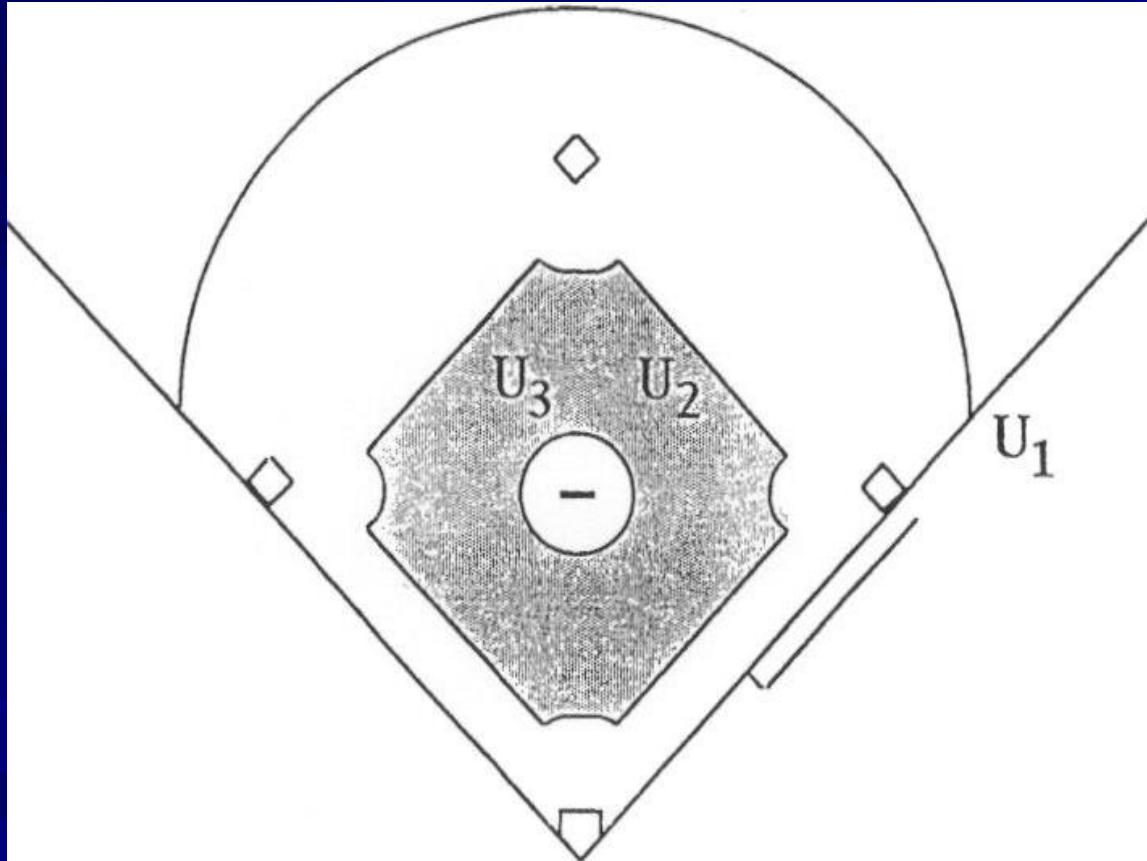


MBUA Mechanics

Premise behind MBUA Mechanics

- During the high school season, your partner is not always someone from the same board. 18 Different boards in Mass.
- Create common ground so having a solid starting point for pre-game
- Manual available to all which can be printed and used

Basic Base Umpire Positions



U1 / “A”

- The base umpire behind the first baseman with both feet standing in foul territory.
- If the first baseman is playing at the edge of the outfield grass, 10 feet behind is enough.
- Allow him to react to the ball without running into you.
- If the first baseman is playing even with the bag or a little in front of the bag, 15 feet is fine.
- Let him go first, then you move accordingly.
- ONE SITUATION IN “A” – No RUNNERS

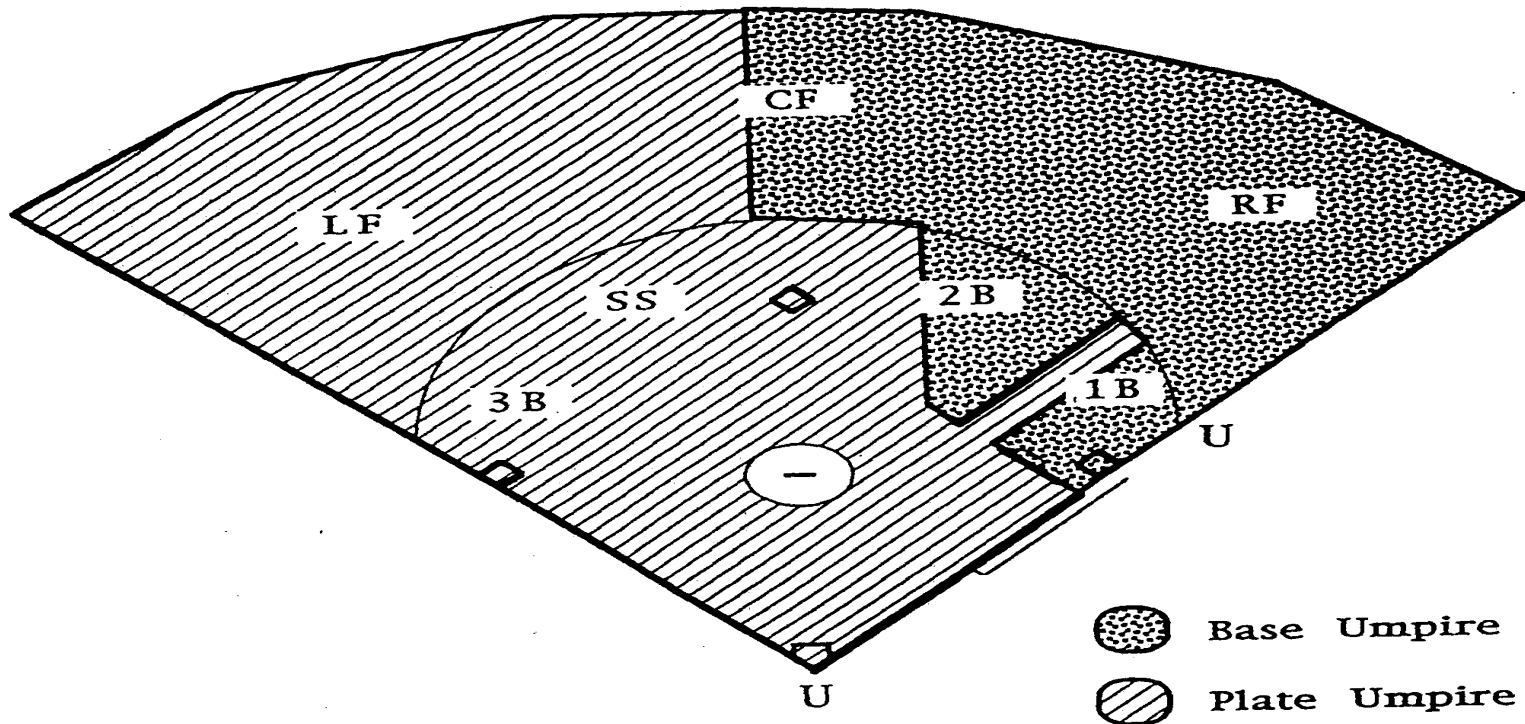
U2 / “B”

- The base umpire moves to the infield, positioning himself on a tangent running from home plate to the edge of the dirt circle around the pitcher's mound, about halfway between the mound and second base.
- Be square to home plate, with hands on your knees. You are responsible for watching the pitcher for a balk, plus pick-off attempts at all bases, steals, and first plays and possible subsequent plays.
- With Runners on always in “B” except
 - R2 or R1 and R2 (steal of third)

U3 / “C”

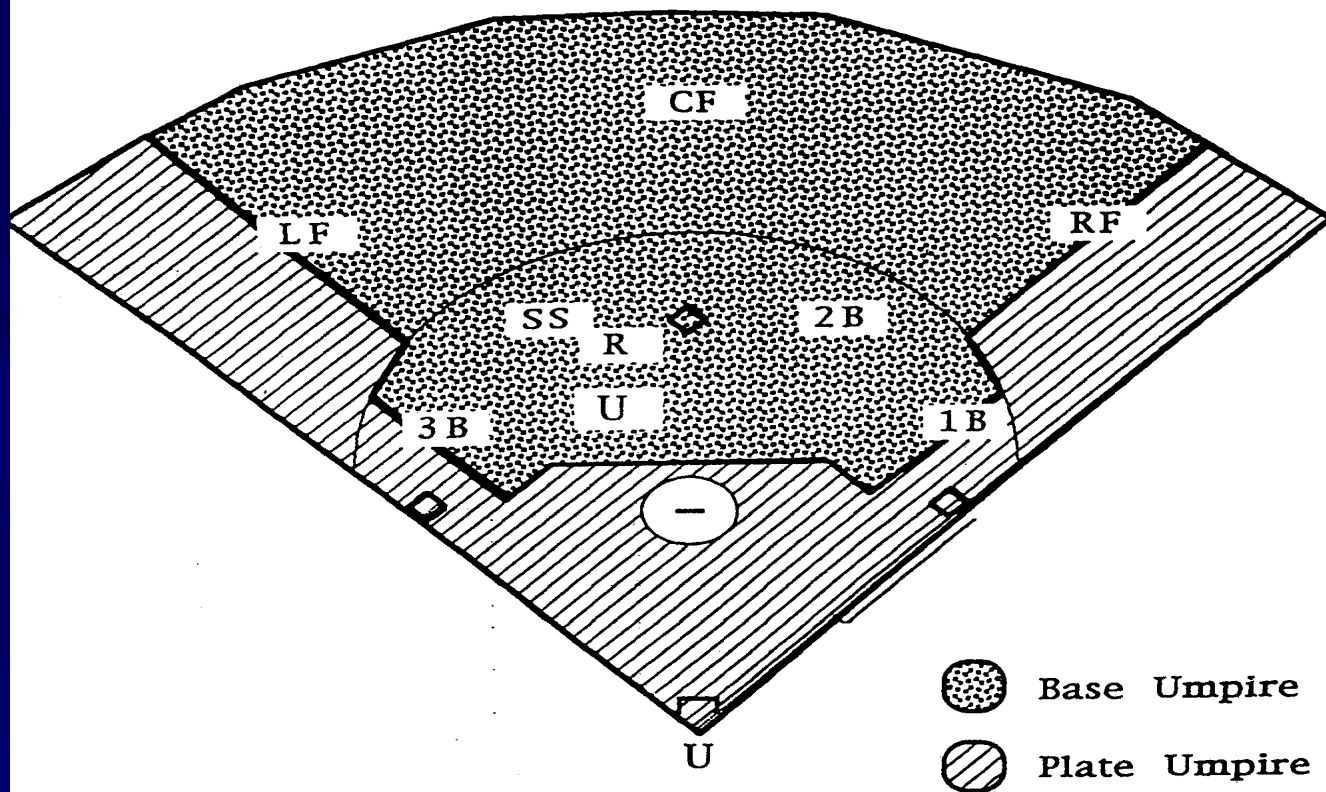
- Move to the third base side of the mound, halfway between the pitcher's mound and second base, tangent to the dirt circle.
- You have the same responsibilities as previous slide (U2).
- IN “C” only in 2 situations (steal of 3rd)
 1. R2 only
 2. R1 & R2

FLY BALL COVERAGE NO RUNNERS



In the **Priority Umpire System**, both umpires are responsible to watch the flight of the ball, regardless of the coverage area responsibilities. Each is responsible for making the “**No Catch**” call immediately. However, the “**Catch**” decision should be delayed to allow for the responsible coverage umpire to make the call. The plate umpire is responsible for all “**Fair/Foul**” decisions down the 3rd base line and up and including 1st base. The base umpire will have all “**Fair/Foul**” decisions beyond 1st base, unless forced into the infield on pop-ups.

