

3 UMPIRE SYSTEM





Rotation in the Three Umpire System



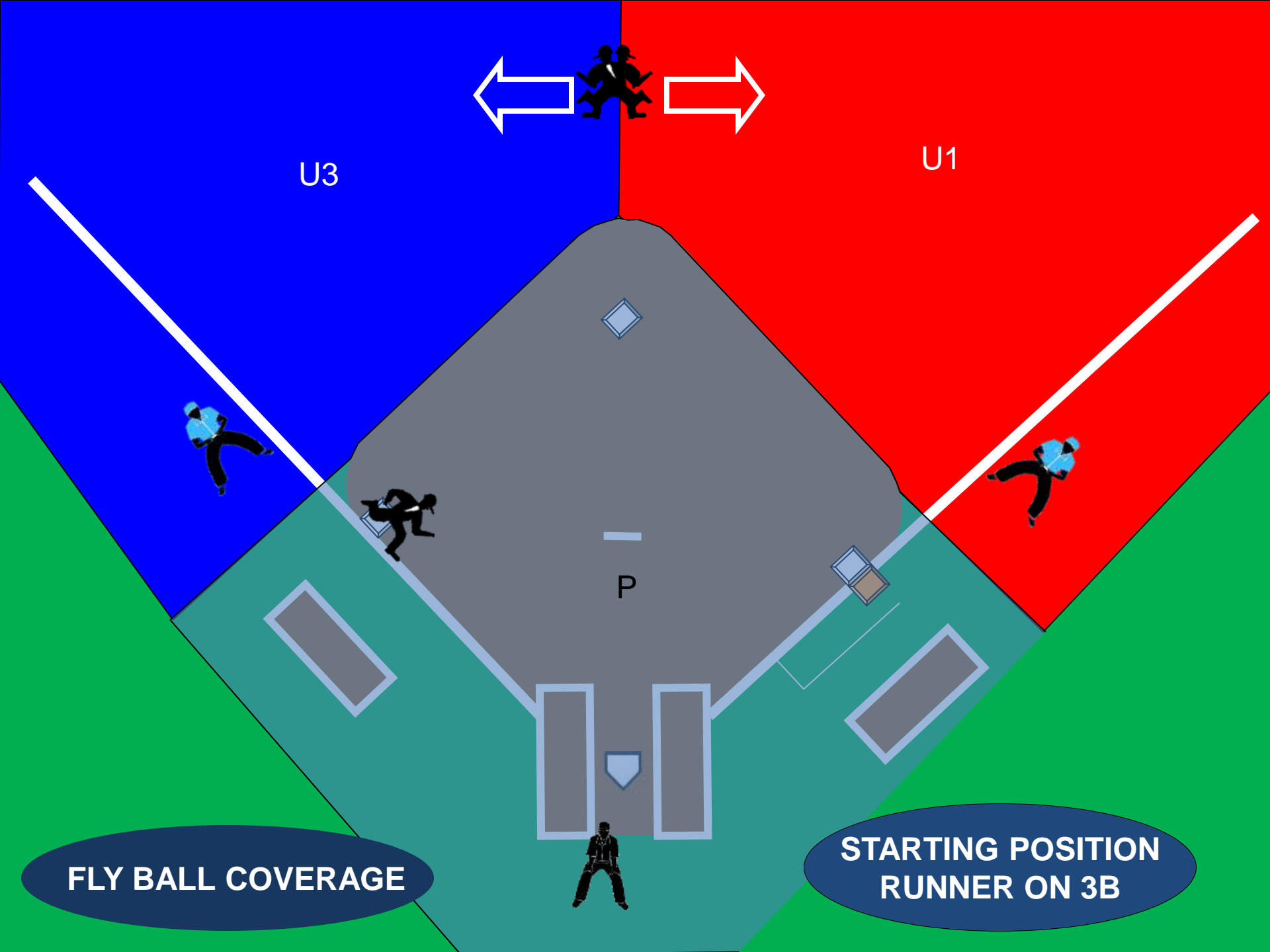
- Rotation in the Three Umpire System is always in a clockwise direction
- When the umpires start from a counter rotated position, there will be no rotation



Base Umpire Going to Outfield



- When a base umpire goes to the outfield, the crew reverts to the Two Umpire System
- When a base umpire goes to the outfield, that umpire should remain outside until the play has been completed



