

# Softball Positioning



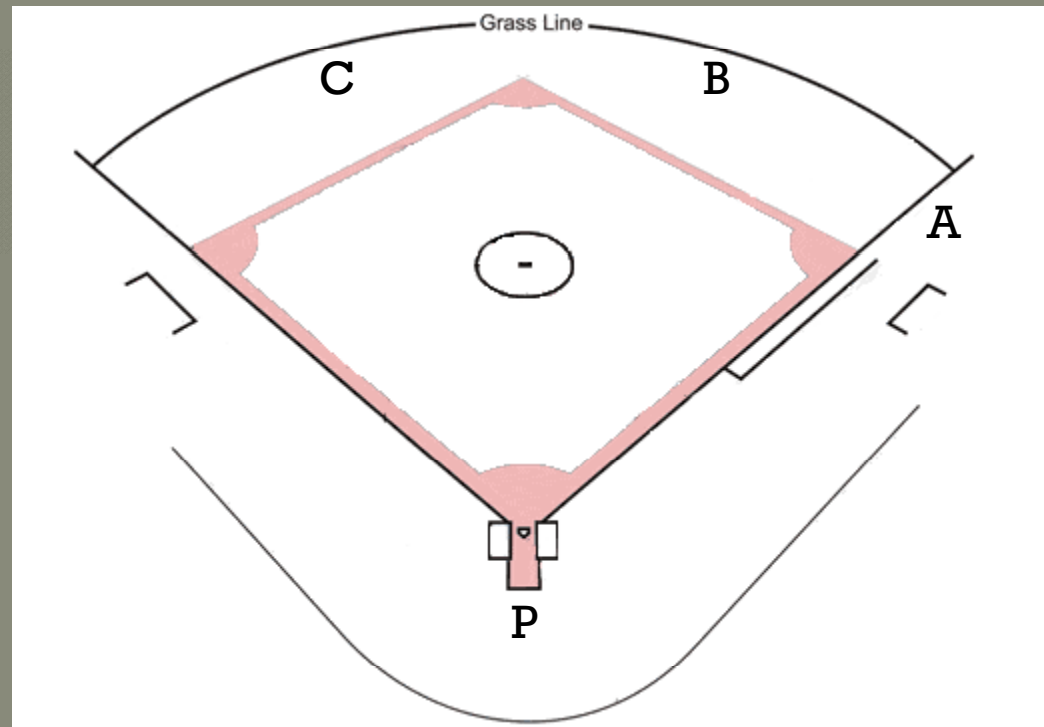
# Starting Base Positions

**A Slot** – No Runners

**B Slot** – Runner on 1<sup>st</sup>

**C Slot** –

- Runner on 2<sup>nd</sup>
- Runner on 3<sup>rd</sup>
- Runners on 1<sup>st</sup> & 2<sup>nd</sup>
- Runners on 1<sup>st</sup> & 3<sup>rd</sup>
- Bases Loaded



\* Runner on 2<sup>nd</sup> & 3<sup>rd</sup> – Can either be the C Slot or the B Slot

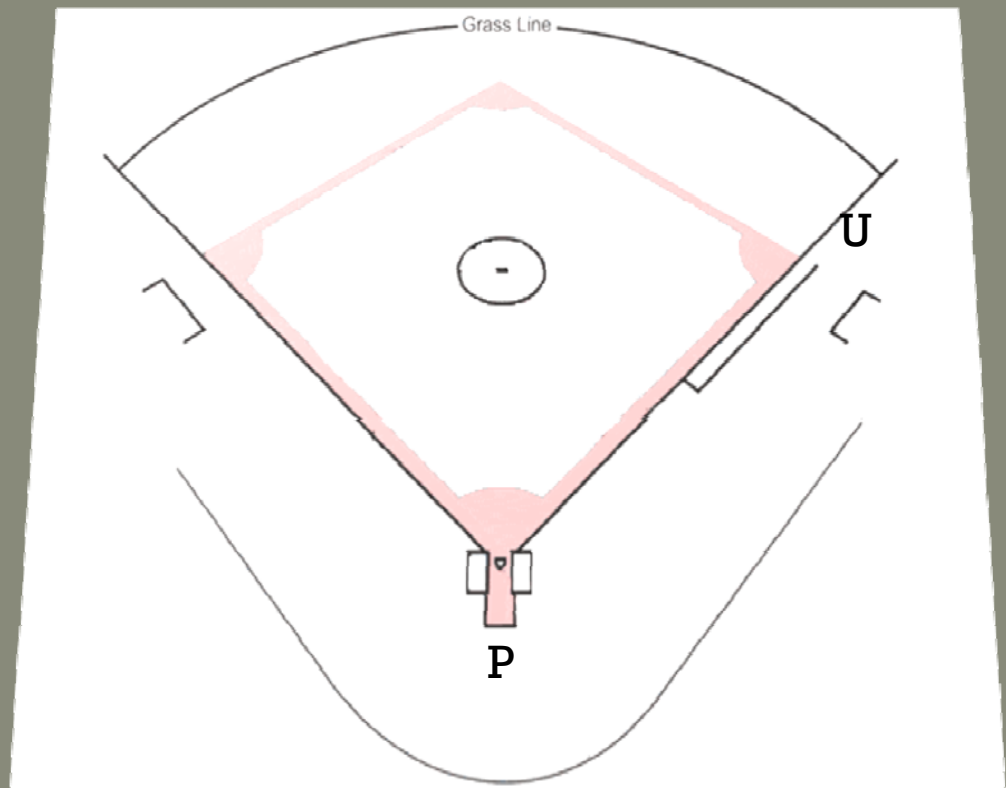
# No Runners on Base

## **Base Umpire:**

- Basic Position is 18-21 feet beyond first base in foul territory
- Responsible for the batter-runner all the way to 3<sup>rd</sup>.