FLY BALL COVERAGE WITH RUNNERS



This is also known as the "V".

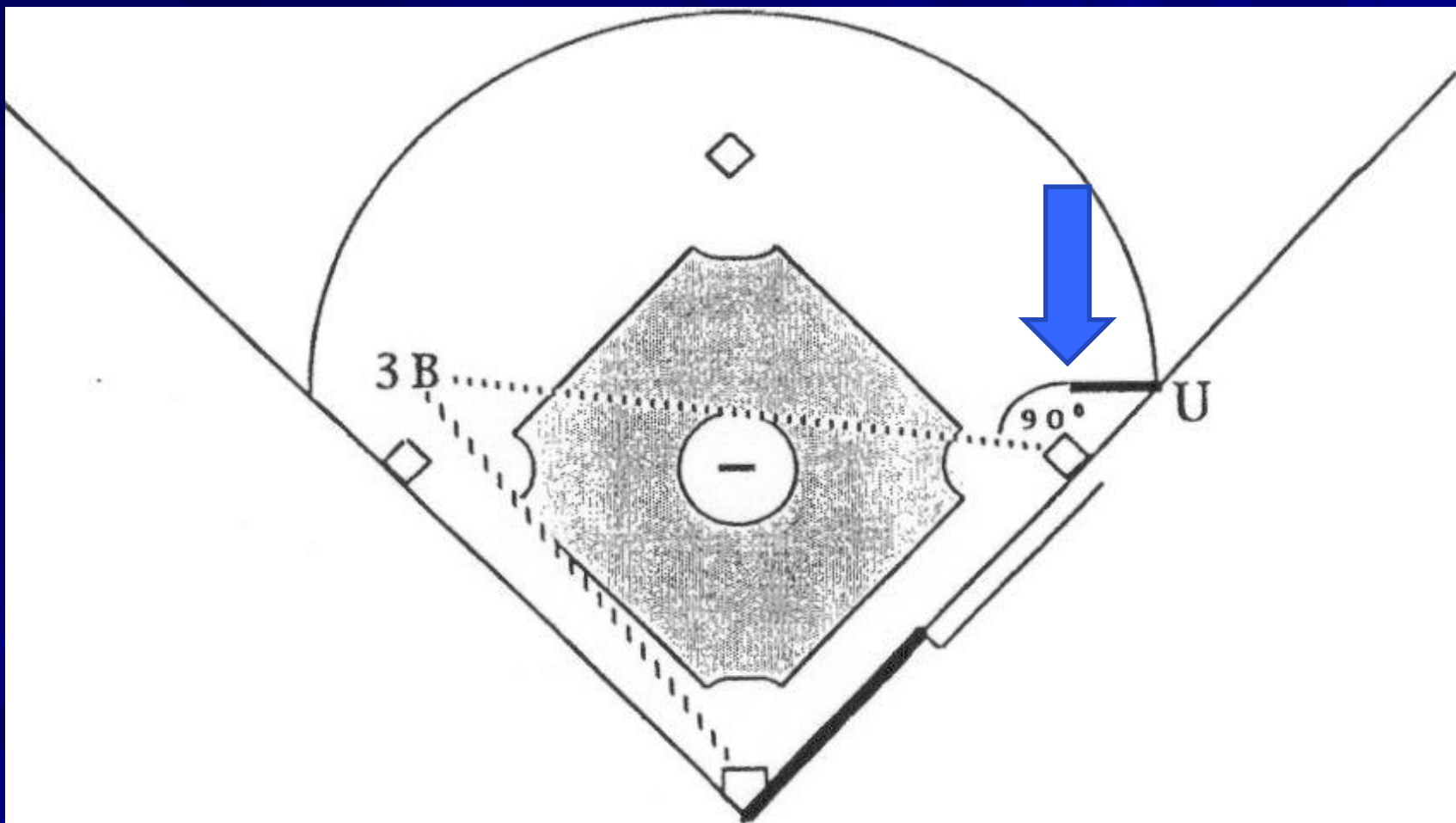
Plate has 1st and 3rd going to the line.

Same for out-field, plate has RF and LF going to line.

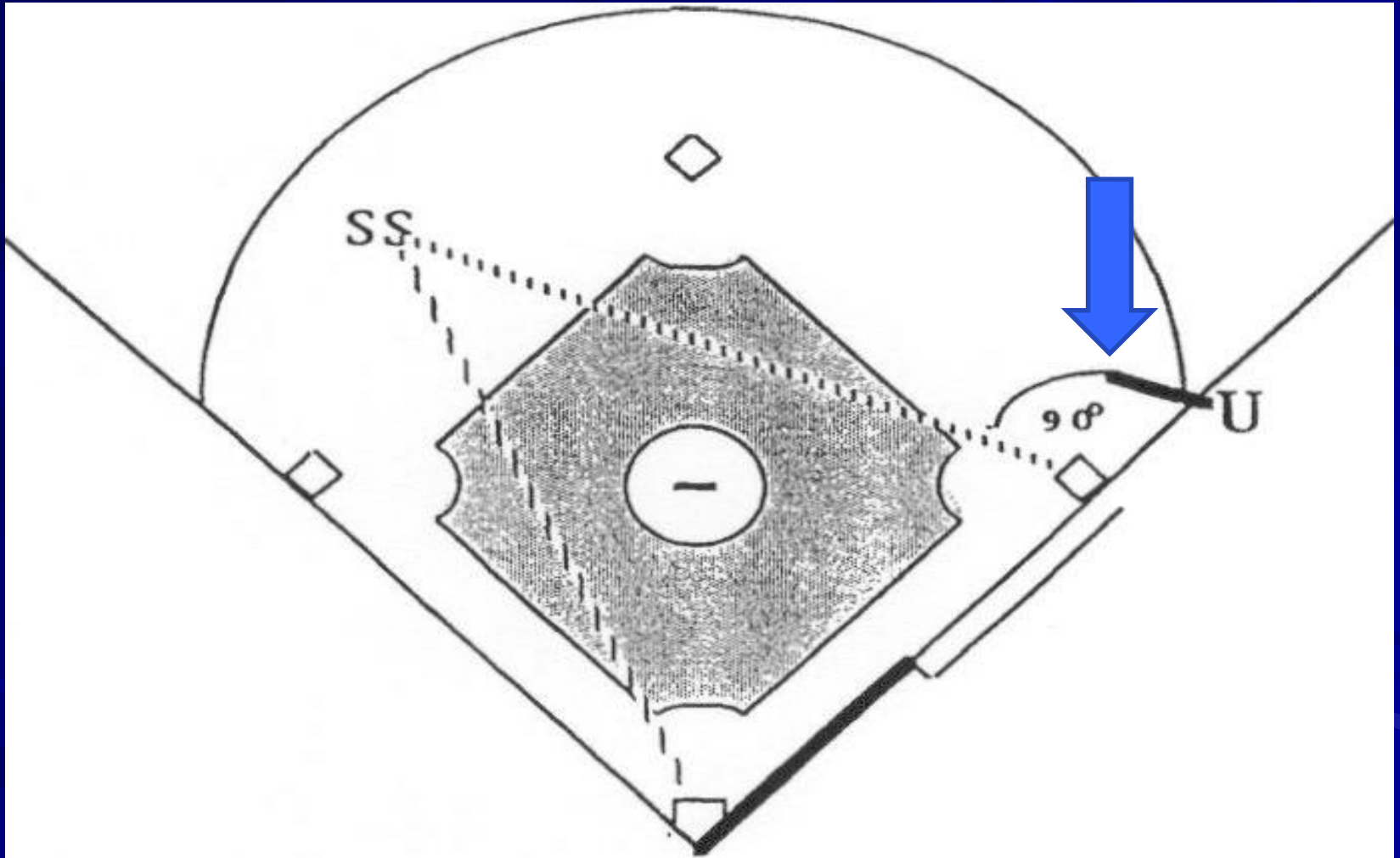
Key on fly balls:
Communication

In the **Priority Umpire System**, both umpires are responsible to watch the flight of the ball, regardless of the coverage area responsibilities. Each is responsible for making the "**No Catch**" call immediately. However, the "**Catch**" decision should be delayed to allow for the responsible coverage umpire to make the call. The plate umpire is responsible for all "**Fair/Foul**" decisions.