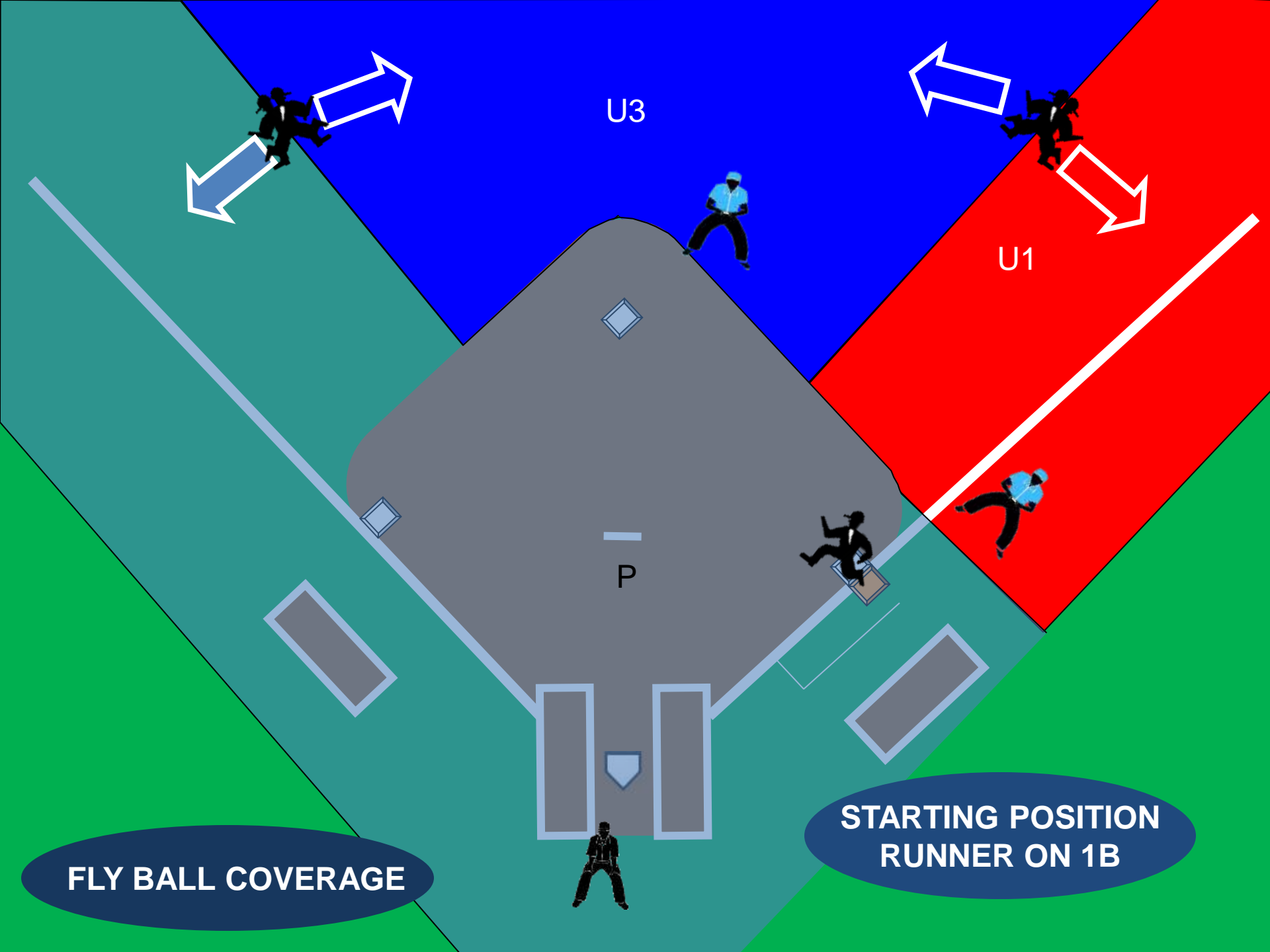
U3

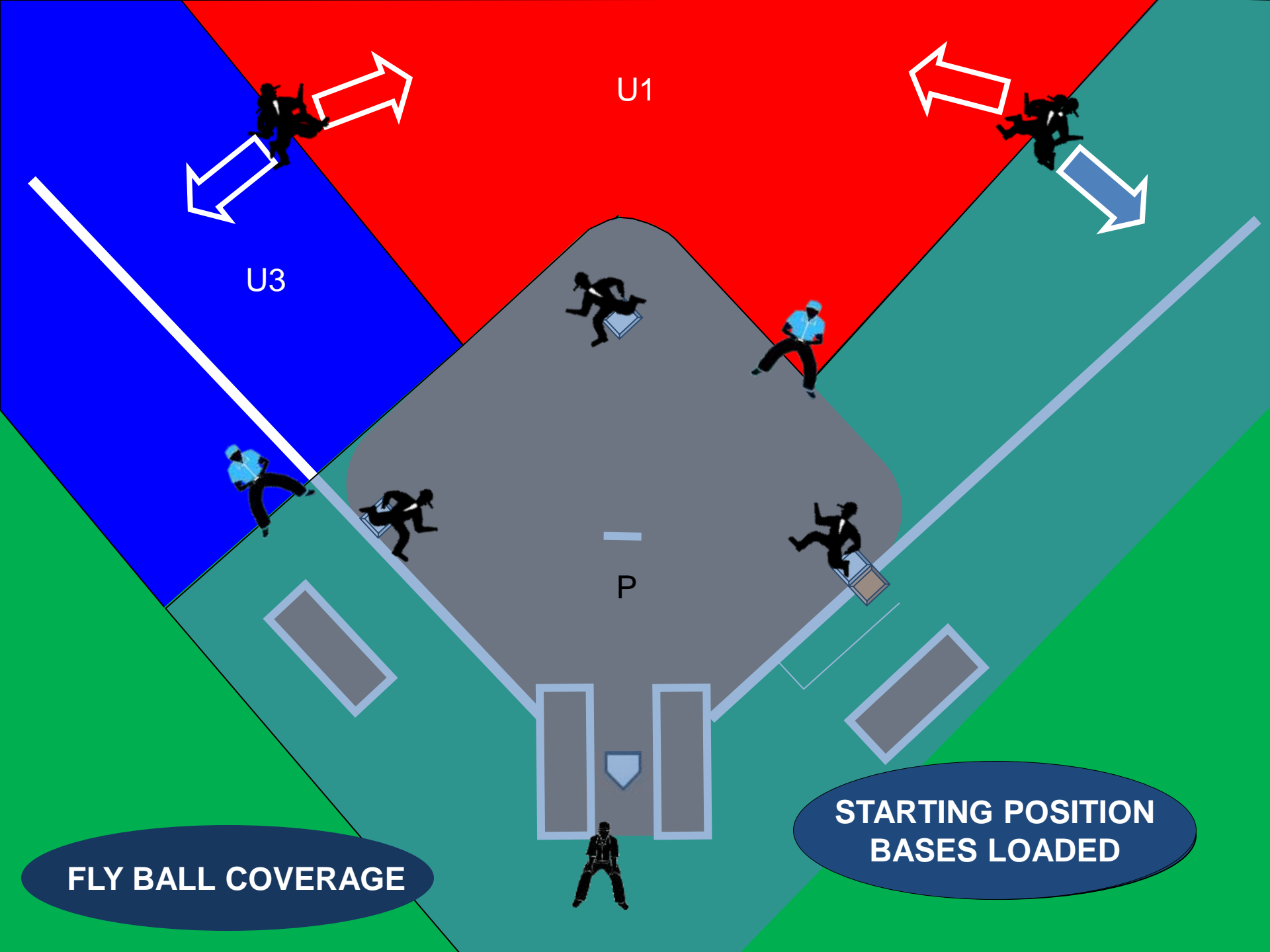
U1

P

FLY BALL COVERAGE

**STARTING POSITION
RUNNER ON 3B**





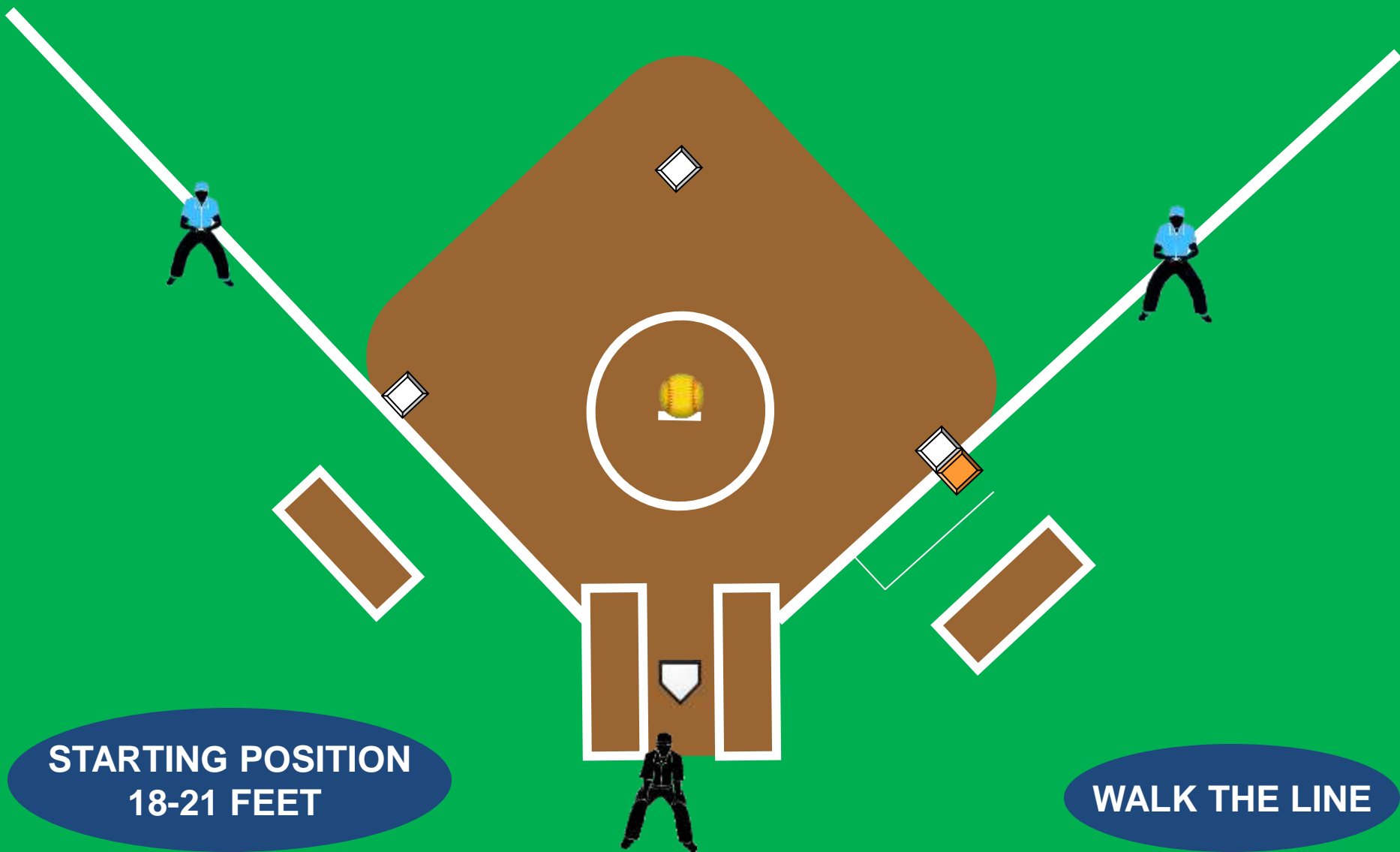
U1

U3

P

**STARTING POSITION
BASES LOADED**

FLY BALL COVERAGE

