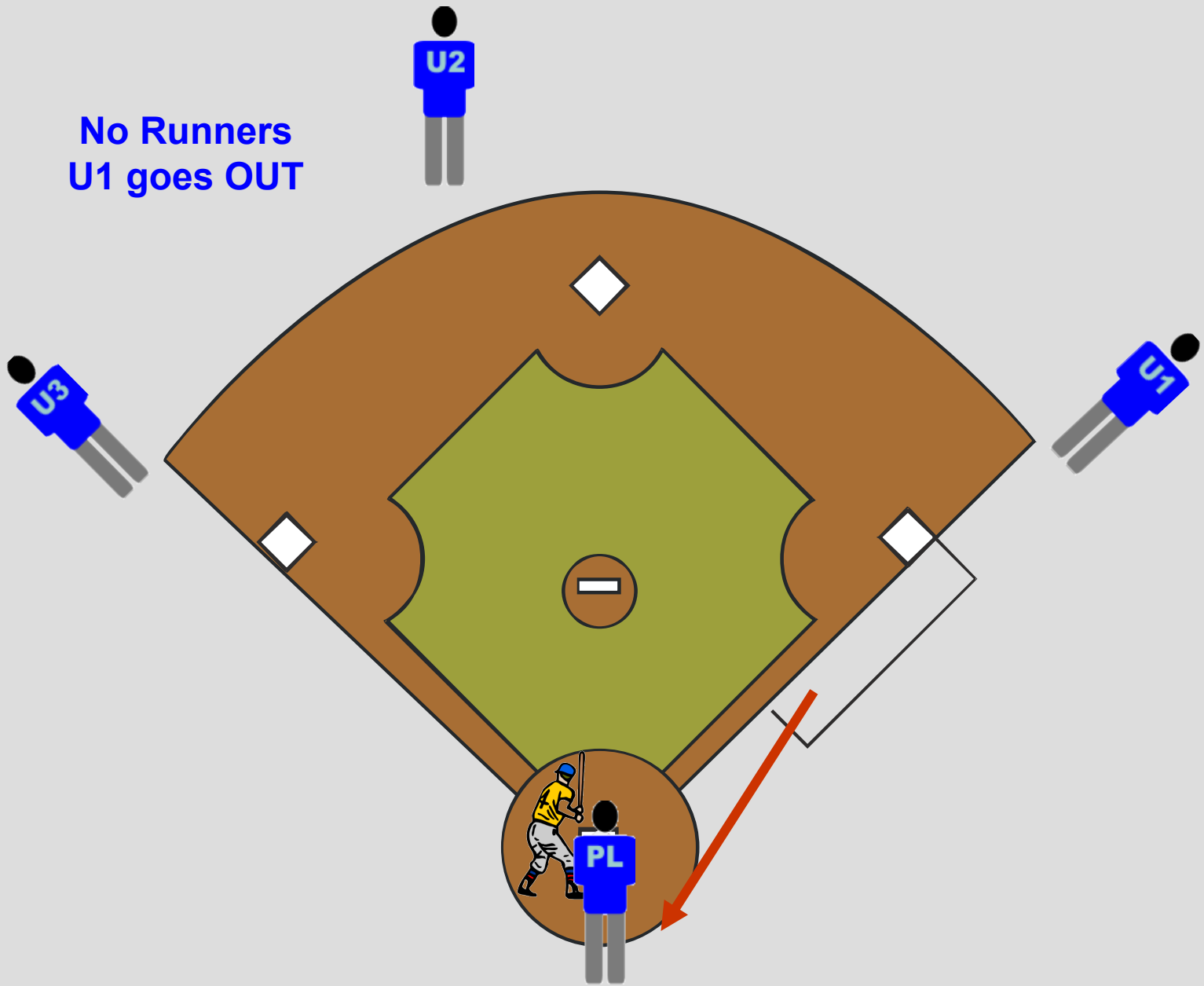
NO Runners



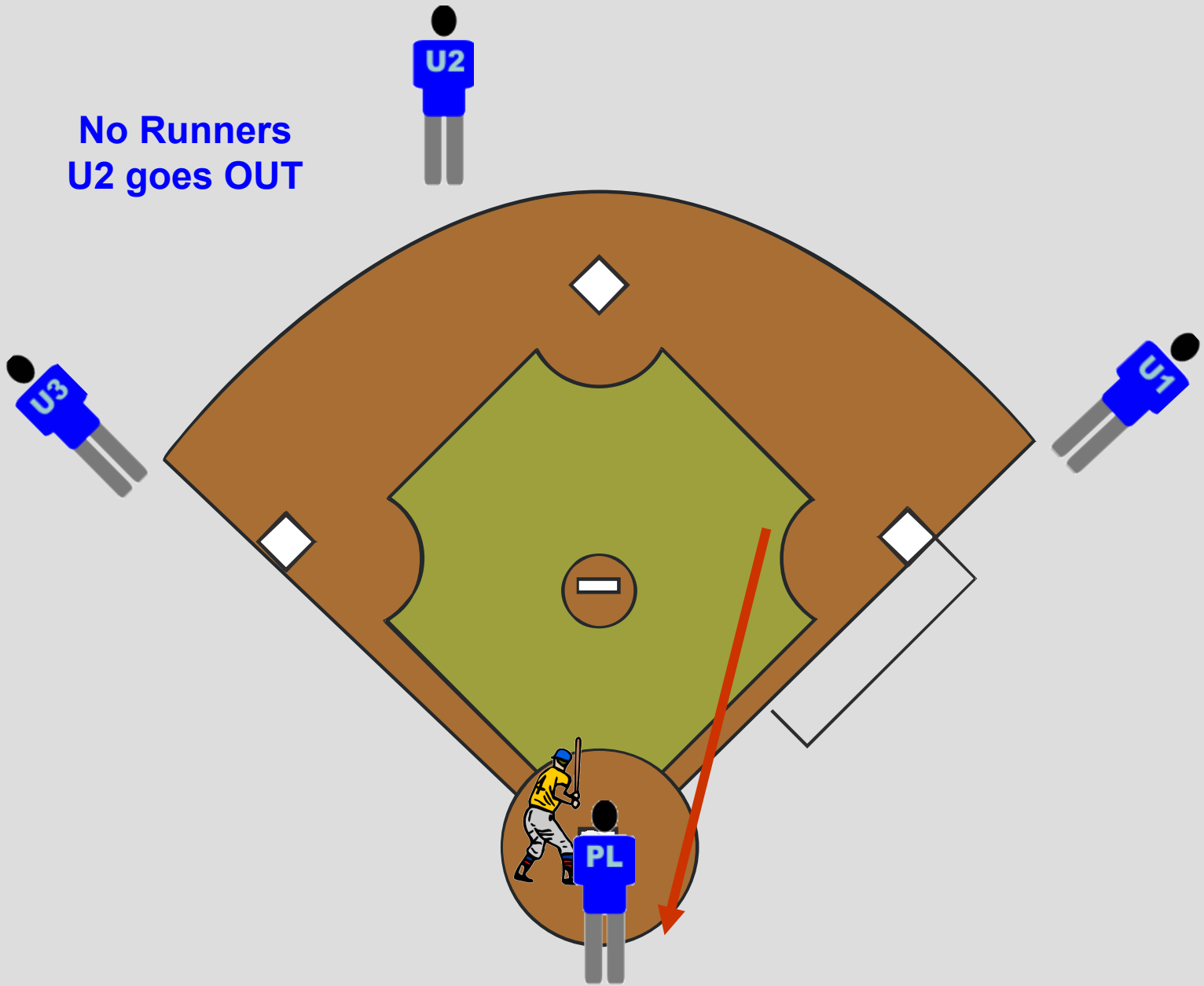
Umpire Positions
NO Runners



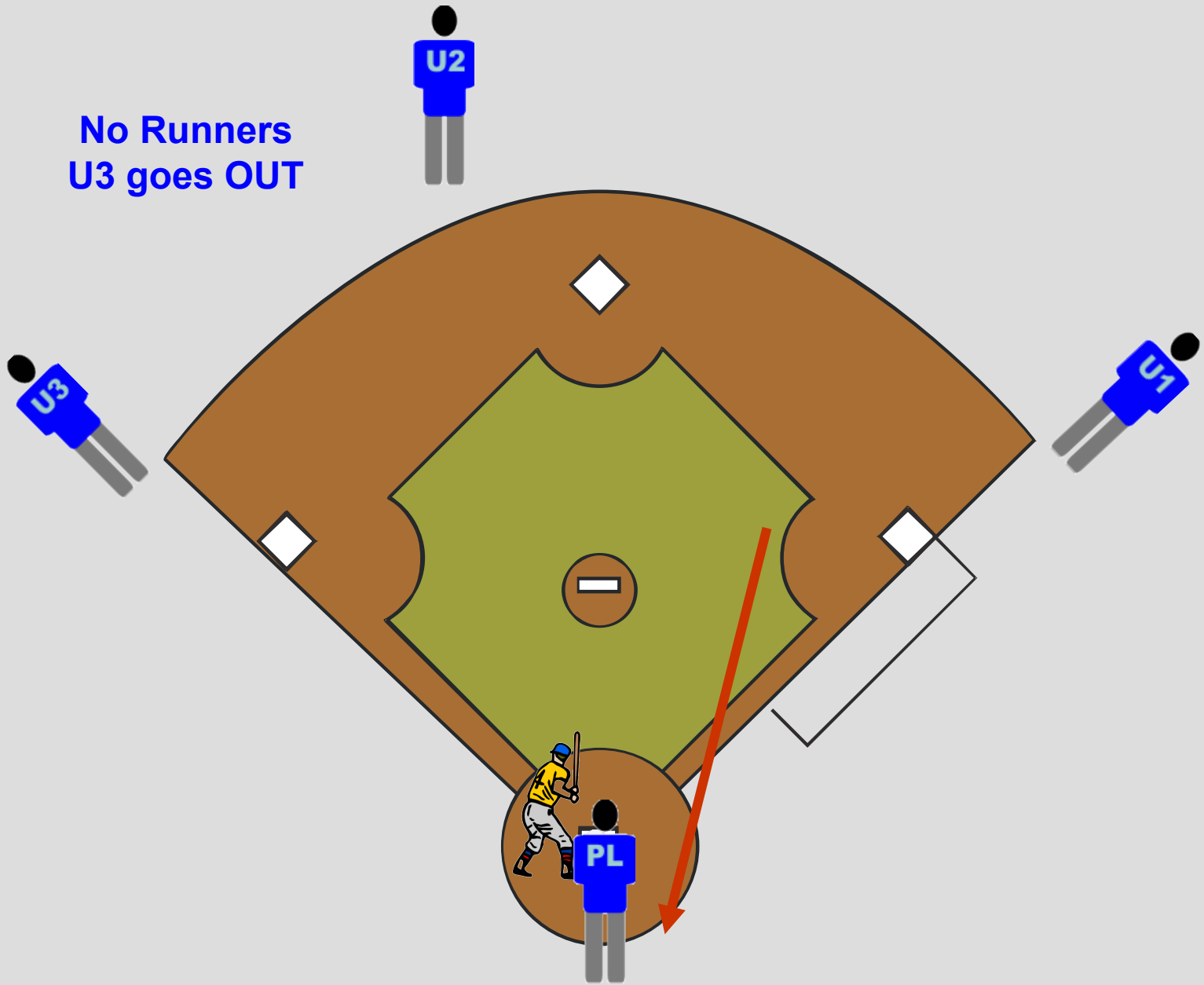
No Runners
U1 goes OUT



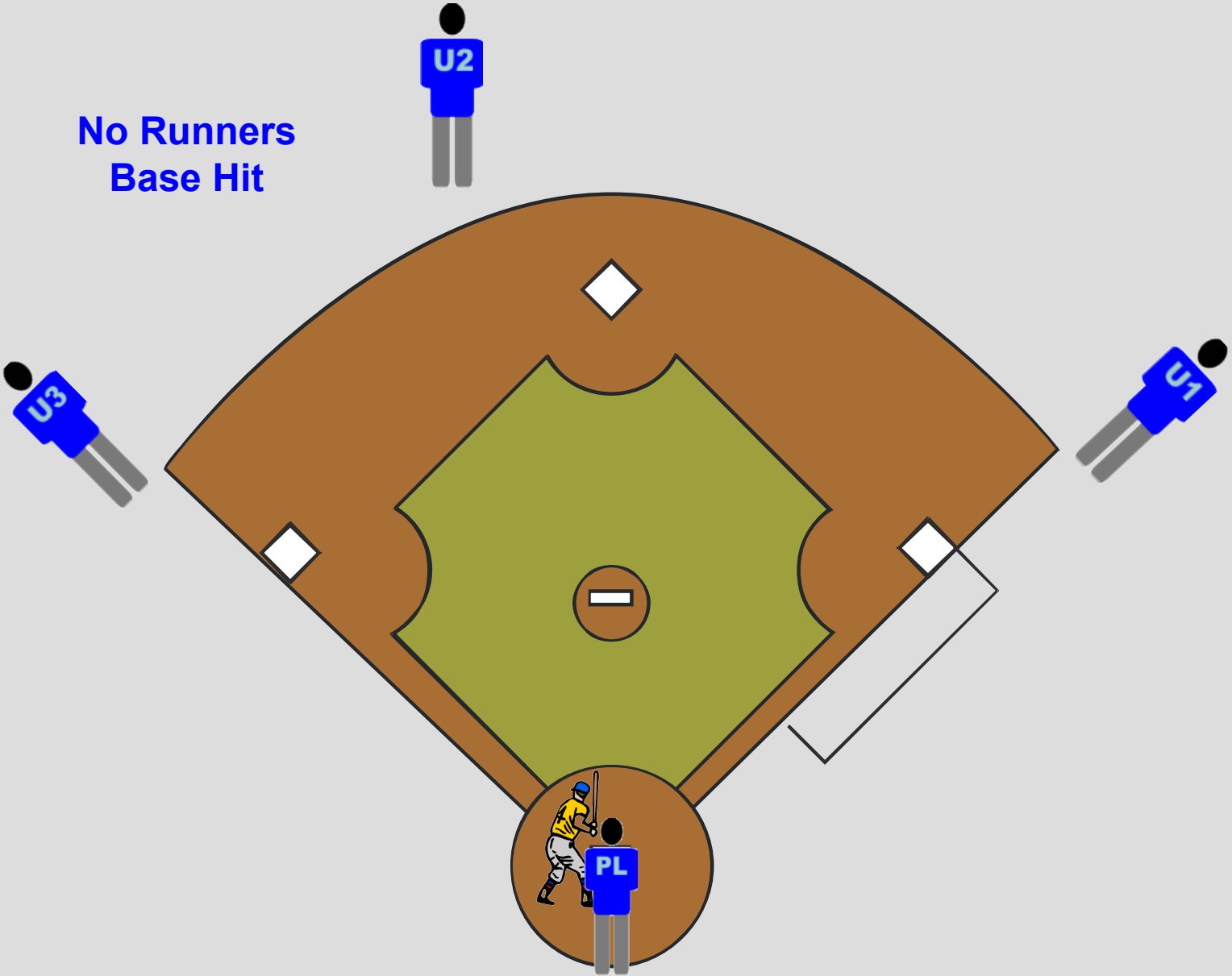
No Runners
U2 goes OUT



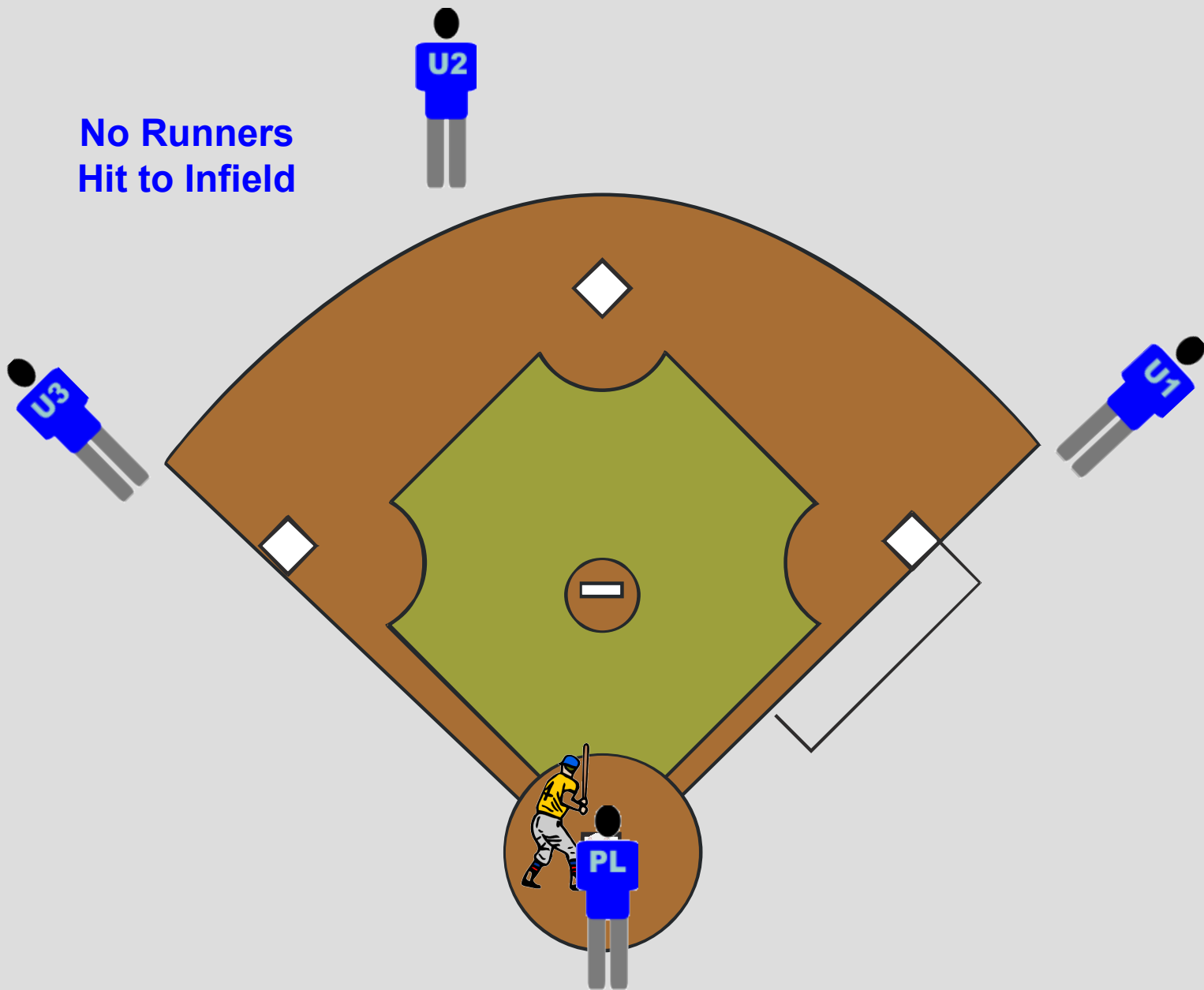
No Runners
U3 goes OUT



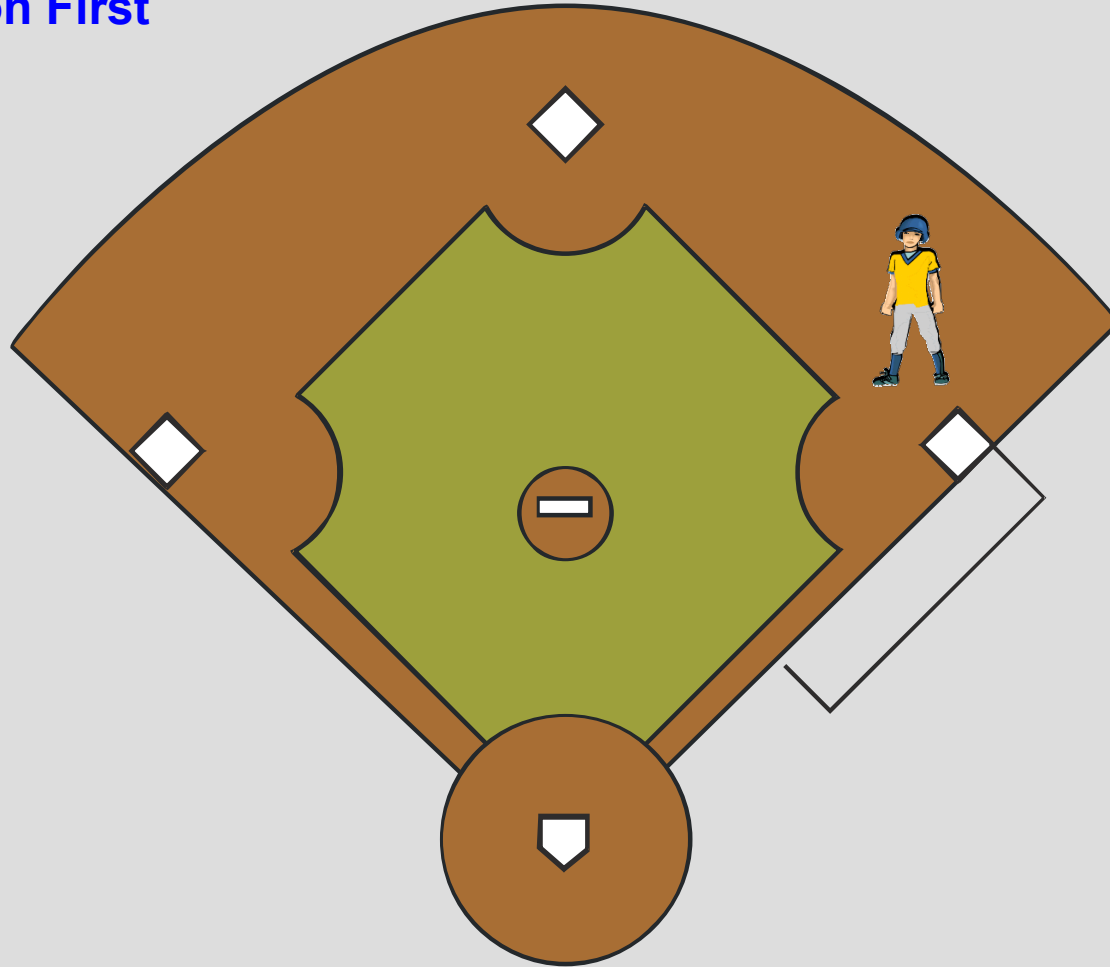
No Runners
Base Hit



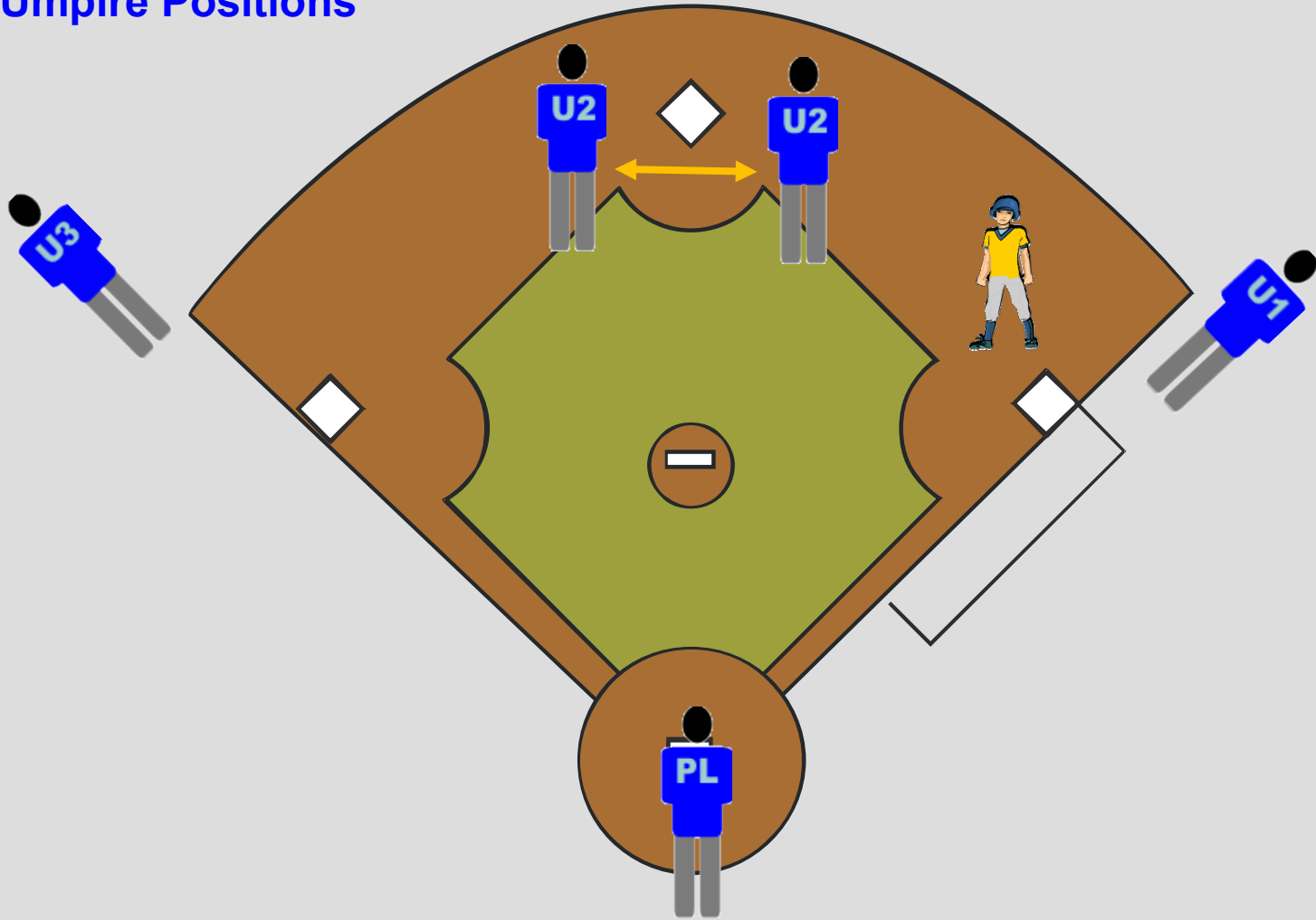
