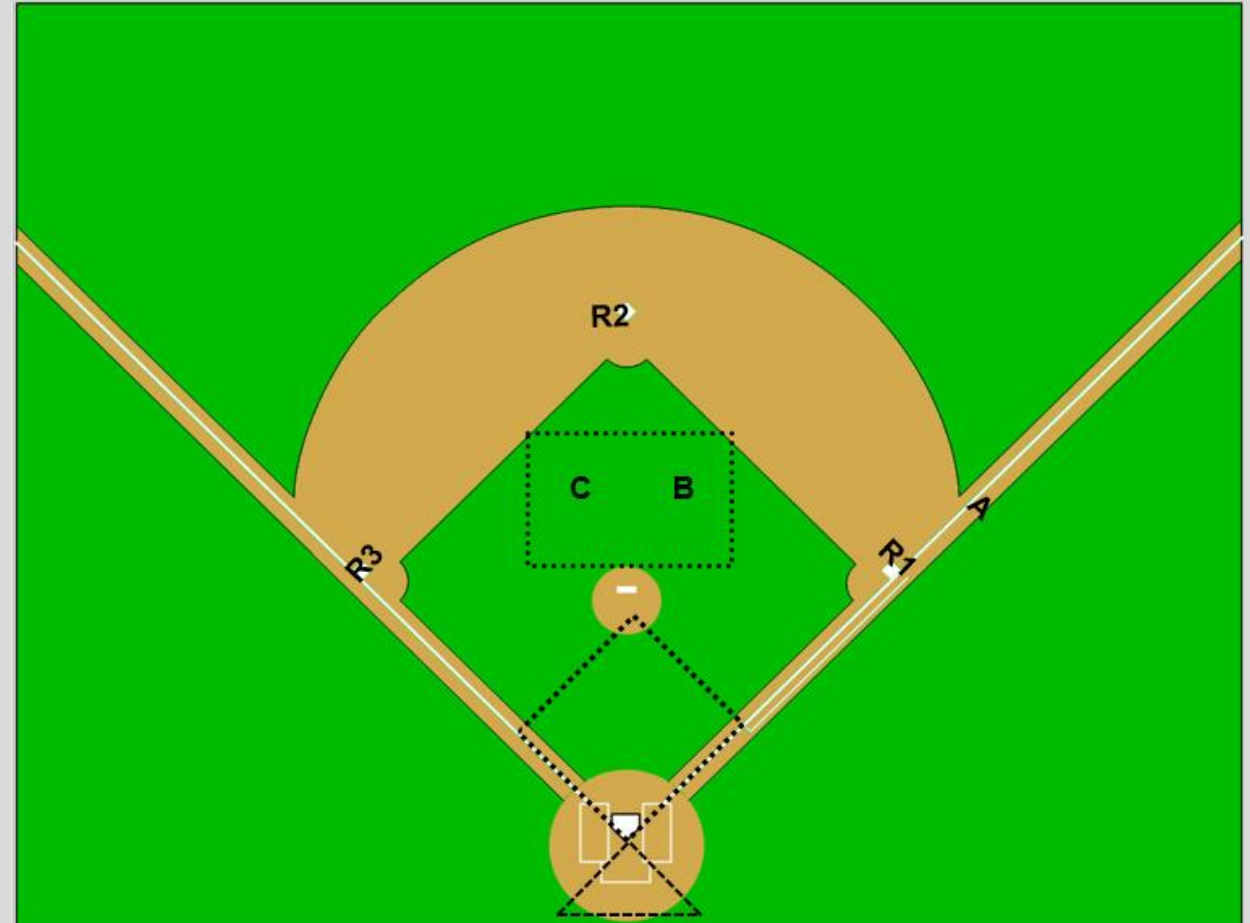




**2019 CBUA
2-MAN MECHANICS**

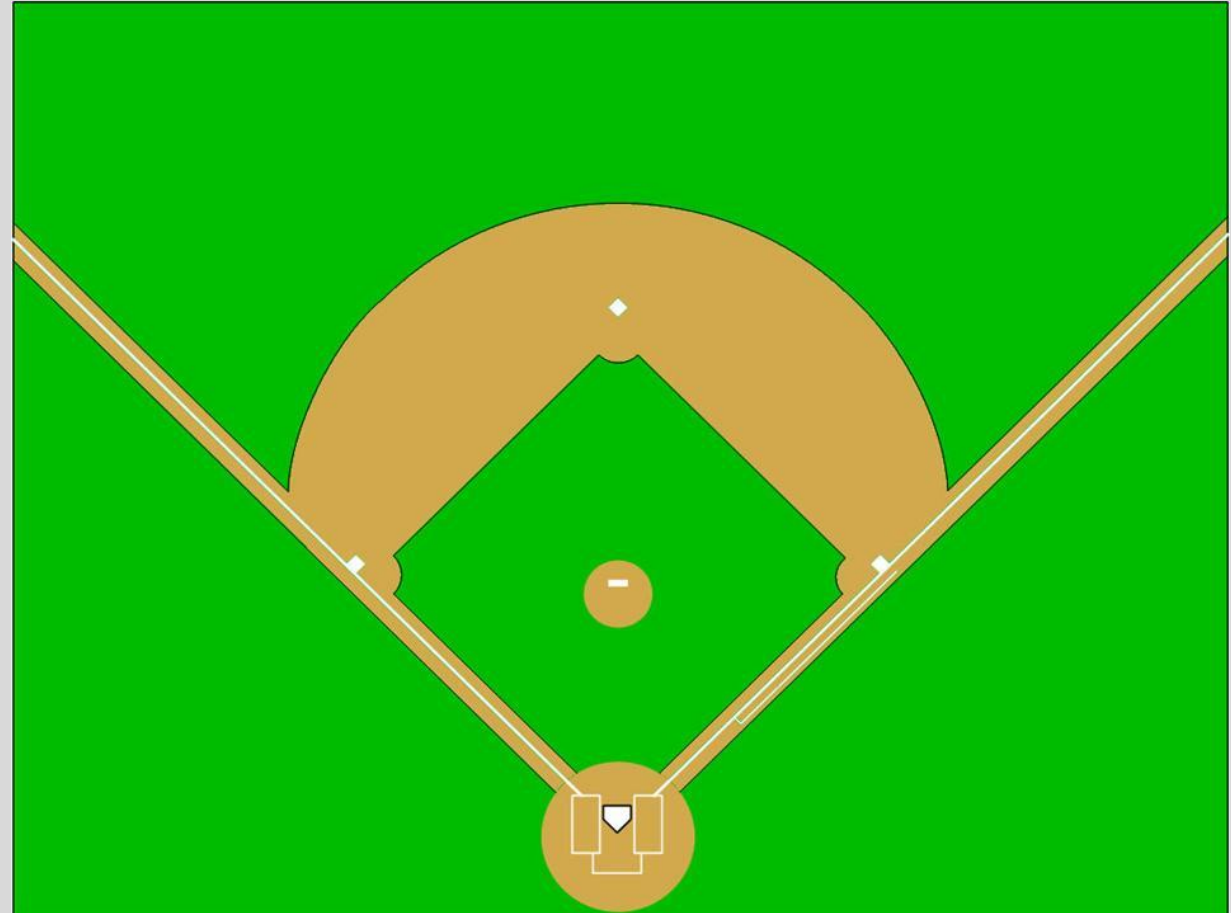
General Terminology

- HP: Plate Umpire
- U1: Base Umpire
- R1: Runner on 1st
- R2: Runner on 2nd
- R3: Runner on 3rd
- Working Area: The rectangular area behind the pitchers mound.
- Imaginary Box: The area from home plate to the pitchers mound extending to each baseline.
- Safety Triangle: The area behind home plate created by the baselines extended to the backstop.