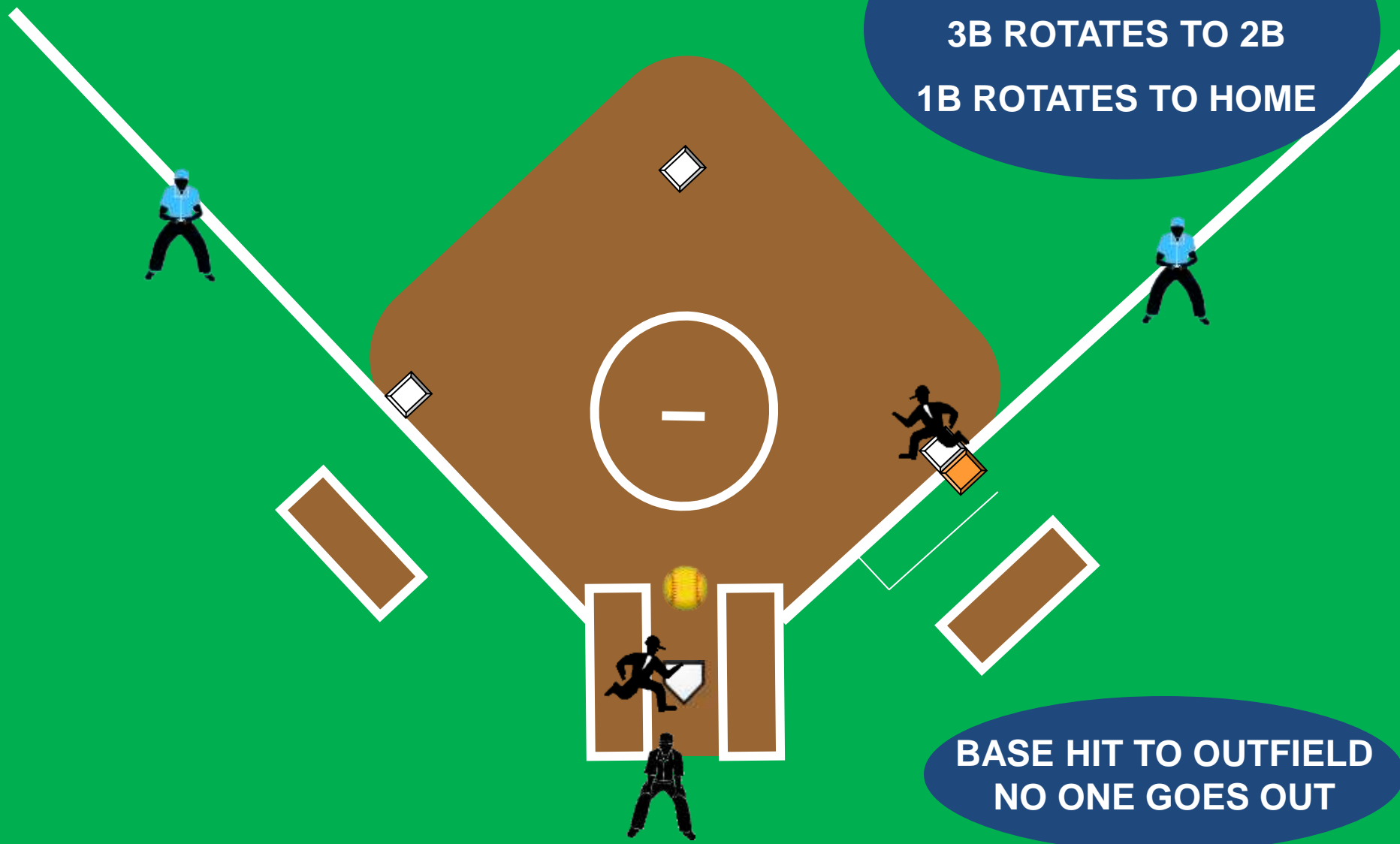


**STARTING POSITION
18-21 FEET**

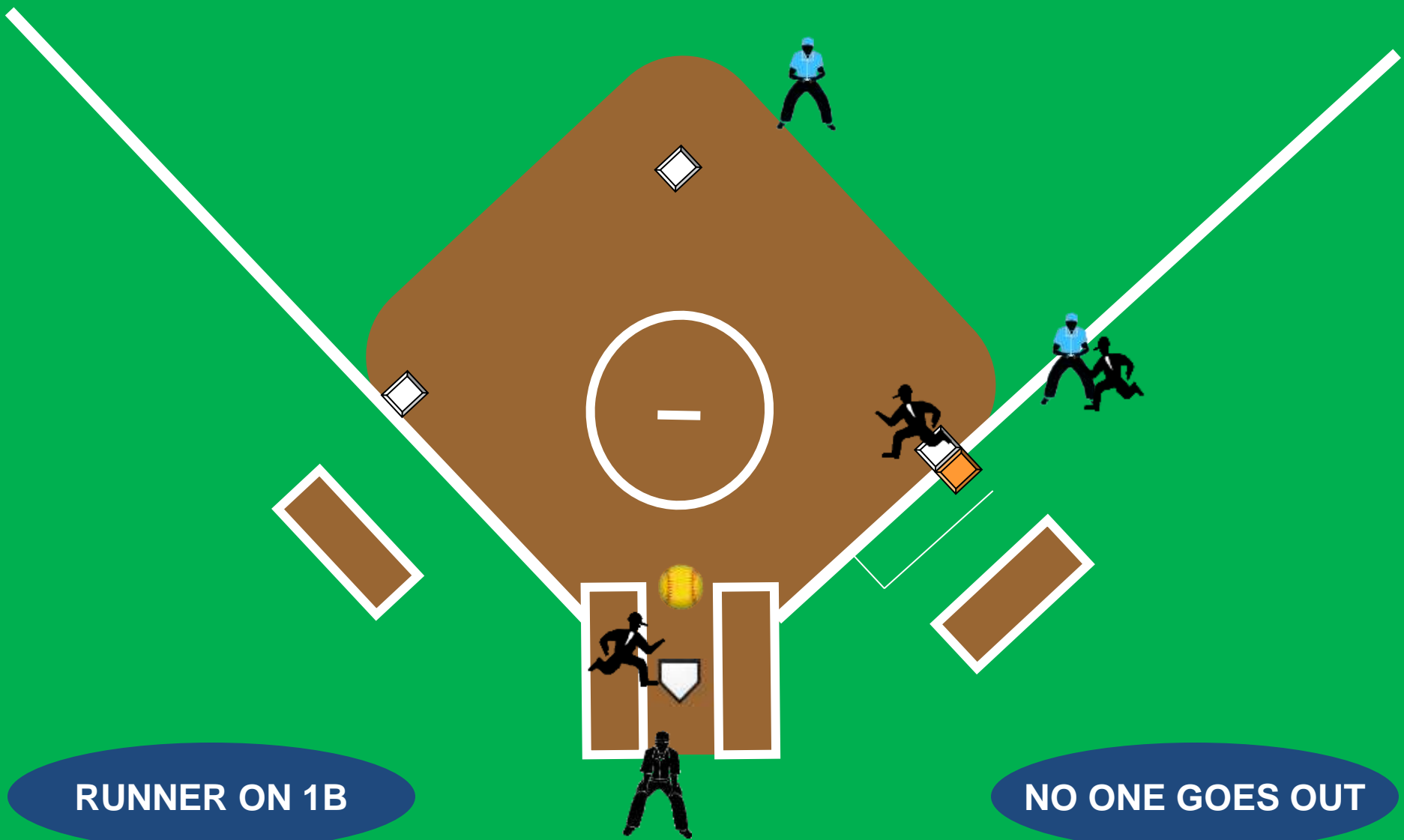
WALK THE LINE



PLATE ROTATES TO 3B
3B ROTATES TO 2B
1B ROTATES TO HOME

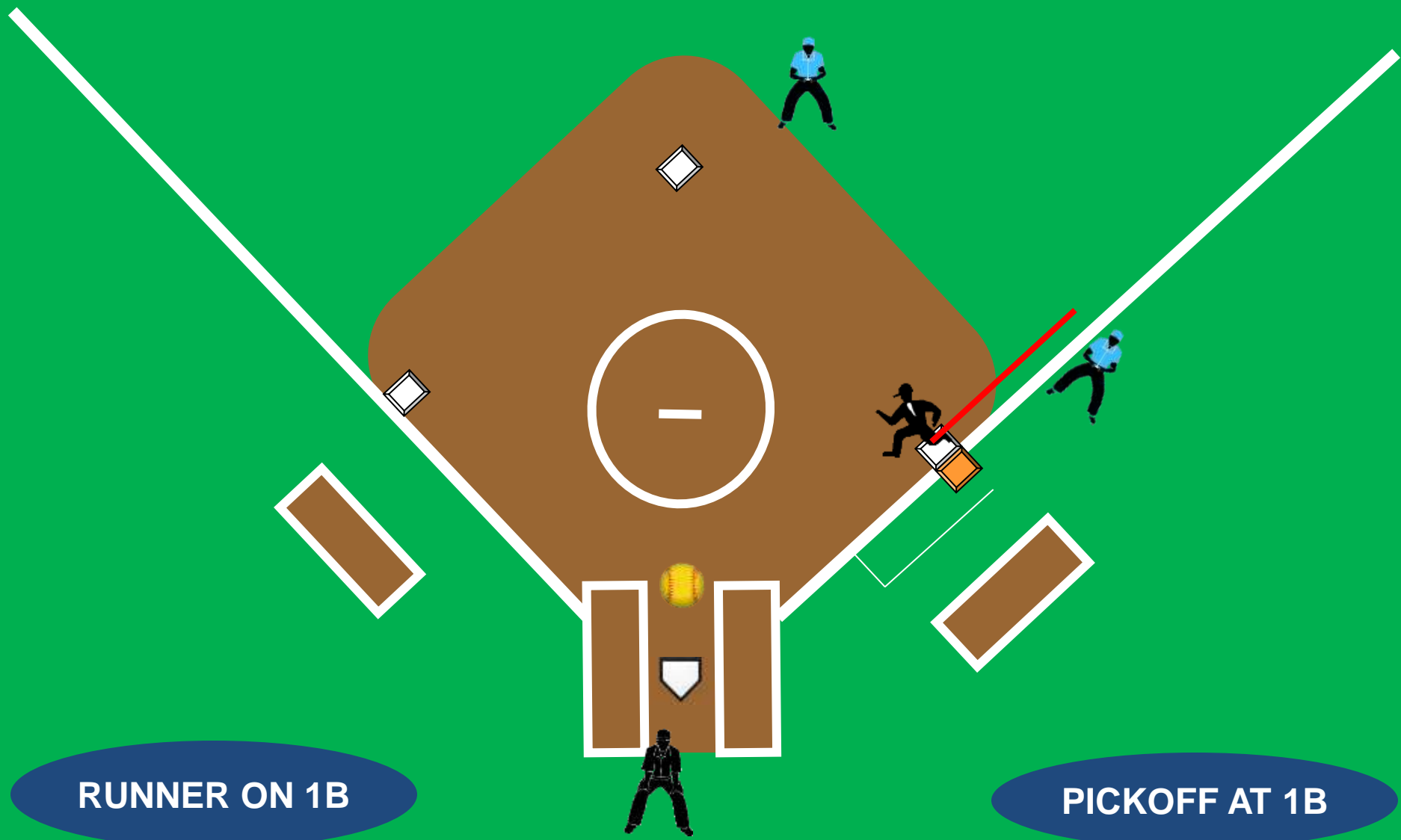


BASE HIT TO OUTFIELD