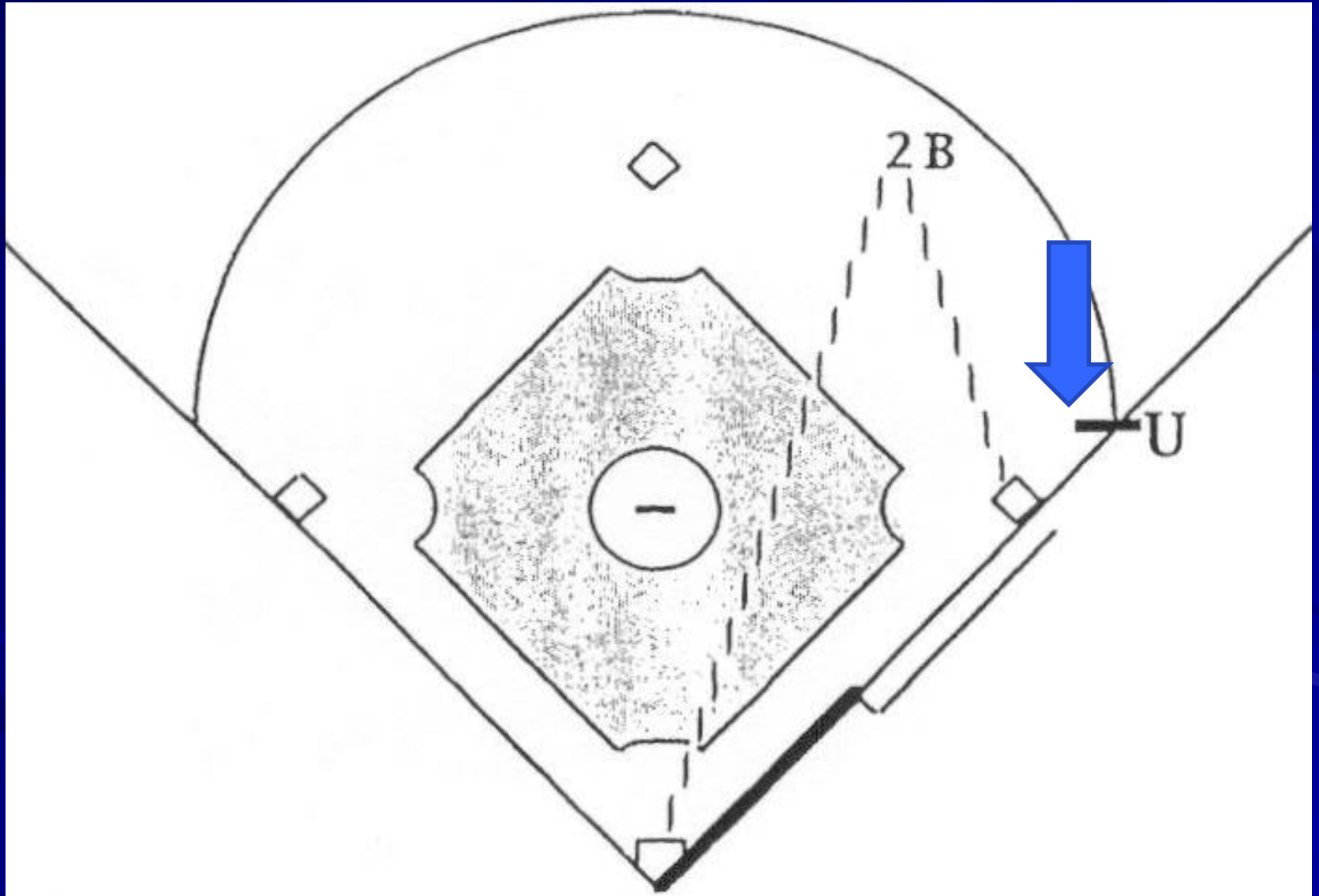
Grounder to 3rd



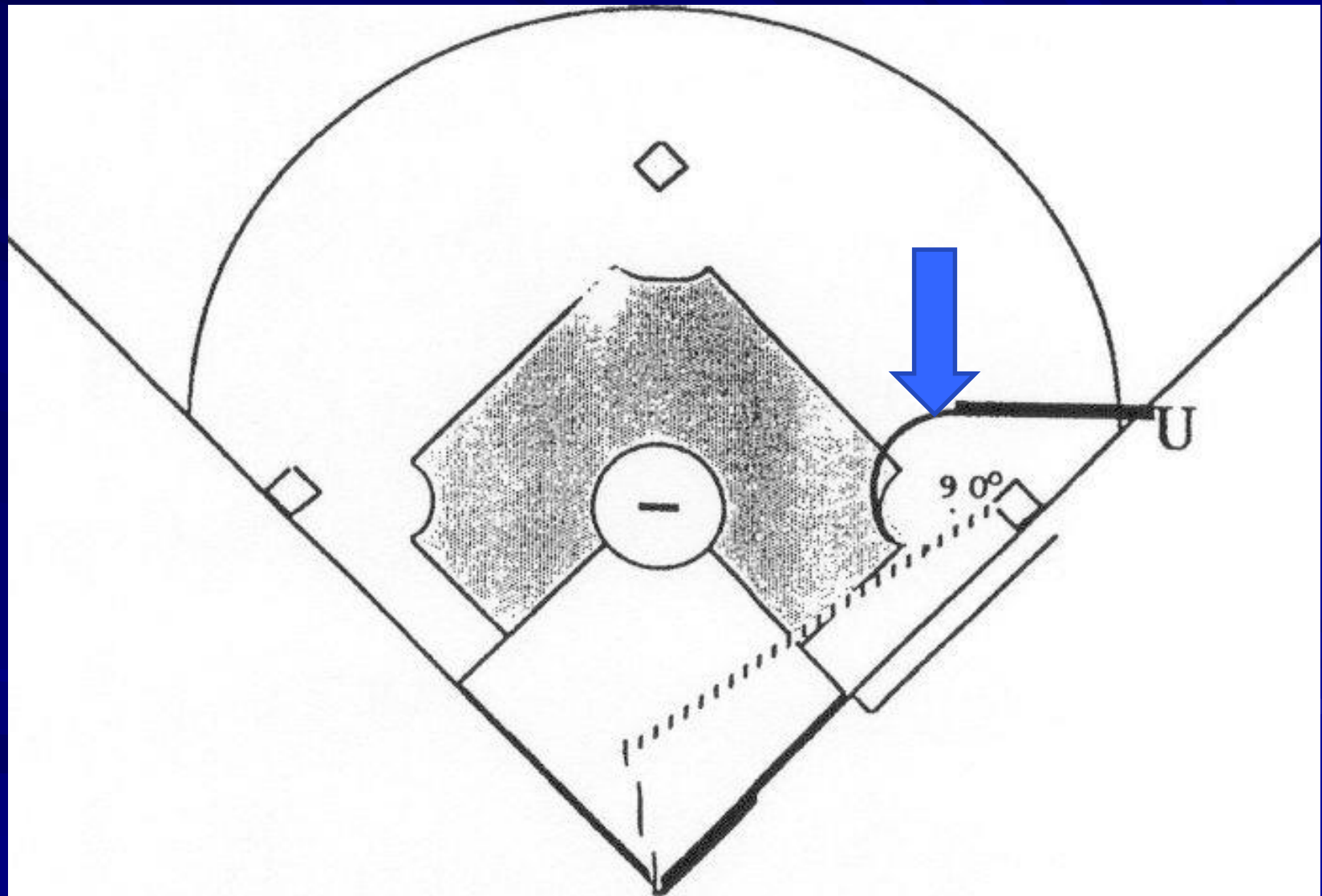
Grounder to SS



Grounder to 2nd



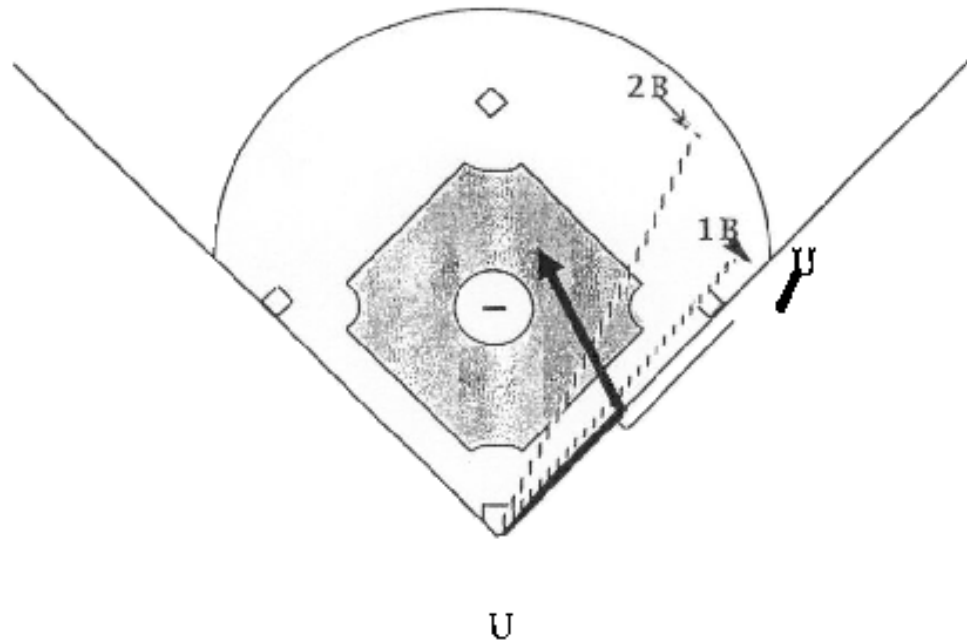
BALL HIT IN THE IMAGINARY BOX



BALL HIT IN THE IMAGINARY BOX

- Base Umpire - Come in for an angle and make the call. The base umpire has to really hustle because he will have a farther distance than normal to cover before reaching his 90 degree angle.
- Plate Umpire - In this area, the plate umpire has the fair/foul call for both base lines, plus whether or not the batter-runner is in the 3-foot running lane.
- If the batter-runner is hit with the throw to first, it is the plate umpire's call. The plate umpire has to be careful that he does not overrun the original play on the ball. If he does, he is then in a position where he could possibly be hit by the throw.

PRESSURE FROM SECOND OR FIRST



PRESSURE FROM SECOND OR FIRST BASE

Base Umpire - Move off the line 2-3 steps in foul territory 15-20 feet from the base. Use this position for all plays you take in foul territory. If you have a fair/foul decision, straddle the line, make the call, and move into position to call the play. If there is an overthrow, the base umpire will be responsible for determining whether the ball entered dead ball territory.

Plate Umpire - Move up to the 45-ft. line to observe the play and be ready to take the runner into Second Base in the event of an overthrow.

Important to understand that this is the MBUA mechanic. SSUA, this is not an accepted method. The base umpire will always move into fair territory on any ground ball and be ready to take the batter-runner into 2nd base on any effort to advance.

Overthrows at 1st base

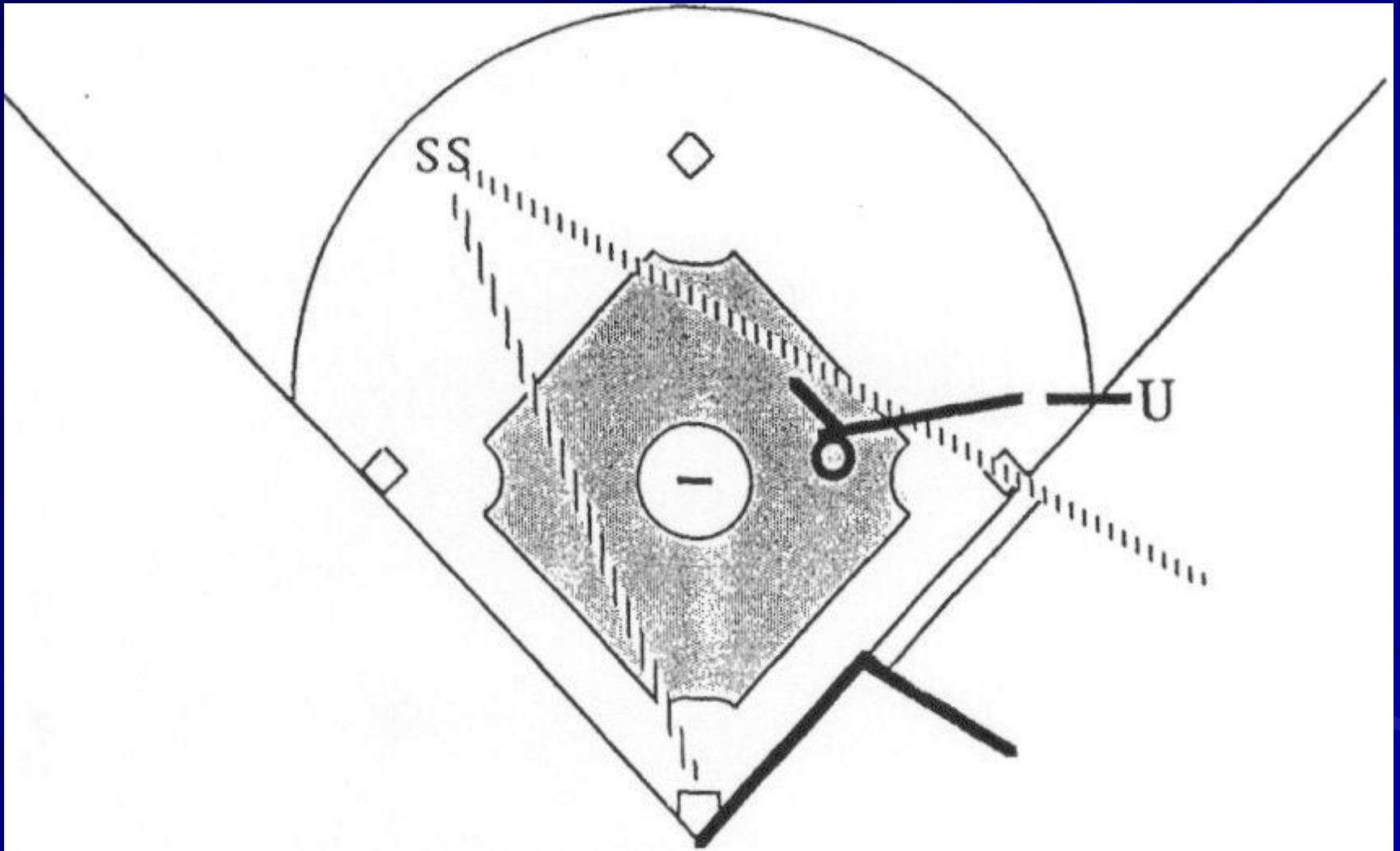
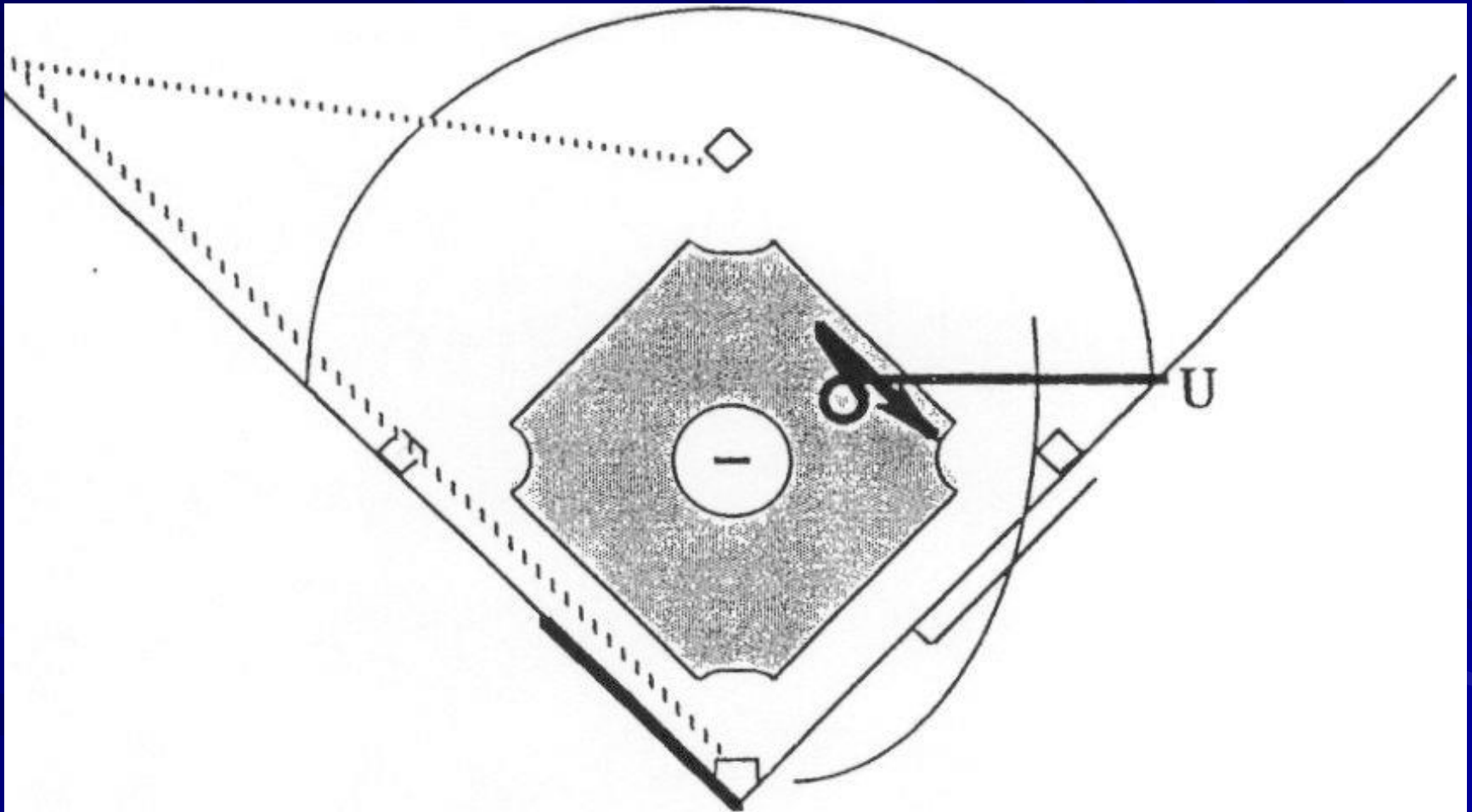