## **Plate Umpire:**

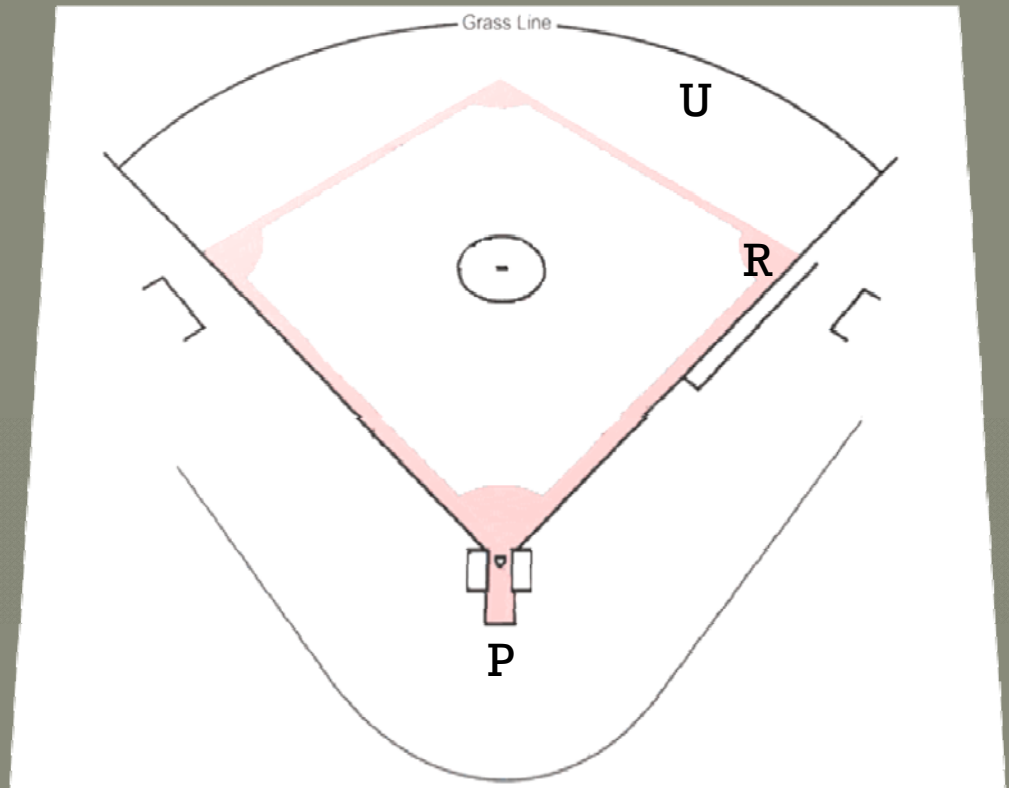
- On ground balls hit close to the foul line, stay at home plate on the line and make the call
- On infield hits move up the first base line observing the play, and be prepared to help your partner



# Runner on 1st

## Base Umpire:

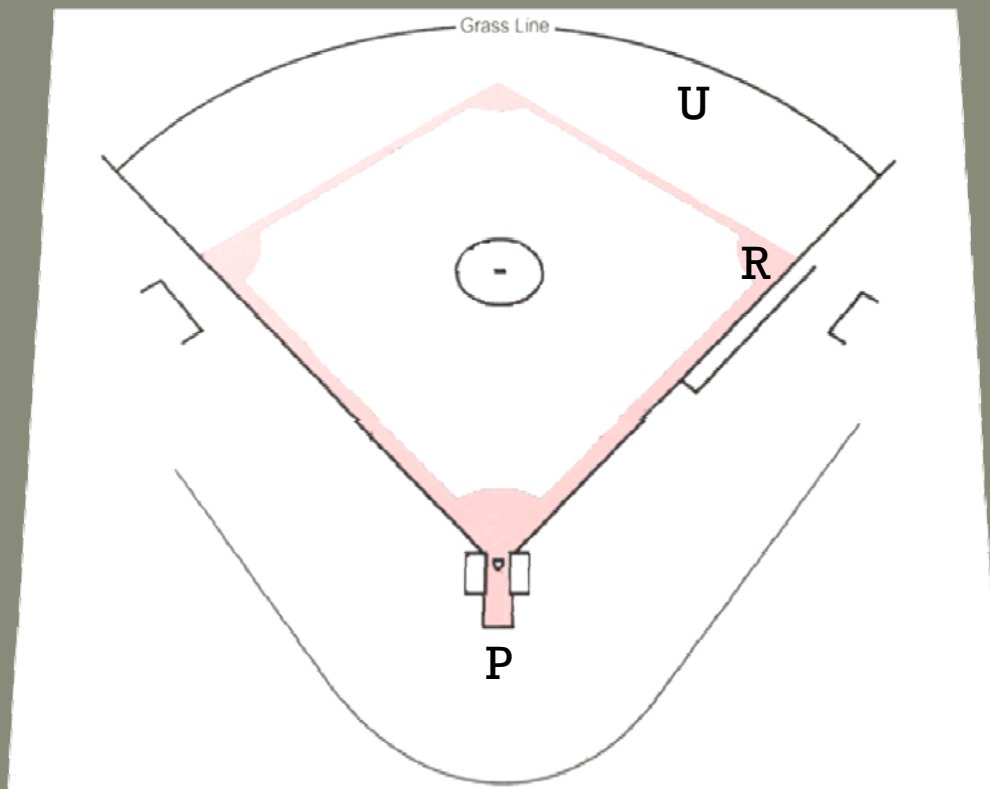
- **Starting** - Take a position about halfway between 1<sup>st</sup> & 2<sup>nd</sup> and outside the base line. This position will normally place the umpire two or three steps behind and to the 1<sup>st</sup> base side of the second baseman.
- On a **steal** – move toward second staying behind the fielder. On a wild throw – move inside the diamond.
- On **base hits** to the outfield, immediately move inside the diamond, button hook and take the batter-runner all the way to third.
- On Double-Play, take one or two steps toward second, watch the play and move toward 1<sup>st</sup> as the ball takes you to the play
- Tag-up Responsibilities for runner at 1<sup>st</sup> and takes single runner to 3<sup>rd</sup> after catch.



# Runner on 1st

## Plate Umpire:

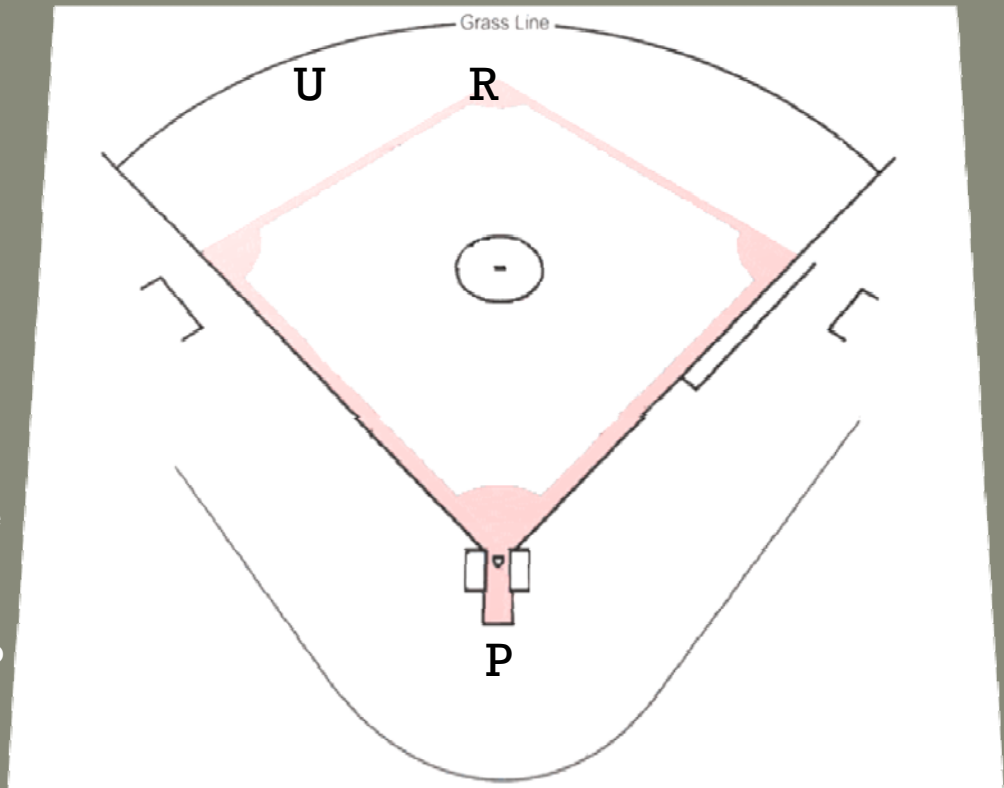
- On **batted balls** to the infield, move up the first base line to observe the play, then move toward third base to cover advancing runner.
- On a **steal** – where there is a wild throw, pick up the runner advancing to 3<sup>rd</sup> base and be prepared to take the runner home.