NO ONE GOES OUT



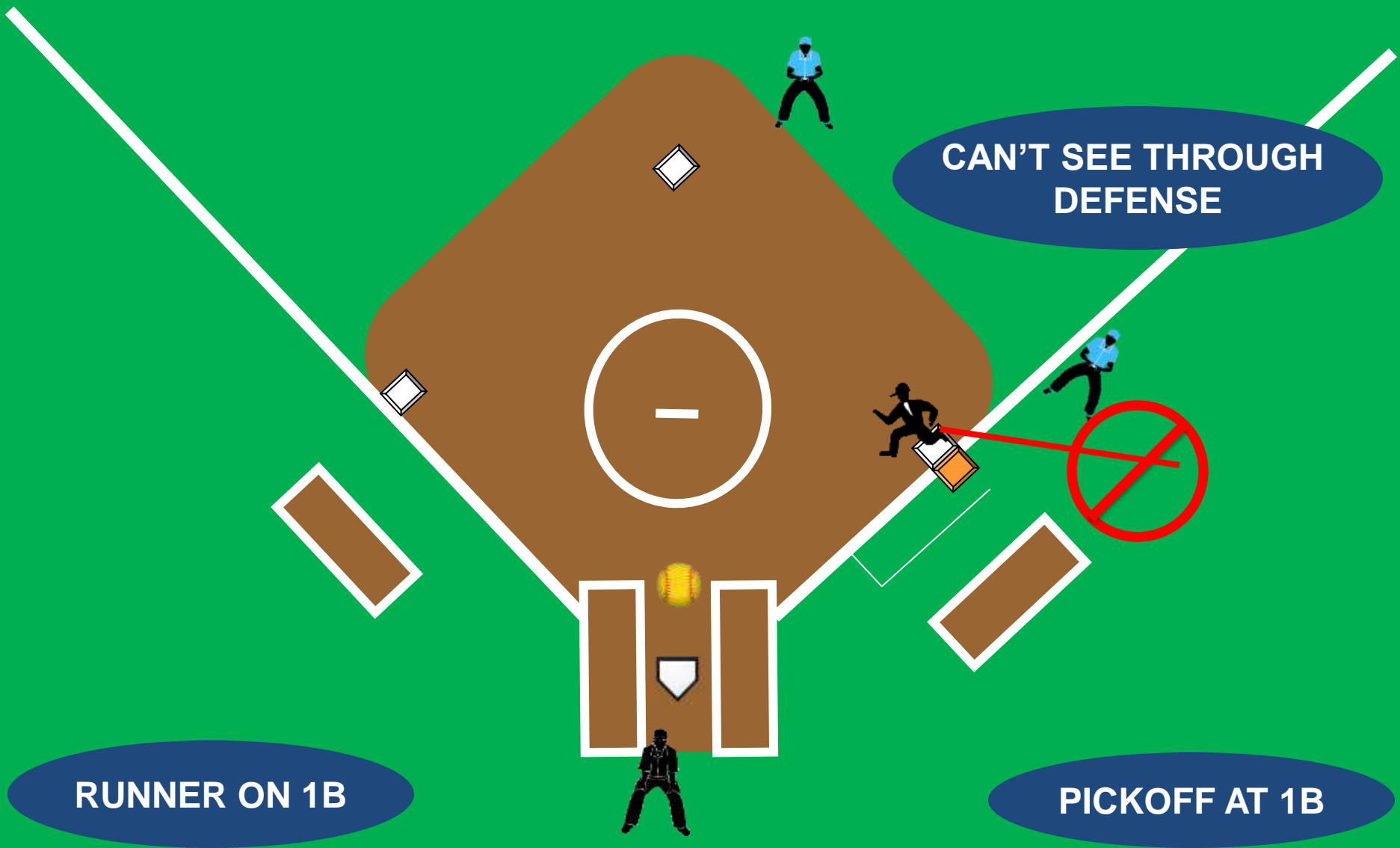
RUNNER ON 1B

NO ONE GOES OUT



RUNNER ON 1B

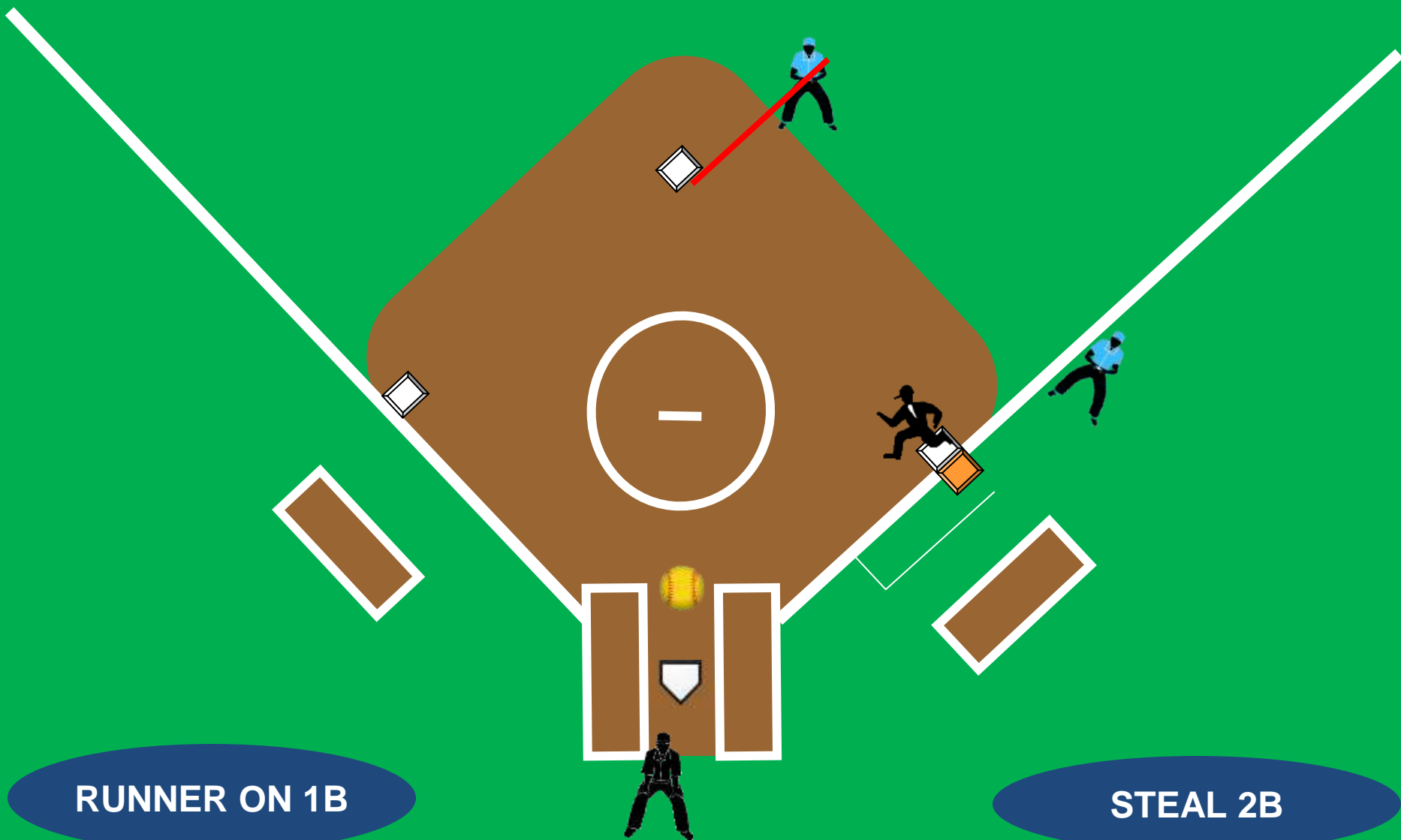
PICKOFF AT 1B



CAN'T SEE THROUGH DEFENSE

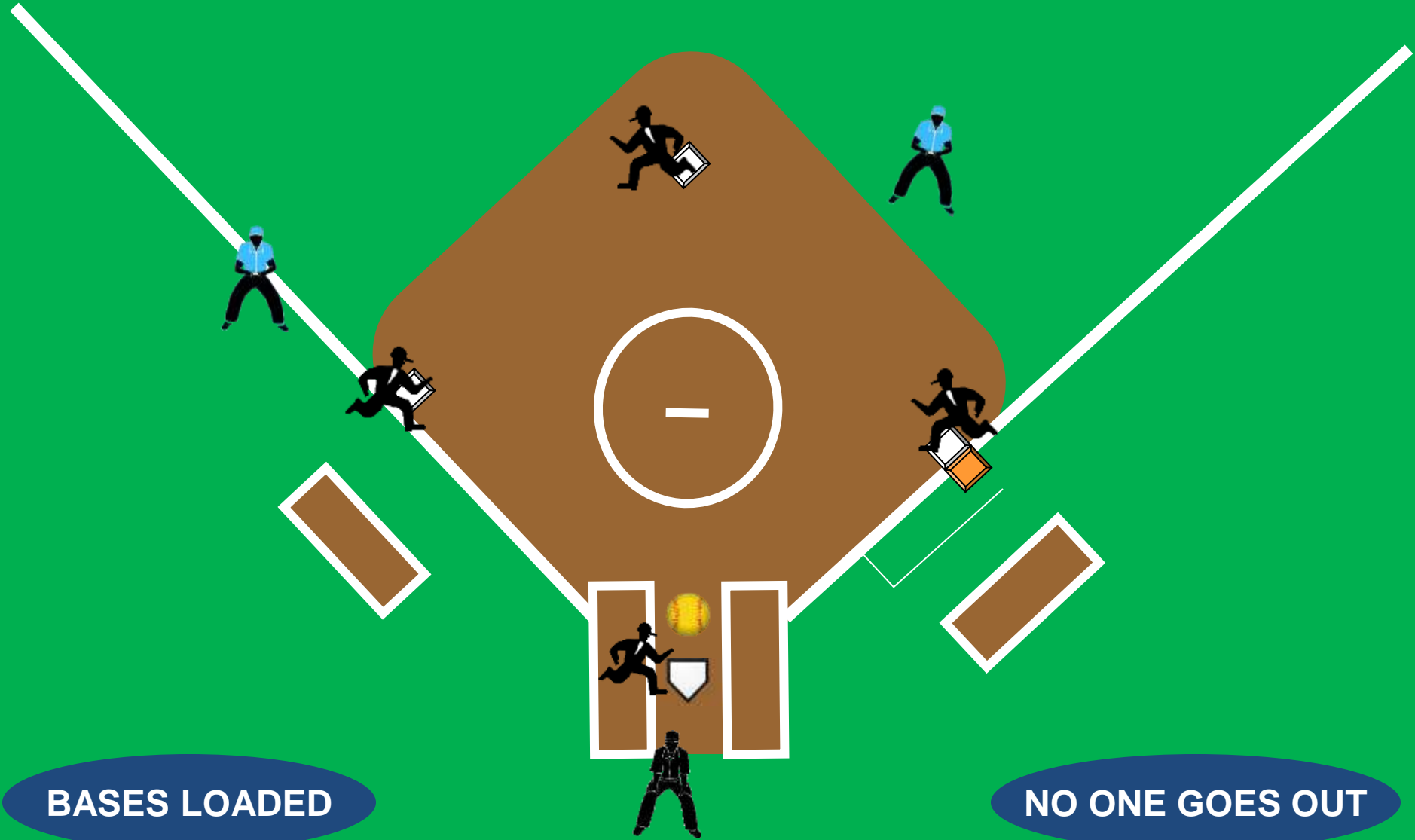
RUNNER ON 1B