Plate umpire responsible for ball going out of play, base umpire takes runner

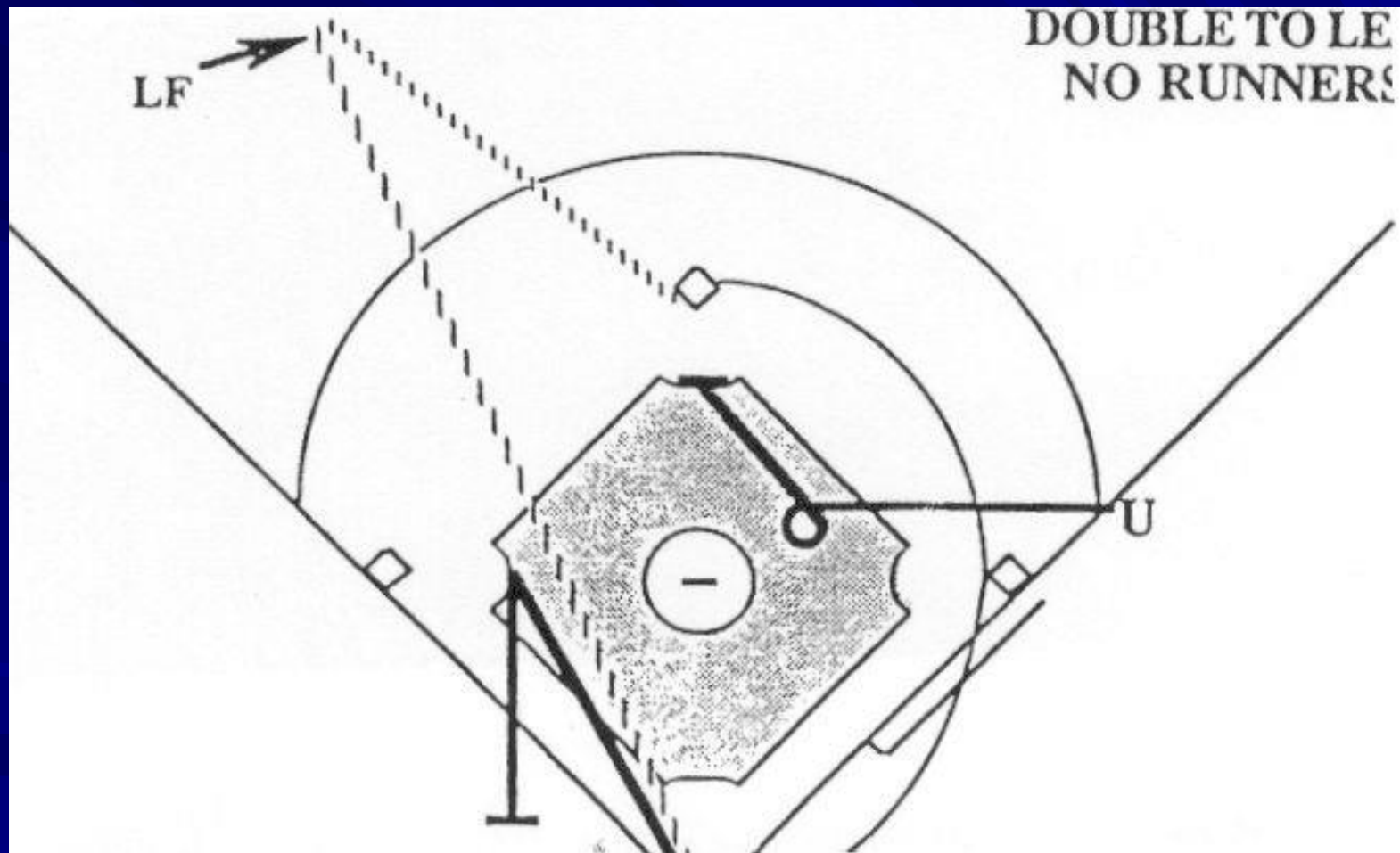
SINGLE ON LEFT FIELD LINE NO RUNNERS



Base Umpire - responsible for the batter-runner touching first base and all plays attempted on him.

Plate Umpire - has the fair/foul catch/no catch call on the line. Move up the line as far as the play will allow you. Be set for the play, make the call. Make sure to straddle the line for the fair/foul call.

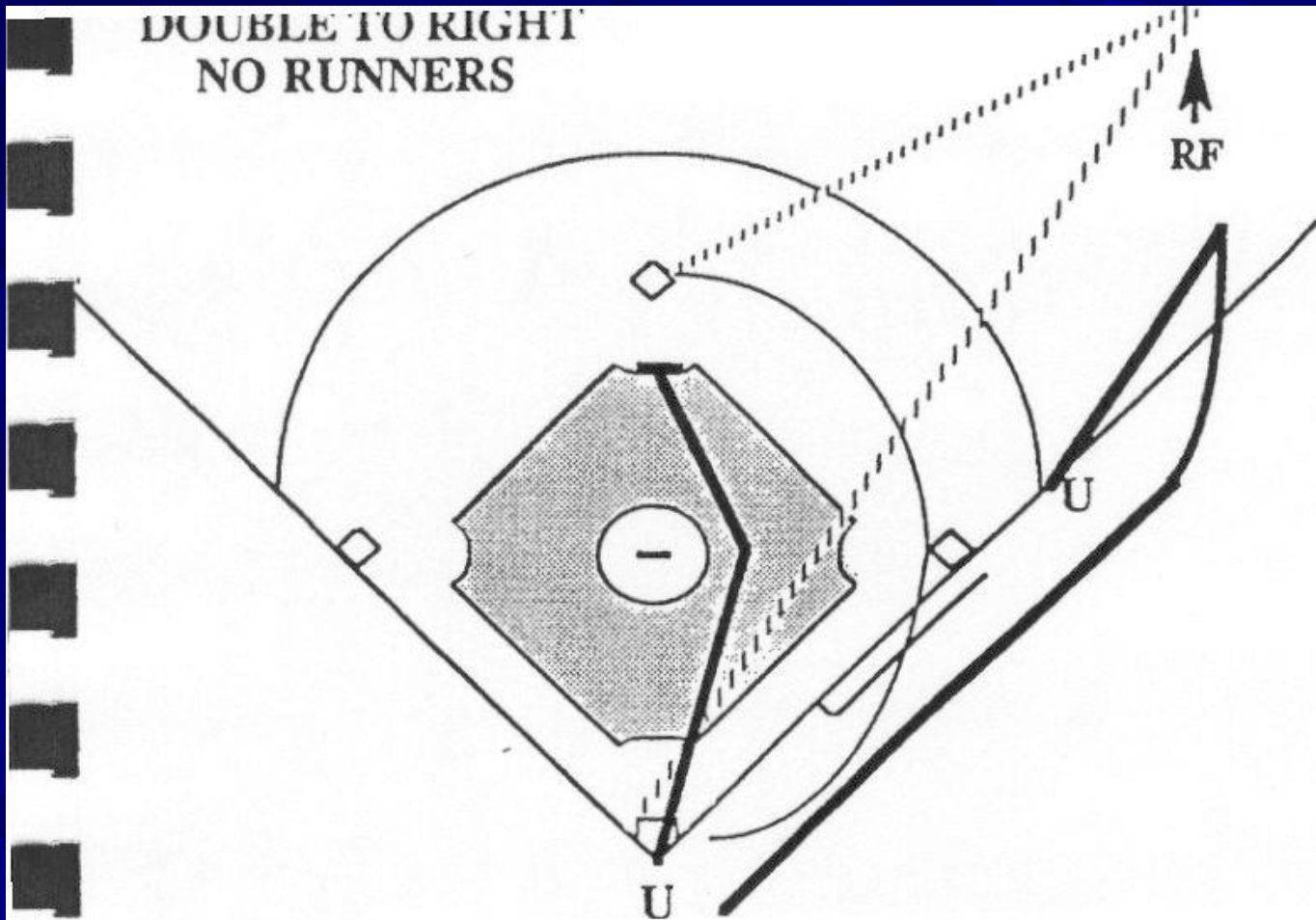
Double to Left, No runners



The diagram illustrates a diamond-shaped mechanical component, possibly a turbine or compressor blade, viewed from the side. The component has a central circular hole with a minus sign (-) inside. The outer boundary is a diamond shape, and the inner boundary is a smaller diamond shape. The component is surrounded by concentric circles and dashed lines, indicating its position relative to a larger assembly. A label 'U' is located near the top right corner of the component. The diagram also shows various geometric features like arcs, lines, and a central circle with a minus sign, which are typical of technical drawings for mechanical parts.