No Runners
Hit to Infield



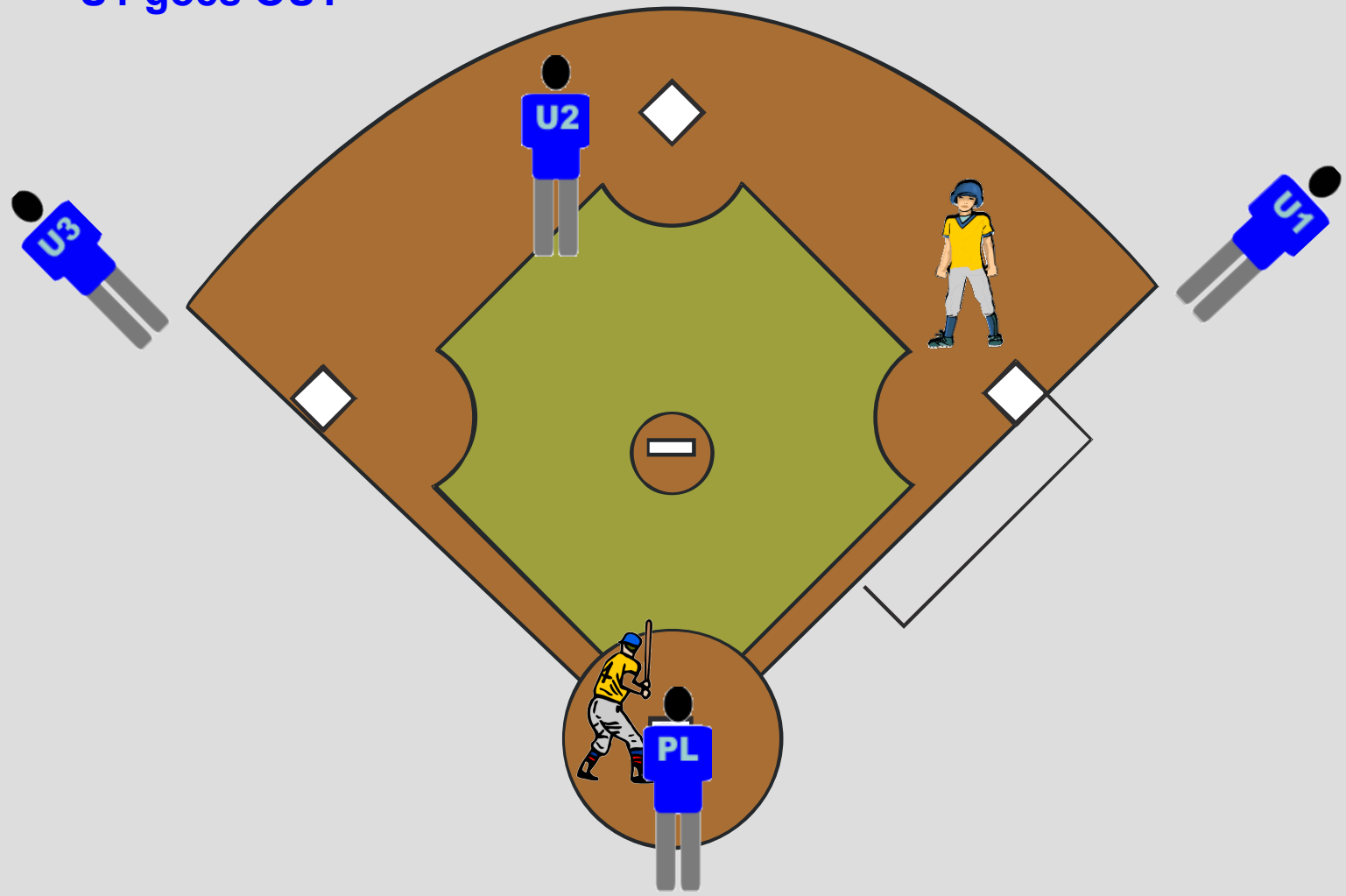
Runner on First



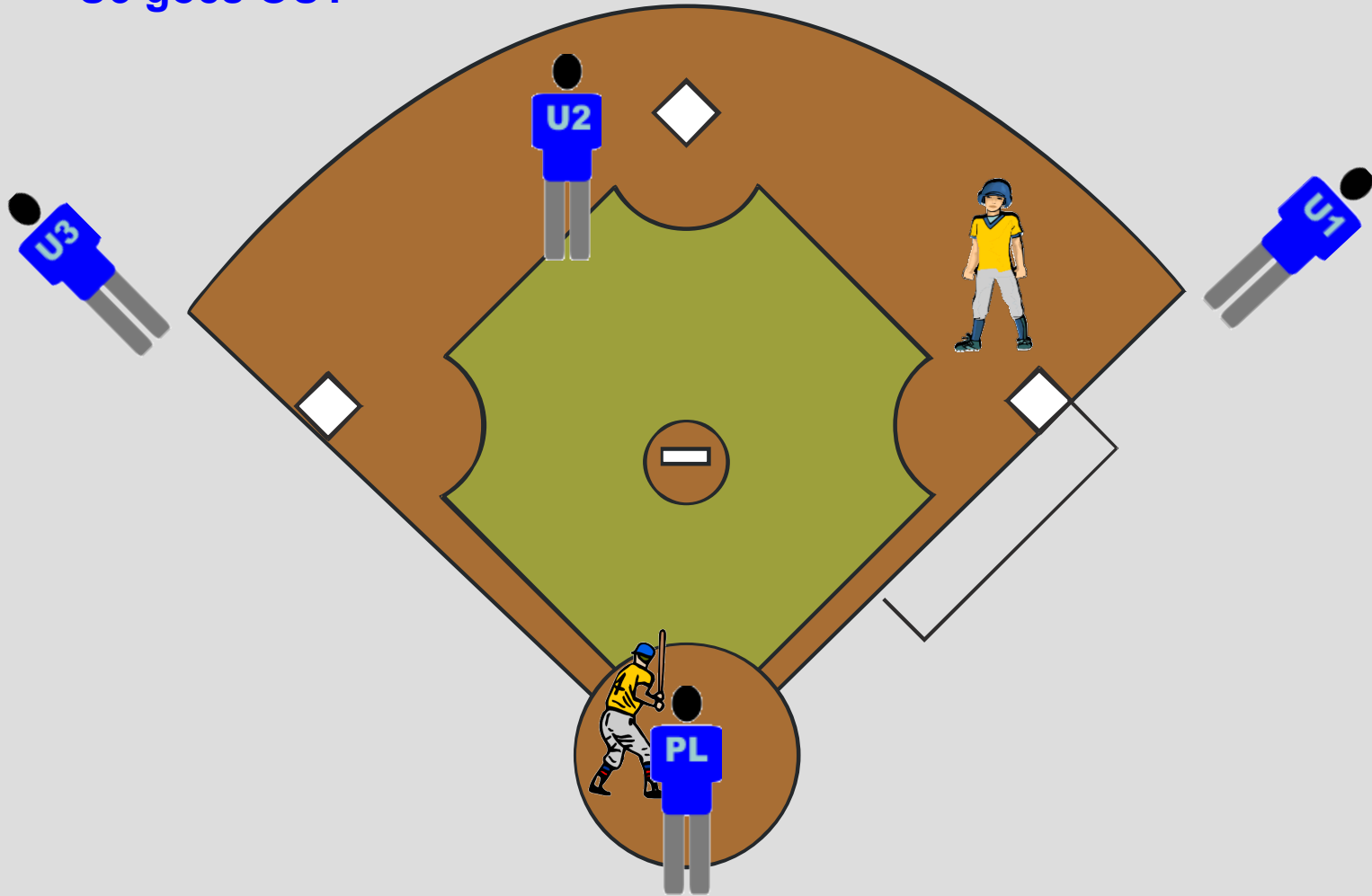
Runner on First Umpire Positions



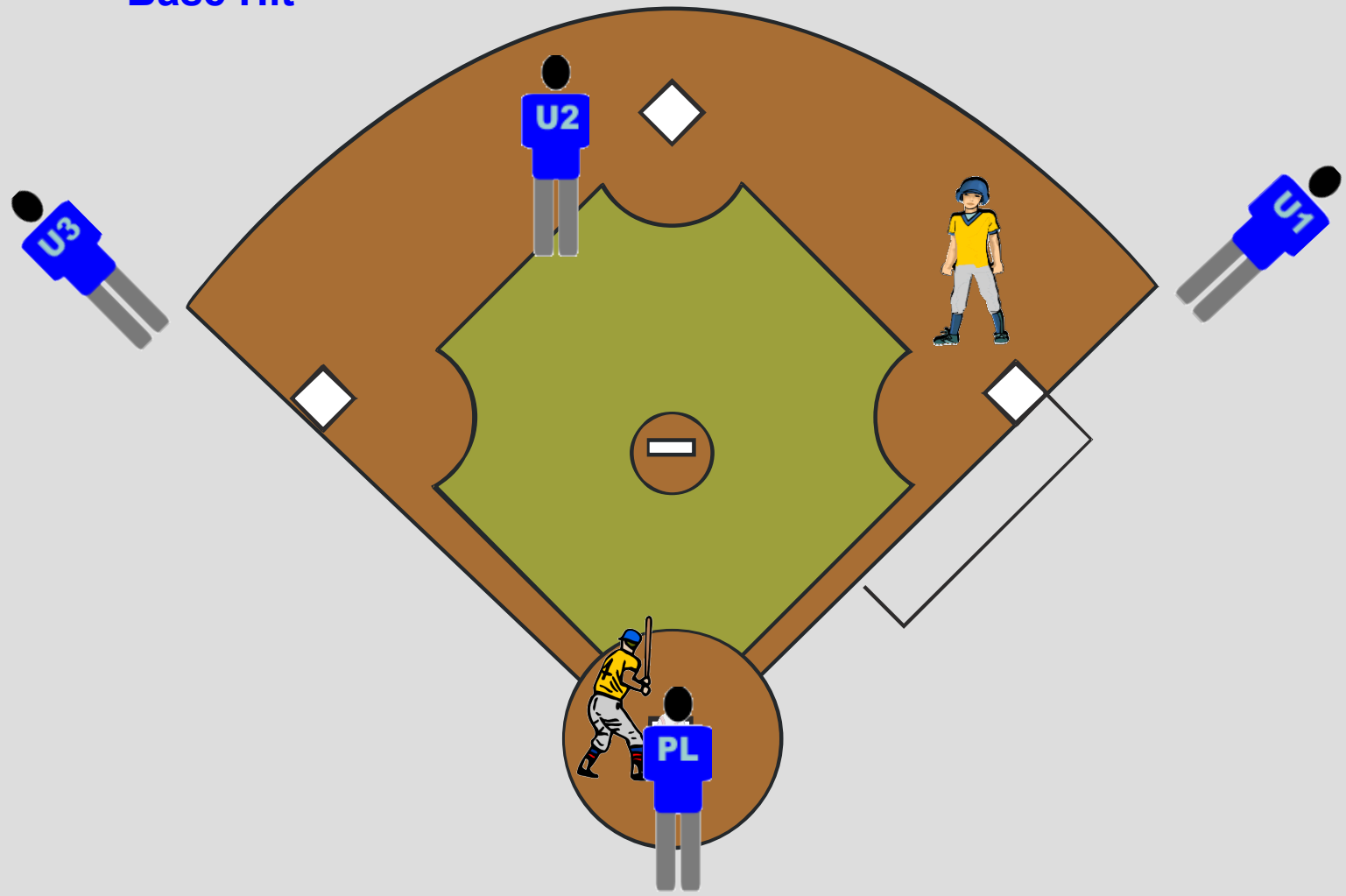
Runner on 1st
U1 goes OUT



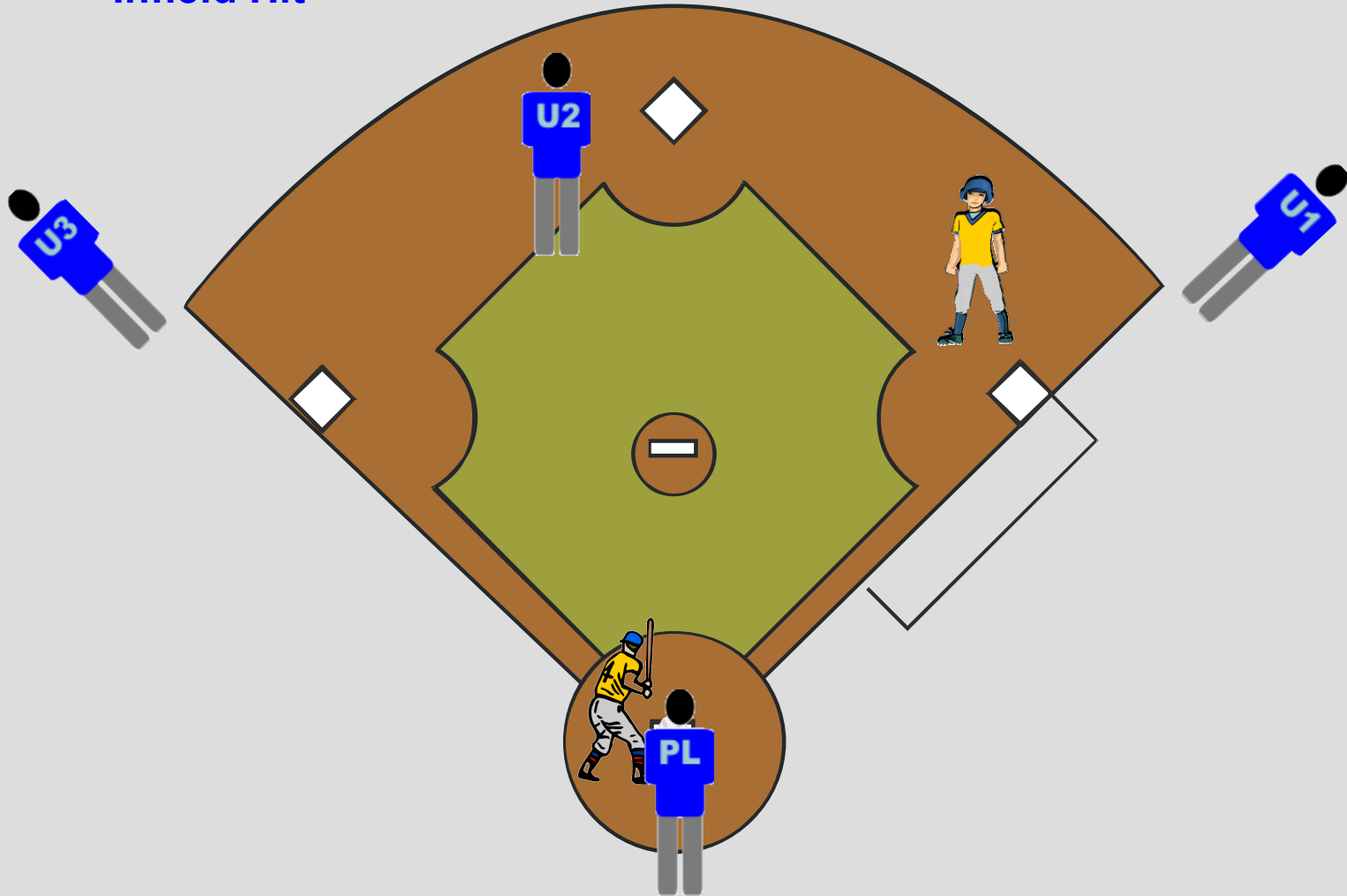
Runner on 1st
U3 goes OUT



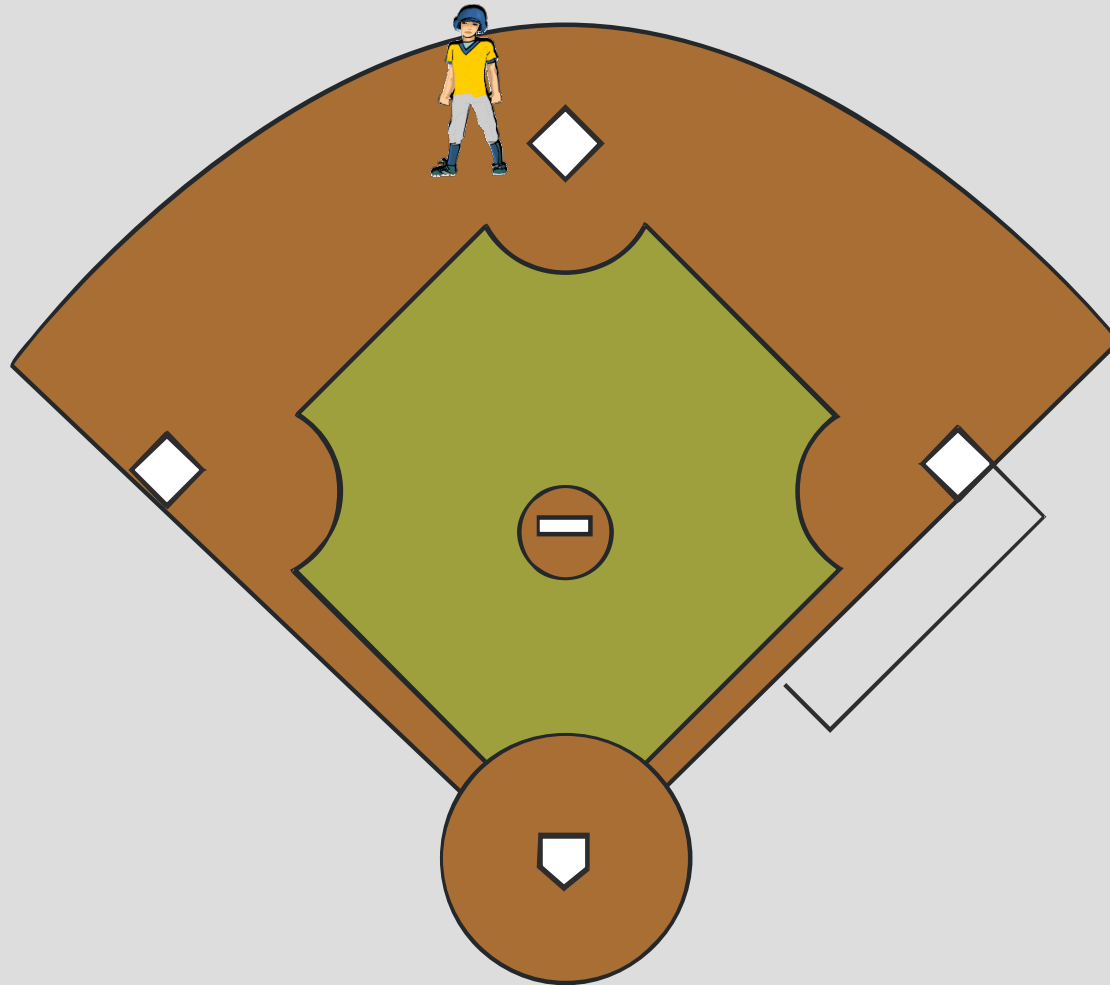
Runner on 1st Base Hit



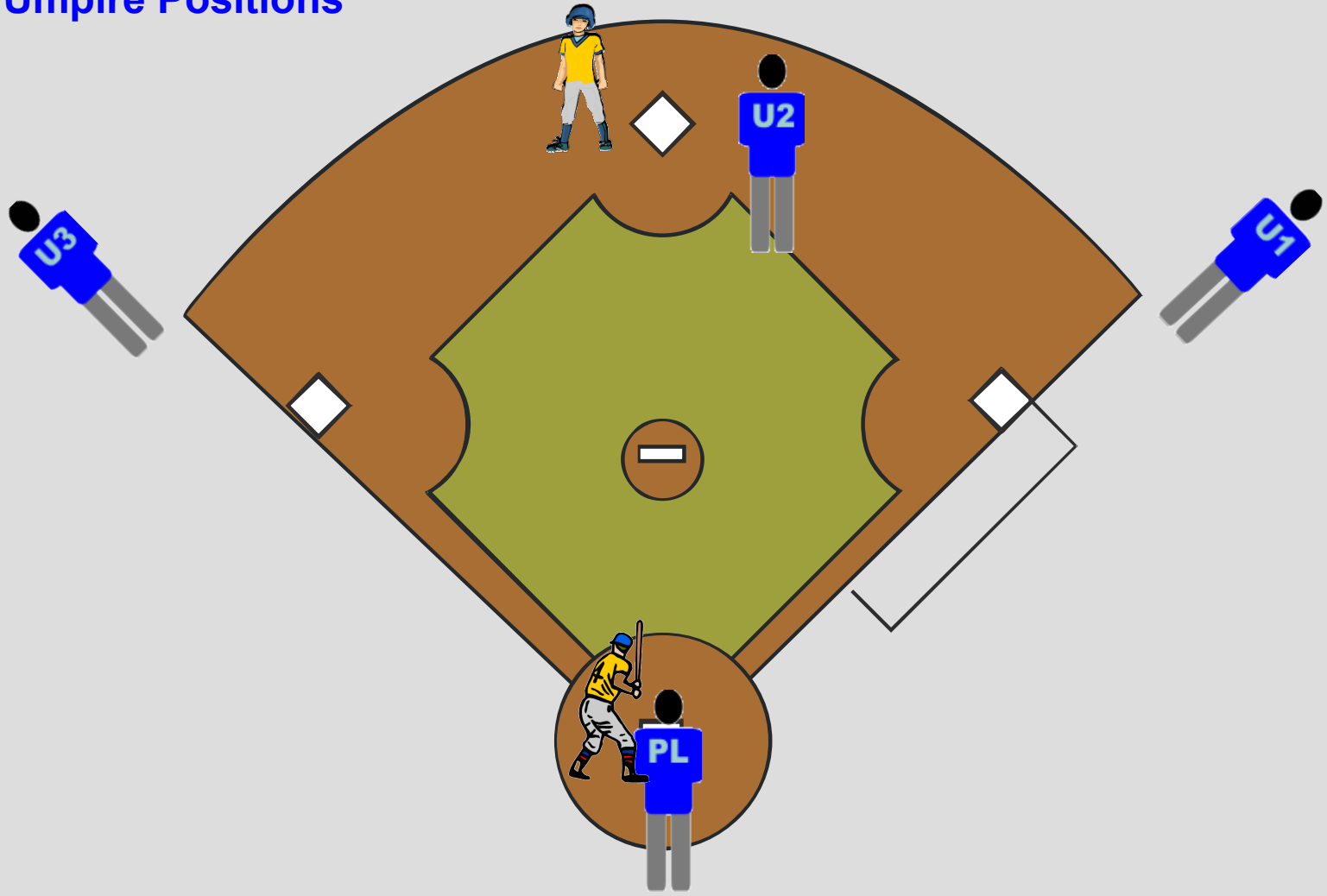
Runner on 1st