PICKOFF AT 1B



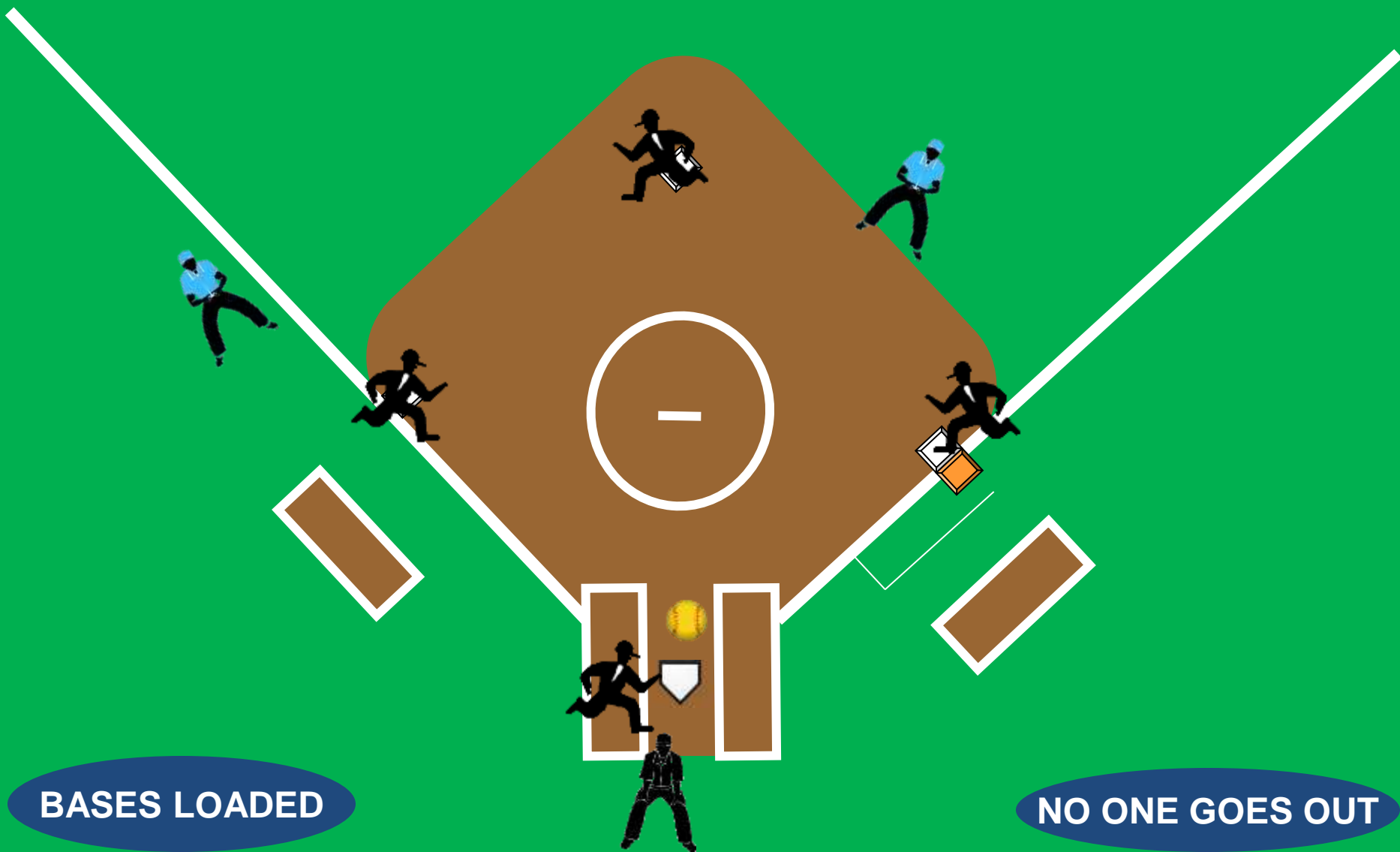
RUNNER ON 1B

STEAL 2B



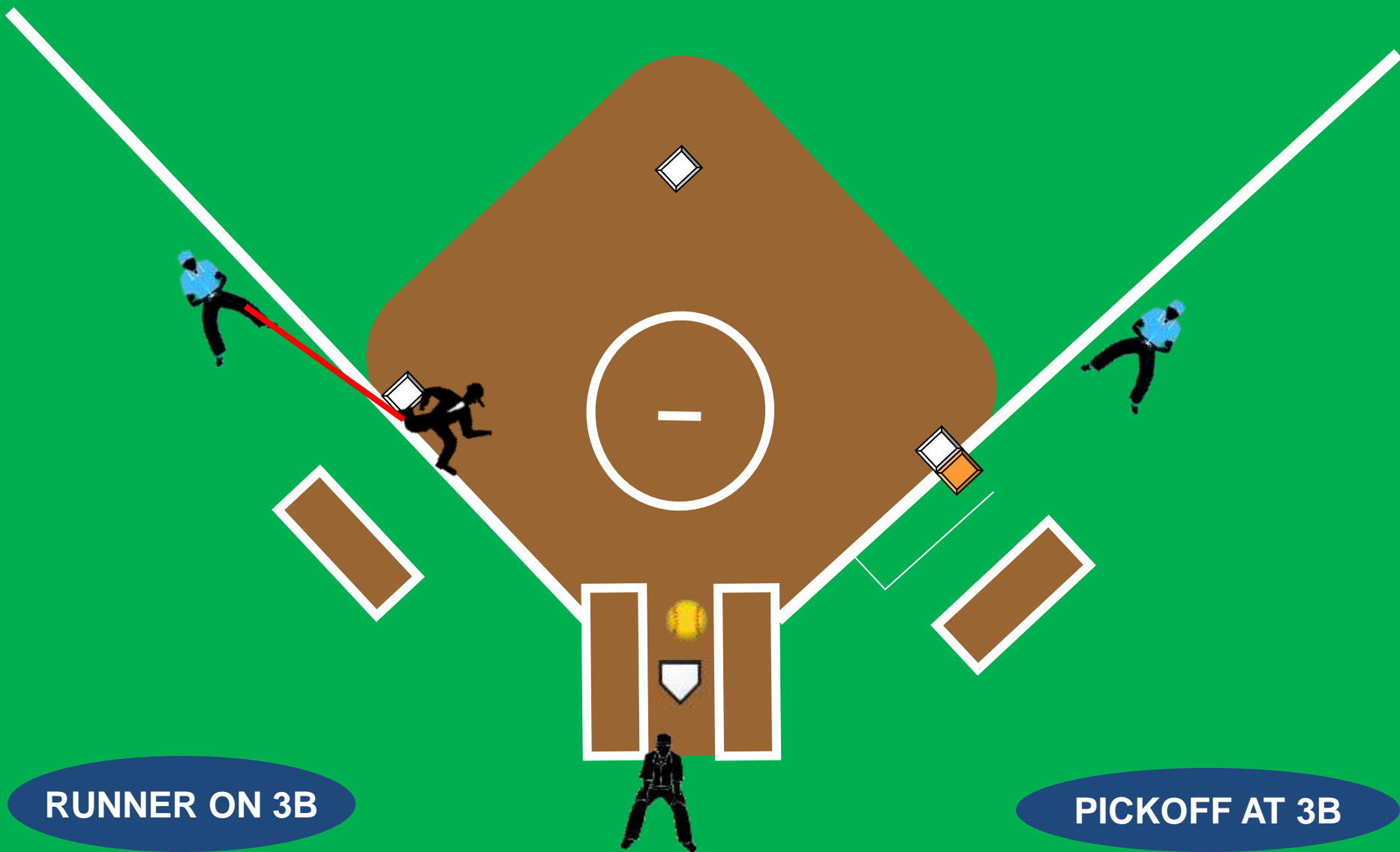
BASES LOADED

NO ONE GOES OUT



BASES LOADED

NO ONE GOES OUT

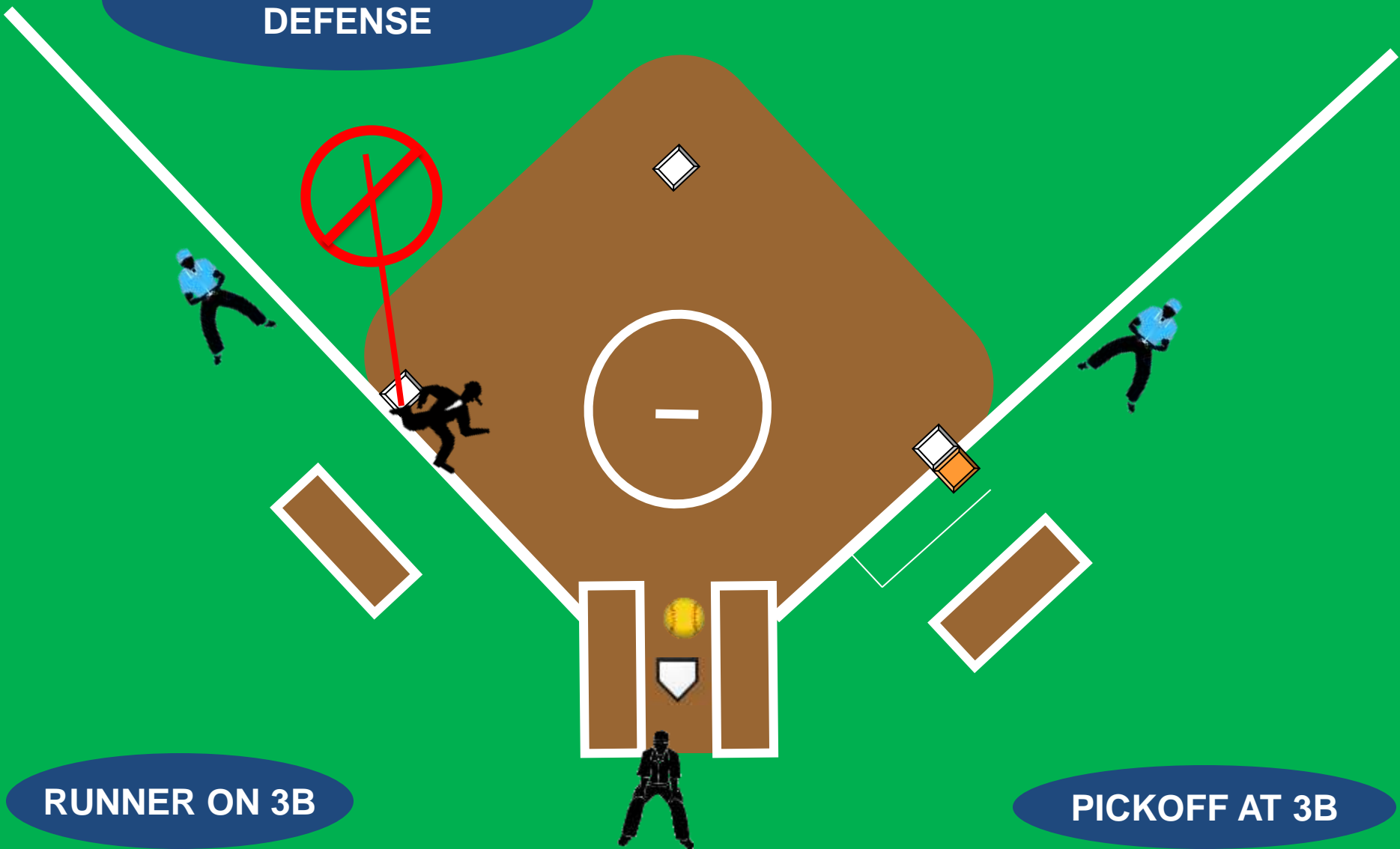


RUNNER ON 3B

PICKOFF AT 3B