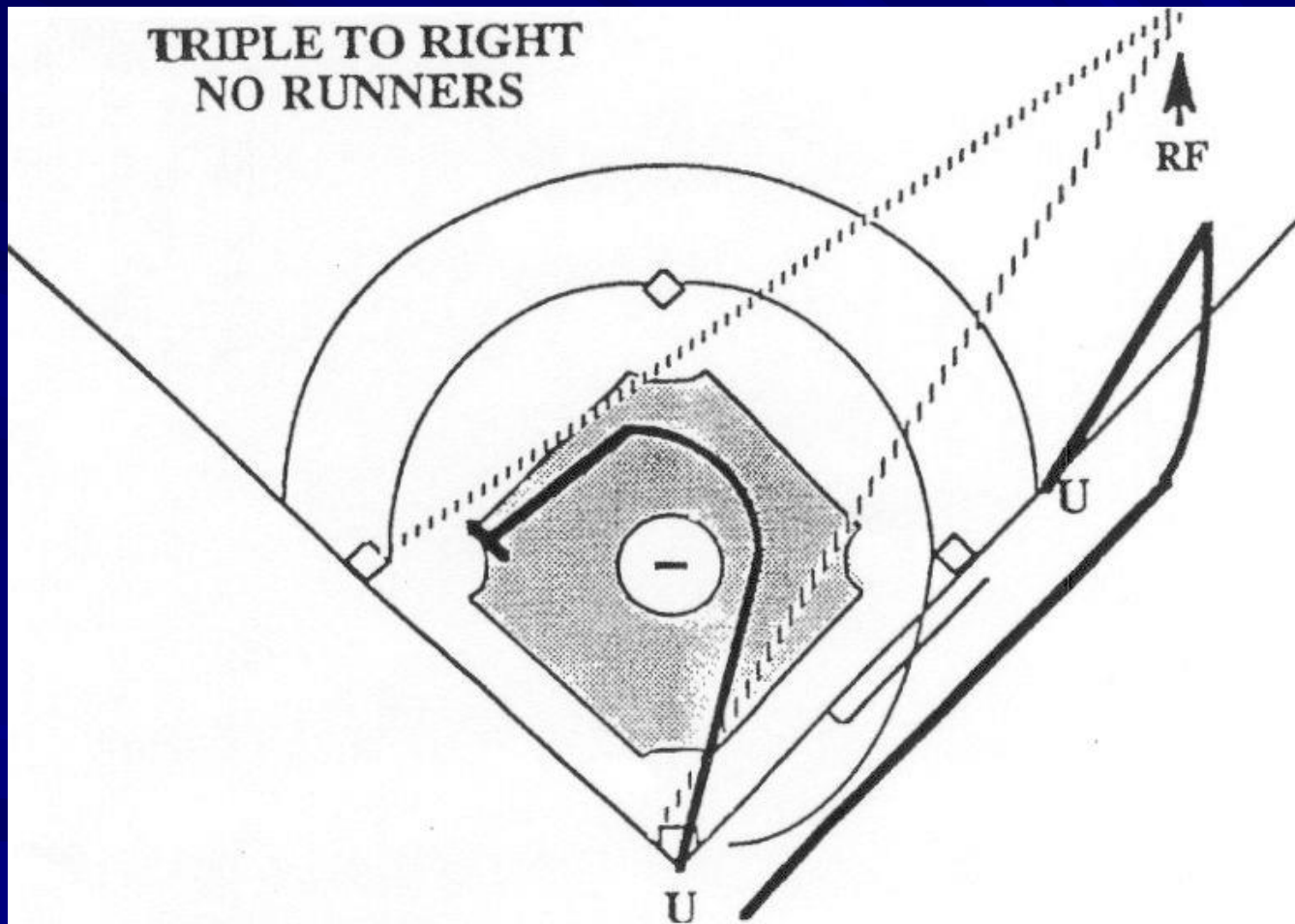
Notice the plate umpire comes out on initial hit. The base umpire has batter runner into 3rd as well as if the batter runner takes wide turn after 3rd and then retreats back to 3rd.

Double to Right, no runners



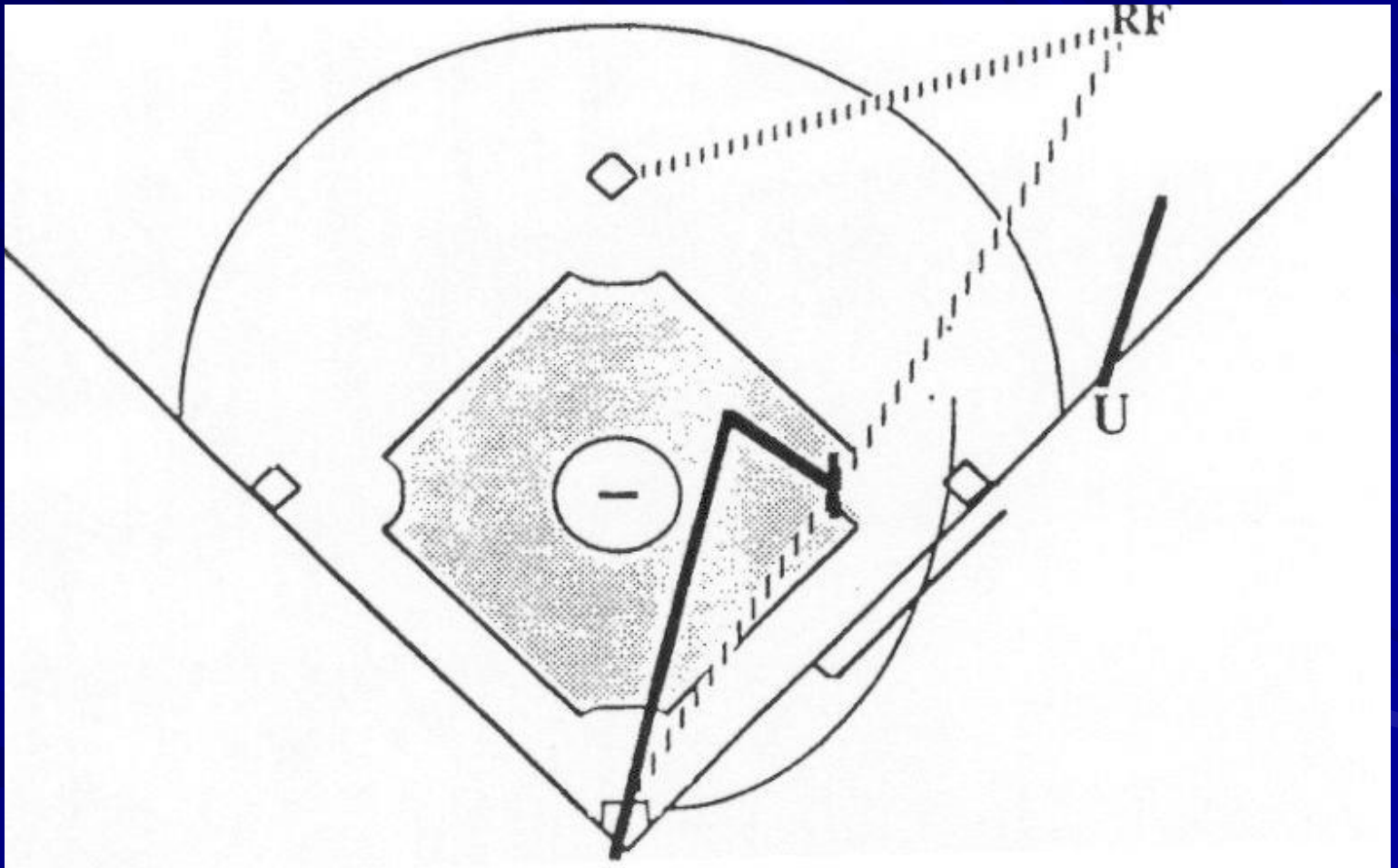
This is when base umpire goes out on a ball, catch / no catch

Triple to Right, no runners



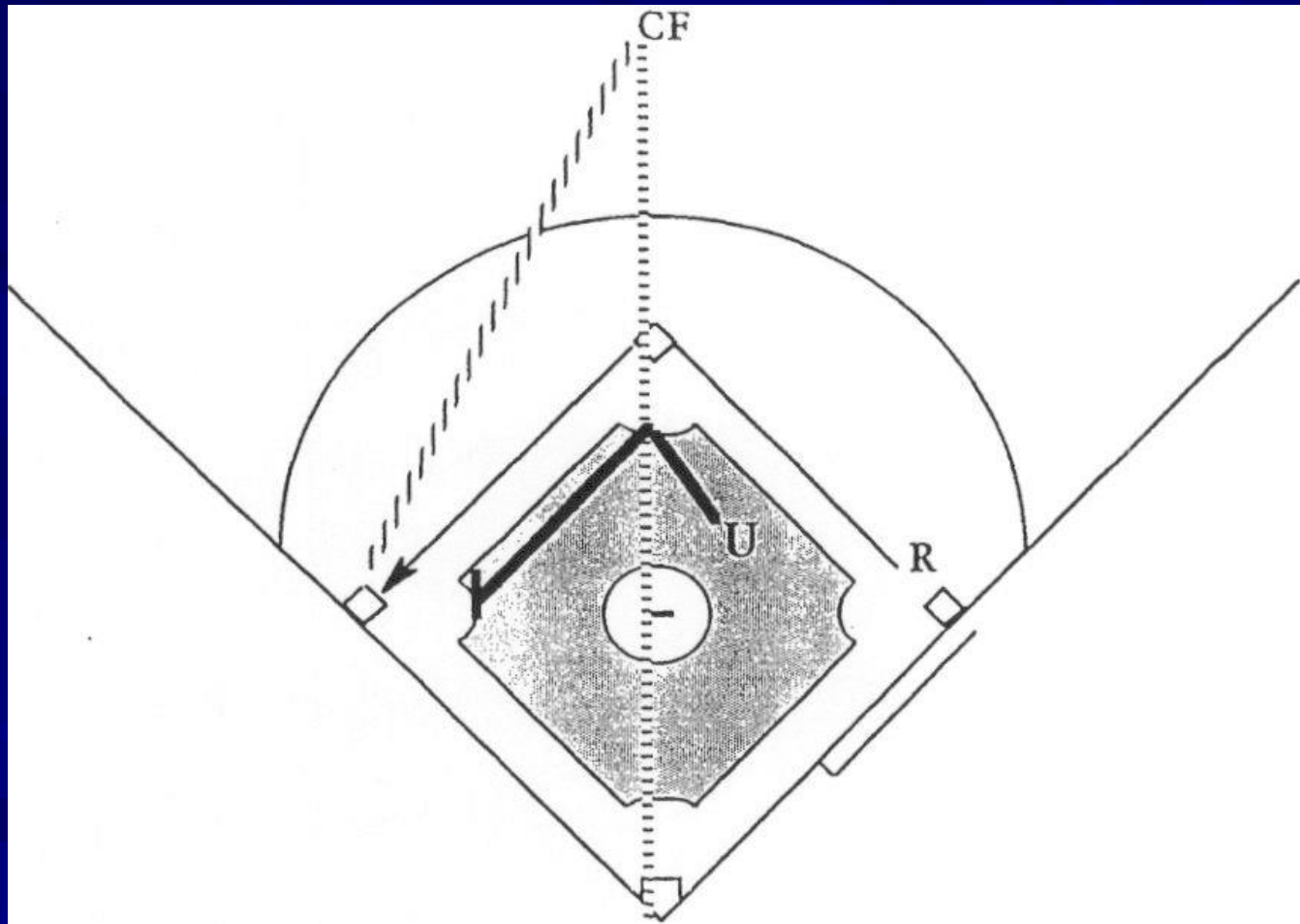
Again the base umpire has gone out, plate umpire responsible for runner at all bases