# Runner on 2<sup>nd</sup>

## Base Umpire:

- Take a position about two steps behind and to the second base side of the shortstop. Be cautious not to interfere with any outfielders view of the batter or a play by the infielders.
- On a ball hit to the infield, take the FIRST throw unless it is to home, the second call is the home plate responsibility. (ie 1<sup>st</sup> to 3<sup>rd</sup> ).
- On balls hit to the outfield that you do not go out, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
- On routine fly-balls to the outfield, move into the infield to a position between the pitcher's plate and the base line. You are responsible for the tag-up of the runner, and after the ball is caught, take the runner to third.
- On a steal – move parallel to the baseline toward 3<sup>rd</sup>.

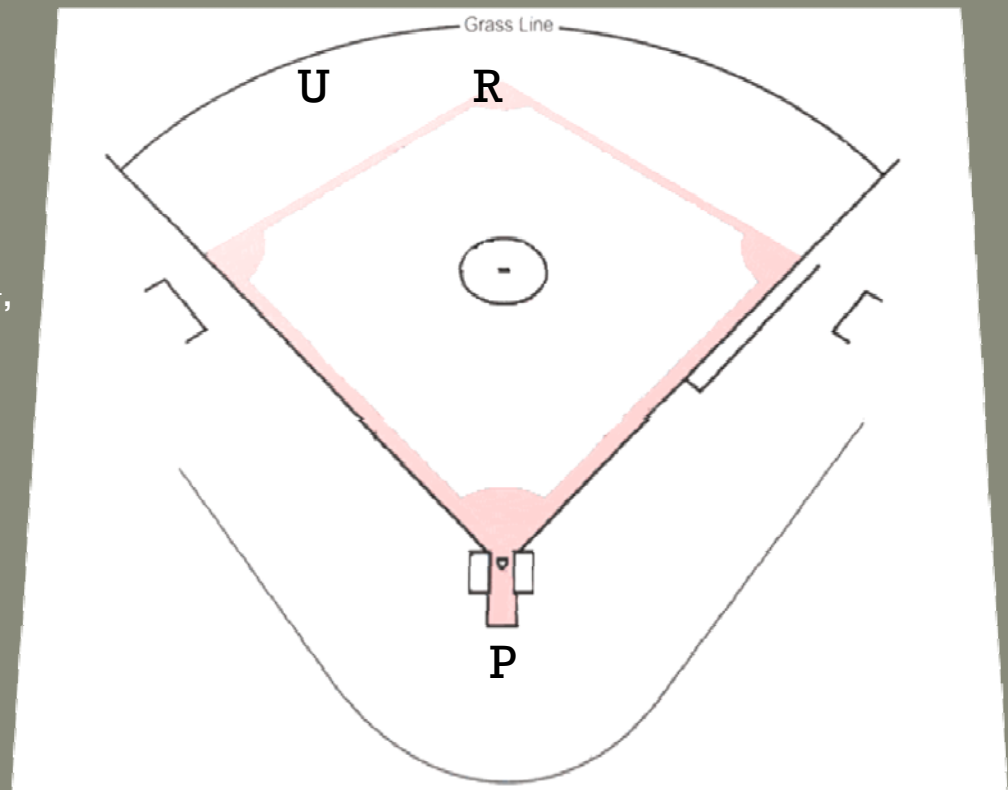


- Take the batter-runner all the way to 3<sup>rd</sup>.

# Runner on 2<sup>nd</sup>

## Plate Umpire:

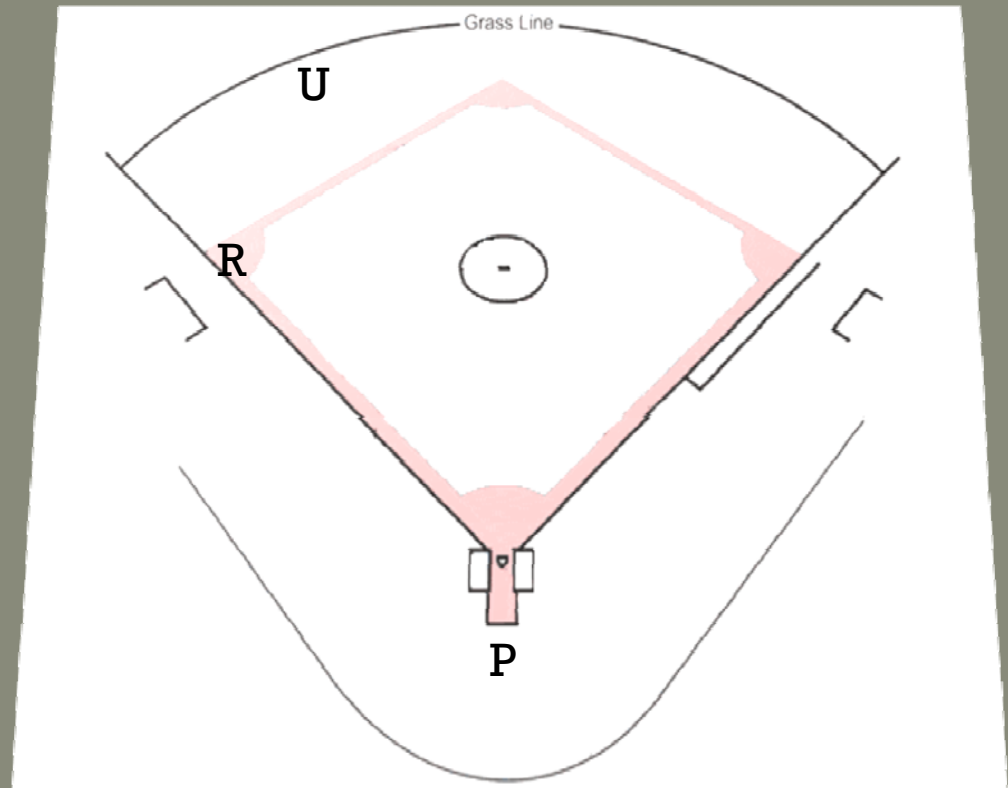
- On hits, move toward 3<sup>rd</sup>. Be ready and in position to make a call by going down the left field foul line in foul ground. When you are about 1/3 move inside the diamond to make the call.
- If there is play at first, and then a throw to 3<sup>rd</sup>, the plate umpire has the call at 3<sup>rd</sup>.
- Remember – The plate umpire still has to watch for obstruction/interference down the 1<sup>st</sup> base line – So don't cheat toward 3<sup>rd</sup>.



