### NYSSO'S NOTES FOR A SUCCESSFUL POST-SEASON

- O Proper uniform = correct uniform + clean uniform + neat uniform. No wrinkles, no stains, no dirt!
- Make sure you know where to get the game balls. Bring enough to keep the game moving. Do no delay the game because you ran out of balls.
- o All umpires shall walk onto the field together.
- Both base umpires will check equipment together. The plate umpire will stand nearby. When done checking one team's equipment, the entire crew will go to the other dugout, where the base umpires will check equipment.
- At the pre-game conference, 3BU stands in front of the right-handed batter's box and 1BU stands in front of the left-handed batter's box.
- o All umpires shall walk off of the field together.
- No umpire shall discuss the game near the field with anyone once it is over. Be aware of your surroundings.
- Unless you have difficulty seeing the base, do not brush off bases.
  Concentrate on positioning and getting calls right, rather than polishing bases. If bases couldn't get dirty, they'd play on black top.
- Each crew can decide who will brush off the pitcher's plate between innings. One option is that 3BU brush it off unless 3BU made the final call of the inning. In that case, 1BU will brush it off.
- Regardless of starting position, always be square to home plate at the time of the pitch. Do not be square to the runners. There are no pitcher pickoffs in softball. There are no balks by the pitcher bring her stride foot back beyond her pivot foot and then throwing to a base.
- Anticipate the plate umpire asking for help on check swings, but don't offer assistance until asked. Anticipate plays, but never anticipate calls.
- O 18U umpire never buttonhooks with no runners on base. That is because 3BU has responsibility for the batter-runner advancing to 2<sup>nd</sup> base. Even if 3BU goes out on the hit, it means that the ball was hit left of center field, which requires that 1BU to rim.
- O If both base umpires start off the line, at least one umpire is in the wrong position. Figure out who it is and get in proper position. Because the plate umpire is going to hold his/her ground until the umpire are back in the proper position, the base umpires will know that one is in the wrong position because the plate umpire will not go back behind home plate.

### Rotations

- o There are only 3 circumstances where there can be a 3-umpire rotation
  - No runners on base
  - O R1 on 1st base only
  - O R3 on 3<sup>rd</sup> base only
- When in a rotational mode, the rotation is <u>clockwise</u> (e.g., 3BU goes to 2<sup>nd</sup> base, 1BU goes home and PU goes up to 3<sup>rd</sup> base).
- O When using GB2, there is no rotation
- O When 1BU is off the line, there is no rotation
- When 1BU rotates home, 1BU should go to the wedge (aka point of plate) and then adjust to 1<sup>st</sup> baseline or 3<sup>rd</sup> baseline extended, depending on the throw

## o GB2 Mechanics

- o How do you know when to use GB2 Mechanics?
  - Easy If you signal that the infield fly is on prior to the pitch, use GB@ mechanics. Why?
    - O Because that means that there are multiple runners on base with fewer than 2 outs.
    - O If there is overwhelming evidence that the batter may bunt (e.g., R1 & R2 on with no outs in a scoreless game), umpires may elect to use "traditional" mechanics. Remember, you can't have an infield fly on a bunt.
- The crew may use "traditional" mechanics with R1 & R3 due to a double steal situation with a potential throw-back to 3<sup>rd</sup> base
- $\circ$  When in doubt, default to GB2 mechanics, since this puts 1BU back on the  $1^{st}$  base line with a higher probability of plays at  $1^{st}$  base.

# o R1 on 1<sup>st</sup> Base Only

- o 3BU may elect to stand either  $3^{rd} \rightarrow 2^{nd}$  baseline extended or  $1^{st} \rightarrow 2^{nd}$  baseline extended.
  - Do not confuse using  $1^{st} \rightarrow 2^{nd}$  baseline extended with GB2. In GB2, 3BU is directly between  $2^{nd}$  and  $3^{rd}$  base and the umpires are not in a rotational mode. When 3BU uses  $1^{st} \rightarrow 2^{nd}$  baseline extended, the umpire is looking through  $2^{nd}$  base directly to  $1^{st}$  base and the umpires are in a rotational mode because there is a sole runner at  $1^{st}$  base.
- O With no runners on base or R1 on 1<sup>st</sup> base only, 180 should wait until the lead runner has rounded 2<sup>nd</sup> base before committing to home.
- After a full rotation, once all play is ended, 1BU at home plate may call "time" so that the umpires can get back into position.

### O Umpire-to-Umpire Signals

- O When umpire-to-umpire signals are used, the plate umpire shall initiate the signals just after putting the mask on and stepping back behind home plate.
- O Base umpires shall acknowledge the signaling back.
- O Do not give signals in transition!

- O Do not point to your partners to see if they are ready to start the game or even worse every half inning. They ought to be in position and you will know that they are ready just by looking at them.
- Communicate with each other. However, never say you are somewhere until you are actually in that position (e.g., don't say "I've got 2<sup>nd</sup>" until you are actually in position to make a call at 2<sup>nd</sup> base.)
- O If umpires must get together to discuss something (e.g., a coach asking an umpire to get help), all three umpires will get together, regardless of who may have something to offer. The umpire responsible for the original call explains the final call, if necessary. The other umpires will not comment to the coaches.
- When an umpire elects to go out on a fly ball, that umpire will loudly communicate "Going" to the other umpires. The plate umpire will then say "2-ump." Once an umpire goes out, he or she will stay out and not come back until all play is over unless there is an overwhelming reason to come back and it is communicated to the crew (e.g., multiple runners with potential rundowns and or throw backs). Otherwise, coming back sooner will throw off the other umpires. Yelling "Going" allows your partners to realize that you have actually gone out on the play, rather than just learning and taking a few steps for a better view of a play.
- With no runners on base, if 1BU commits to going out on a ball down the line and the right fielder fires the ball to 1<sup>st</sup> base, PU has the call at 1<sup>st</sup> base. If 1BU simply turns to rule on fair/foul and/or catch/no catch, 1BU will still take the call at 1<sup>st</sup> base.
- o Shared Responsibility (Regardless of whether an umpire goes out)
  - o Fair/Foul
    - Whenever a base umpire starts on the line, that umpire has fair/foul once the ball reaches the base, regardless of whether it is rolling, bounding or aerial.
  - o Fly Ball Catch/No Catch
    - When both umpires start on the line, 1BU and 3BU split the outfield equally
    - O When one base umpire is off the line, that umpire has the "V" (i.e., left fielder to right fielder)

### o Tag-up Responsibility

- If a base umpire goes out, the remaining umpires will use standard 2umpire tag-up responsibilities
- If no umpire goes out, 3BU has the lead runner and 1BU has all trail runners. PU does not have tag-up responsibility.