Single to right, no runners



Again, base umpire has gone out, plate umpire responsible for play on runner back into 1st

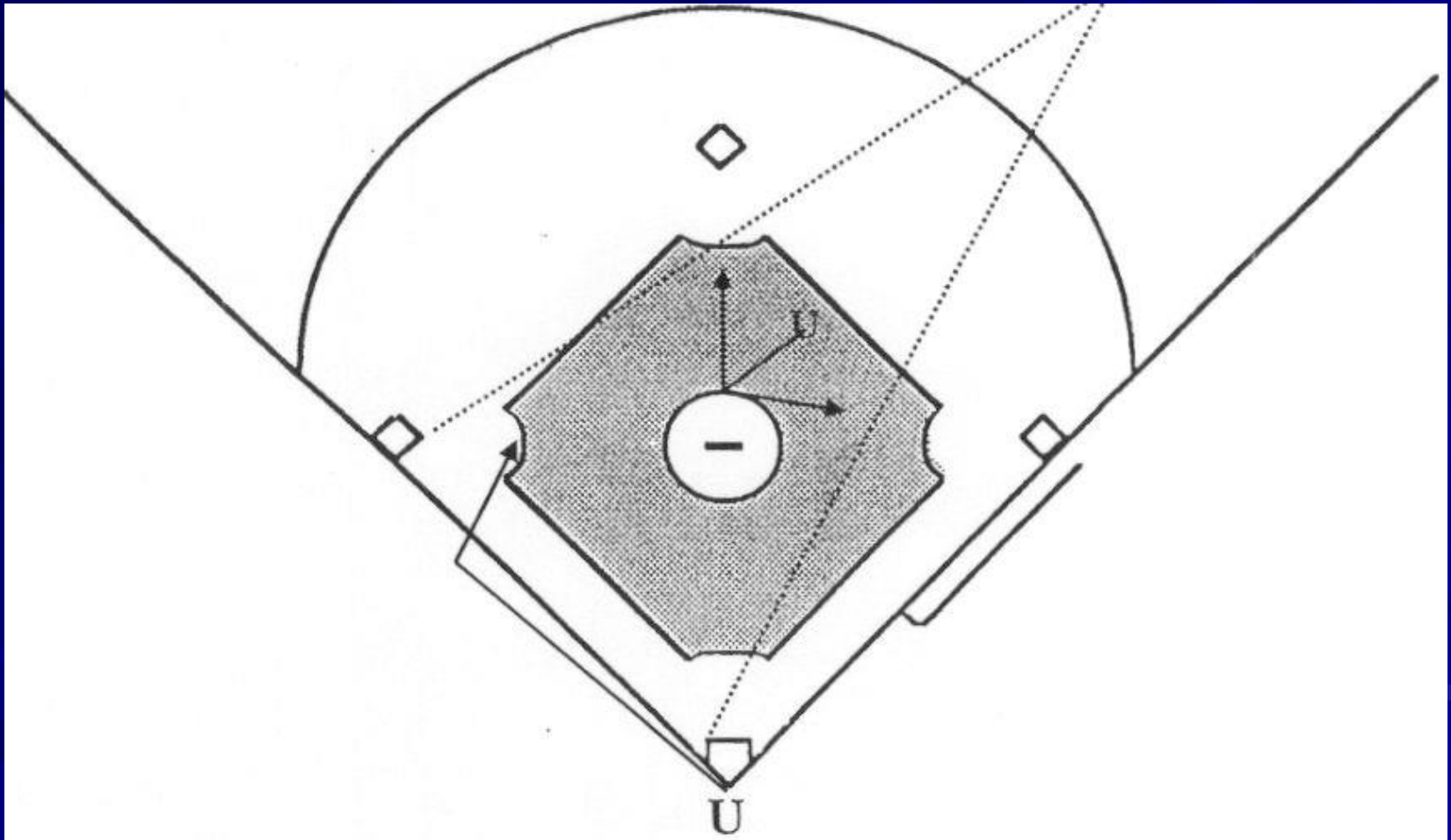
Overthrow on steal of 2nd



Overthrow on steal of 2nd

- As soon as the ball goes by the fielder, base umpire breaks for third, watching the ball.
- If the runner goes, stay ahead of him.
- If he breaks and then goes back to second, go back with him.
- If you cannot beat the runner into 3rd, fight for an angle and get set for the play.
- PLATE UMPIRE – STAY AT HOME. You will have overthrow at 3rd (out of play) and potential play at the plate.

Base hit, R1 to third



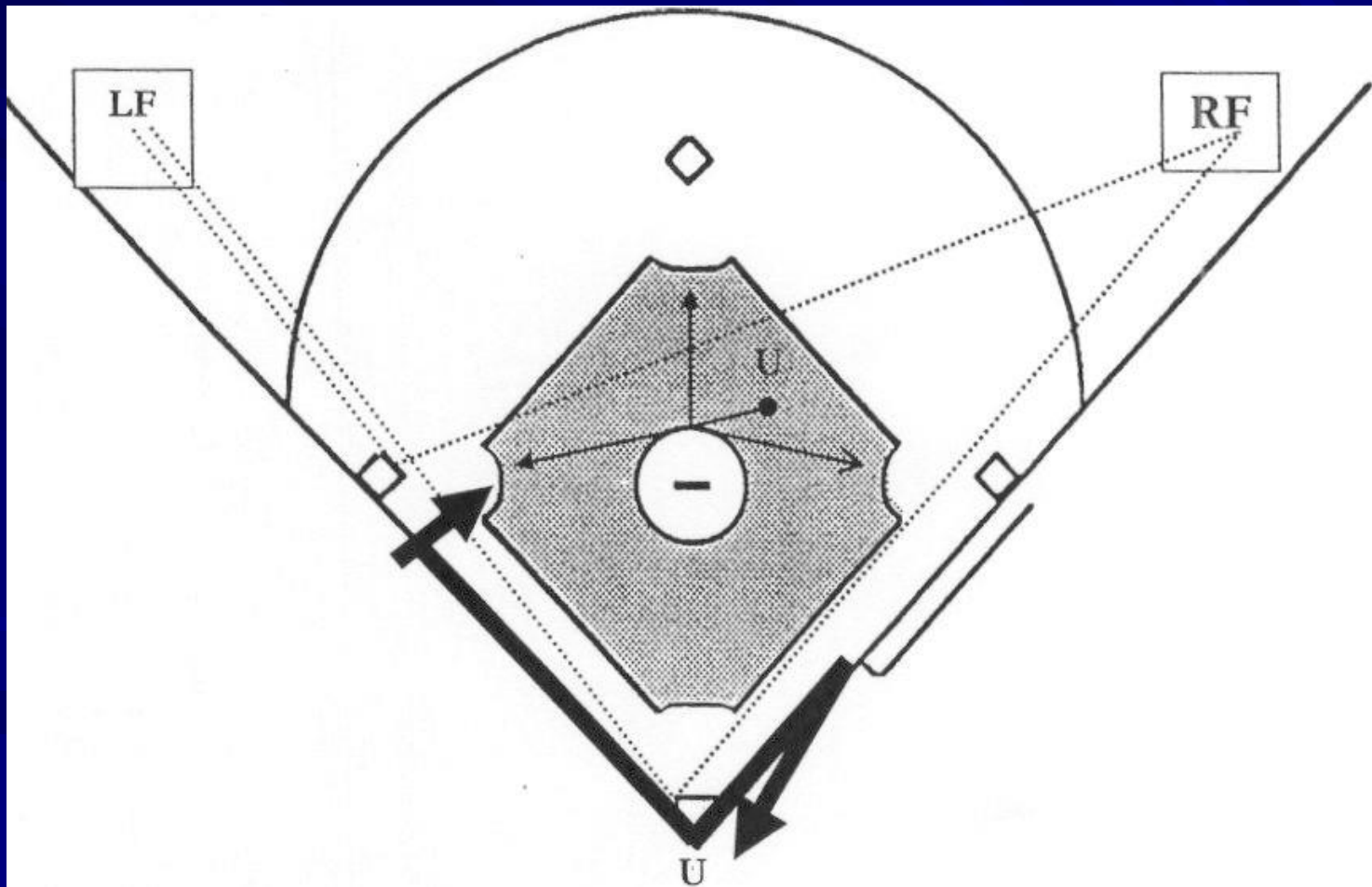
Base hit, R1 to third, base umpire

- With a runner on first, you are responsible for the runner touching second base and the batter-runner touching first base.
- When the ball goes to the outfield, turn with the ball and center yourself at the back of the mound. (WORK AREA)
- As the outfielder comes up throwing the ball, the base umpire should react to second base if the ball is thrown directly to the base.
- If the outfielder throws directly to first base, react directly to first base.
- If the ball is cut off, let the throw take you to 1st or 2nd.
- If the throw goes to 3rd, the plate umpire has responsibility for the runner into 3rd.
- As the outfielder comes up throwing, face the ball and break to the base.
- Glance at the batter-runner and break to the base to which he's advancing/retreating.
- The most important thing to remember is to watch the ball.
- It will take you to the right place.

Base hit, R1 to third, plate umpire

- Plate Umpire - The runner advancing from first to third base is your responsibility.
- The plate umpire should move about 3/4 of the way up to third base in foul territory.
- If you have: Ball and Runner - move into the 3rd base cutout and communicate to your partner "I've got 3rd! I've got 3rd!"
- Ball - Maintain your position 3/4 of the way up the 3rd baseline and in foul territory.
- Continue to face the ball.
- Runner Only - Go home and communicate to your partner "I'm going home! I am going home!"