Infield Hit



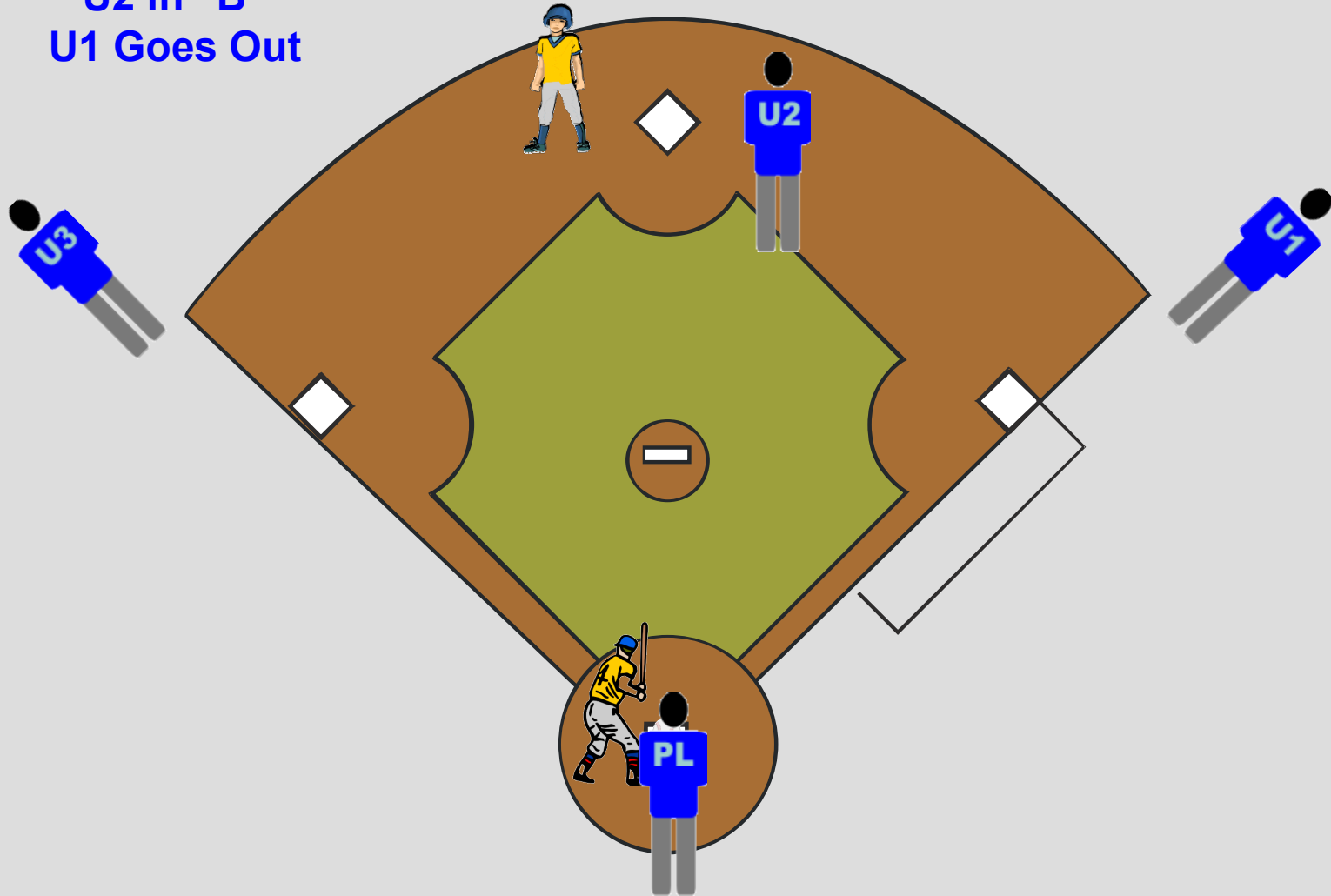
Runner on Second



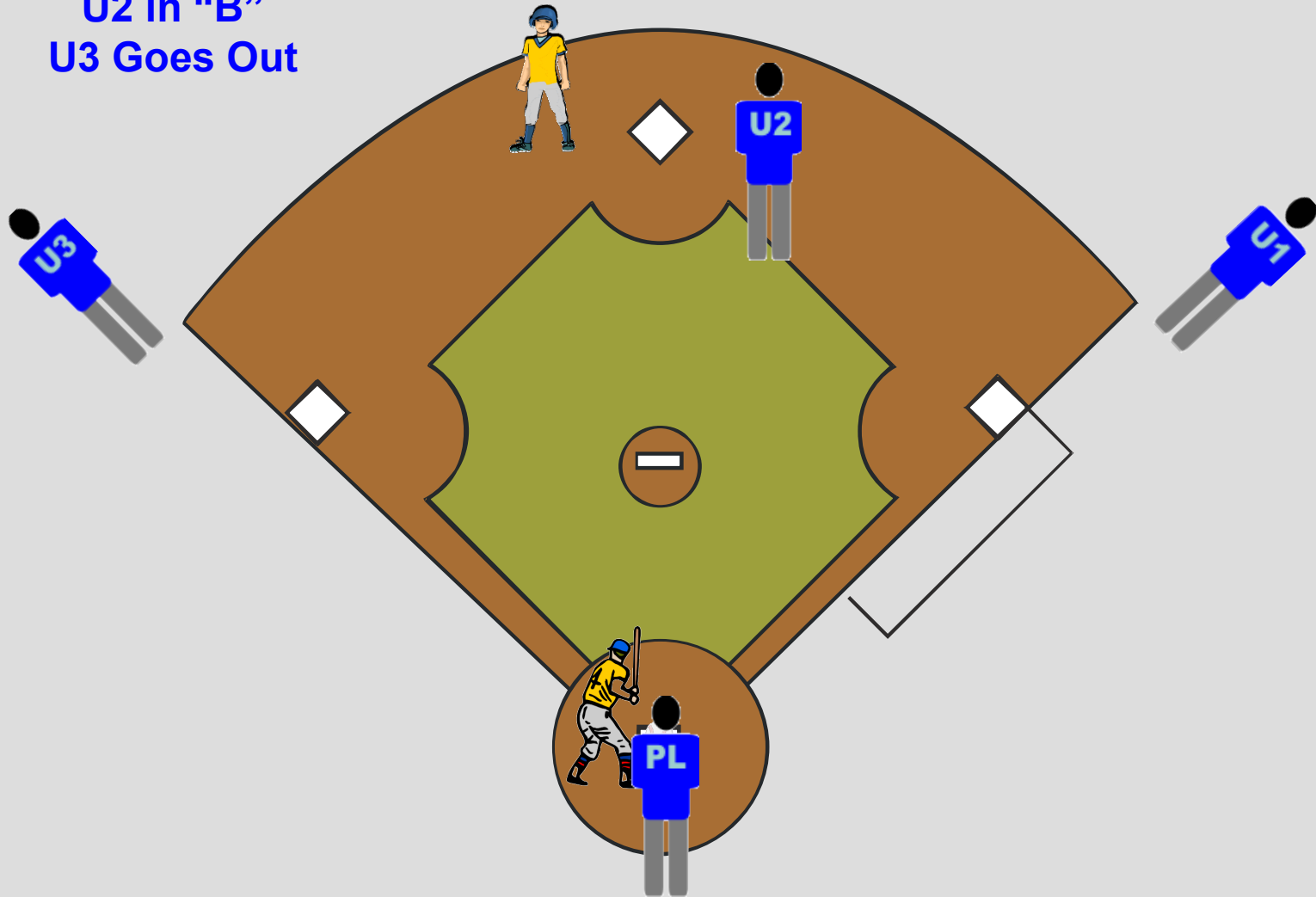
Runner on Second Umpire Positions



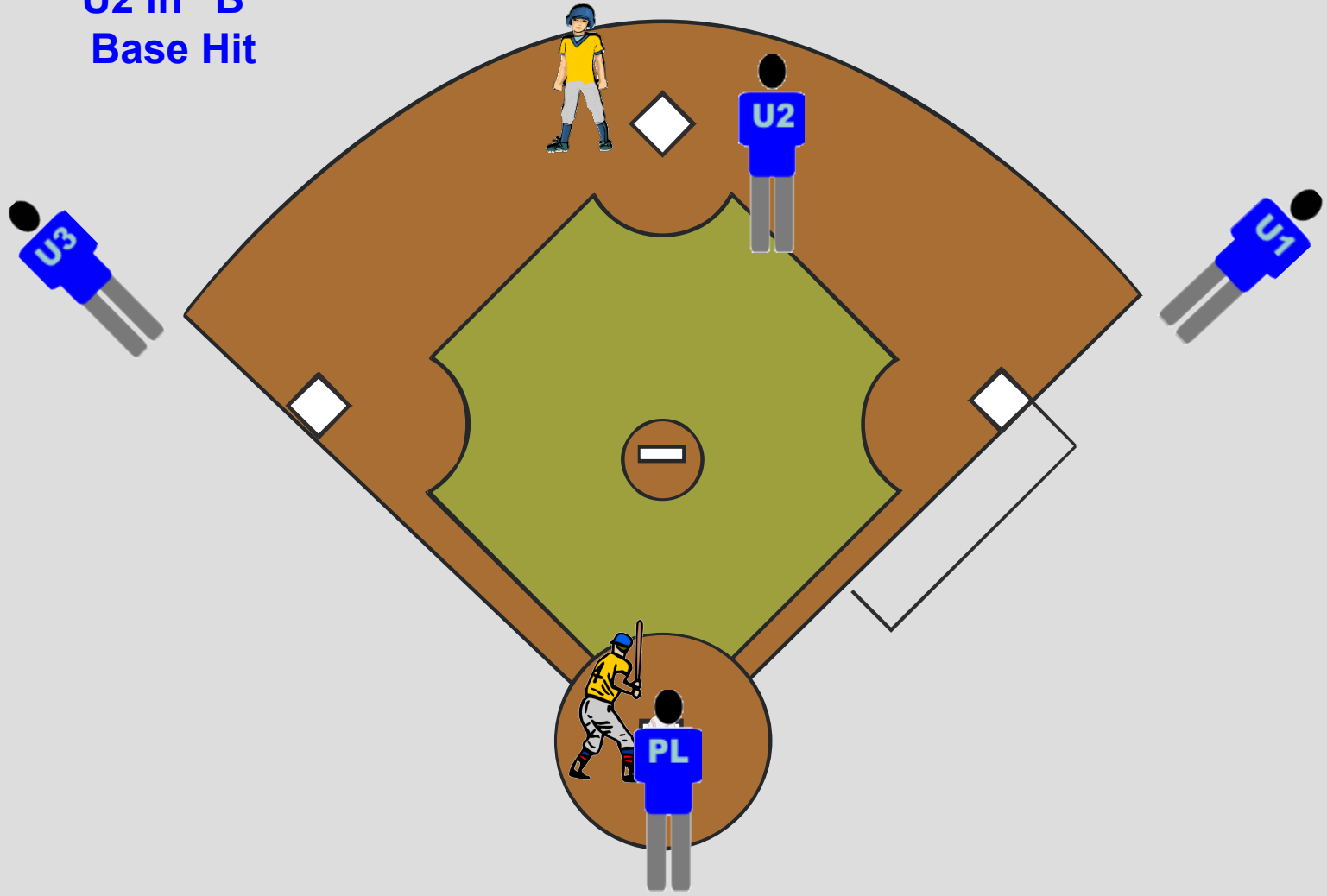
Runner on Second
U2 in "B"
U1 Goes Out



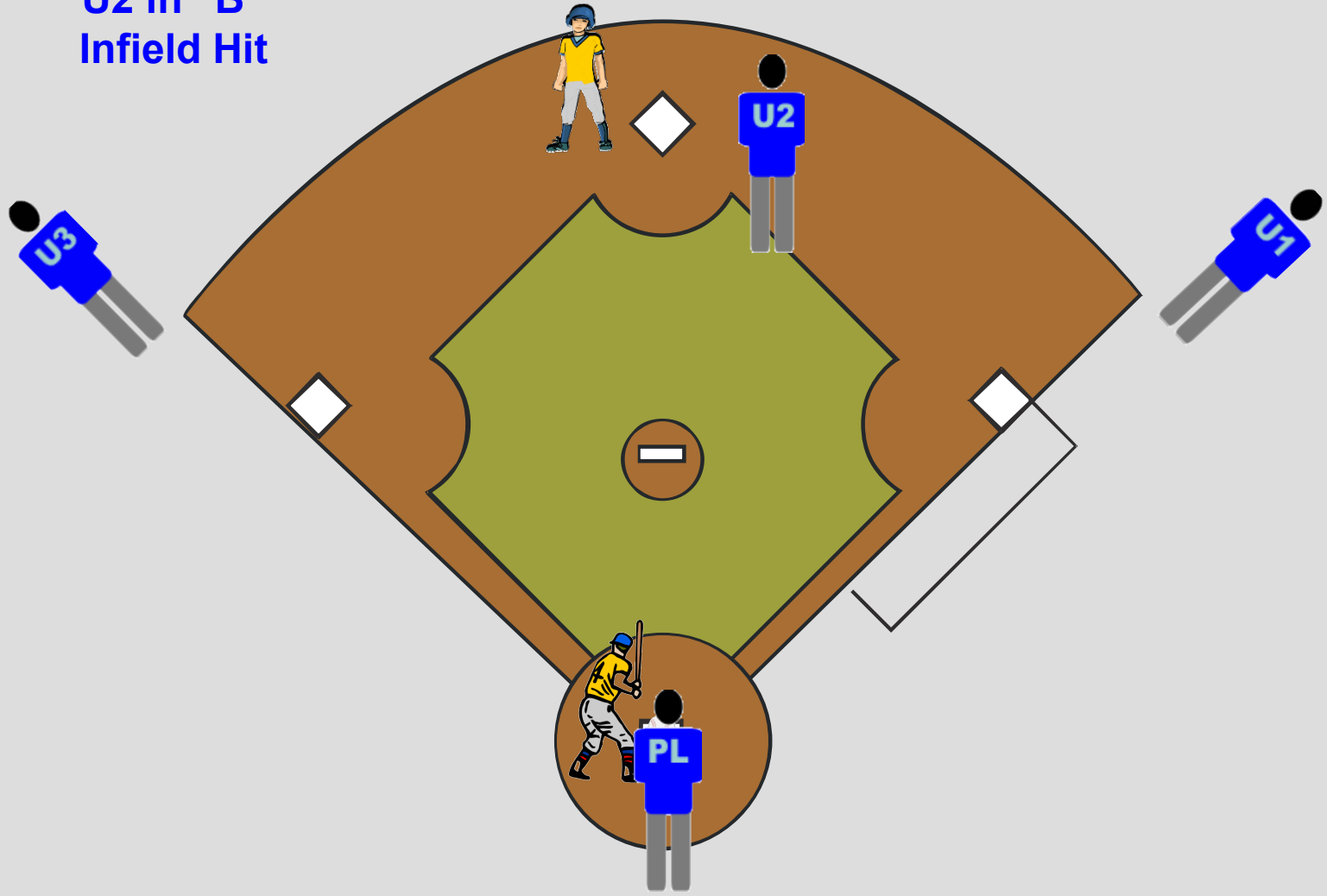
Runner on Second
U2 in "B"
U3 Goes Out



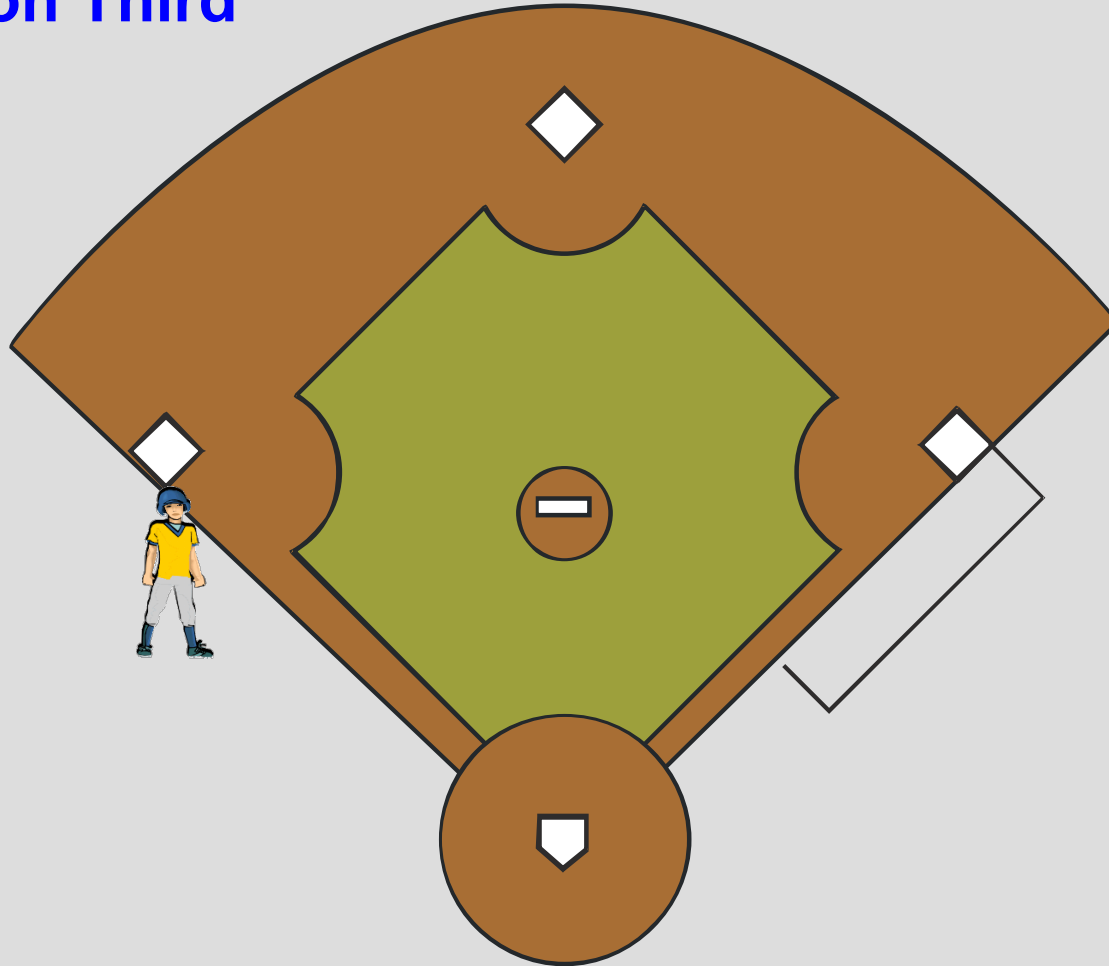
Runner on Second
U2 in "B"
Base Hit



Runner on Second