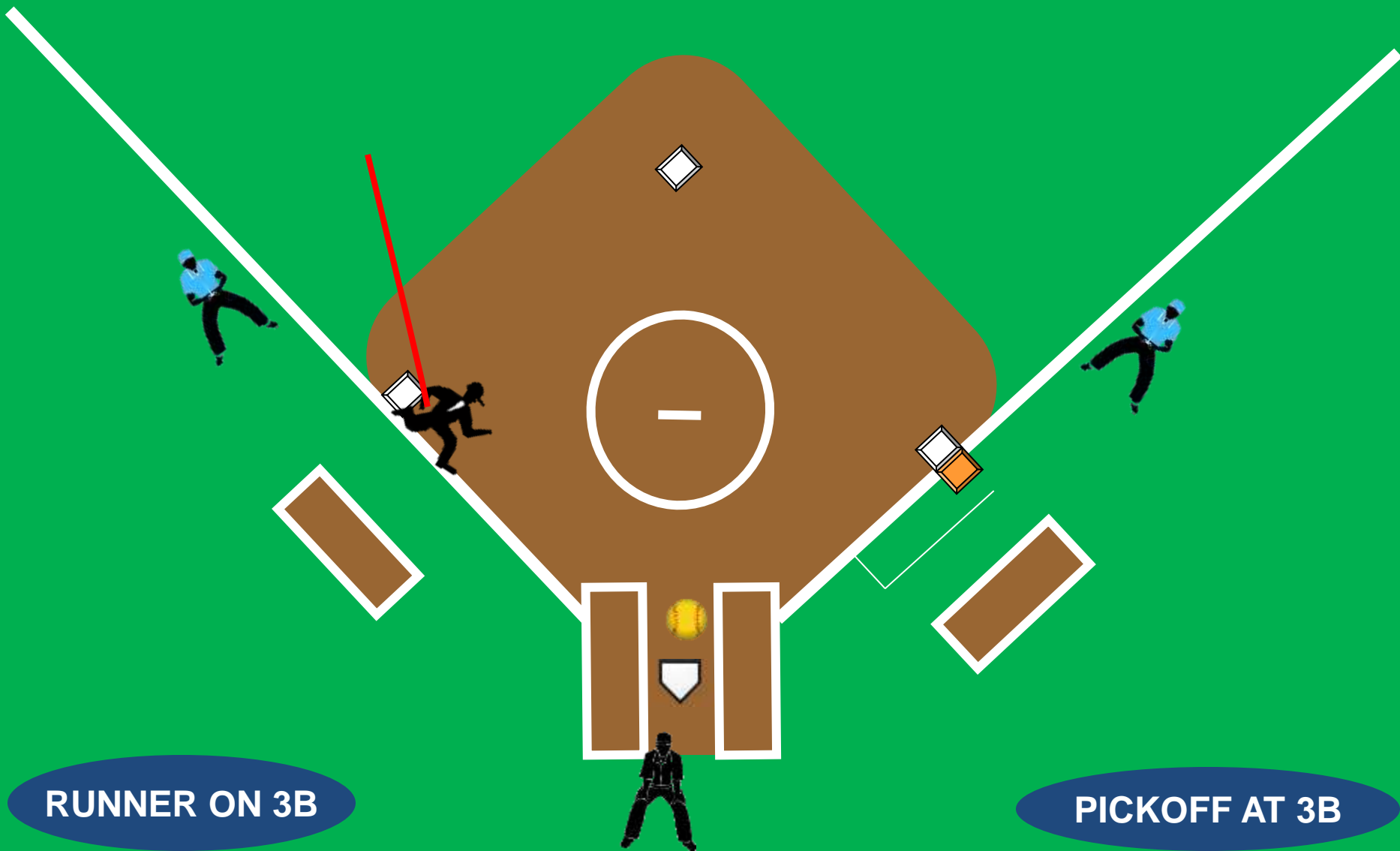


CAN'T SEE THROUGH DEFENSE



RUNNER ON 3B

PICKOFF AT 3B

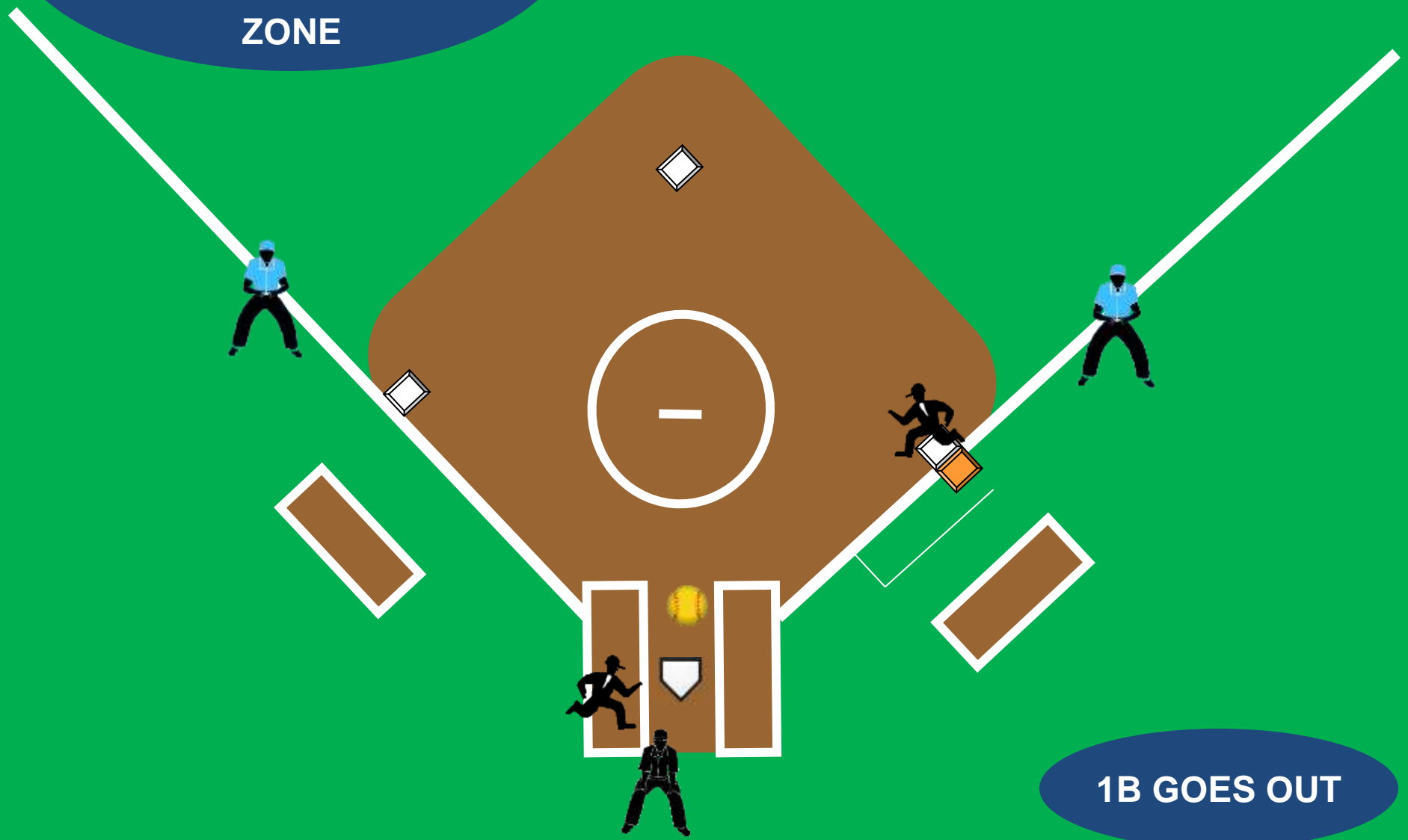


RUNNER ON 3B

PICKOFF AT 3B



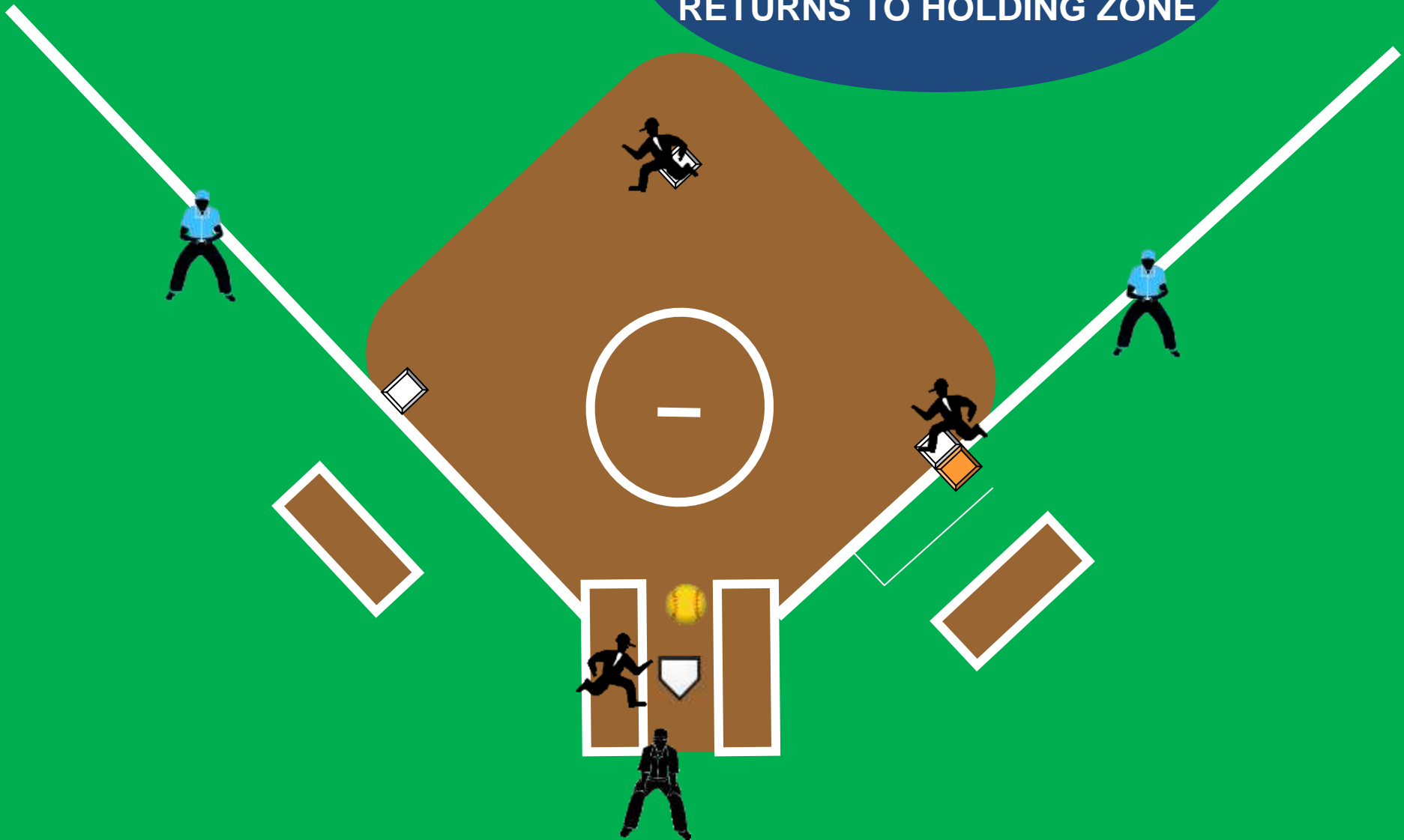
**PLATE UMPIRE
TRAILS BATTER - RUNNER