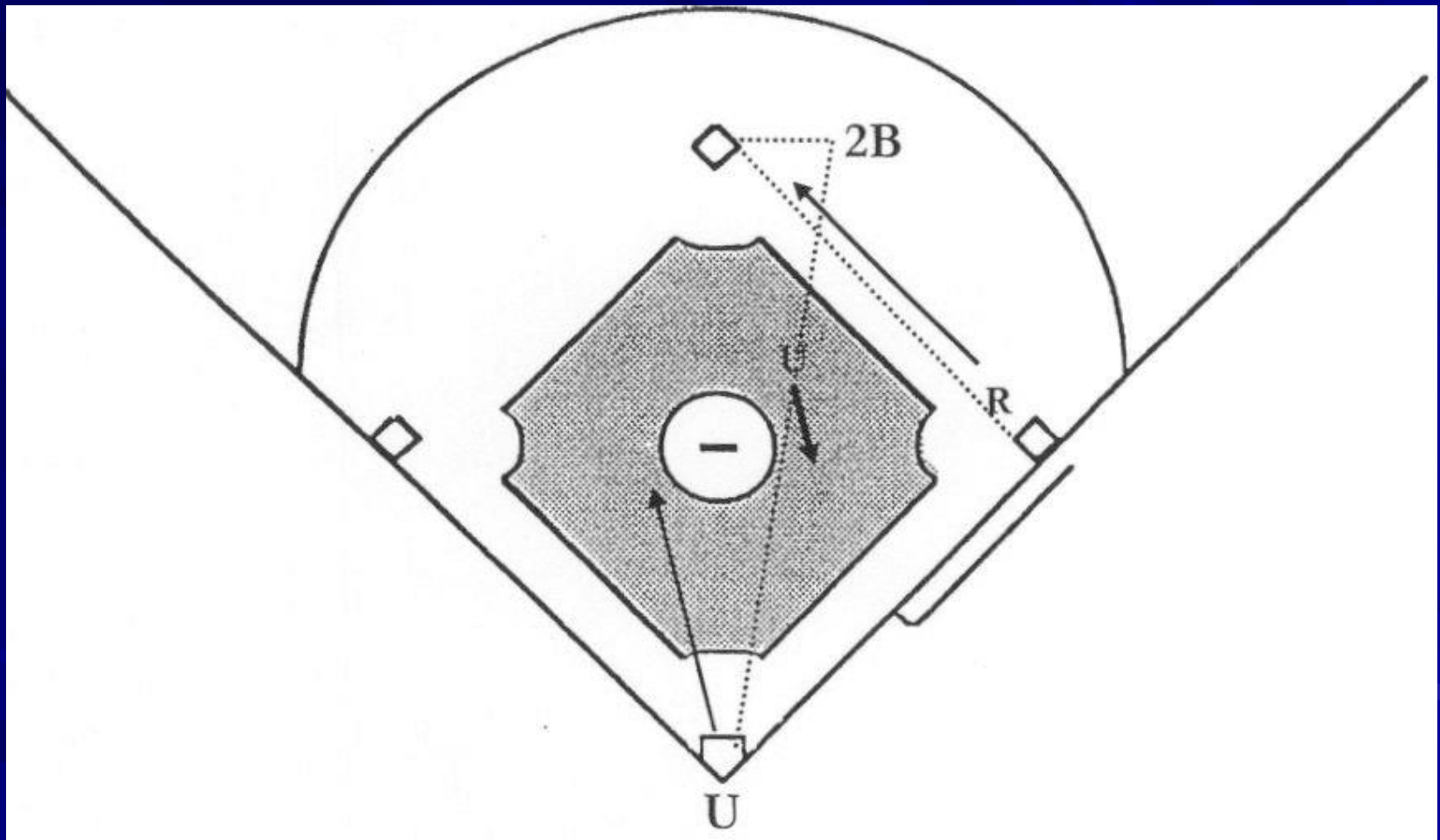
RUNNER FIRST TO THIRD: FAIR/FOUL, CATCH/NO CATCH FOR PLATE UMPIRE



R1 1st TO 3rd: FAIR/FOUL, CATCH/NO CATCH FOR PLATE UMPIRE

- The plate umpire has fair/foul, catch/no catch.
- If the ball is up the 1st base line (remains in the INF), the plate umpire will move up the 1B line with the ball and the base umpire will take the runner from 1st to 3rd.
- If the ball is hit up the right field line (to the OF), the plate umpire will move up the line and communicate to his partner "I'm on the line! I'm on the line!"
- Make the call and return home.
- Once again the base umpire will take the runner on first to third.

DOUBLE PLAY RUNNER ON FIRST, BALL SECOND TO FIRST



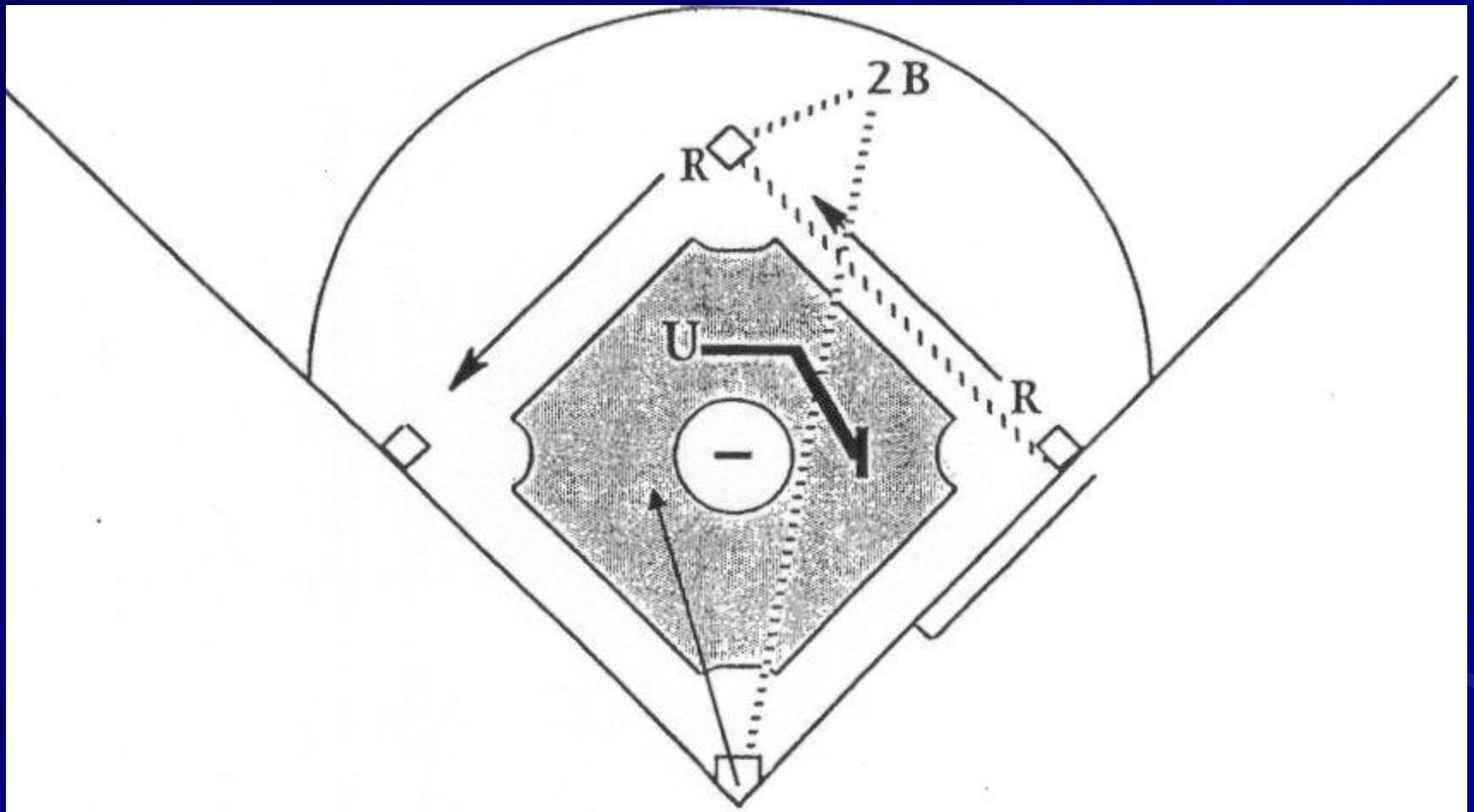
Double Play, Base umpire

- The Base Umpire is responsible for enforcing the Force Play/Slide Rule up until the point where the fielder releases the throw to first base.
- Remember that the Plate Umpire is no longer in position to assist with plays at First Base.
- You must try to get the best possible angle on the play at First Base.
- This is achieved by always heading towards the 45 foot lane.

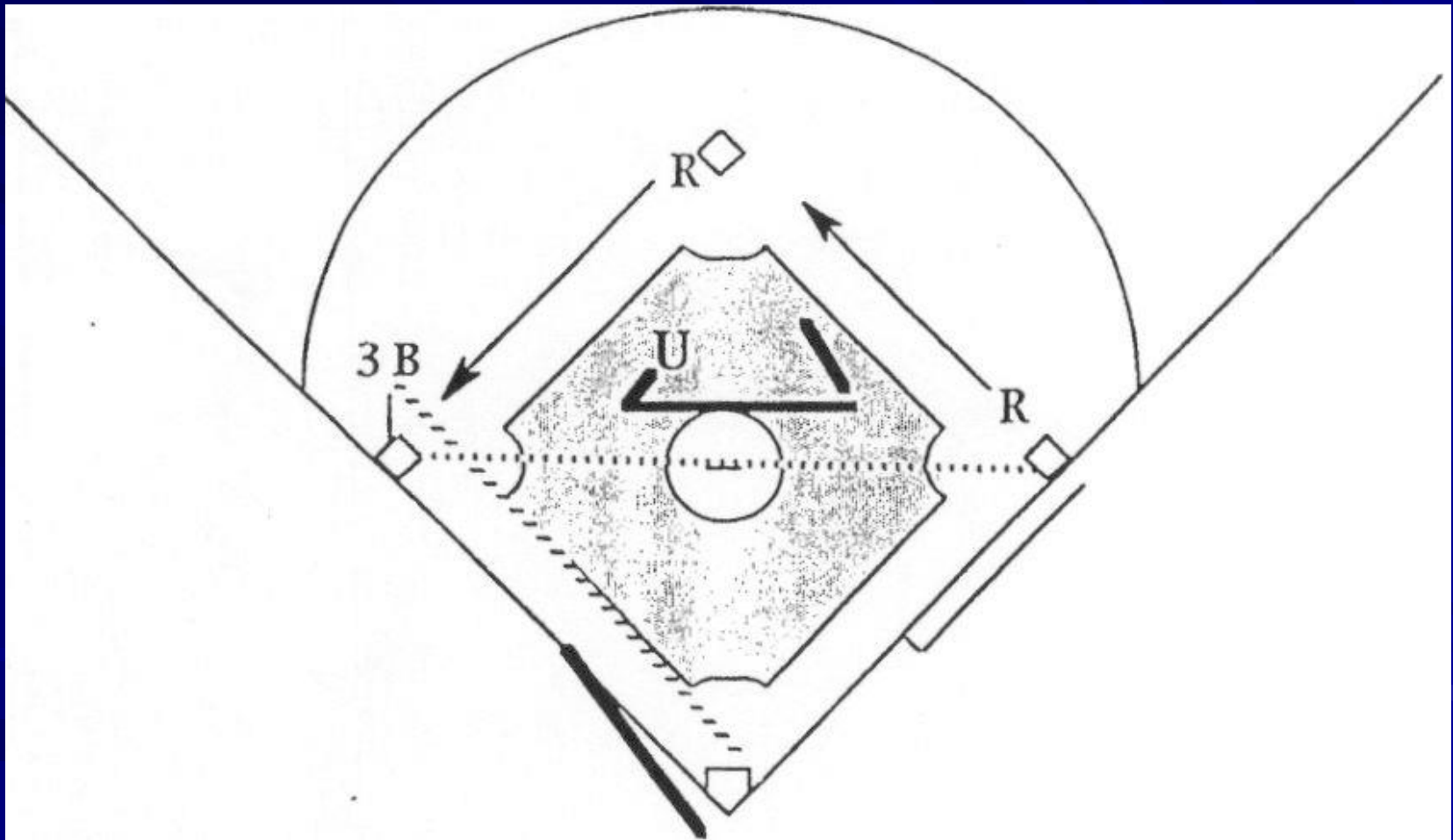
Double play, plate umpire

- Move up to the left edge of the pitcher's mound.
- Your responsibility is to ensure that there was no illegal contact by the runner after the throw and to assist the Base Umpire in enforcing the Force Play/Slide Rule.