U2 in "B"
Infield Hit

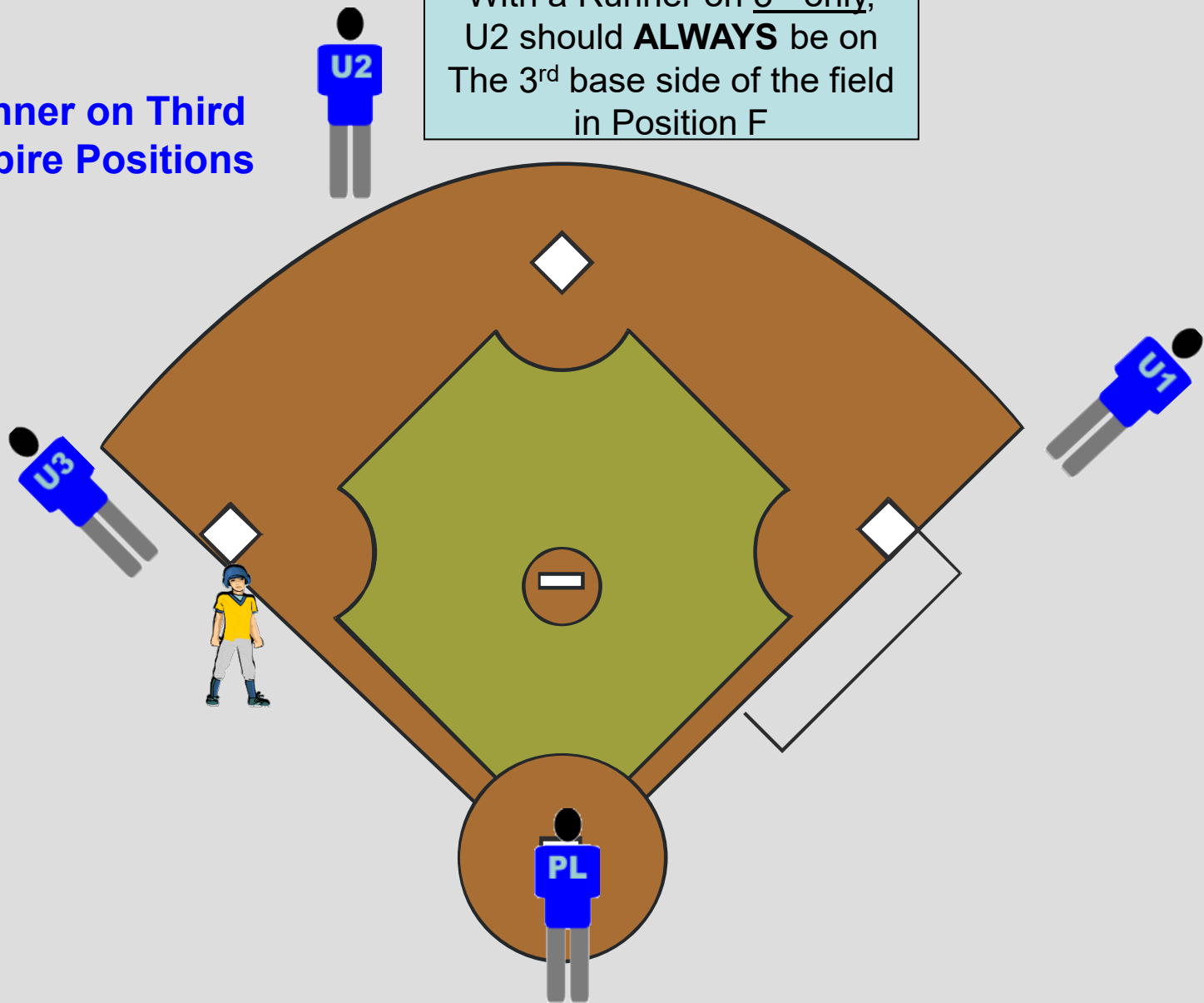


Runner on Third



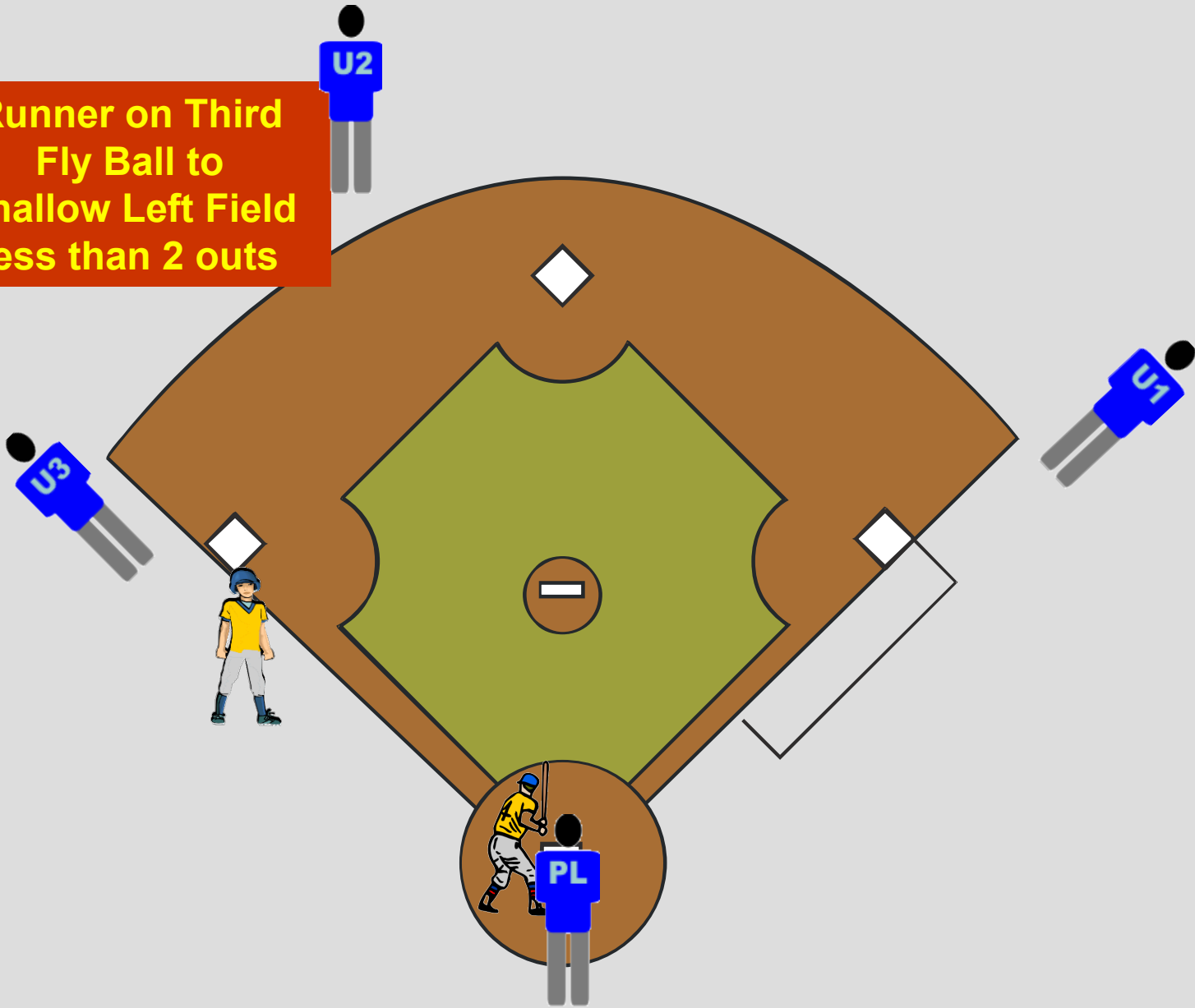
Runner on Third
Umpire Positions

With a Runner on 3rd only,
U2 should **ALWAYS** be on
The 3rd base side of the field
in Position F

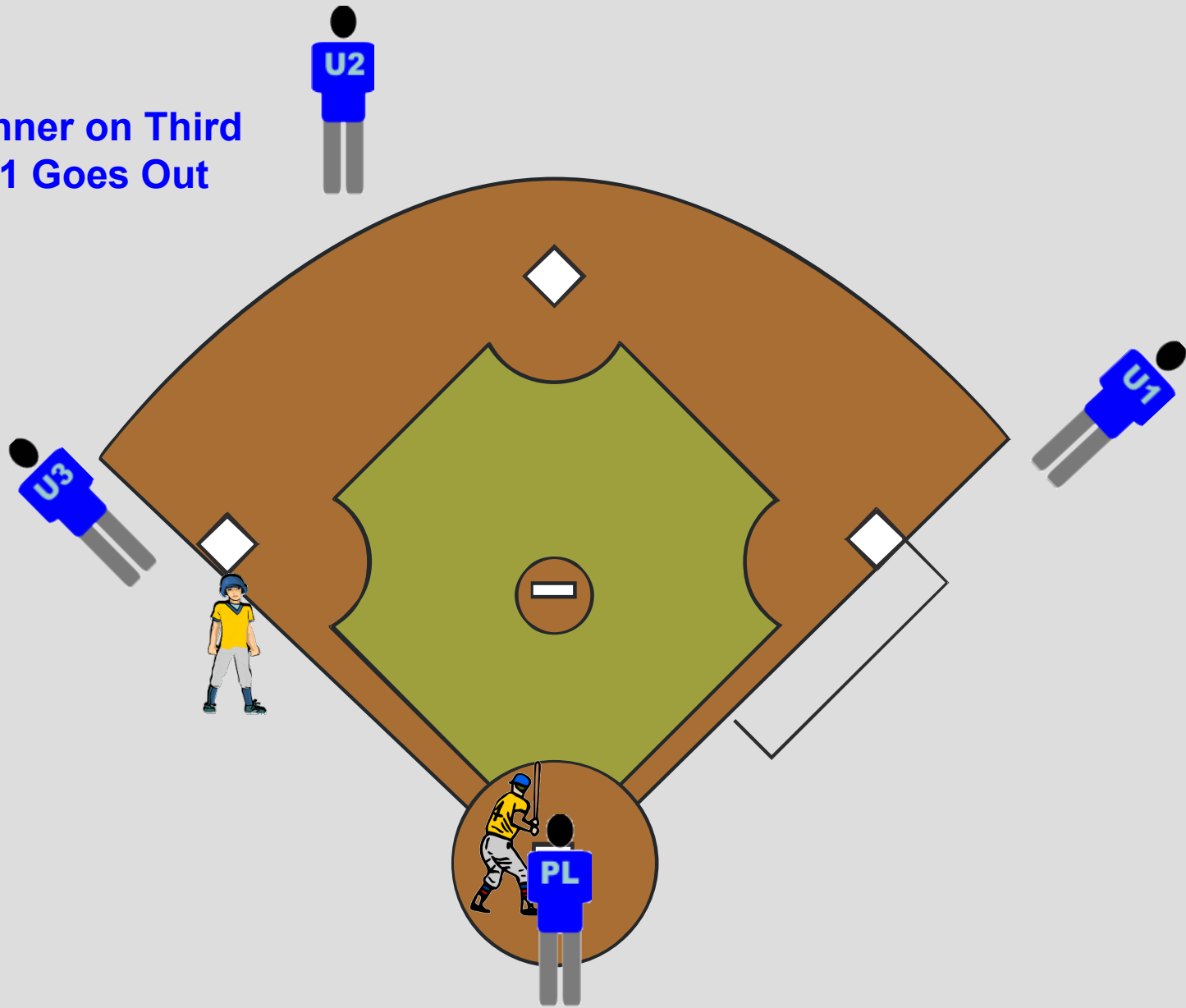


And here's why....

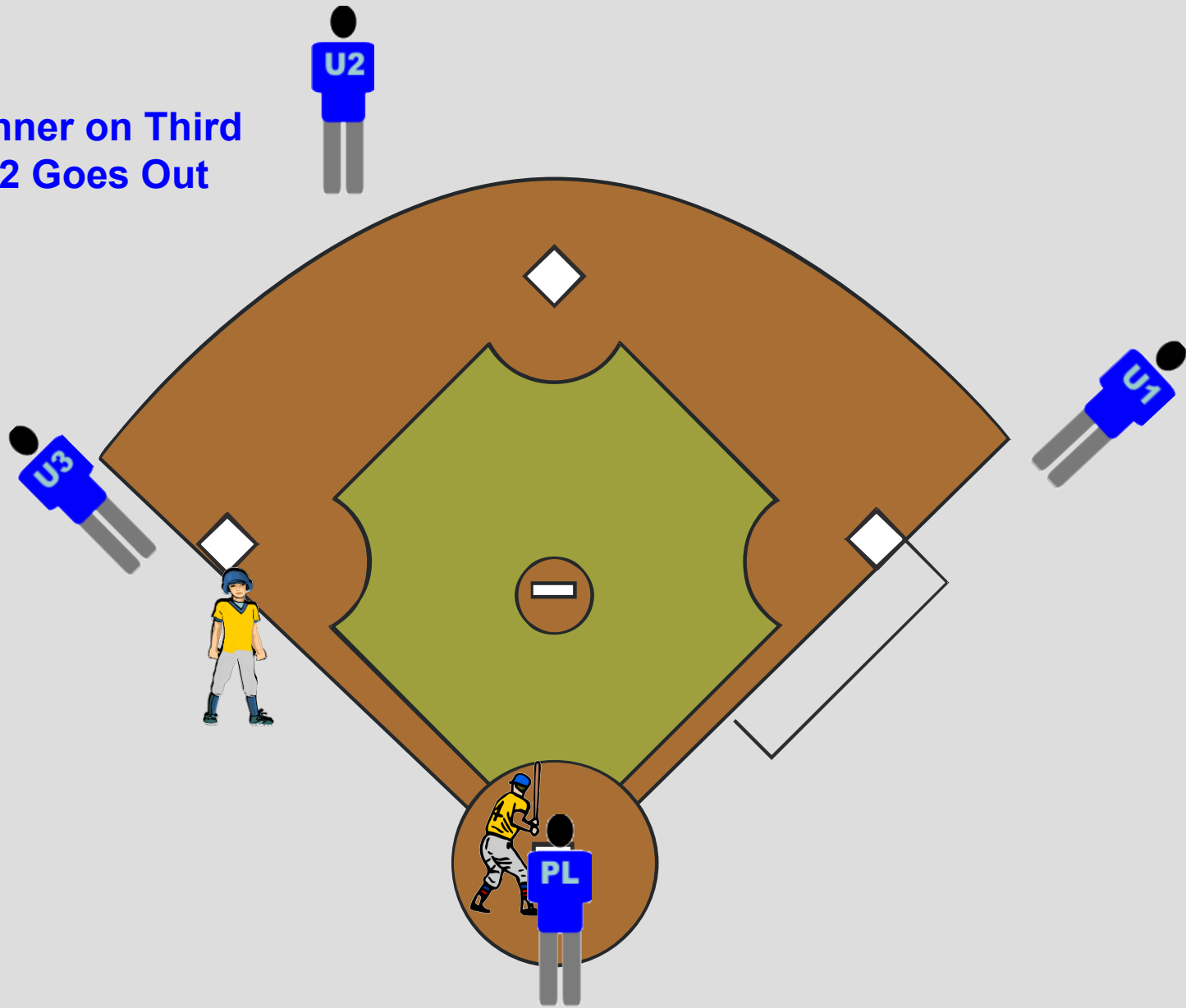
Runner on Third
Fly Ball to
Shallow Left Field
less than 2 outs