RETURNS TO HOLDING
ZONE**



1B GOES OUT

3B GOES OUT

PLATE UMPIRE
TRAILS BATTER - RUNNER
RETURNS TO HOLDING ZONE



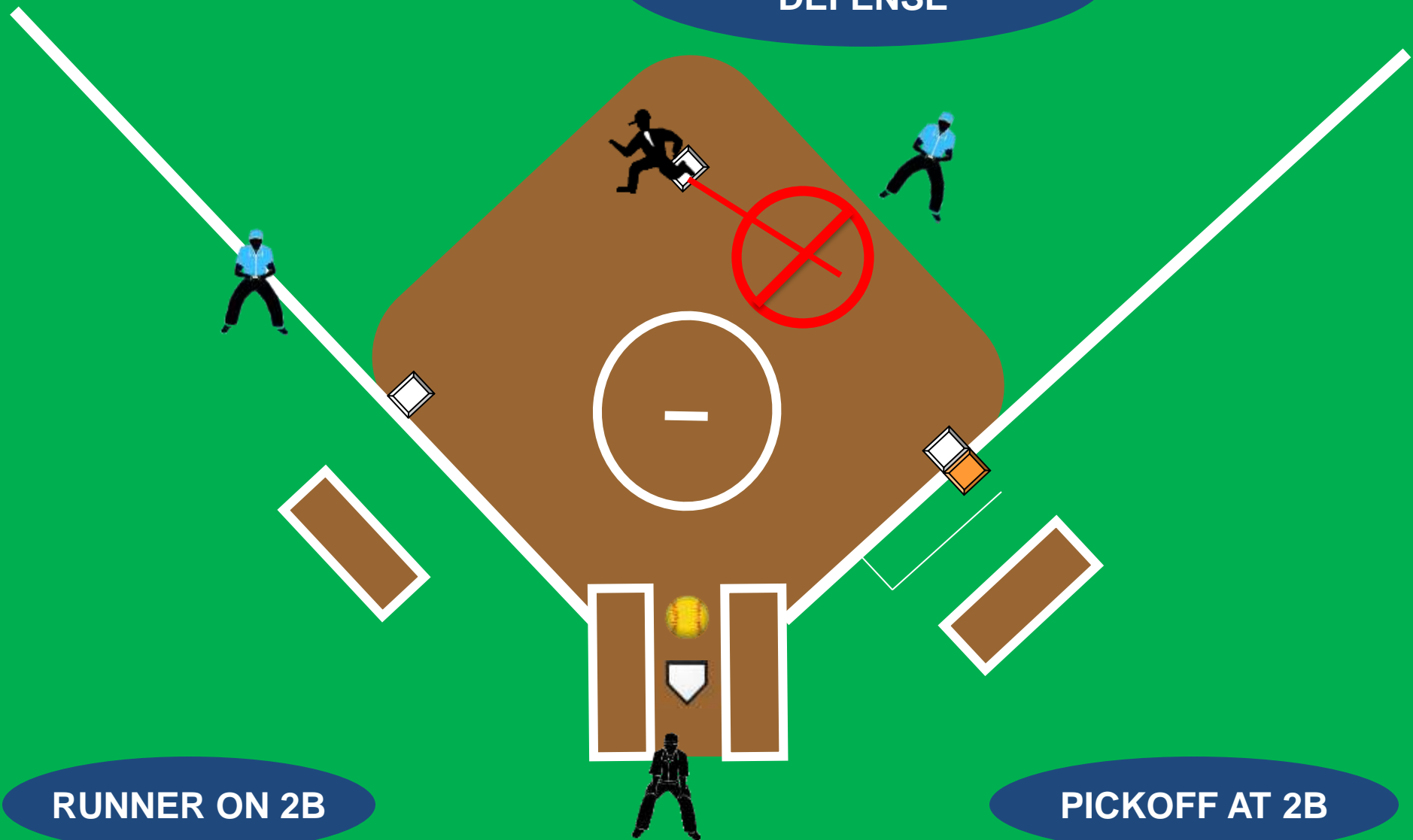


RUNNER ON 2B

PICKOFF AT 2B



CAN'T SEE THROUGH DEFENSE



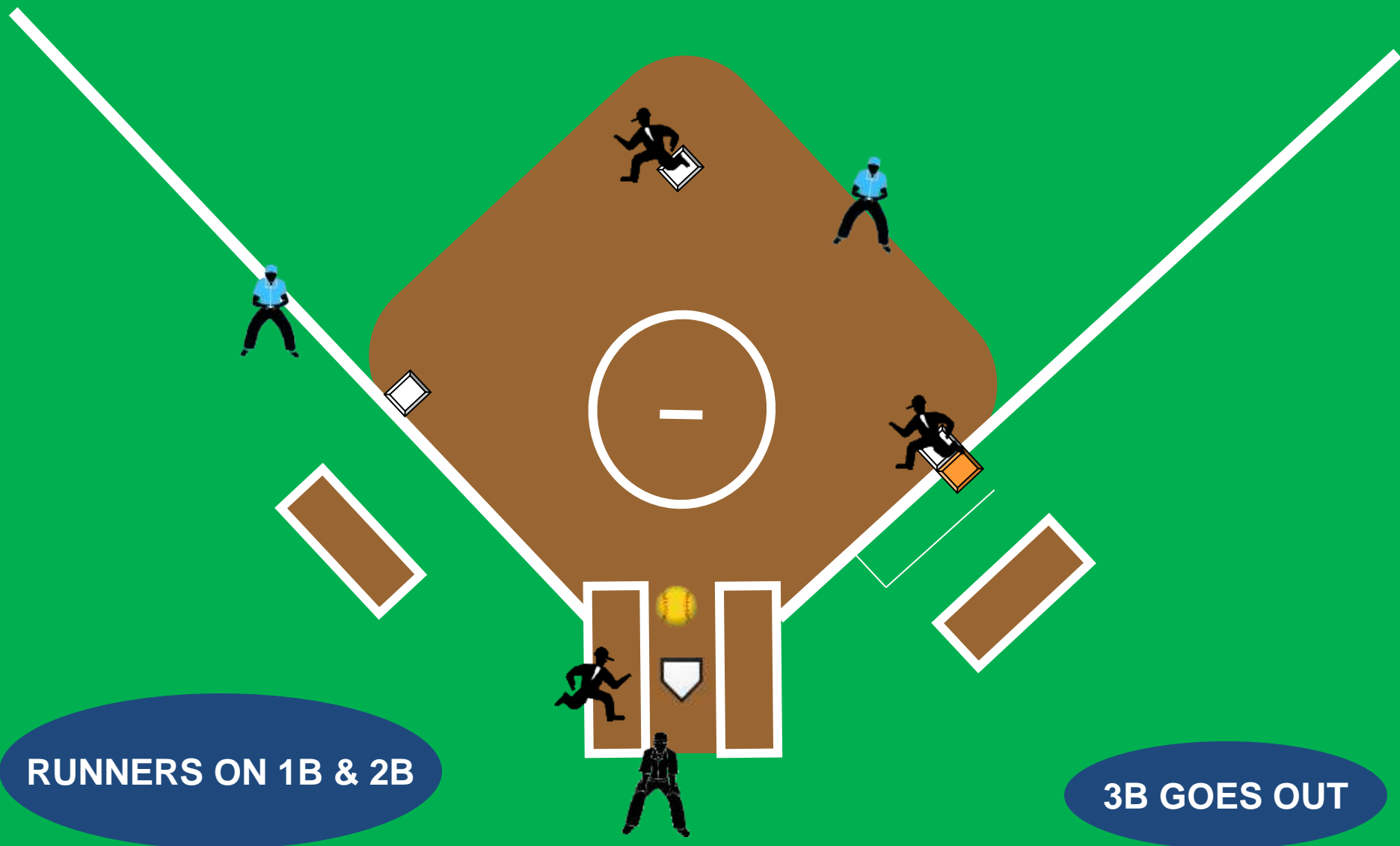