# Runner on 3<sup>rd</sup>

## Base Umpire:

- Take a position about two steps behind and to the 3<sup>rd</sup> base side of the shortstop.
- If the ball is hit to the infield, wait until the fielder commits, then move quickly toward that base. Don't take your eyes off the ball.
- Call all plays made on the first throw by an infielder unless it is to home plate.
- Take the batter-runner into 3<sup>rd</sup> base and see that all the bases are touched.

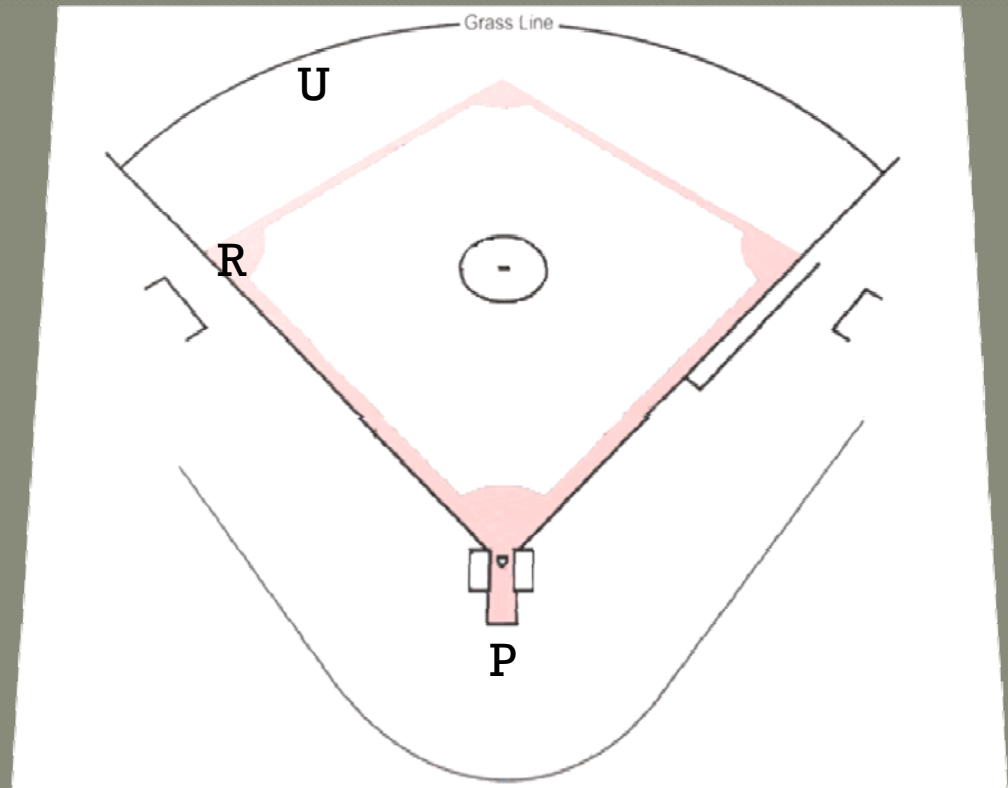




# Runner on 3<sup>rd</sup>

## Plate Umpire:

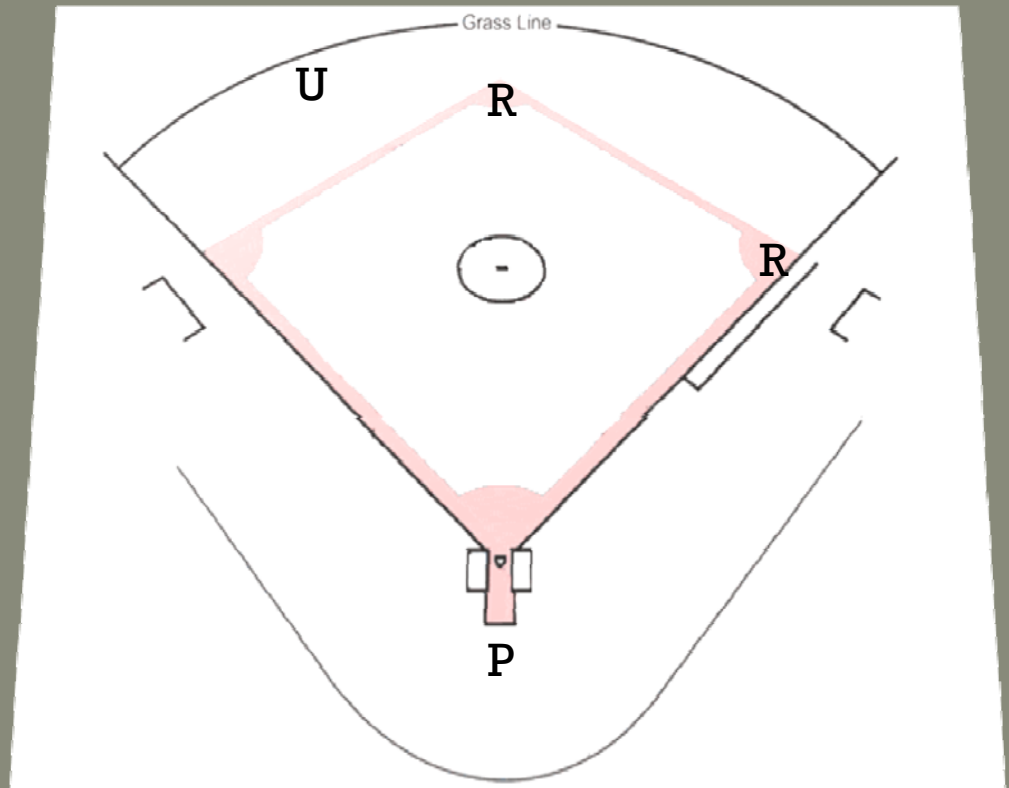
- On a fly-ball, move from behind home plate and line up the runner on 3<sup>rd</sup> and watch the tag-up.
- On base-hits move toward 3<sup>rd</sup> watching the runner. If the runner goes home, drift back toward home and watch the runner touch home.