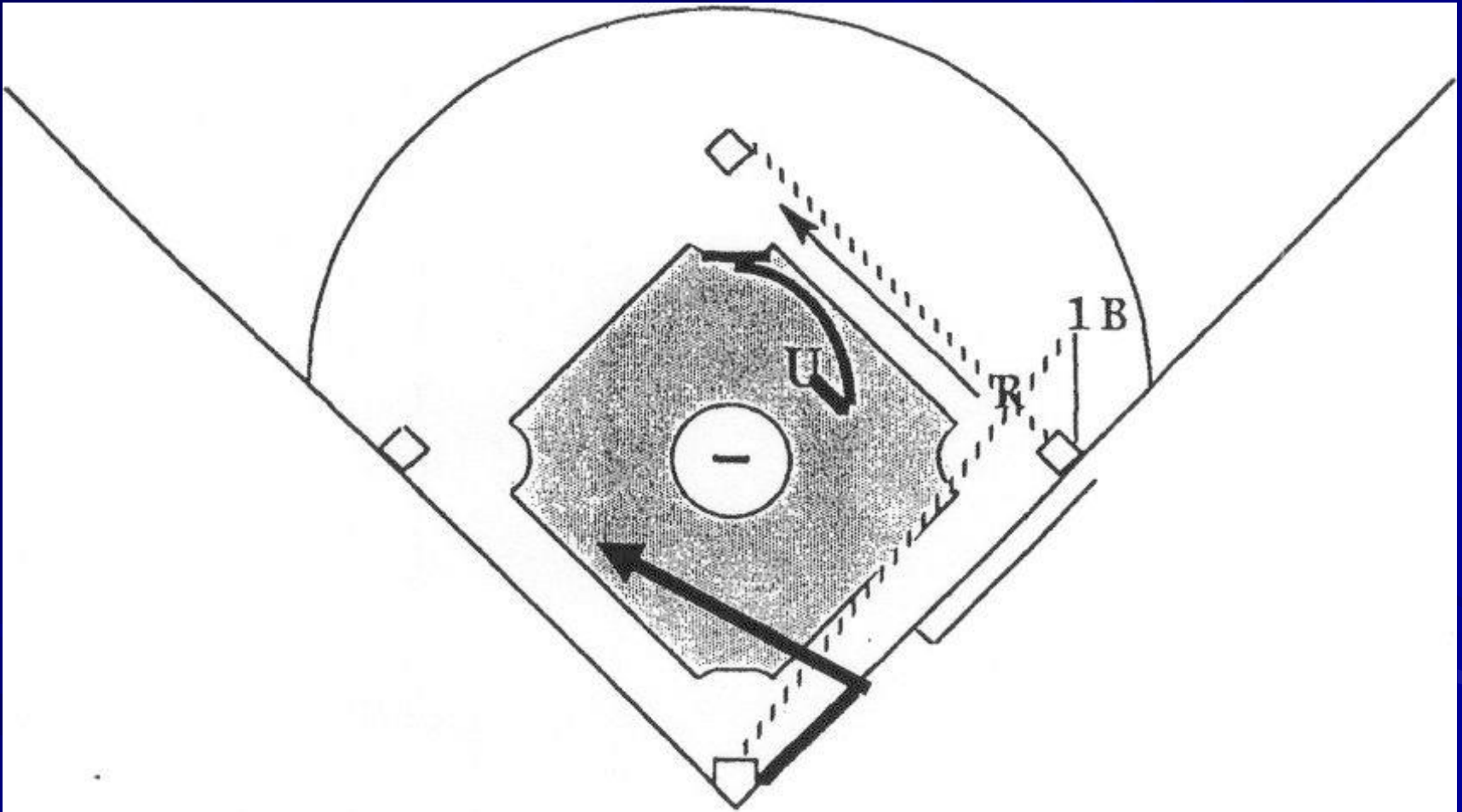
Double play, R1, R2



Double play, R1, R2, 3rd to 1st

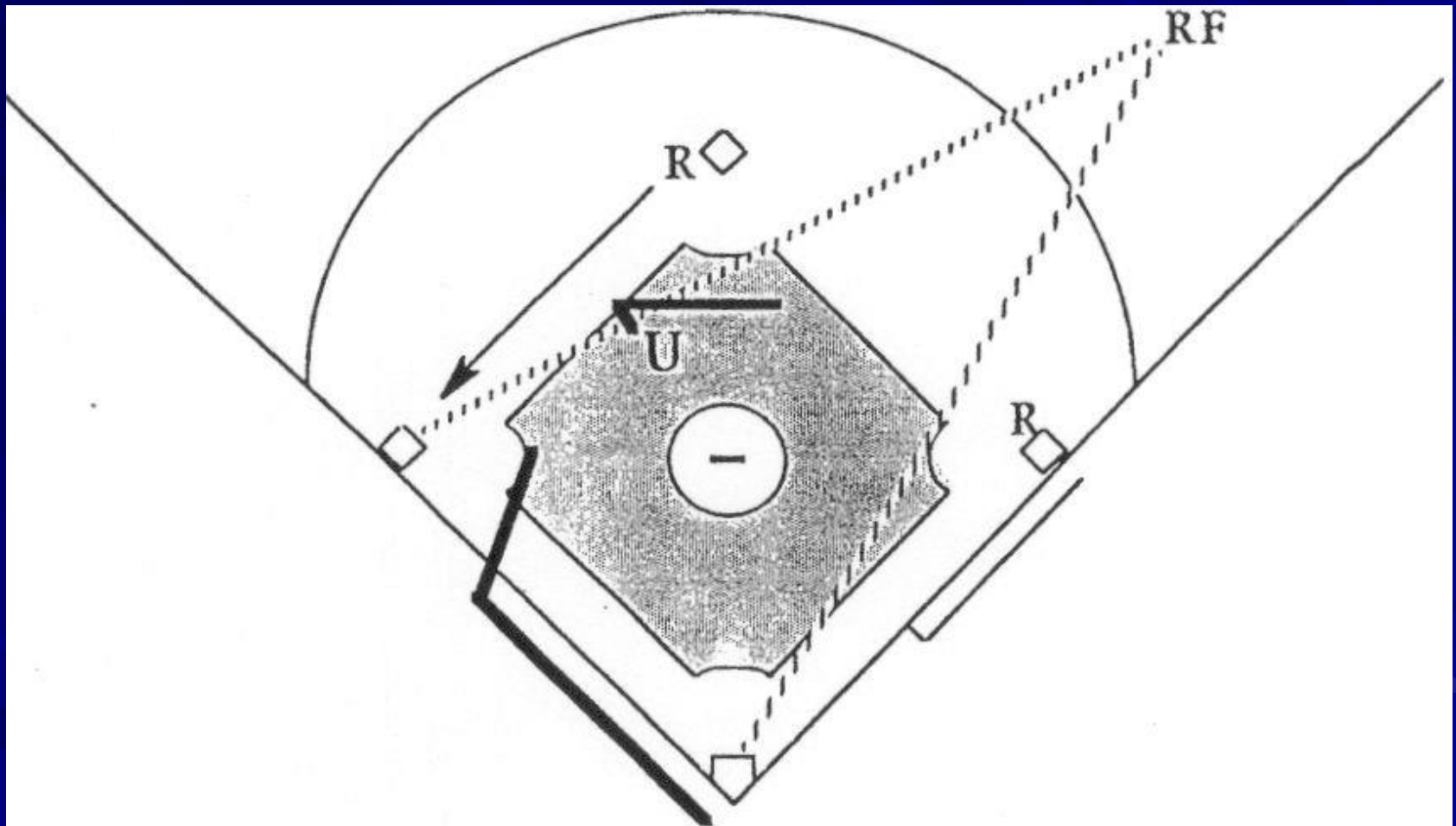


Reverse double play, no force



Read play, if whacker at 1st, be closer to 1st, don't be as concerned about double play

R1, R2, Fly out, tag up, play at 3rd



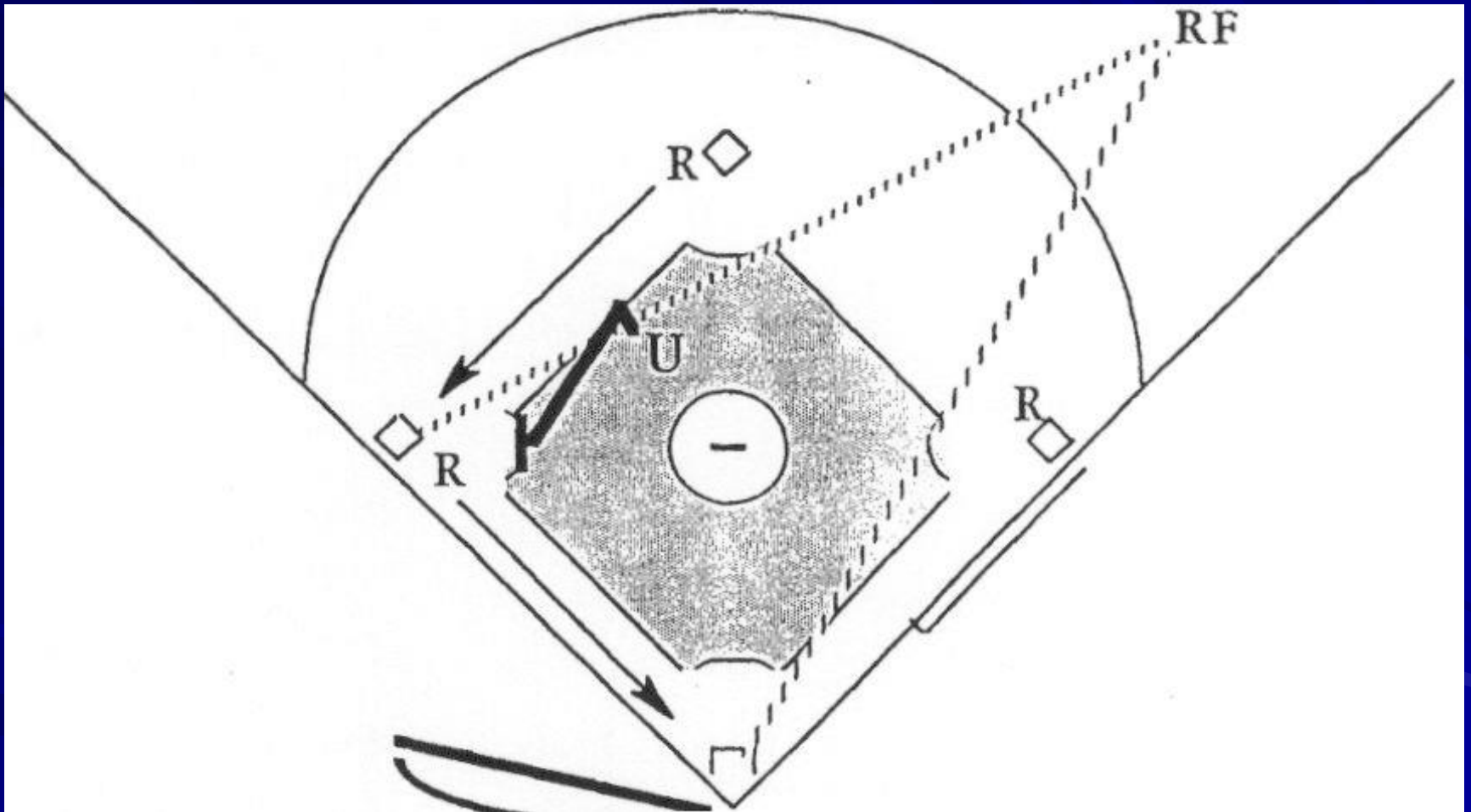
Tag-up play, R1, R2

- You have responsibility for runners tagging at first, first and second, or second base only.
- Line the runner tagging up with the fielder catching the ball, e.g. on a fly ball to RF, move to the edge of the infield grass between 2nd and 3rd.
- After the catch, glance at the runner at 1B.
- If he was tagging and was very close to the base after the catch, consider him to have tagged safely.
- It is very important that you know if the outfielder actually caught the ball (ie. voluntary release, etc.)
- As the ball is thrown from the OF, the rest of your movements are the same as on a runner going from first to third base.
- Keep in mind: you don't have a tag play until a runner goes back to the base to tag.
- When he does, then move to line up the throw.
- With a runner on first base only, the runner will go halfway to second on a ball hit to the outfield.
- Center yourself behind the mound, see the catch, and drift toward first base.

Tag-up play, R1, R2 (cont'd)

- With runners on 1st & 2nd, move up the 3rd base line. As you see the runner(s) go back to tag, communicate to your partner: "I've got third if he comes".
- If the runner at second goes to third, yell: "I've got third! I've got third!" as you move into the cutout at third for the play.
- ****Remember*-** If the fly ball to the OF is dropped, the plate umpire should immediately communicate "I'm going home! I'm going home!" "because the base umpire always has all force plays within the infield.

TAG PLAY BASES LOADED



Tag play, bases loaded

■ BASE UMPIRE

- You have all tag -ups at second and first and all plays on the bases.
- Let the ball take you to your play.

■ Plate Umpire

- You have the tag up at 3rd and plays at the plate.