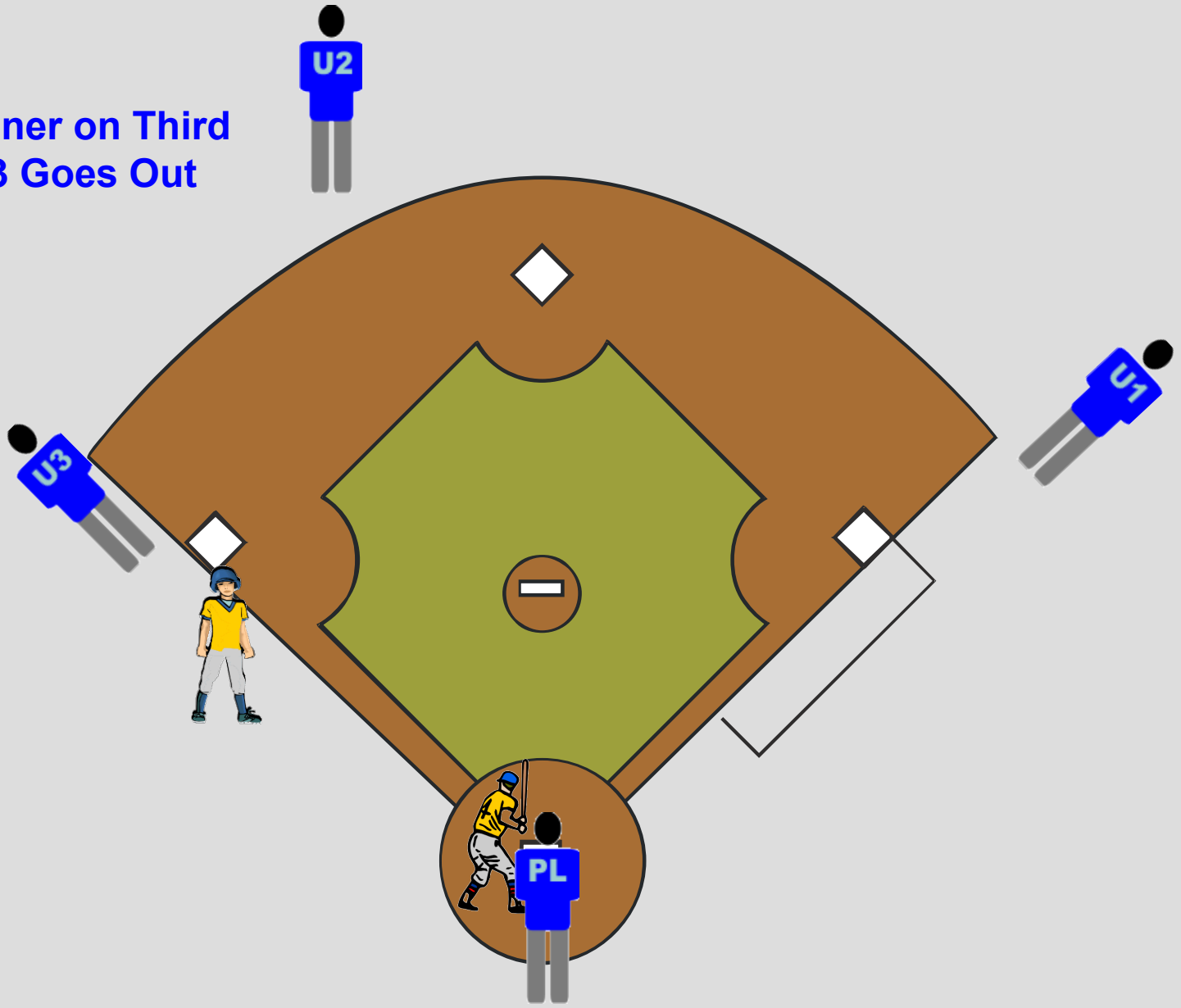
Runner on Third
U1 Goes Out



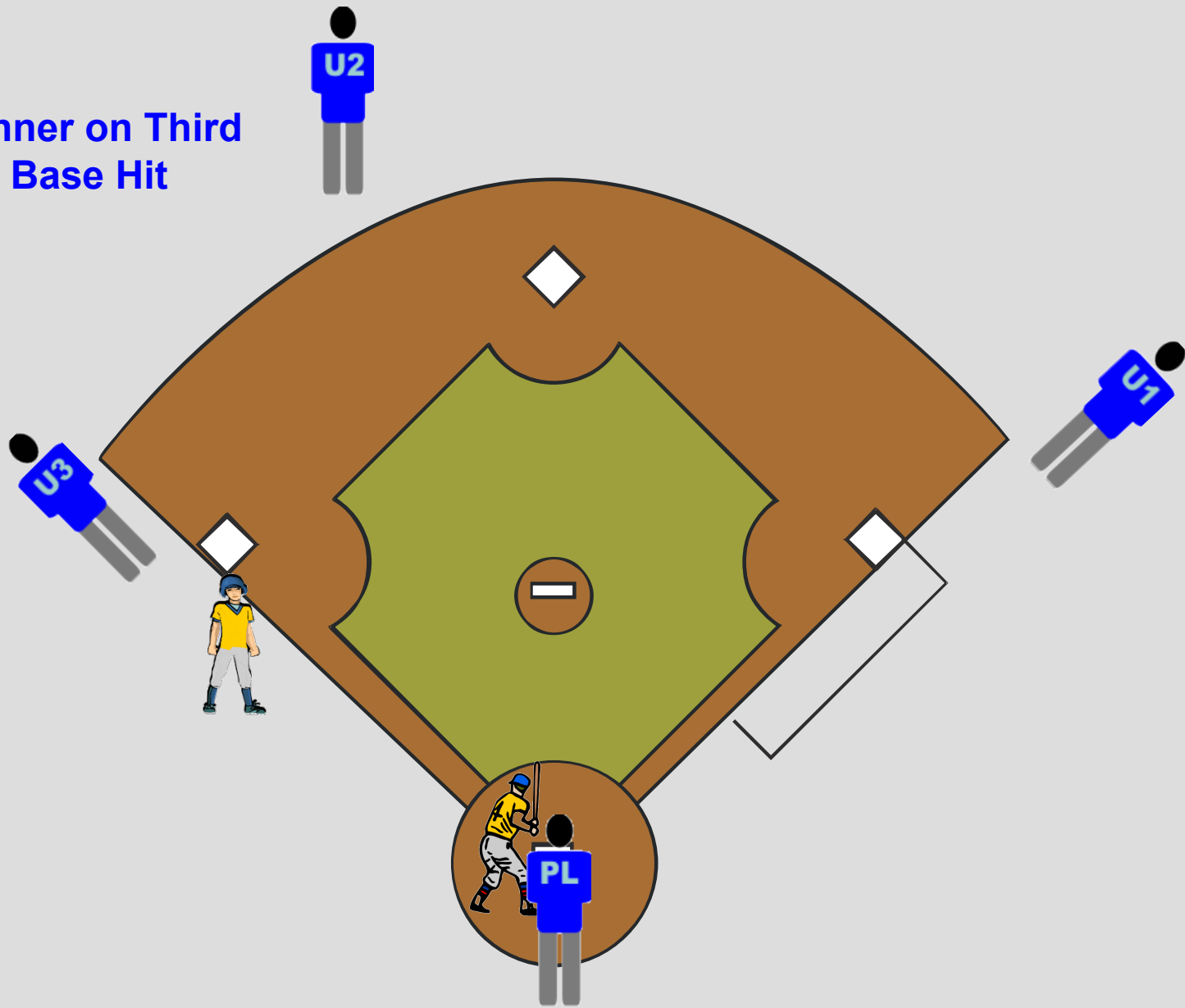
Runner on Third
U2 Goes Out



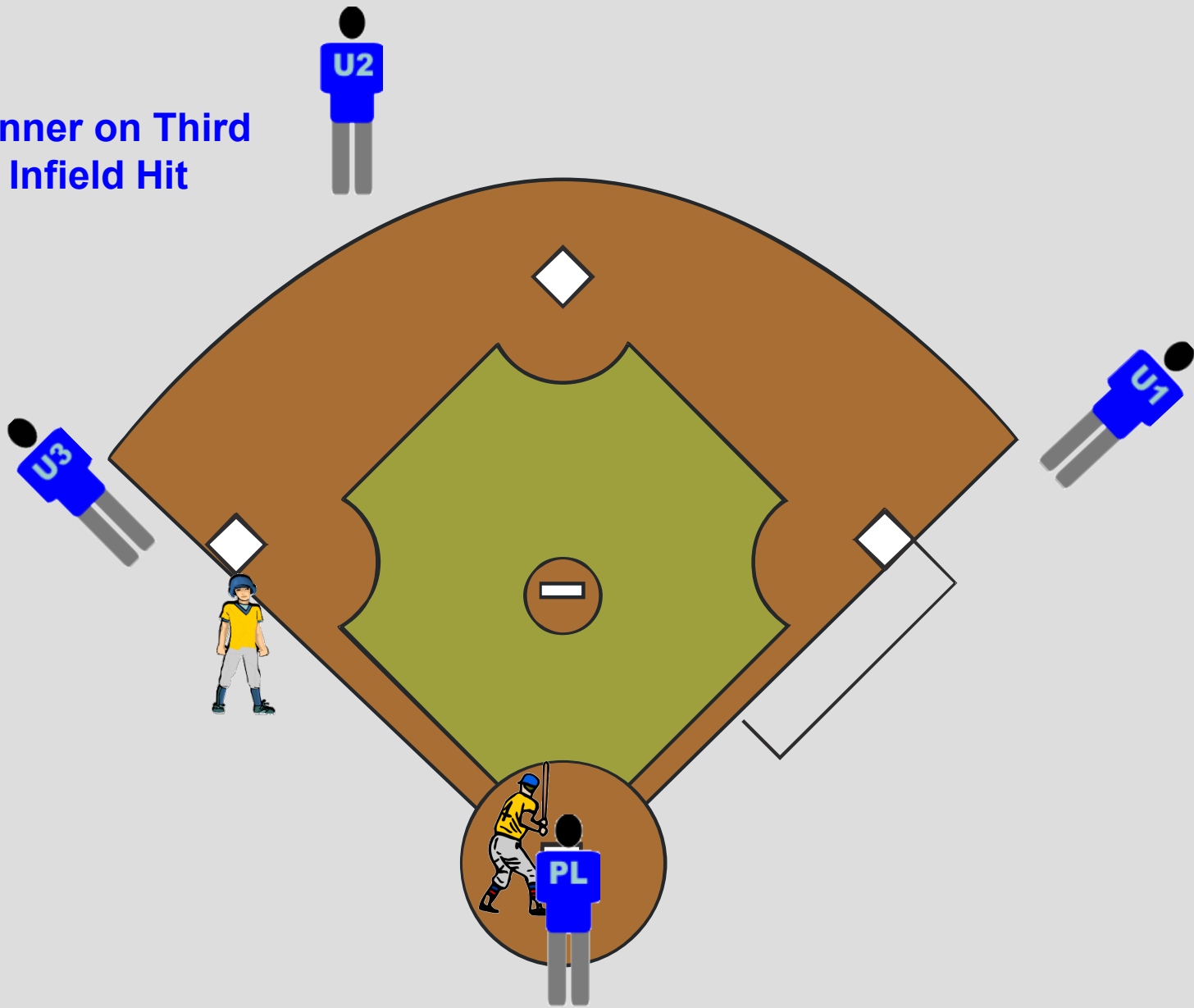
Runner on Third
U3 Goes Out



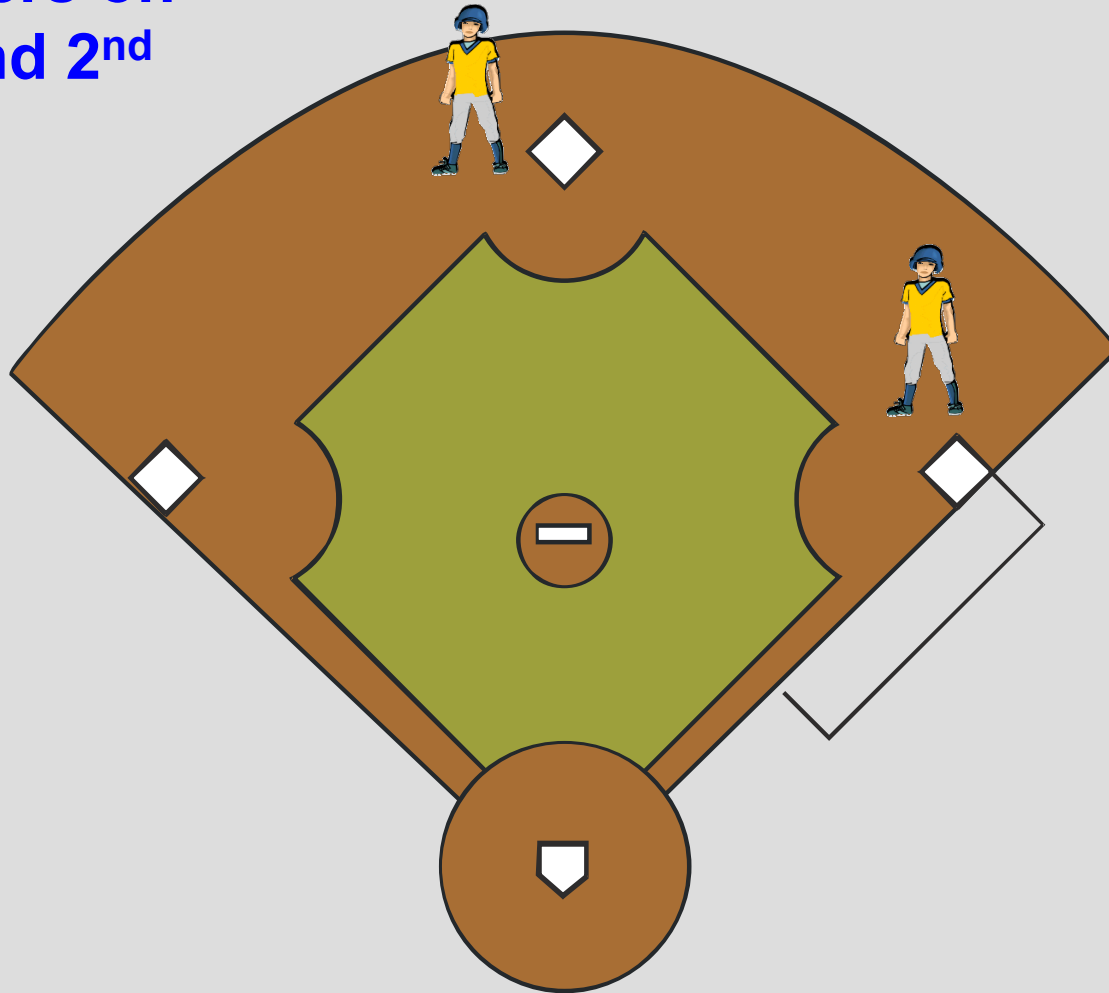
Runner on Third
Base Hit



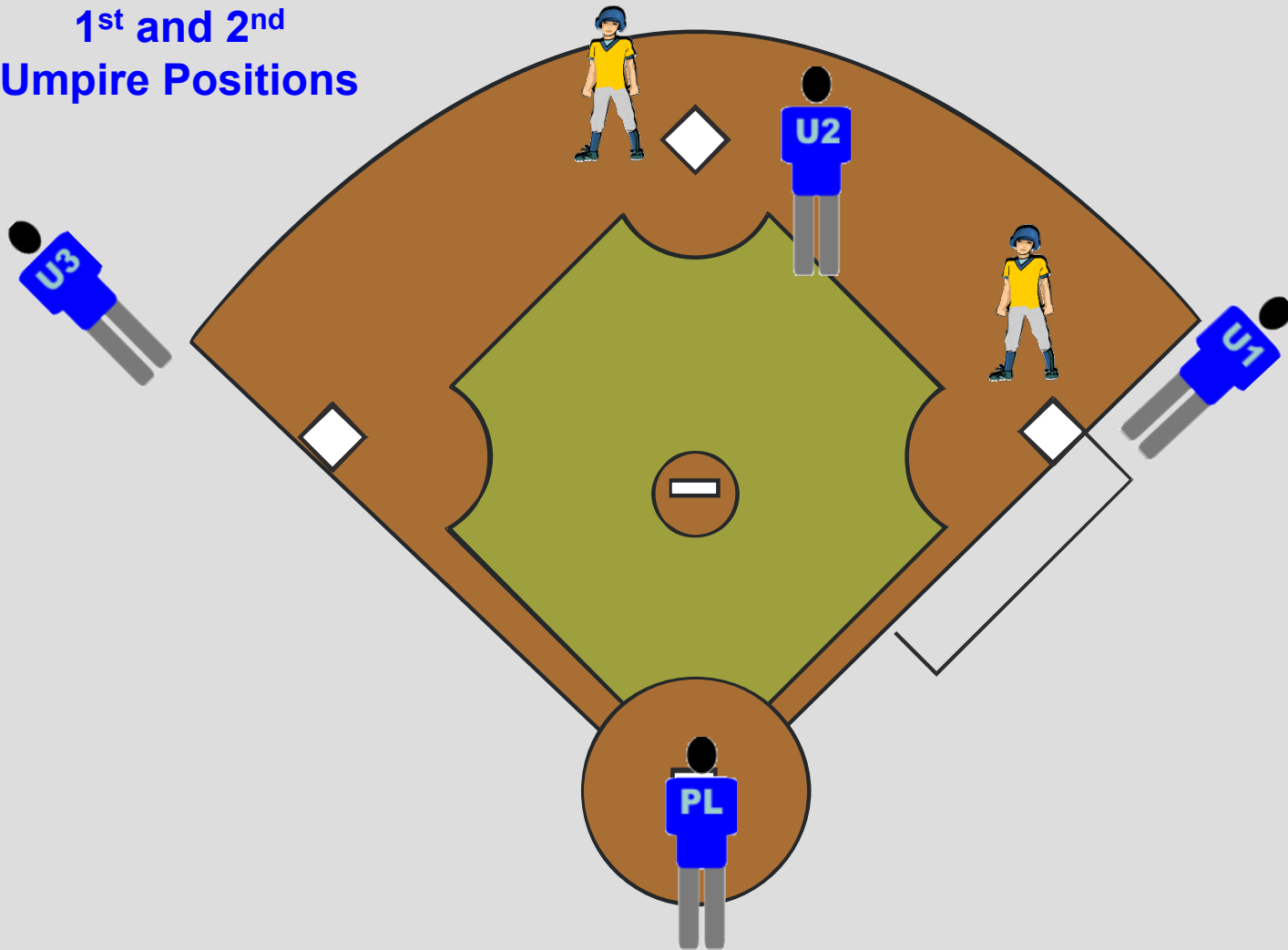
Runner on Third
Infield Hit



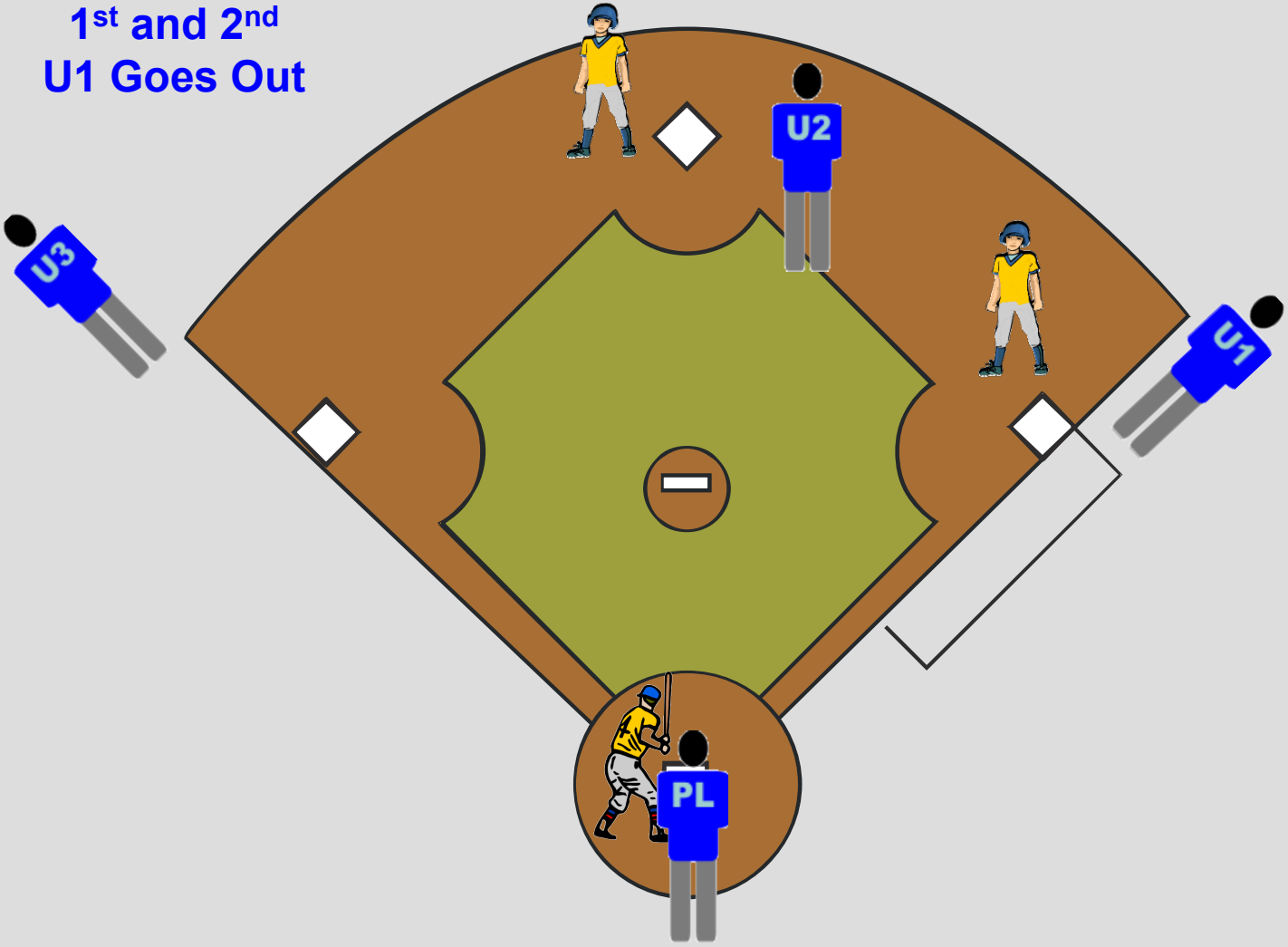
Runners on
1st and 2nd



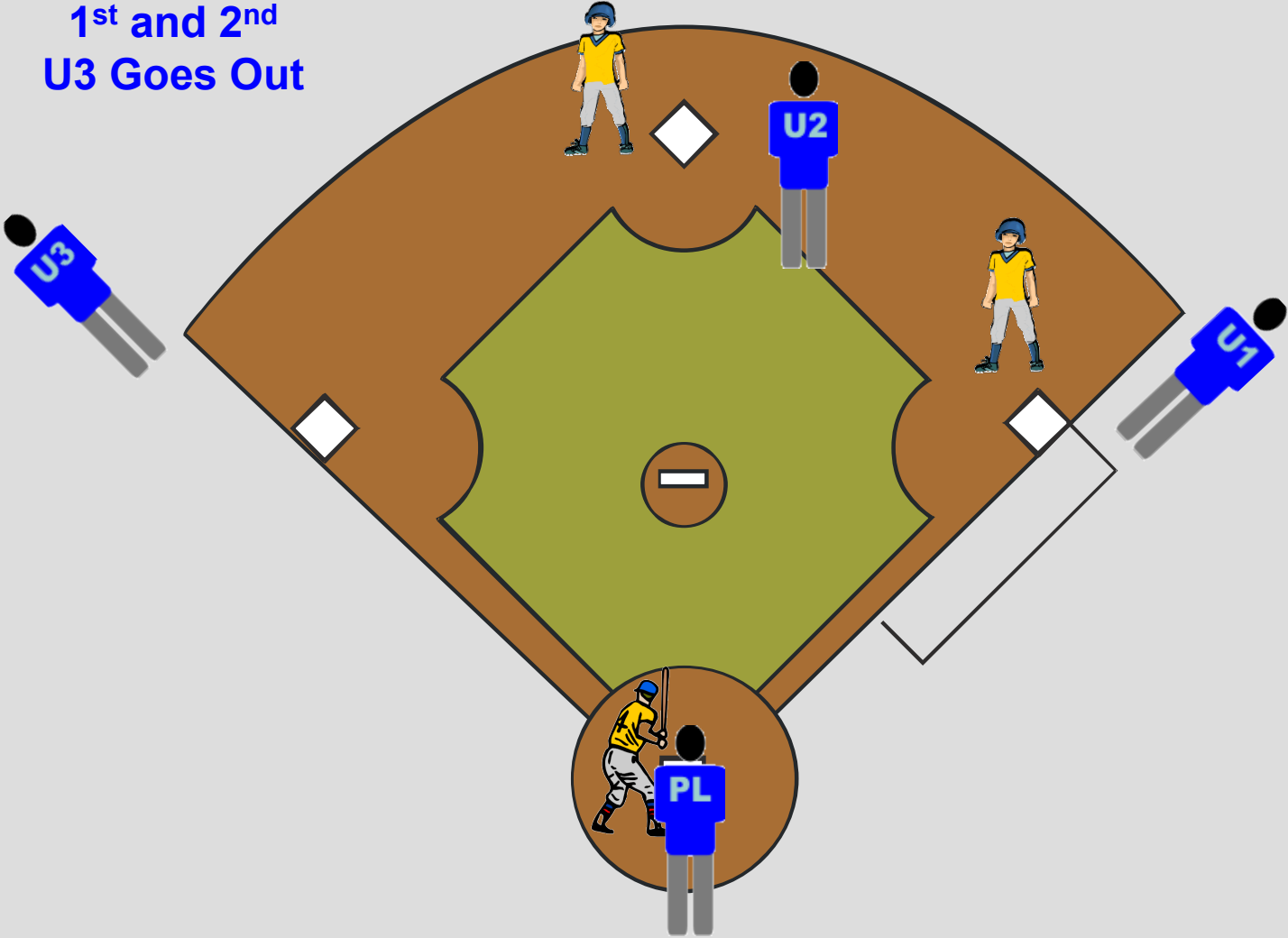
Runners on
1st and 2nd
Umpire Positions



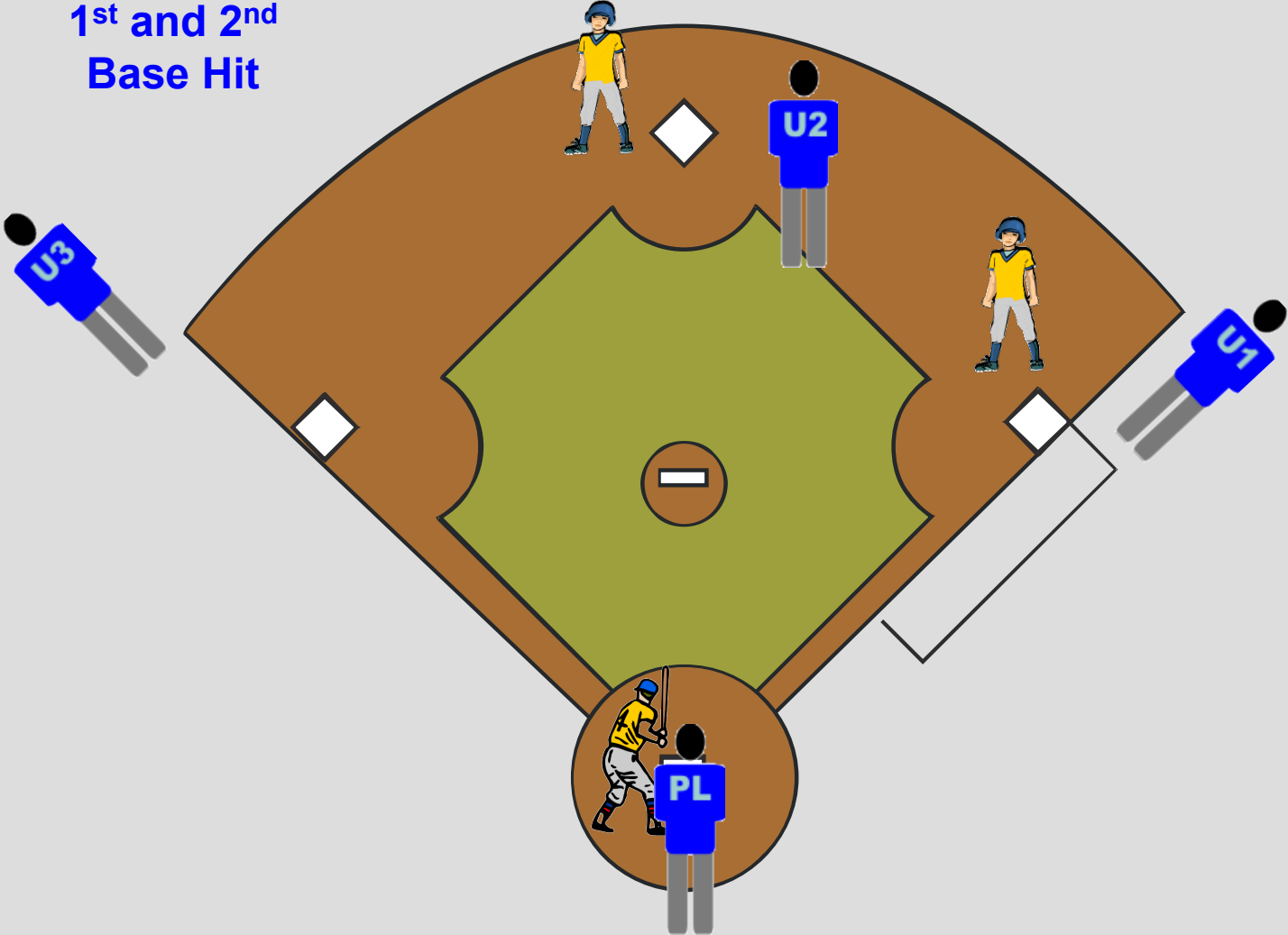
Runners on