# Runner on 1<sup>st</sup> & 2<sup>nd</sup>

## Base Umpire:

- Take a position about two steps behind and to the second base side of the shortstop.
- On a ball hit to the infield, take the 1<sup>st</sup> throw unless it is home.
- If the runner attempts to steal 3<sup>rd</sup>, move toward the base to make the call. All movement should be parallel to the baseline.
- On routine fly balls, move inside the diamond between the pitcher's plate and the baseline. Responsible for the tag-up at 1<sup>st</sup>.
- See that the runner and batter-runner touch 2<sup>nd</sup> & 1<sup>st</sup>.

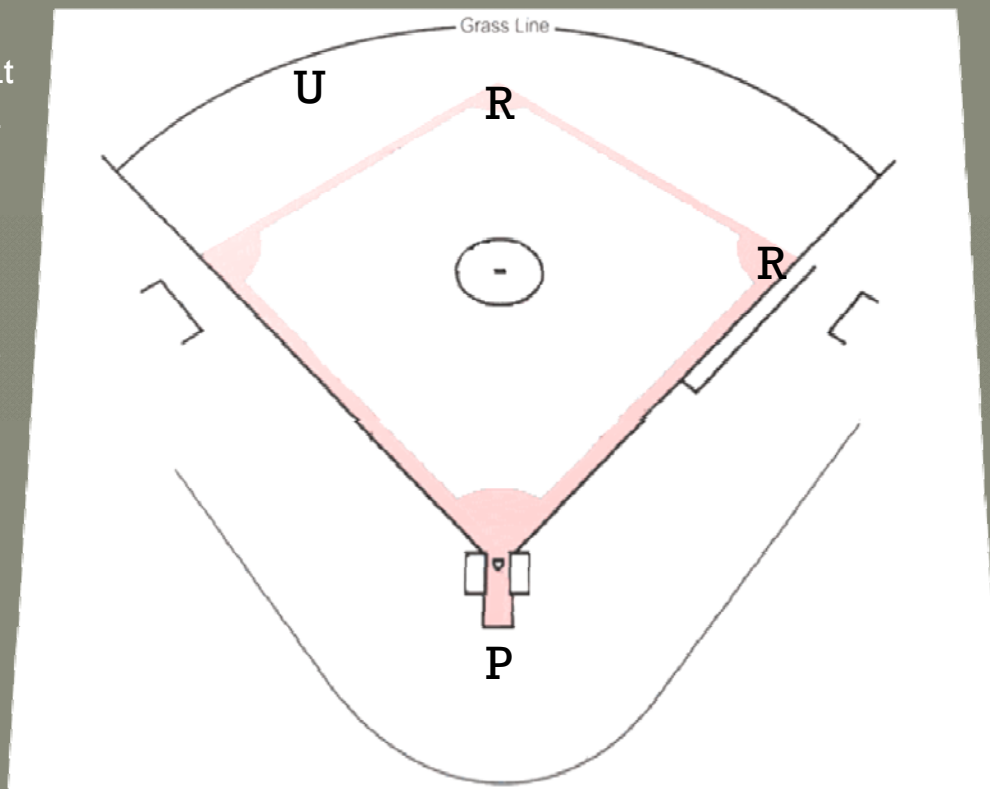


*\* 3 & 2 Count, Two Outs – starting position can be in the B slot.*

# Runner on 1<sup>st</sup> & 2<sup>nd</sup>

## Plate Umpire:

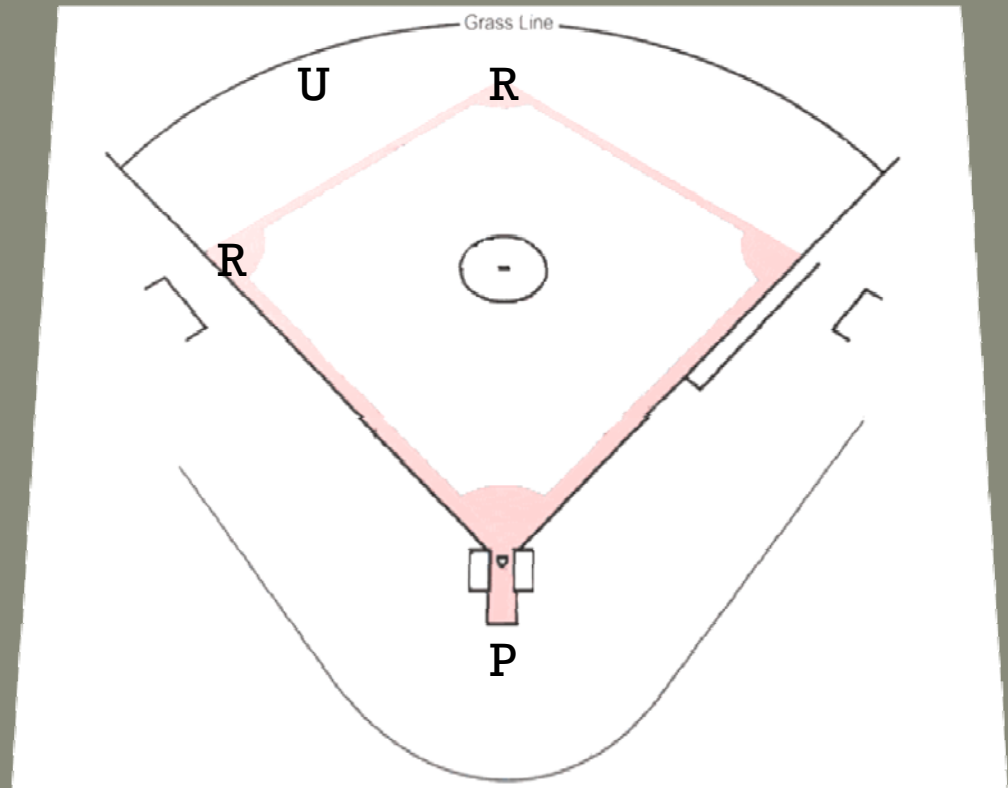
- On base hits take the lead runner into 3<sup>rd</sup> & Home. On steals where there is a wild throw at 2<sup>nd</sup> base, pick up the runner coming into third base.
- On hits, move toward 3<sup>rd</sup>. If the lead runner comes home and there is no play made, drift toward third but watch the runner touch home plate.
- Responsible for the tag-up at 2<sup>nd</sup>.