RUNNER ON 2B

PICKOFF AT 2B



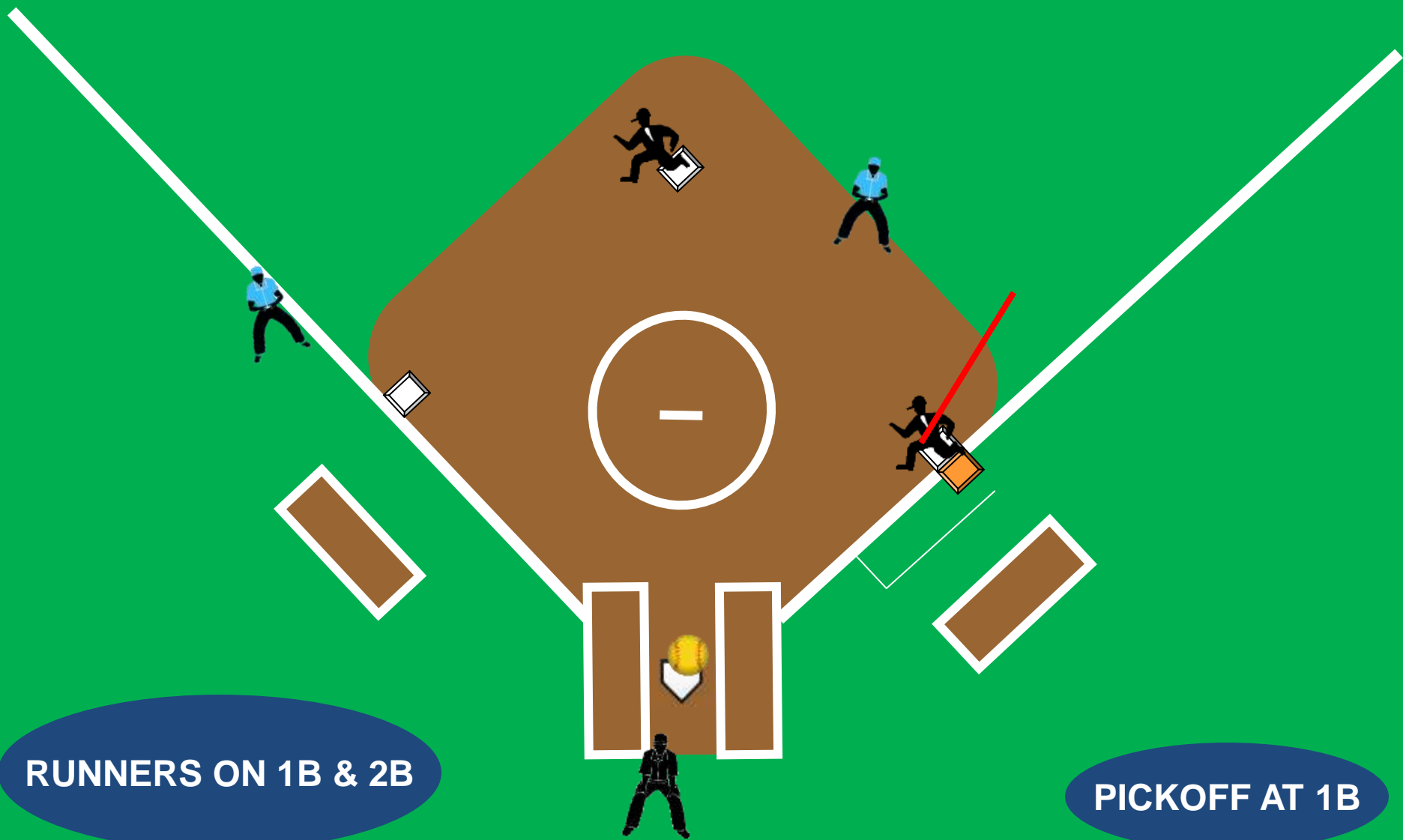
RUNNER ON 2B

STEAL 3B



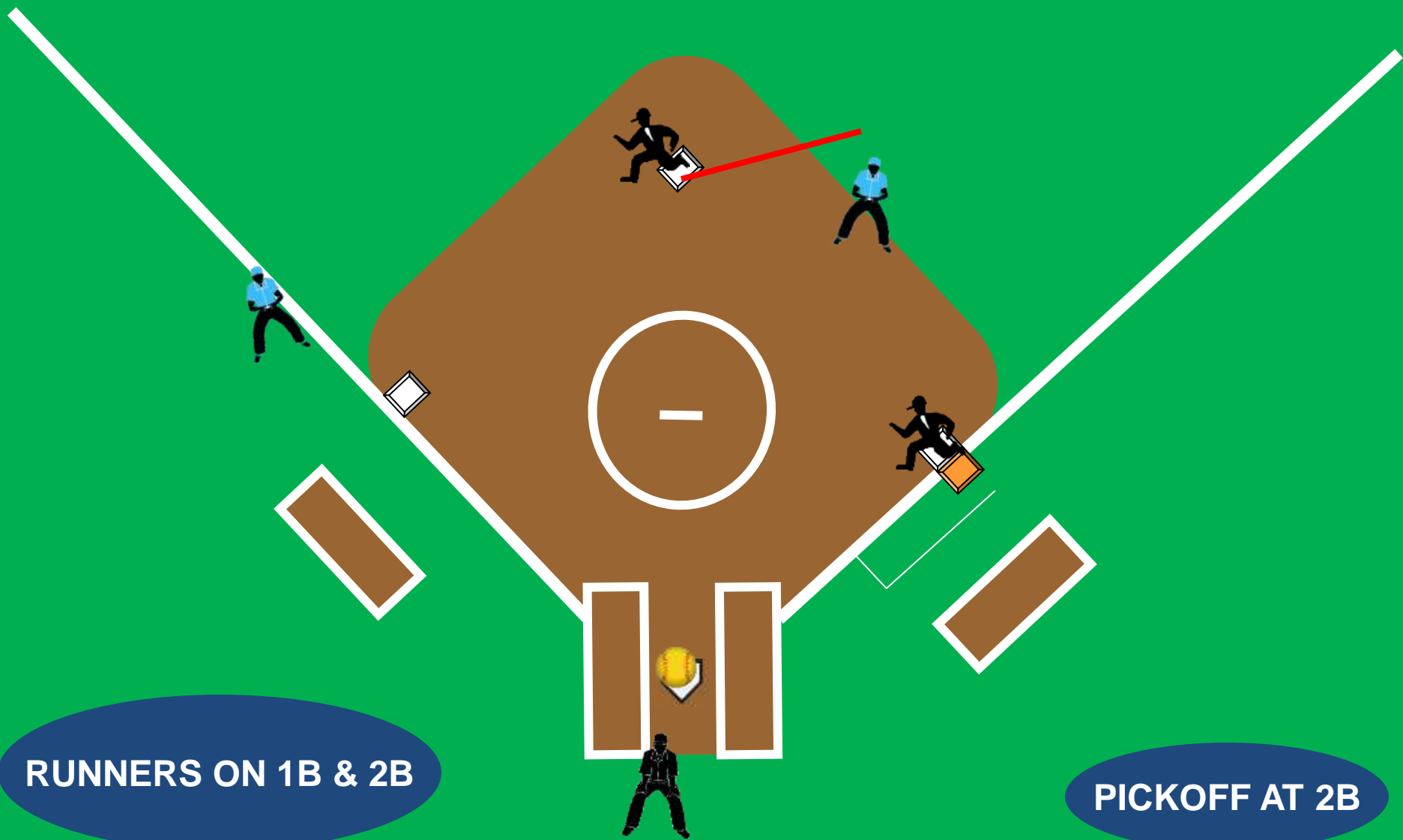
RUNNERS ON 1B & 2B

3B GOES OUT



RUNNERS ON 1B & 2B

PICKOFF AT 1B



RUNNERS ON 1B & 2B

PICKOFF AT 2B

QUESTIONS?