1st and 2nd
U1 Goes Out



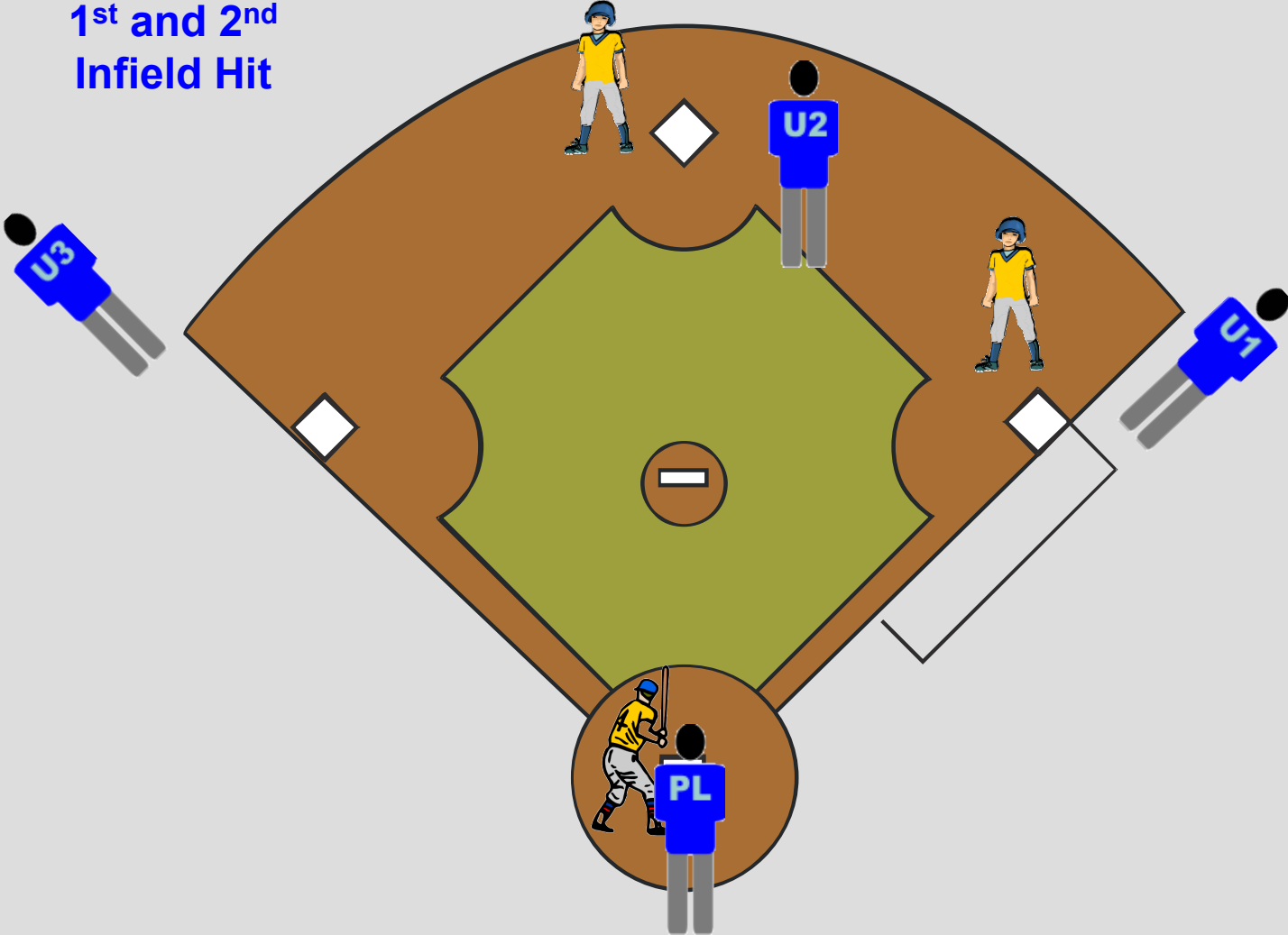
Runners on
1st and 2nd
U3 Goes Out



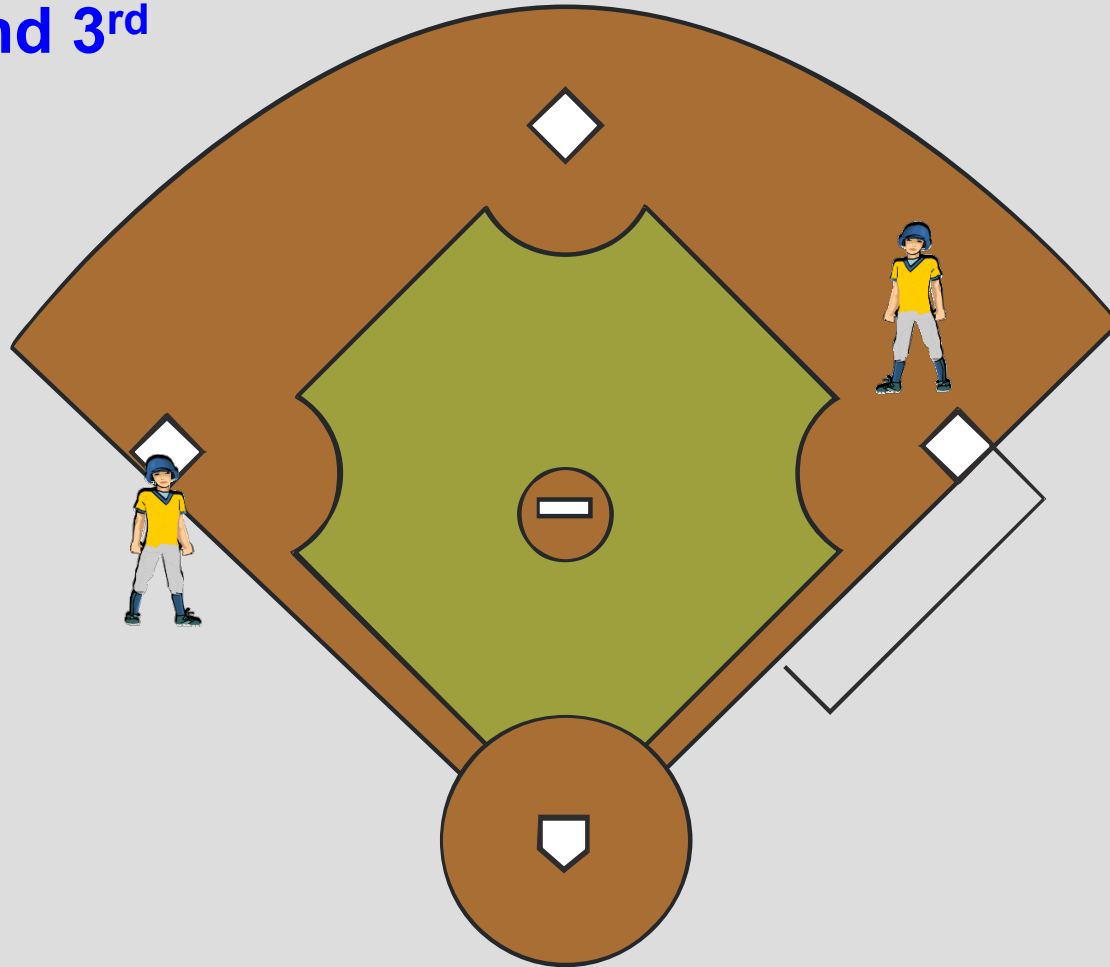
Runners on
1st and 2nd
Base Hit



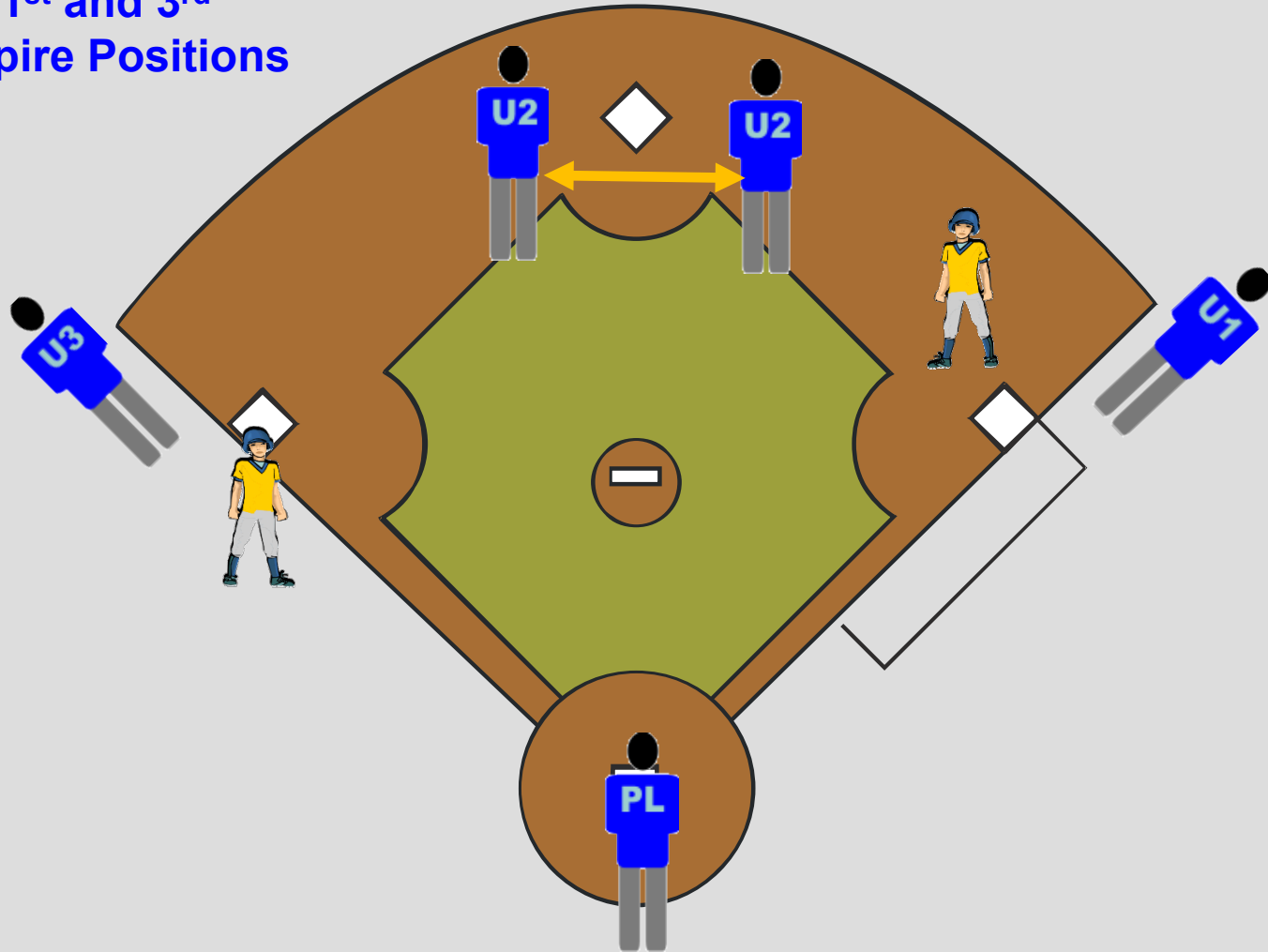
Runners on
1st and 2nd
Infield Hit



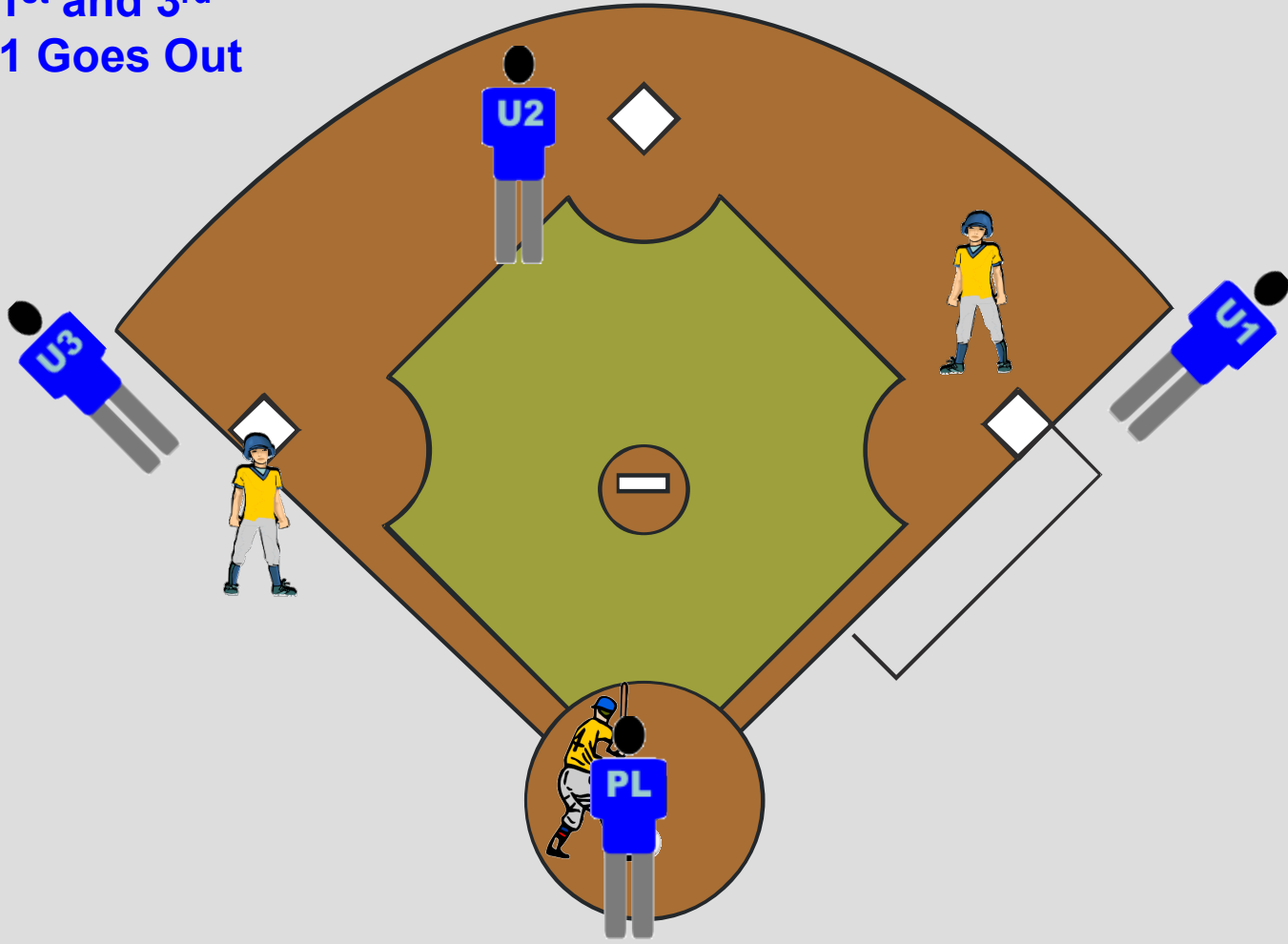
Runners on
1st and 3rd



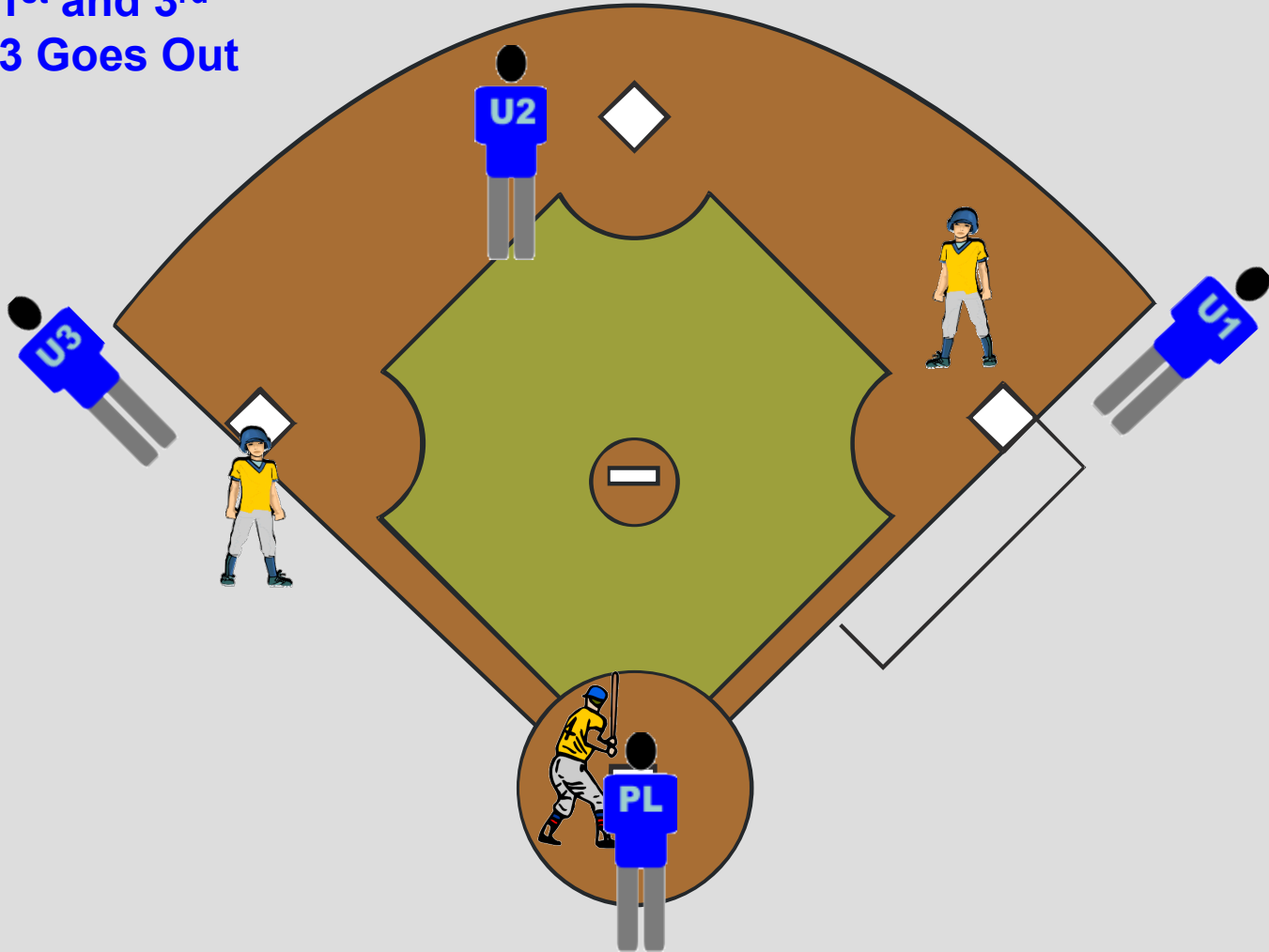
Runners on
1st and 3rd
Umpire Positions



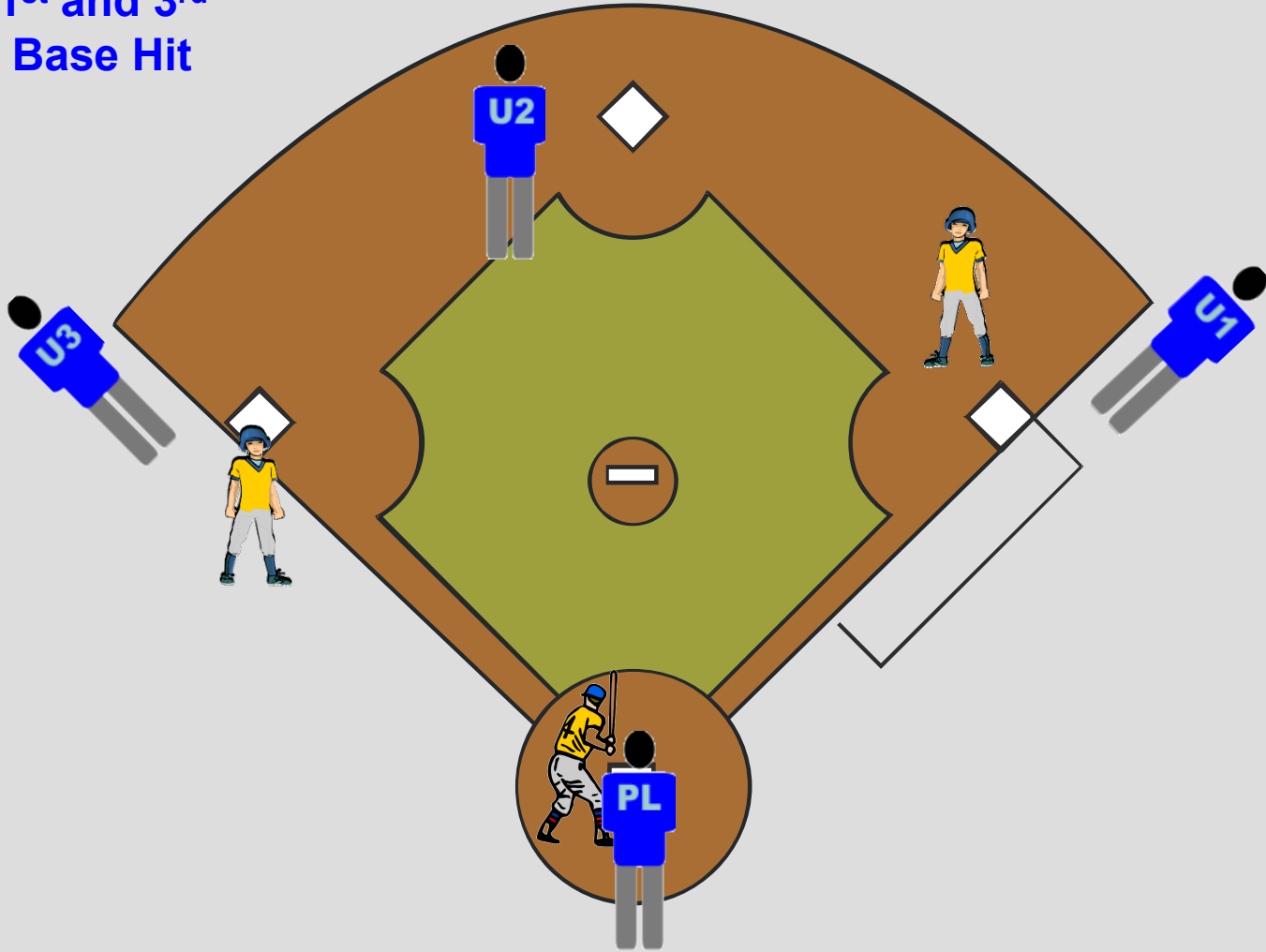
Runners on
1st and 3rd
U1 Goes Out



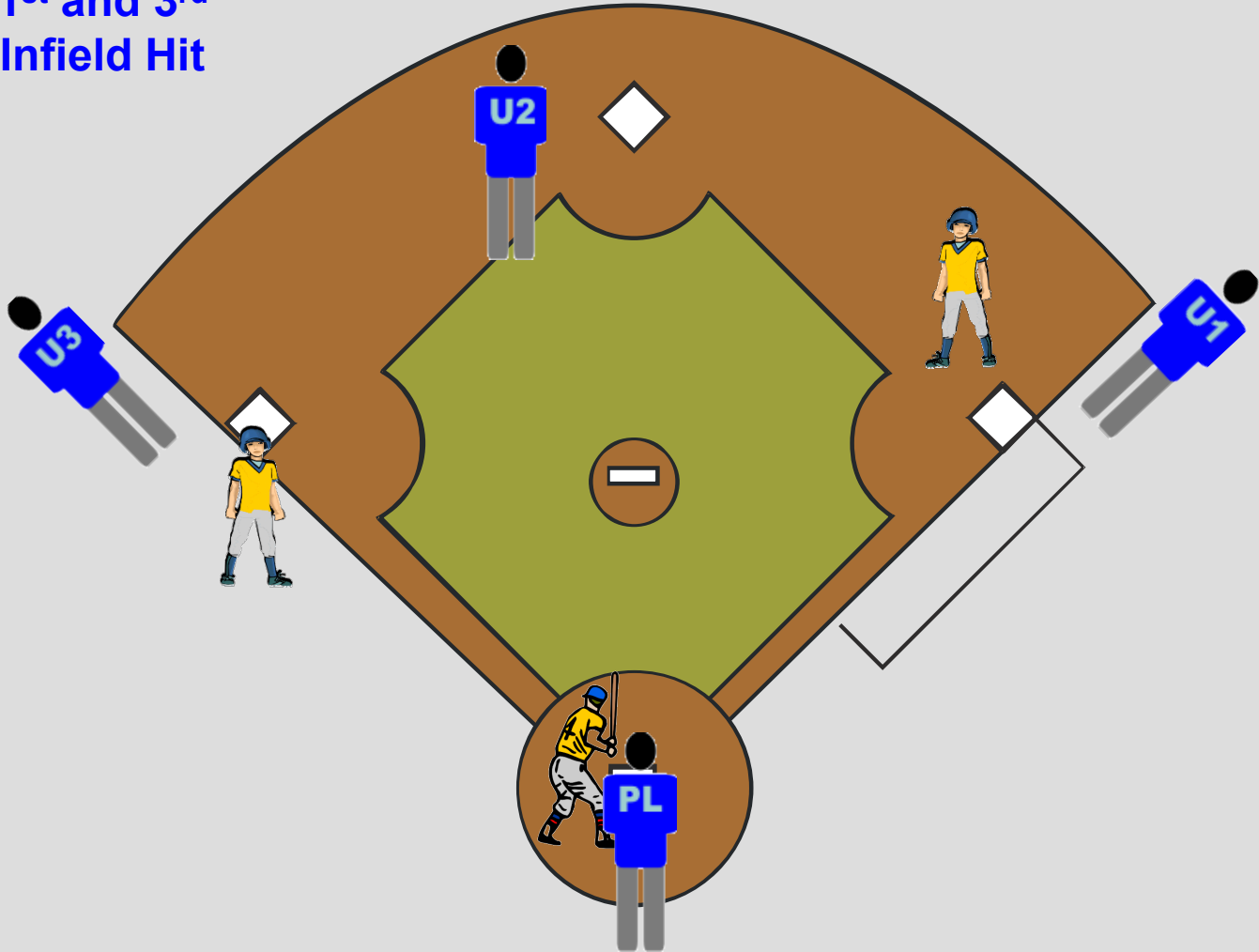
Runners on
1st and 3rd
U3 Goes Out