# Runner on 2<sup>nd</sup> & 3<sup>rd</sup>

## Base Umpire:

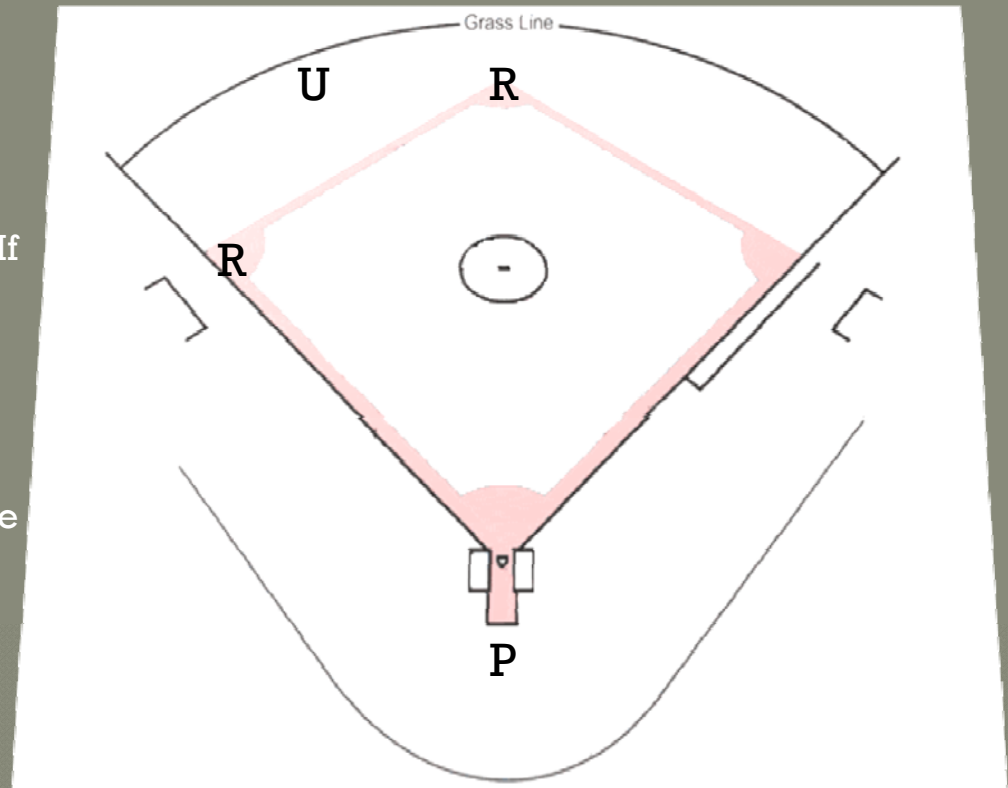
- Take a position about two steps behind and to the second base side of the shortstop.
- On a ball hit to the infield, take the 1<sup>st</sup> throw unless it is to home.
- On fly balls, move inside the diamond and line up the runner on second base and take the runner to third base after the catch.
- On base hits, move inside the diamond and take the batter-runner all the way to 3<sup>rd</sup>.



# Runner on 2<sup>nd</sup> & 3<sup>rd</sup>

## Plate Umpire:

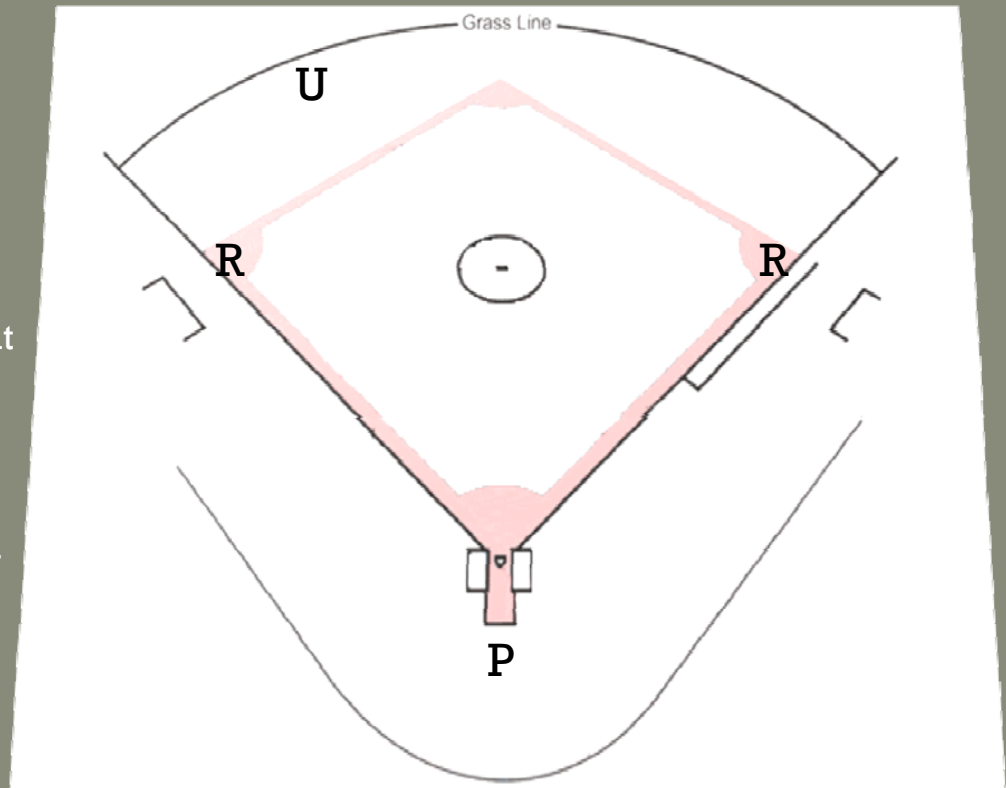
- On a fly ball, line up the runner on 3<sup>rd</sup> and watch tag-up.
- On base hits, move toward 3<sup>rd</sup>. If the lead runner comes home & there is no play, drift toward 3<sup>rd</sup> but watch the runner touch home. If there is a play at the plate, move back to a position in the rear and left side of the right-handed batters box.
- If there is a play at 1<sup>st</sup>, watch the lead runner touch home, and then go to third for a possible play.