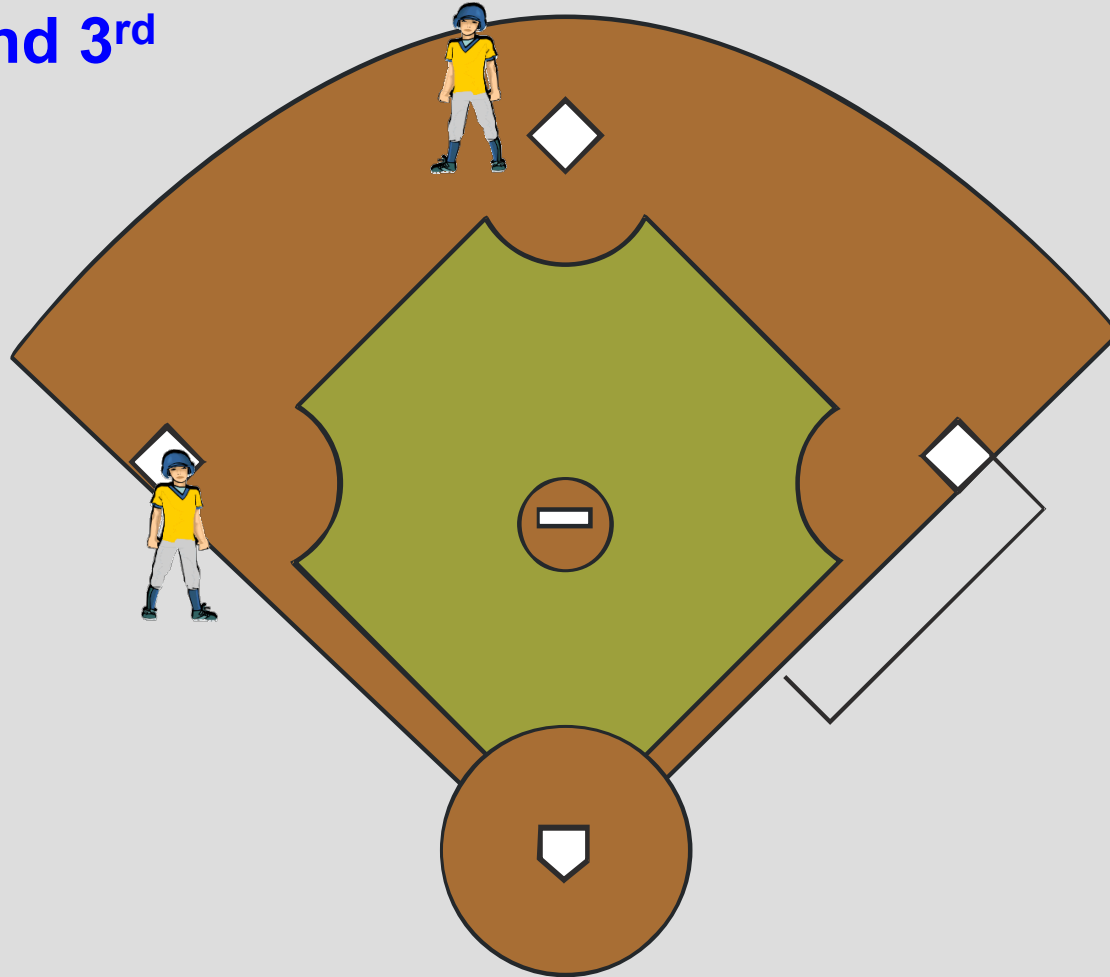
Runners on
1st and 3rd
Base Hit



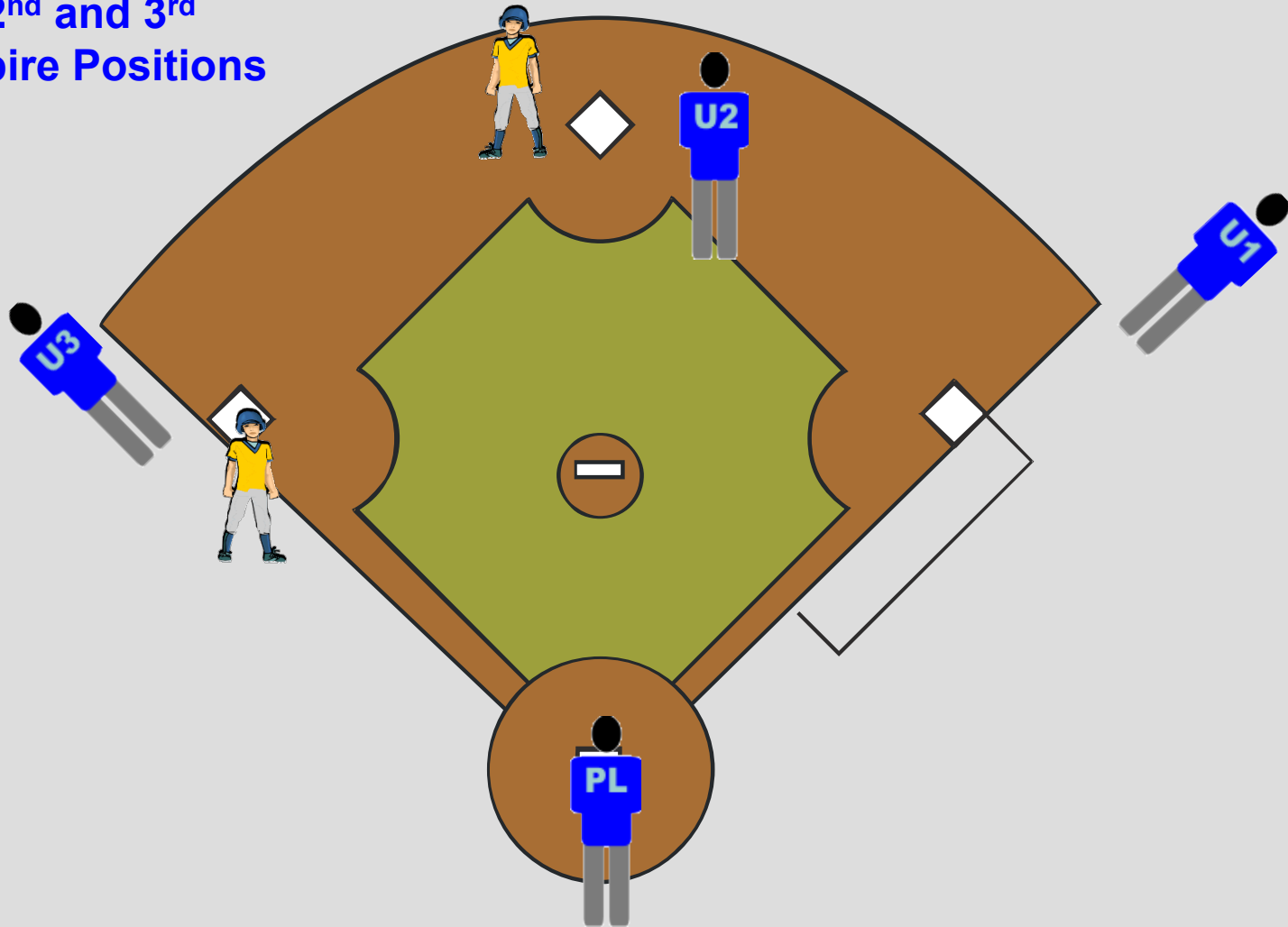
Runners on
1st and 3rd
Infield Hit



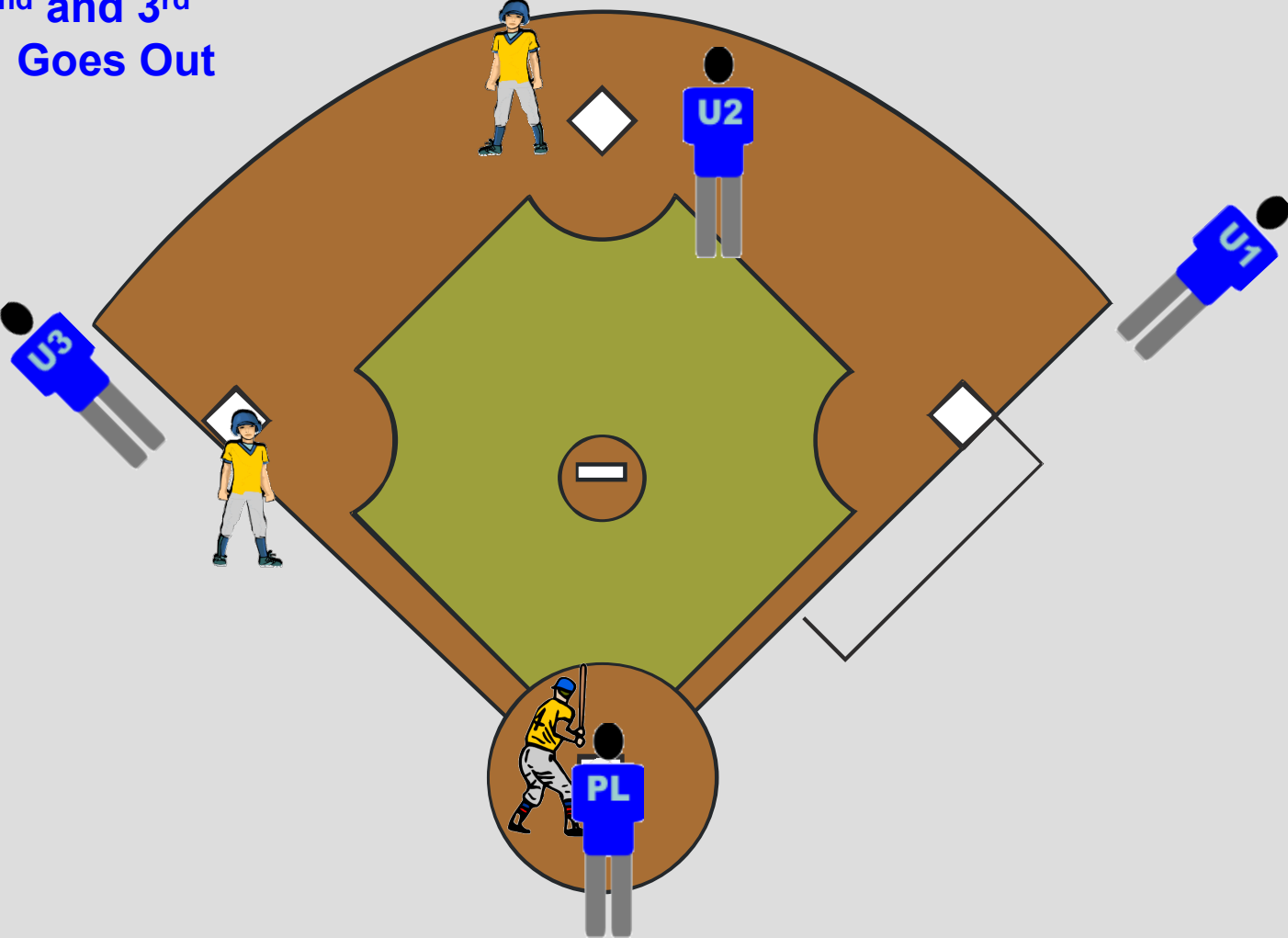
Runners on 2nd and 3rd



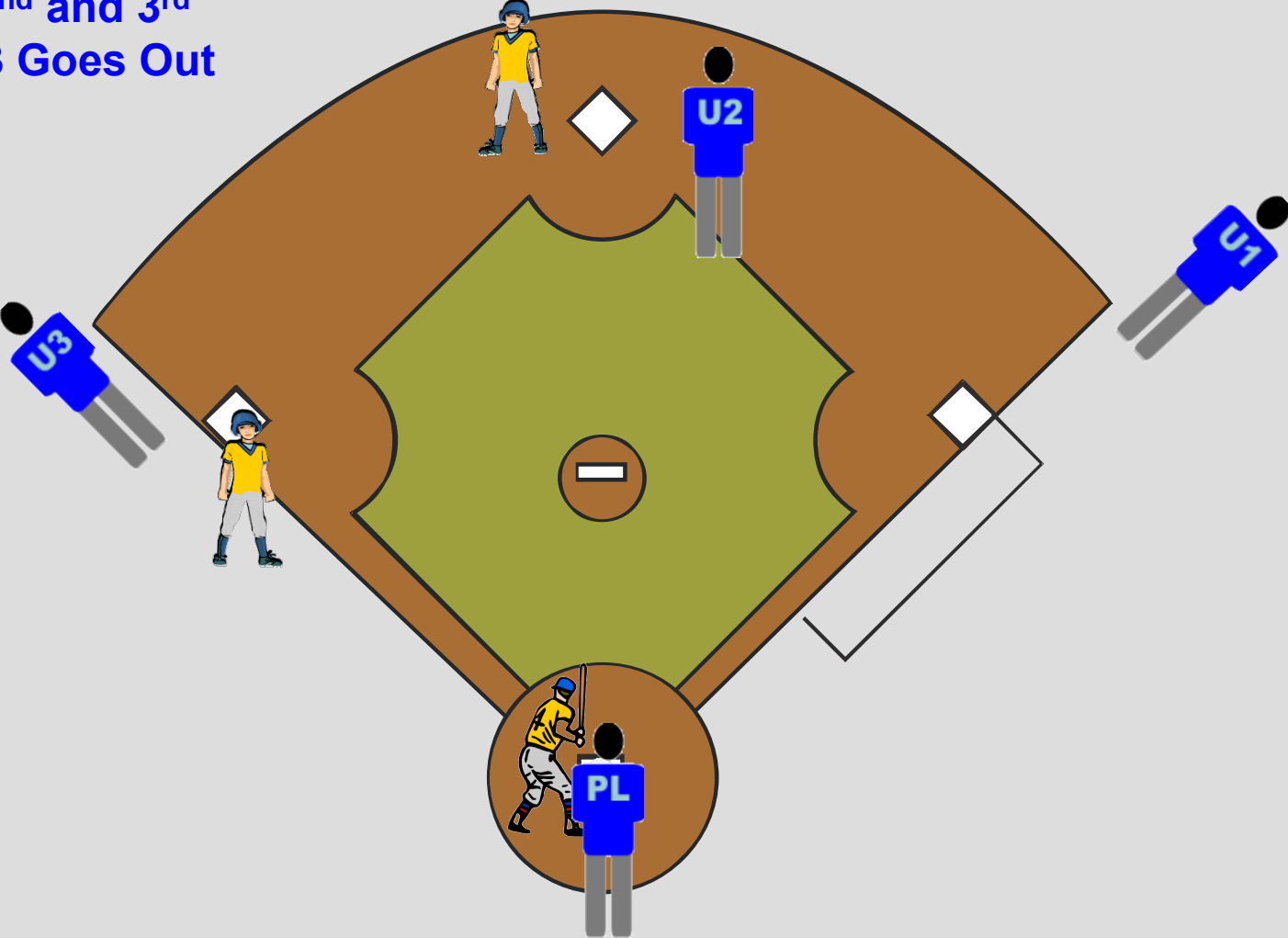
Runners on
2nd and 3rd
Umpire Positions



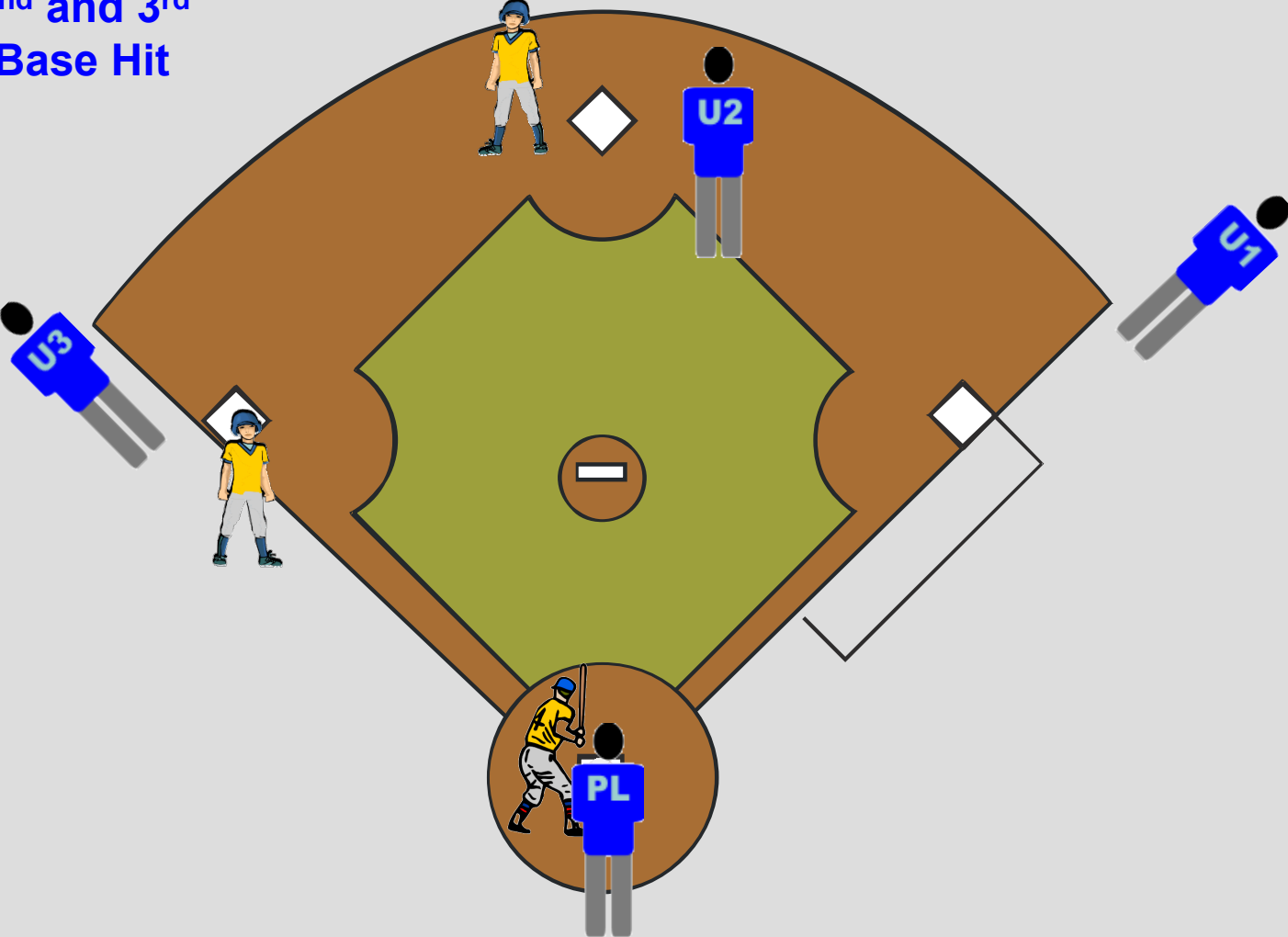
Runners on
2nd and 3rd
U1 Goes Out



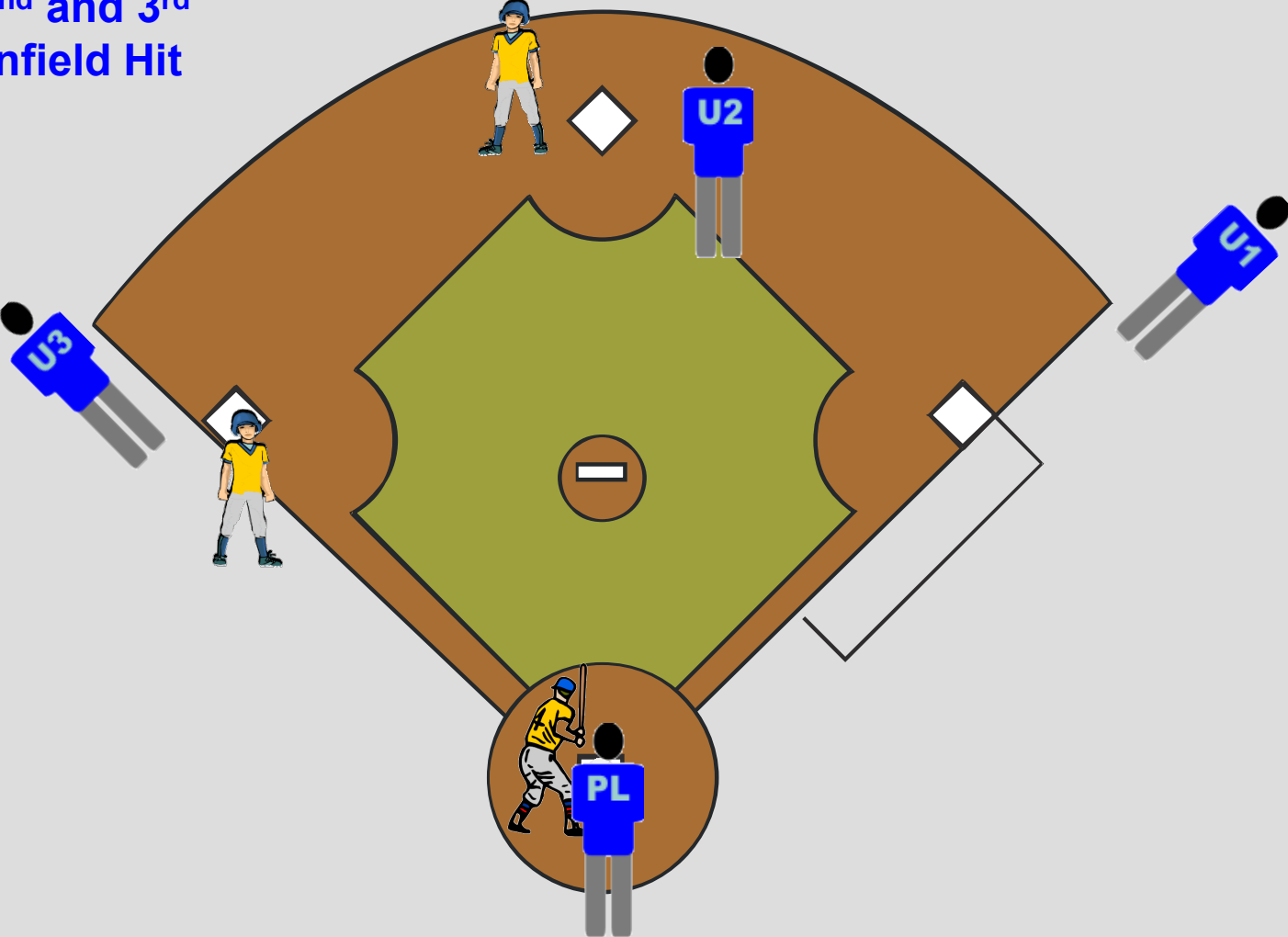
Runners on
2nd and 3rd
U3 Goes Out



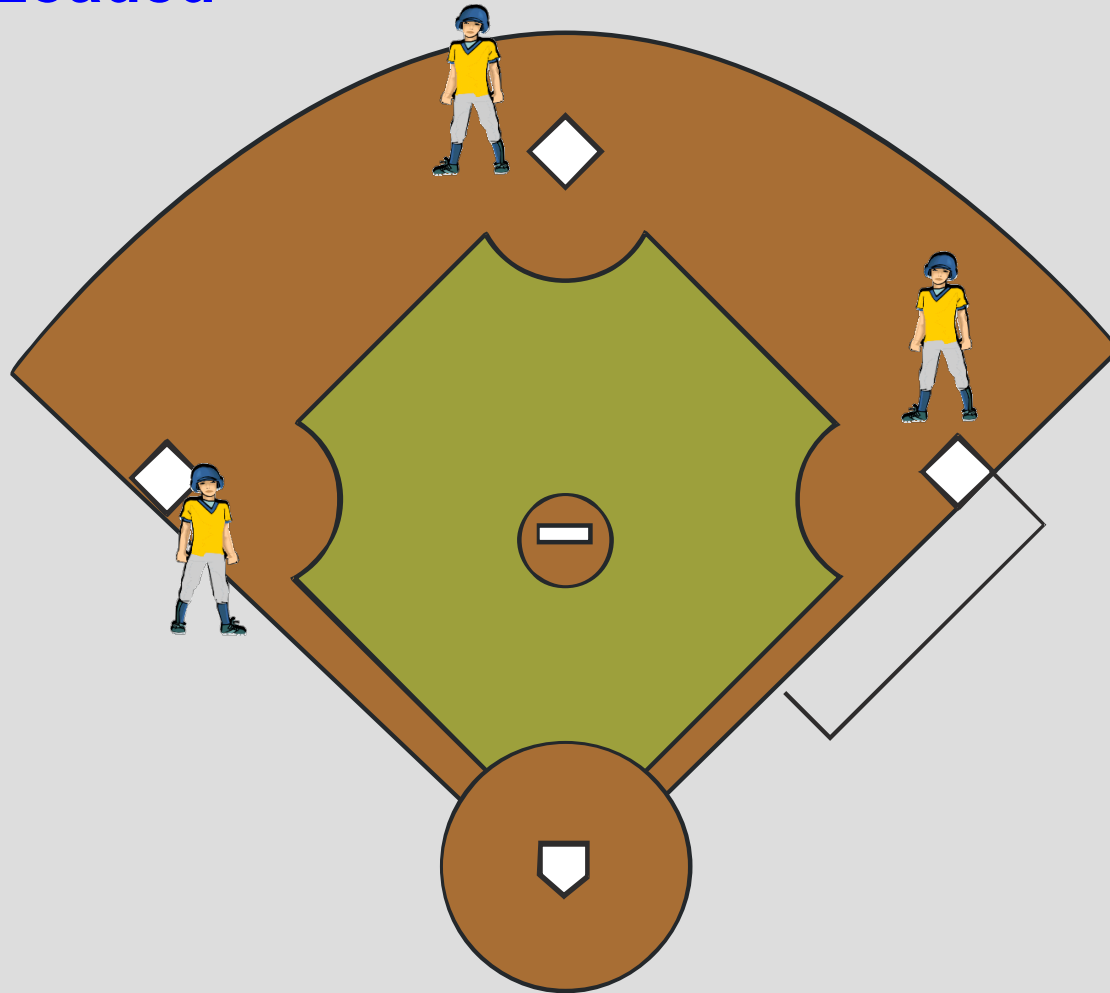
Runners on
2nd and 3rd
Base Hit