# Runner on 1<sup>st</sup> & 3<sup>rd</sup>

## Base Umpire:

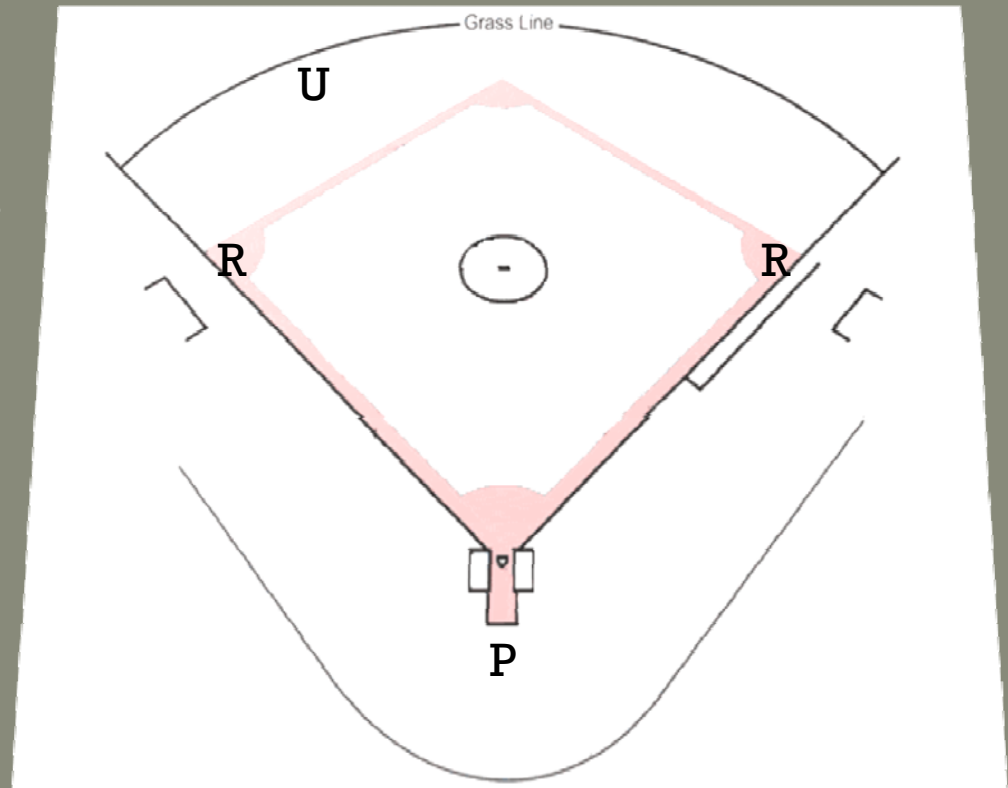
- Take a position about two steps behind and to the third base side of the shortstop.
- On a ball hit to the infield, take the 1<sup>st</sup> throw unless it is to home.
- If a ball is hit to the infield, wait until the fielder commits then move quickly toward that base.
- On a base hit, move inside the diamond and watch the runner on 1<sup>st</sup> touch 2<sup>nd</sup> and be alert for a play at that base. Take the batter-runner as far as 3<sup>rd</sup> and watch that each base is touched.
- On fly balls, move inside the diamond and line up the runner at 1<sup>st</sup>. After checking the runner tag at 1<sup>st</sup>, be prepared to take the runner into 2<sup>nd</sup> and possibly 3<sup>rd</sup>.



# Runner on 1<sup>st</sup> & 3<sup>rd</sup>

## Plate Umpire:

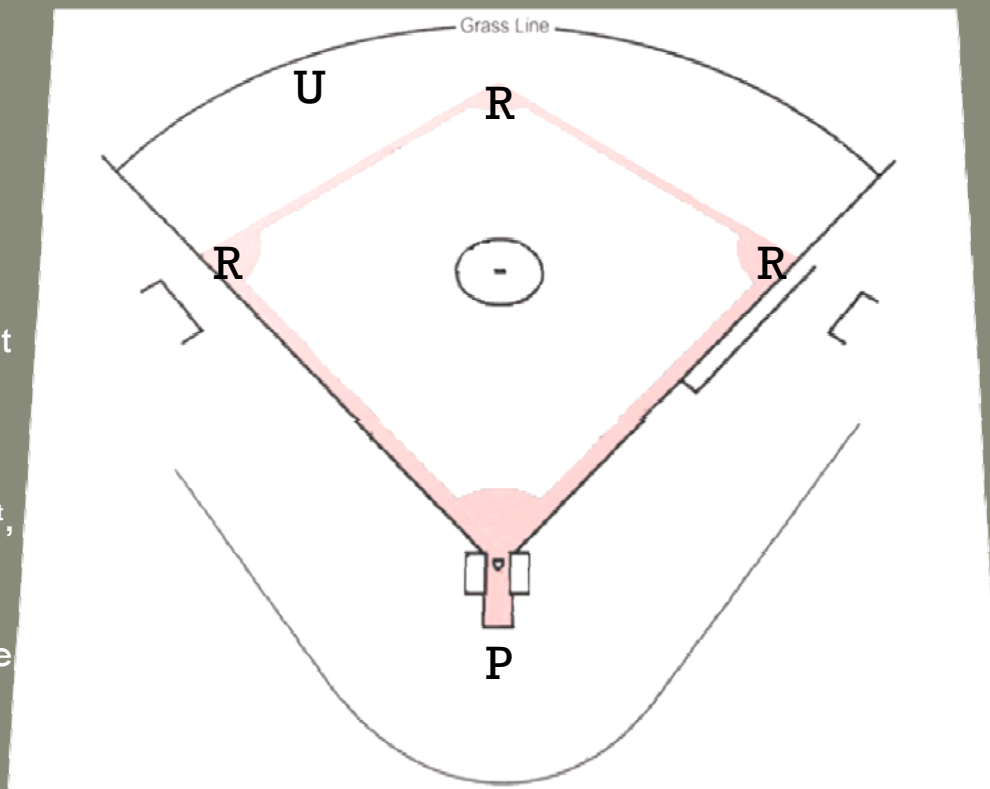
- On a fly ball, move from behind home plate and line up the runner at 3<sup>rd</sup> and watch the tag-up.
- On base hits, move toward 3<sup>rd</sup>. If there is no play drift toward 3<sup>rd</sup>, but watch the runner touch home. If there is a play at the plate, move back to a position in the rear and left side of the right-handed batters box.
- If the play is at 1<sup>st</sup>, watch the lead runner touch home plate and then go to third for a possible play on the second runner.



# Bases Loaded

## Base Umpire:

- Take a position about two steps behind and to the third base side of the shortstop.
- On a ball hit to the infield, take the 1<sup>st</sup> throw unless it is to home.
- On a ball hit to the infield, wait until the fielder commits then move quickly toward that base.
- On a ball hit to the outfield, move inside the diamond and be prepared to make a call at 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>.
- On fly balls, move inside the diamond to take tag-ups of runners on 1<sup>st</sup> & 2<sup>nd</sup> and be prepared for any play into second base.



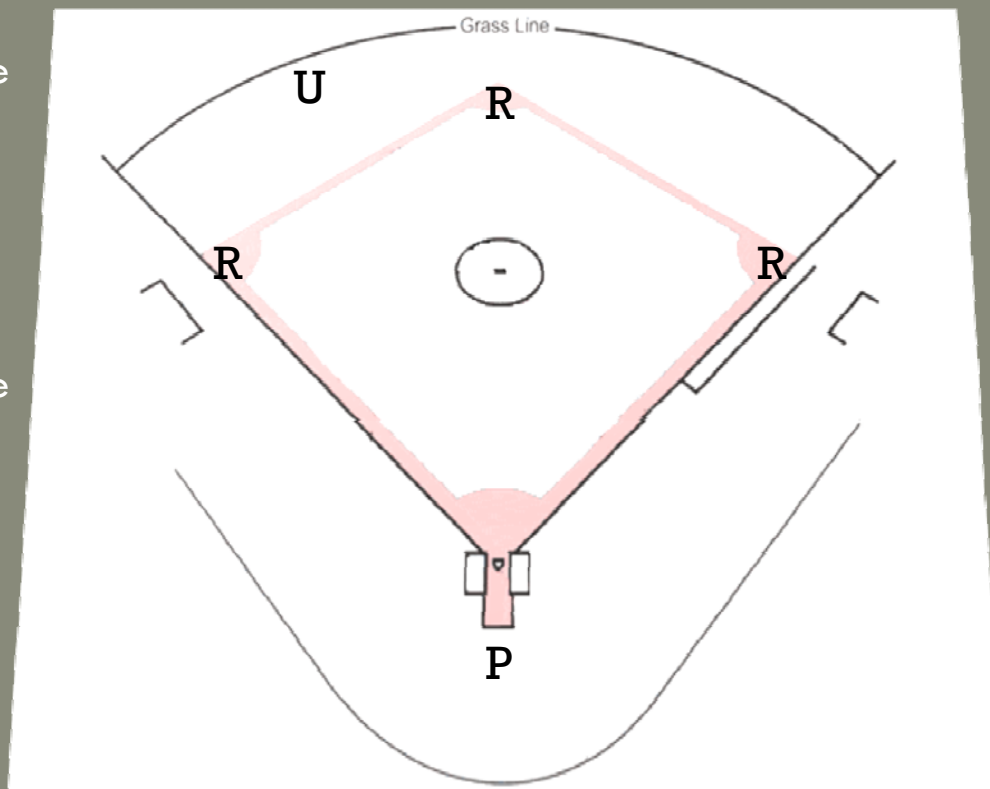
*\* 3 & 2 Count, Two Outs – starting position can be in the B slot.*



# Bases Loaded

## Plate Umpire:

- On a fly ball, move from behind home plate, line up the runner on third base and watch the tag-up.
- On base hits, move toward 3<sup>rd</sup> in foul territory. If the lead runner comes home and there is no play, drift toward 3<sup>rd</sup> and watch the runner touch home. If there is a play at the plate move back and be prepared to make the call.
- If the play is at 1<sup>st</sup>, watch the led runner touch home, and then go third for a possible play on the second runner.



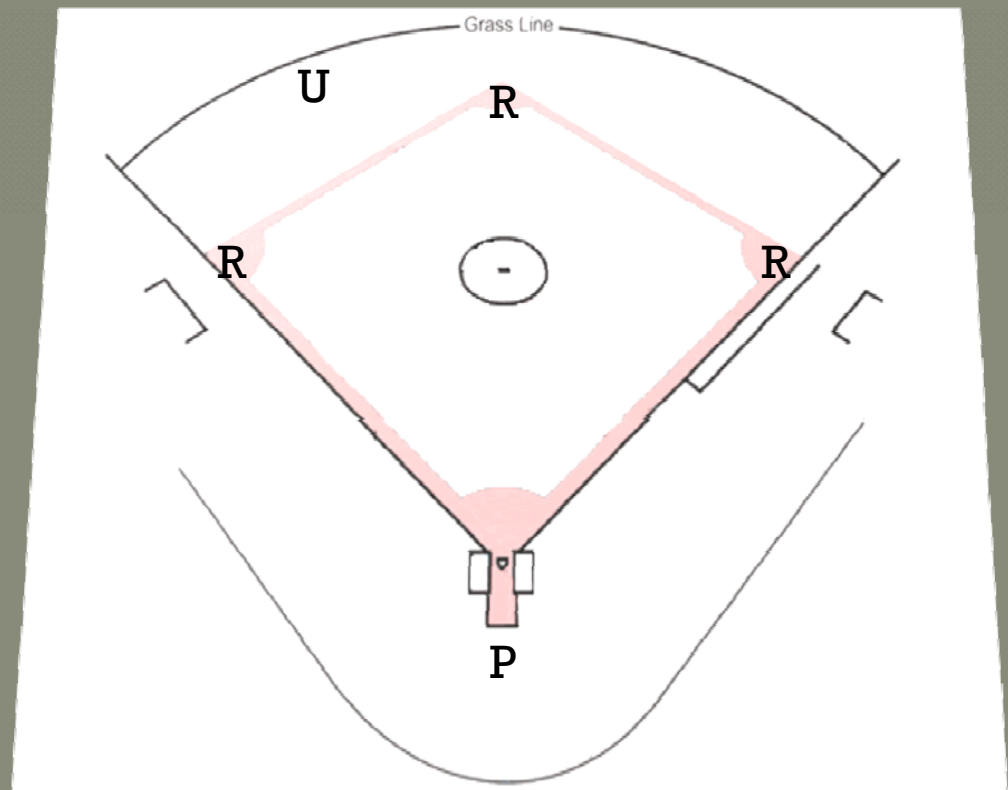
# Fly Ball Tag-Up Responsibilities

## Plate Umpire:

- All Runners at 3<sup>rd</sup>.
- The runner at 2<sup>nd</sup> with runners on 1<sup>st</sup> & 2<sup>nd</sup>.

## Base Umpire

- All runners at 1<sup>st</sup>.
- The runner at 2<sup>nd</sup> with runners at 2<sup>nd</sup> & 3<sup>rd</sup> or 2<sup>nd</sup> only.
- Runners at 1<sup>st</sup> & 2<sup>nd</sup> when the bases are loaded.



# Do you know where to go?

## Plate Umpire:

- Runner on 1<sup>st</sup> – ground ball to shortstop?
- Play on runner coming home, catcher receives throw in fair territory five feet up the third base line?
- R1 on 1<sup>st</sup>, B1 hit safely to Center – R1 stops at Second

## Base Umpire:

- Runner on 2<sup>nd</sup> – fly ball between left fielder and the left field foul line?
- Runners on 2<sup>nd</sup> & 3<sup>rd</sup> at time of pitch
- Why would the base umpire every be in the T position?