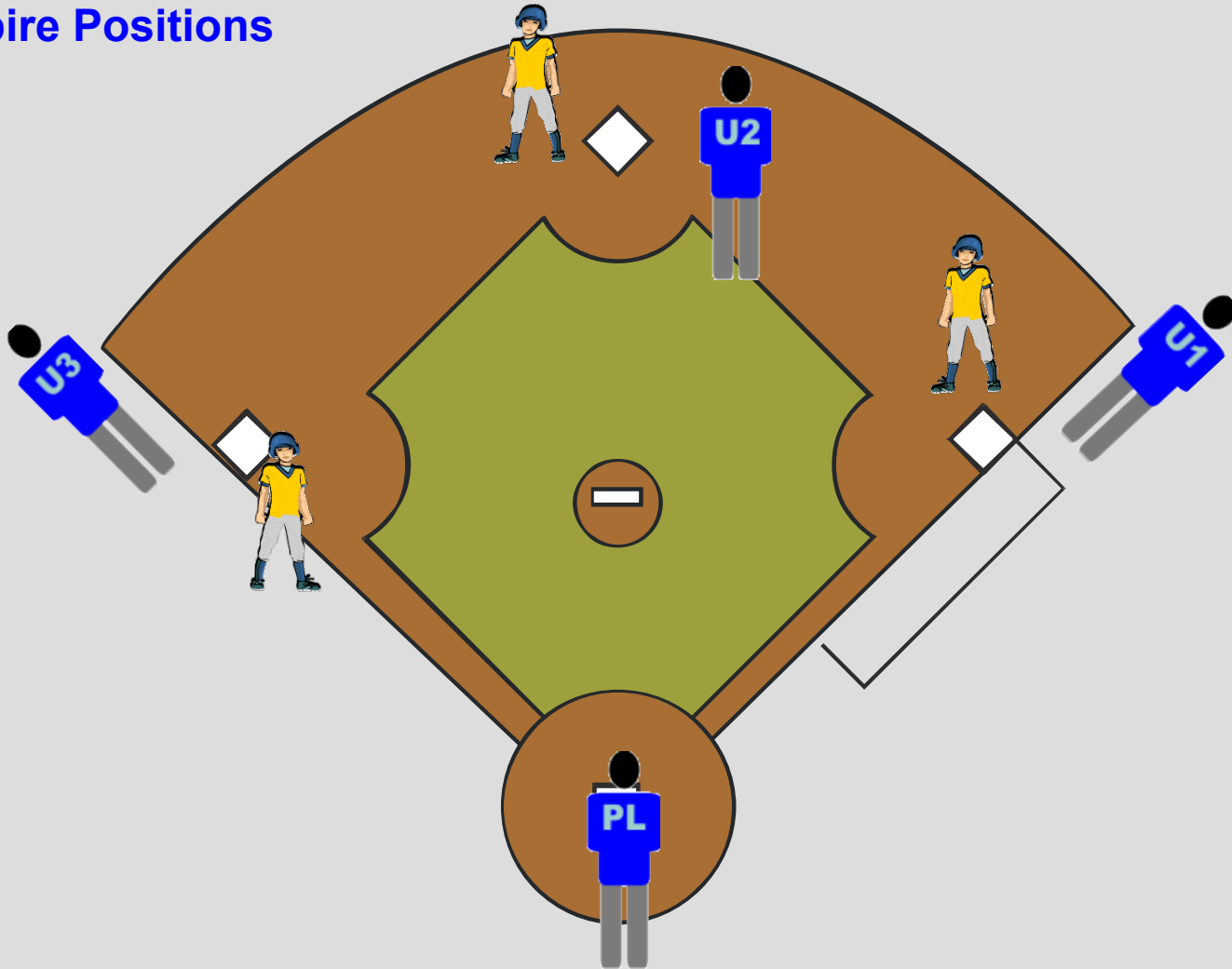
Runners on
2nd and 3rd
Infield Hit



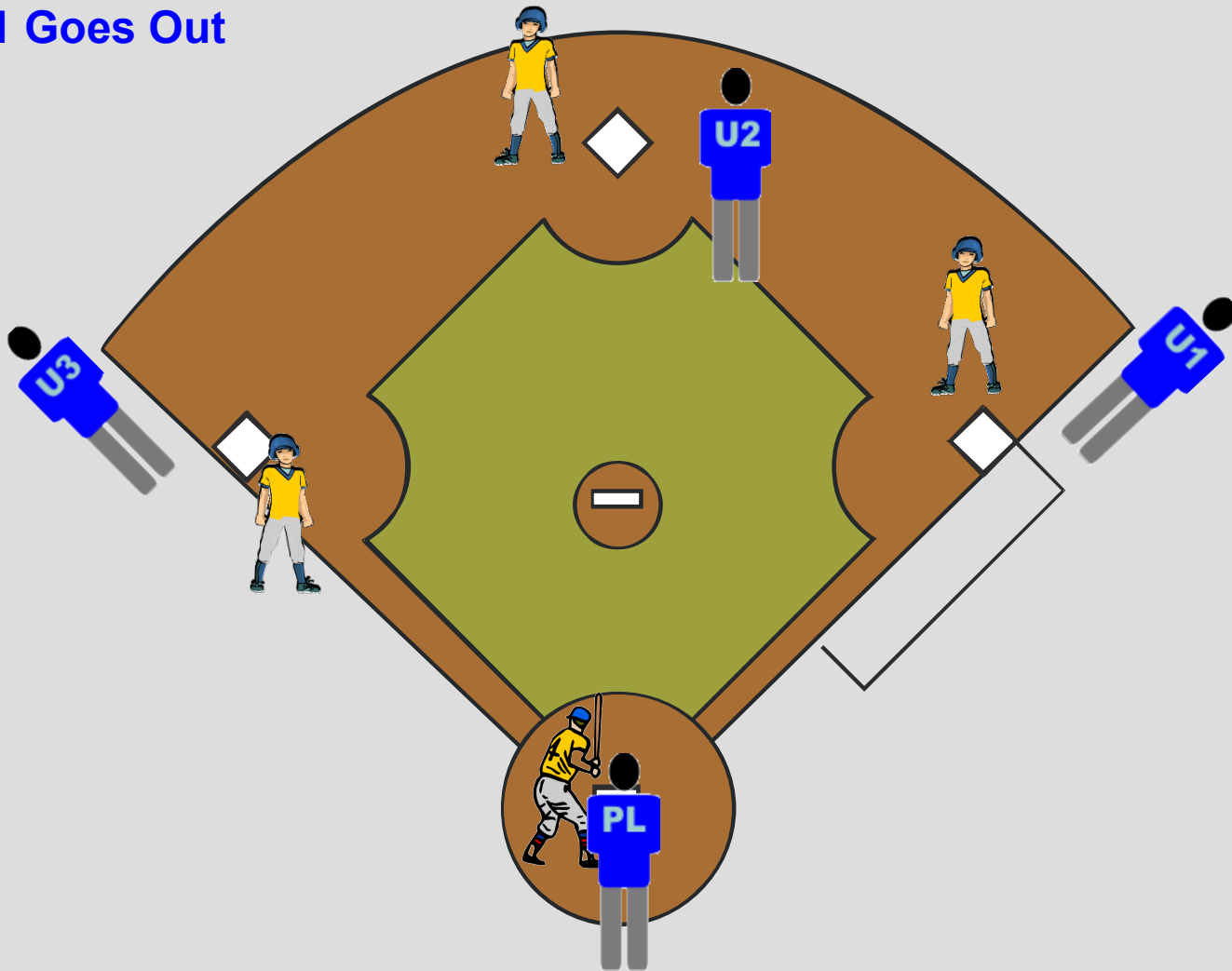
Bases Loaded



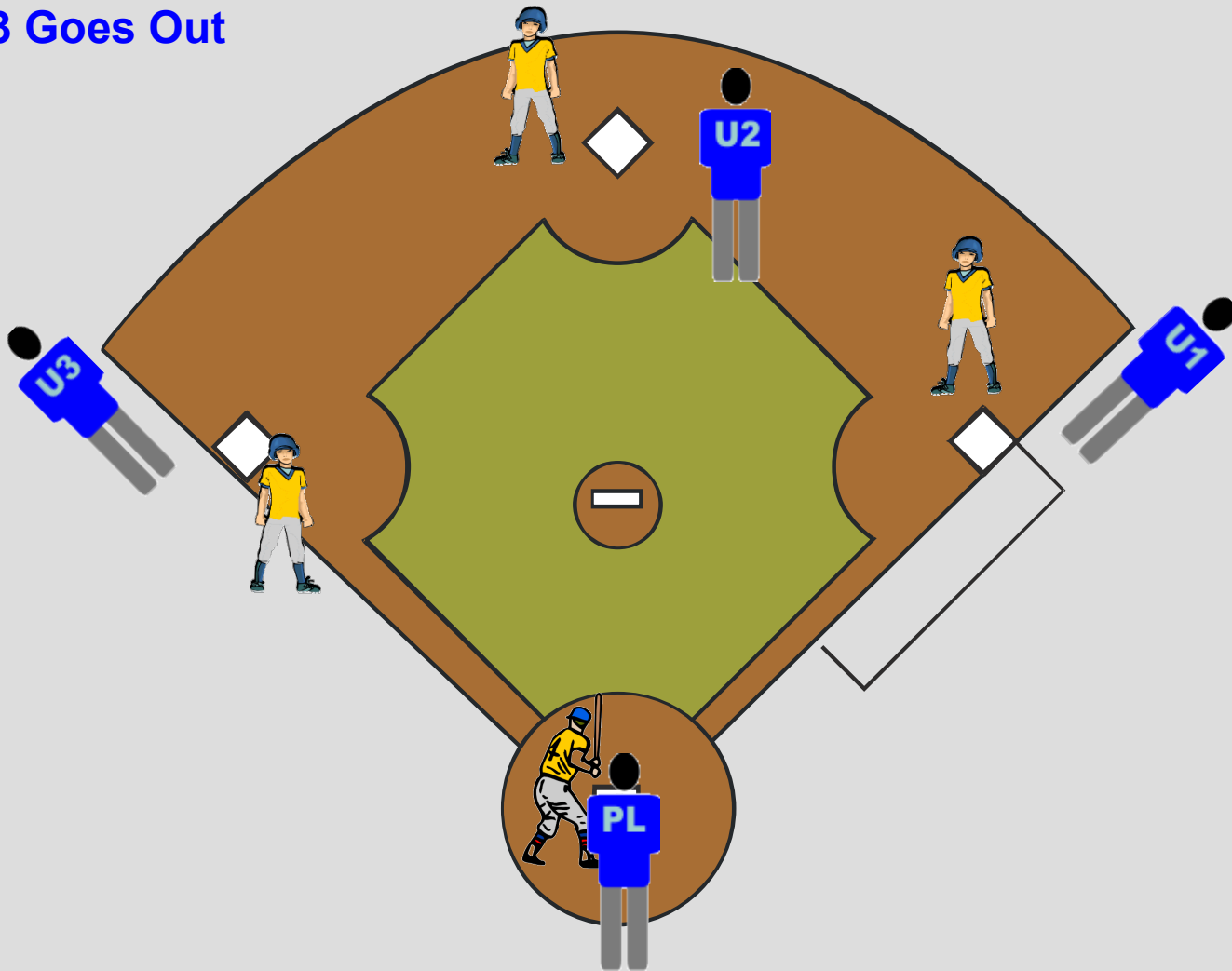
Bases Loaded Umpire Positions



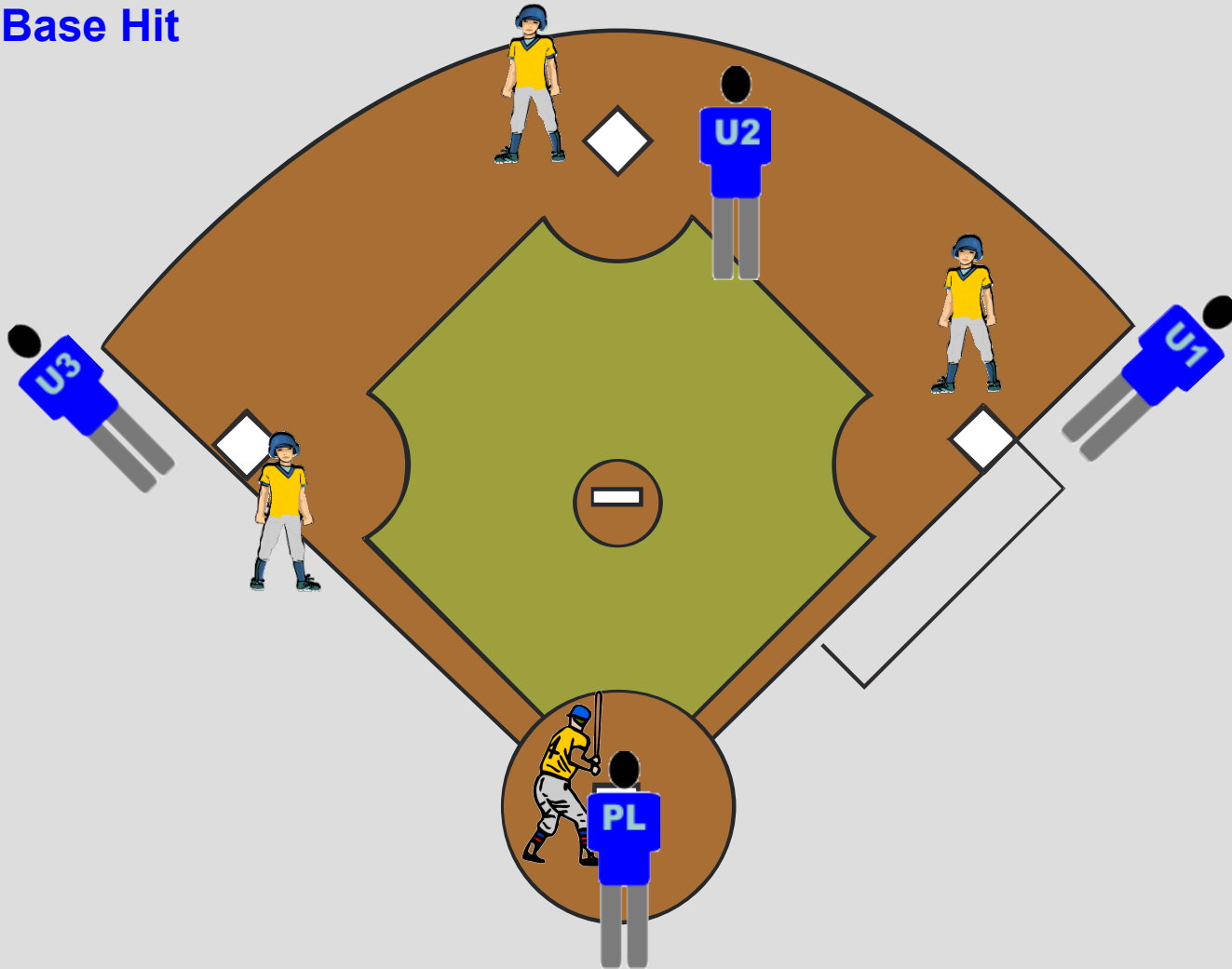
Bases Loaded
U1 Goes Out



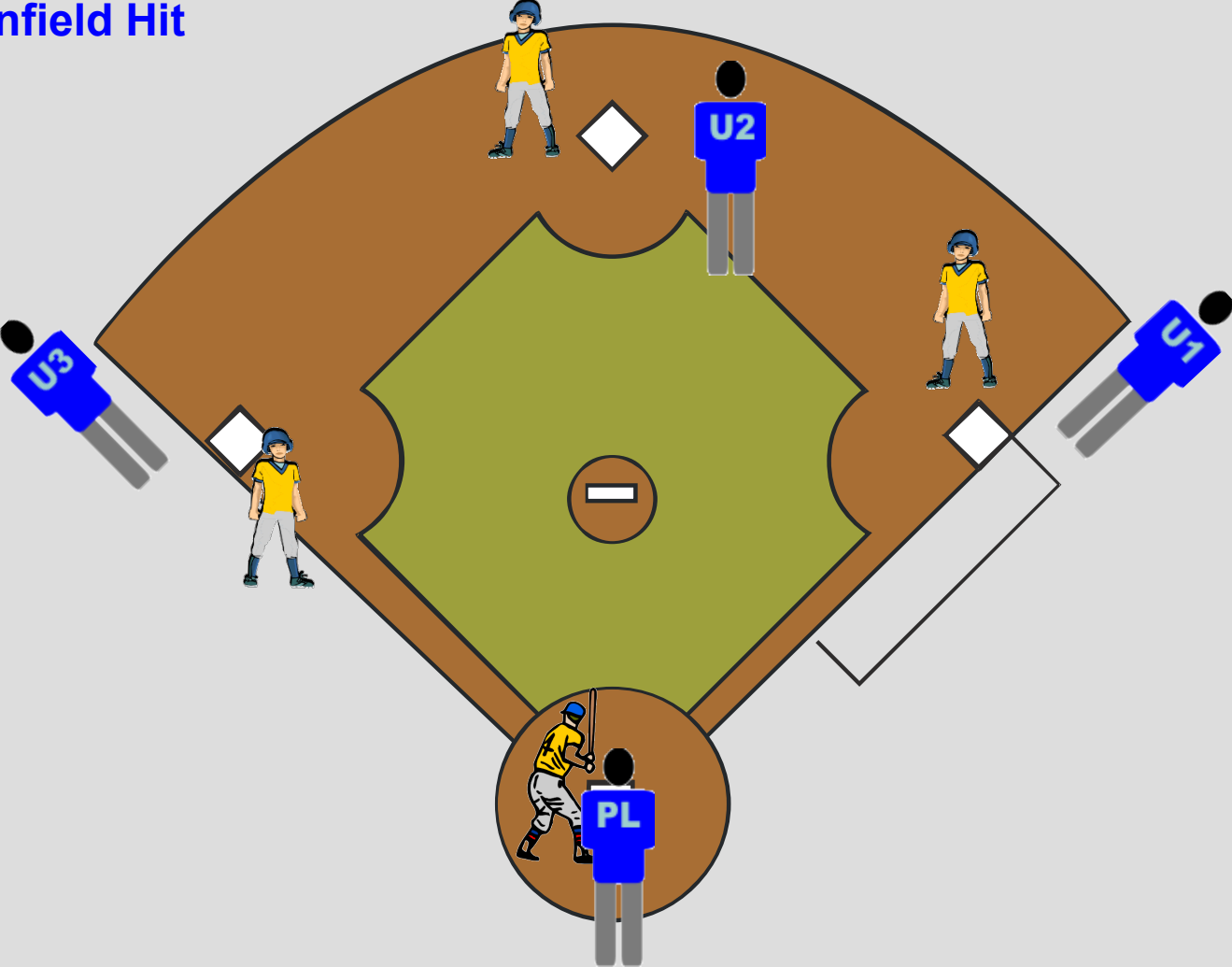
Bases Loaded
U3 Goes Out



**Bases Loaded
Base Hit**



**Bases Loaded
Infield Hit**



**No Matter What Happens.....or
Who misses a rotation**

FILL THE HOLE !!!

**We can talk about missed
coverage later.....but
SOMEONE has to MAKE THE CALL**



Questions ?