Basic Principles:

- Angle is primary, distance is secondary:
 - With only 2 umpires, you're not going to be able to get as close as you would like on some plays.
 - Work to get the angle.
 - Sacrifice Distance for Angle
- The Plate Umpire (HP) will move:
 - Helping on pulled foot at 1st base.
 - Helping on slides at 2nd
 - Covering some plays at 3rd



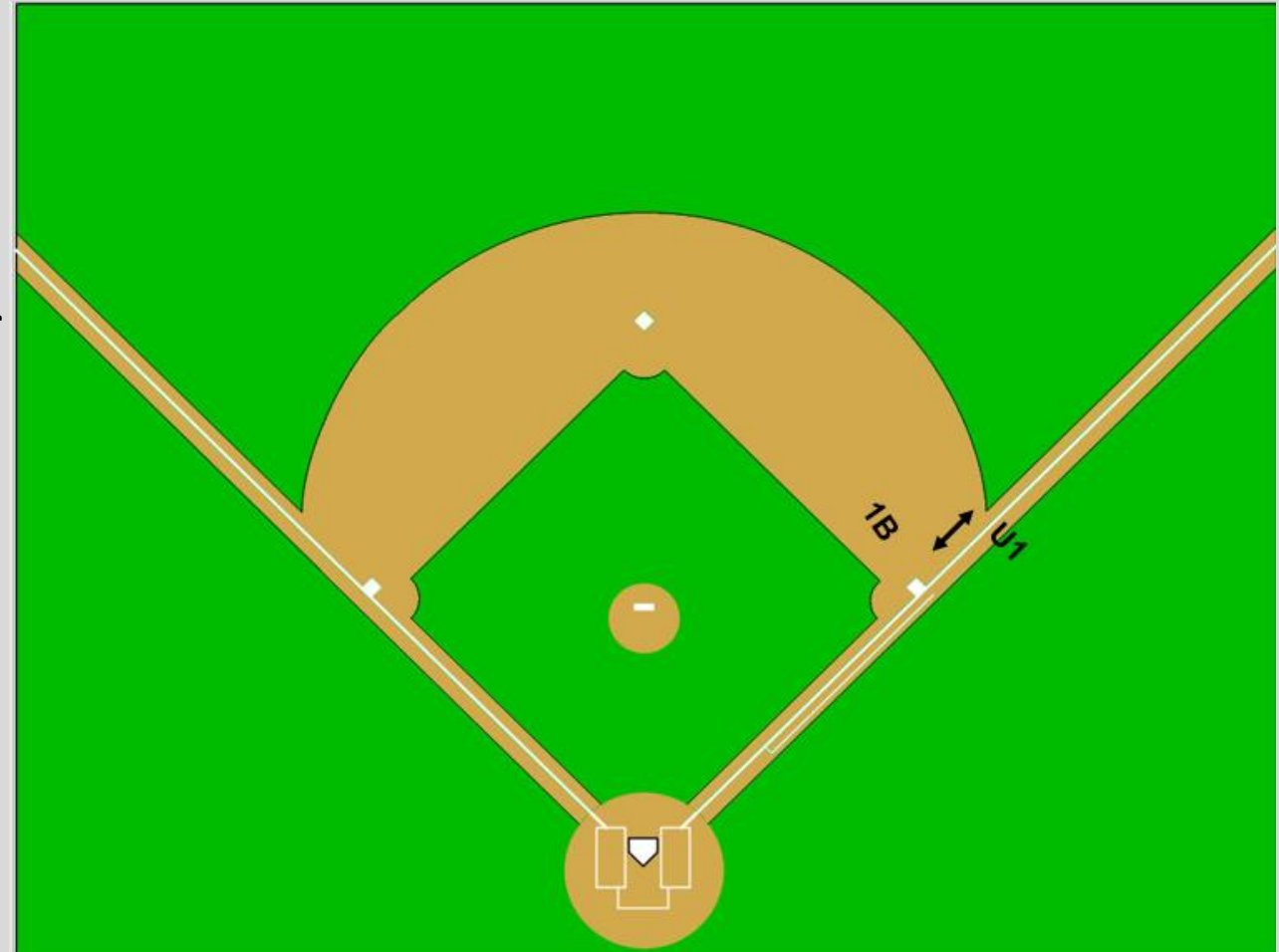
A diagram of a baseball field with a green outfield and a brown infield. The bases are marked with white dots, and the pitcher's mound is a larger brown circle. The home plate is a white pentagon with a white circle around it. The text "2-Man Mechanics:" is written in large black font across the center of the field, and "No Runners on Base" is written in smaller black font below it.

2-Man Mechanics:

No Runners on Base

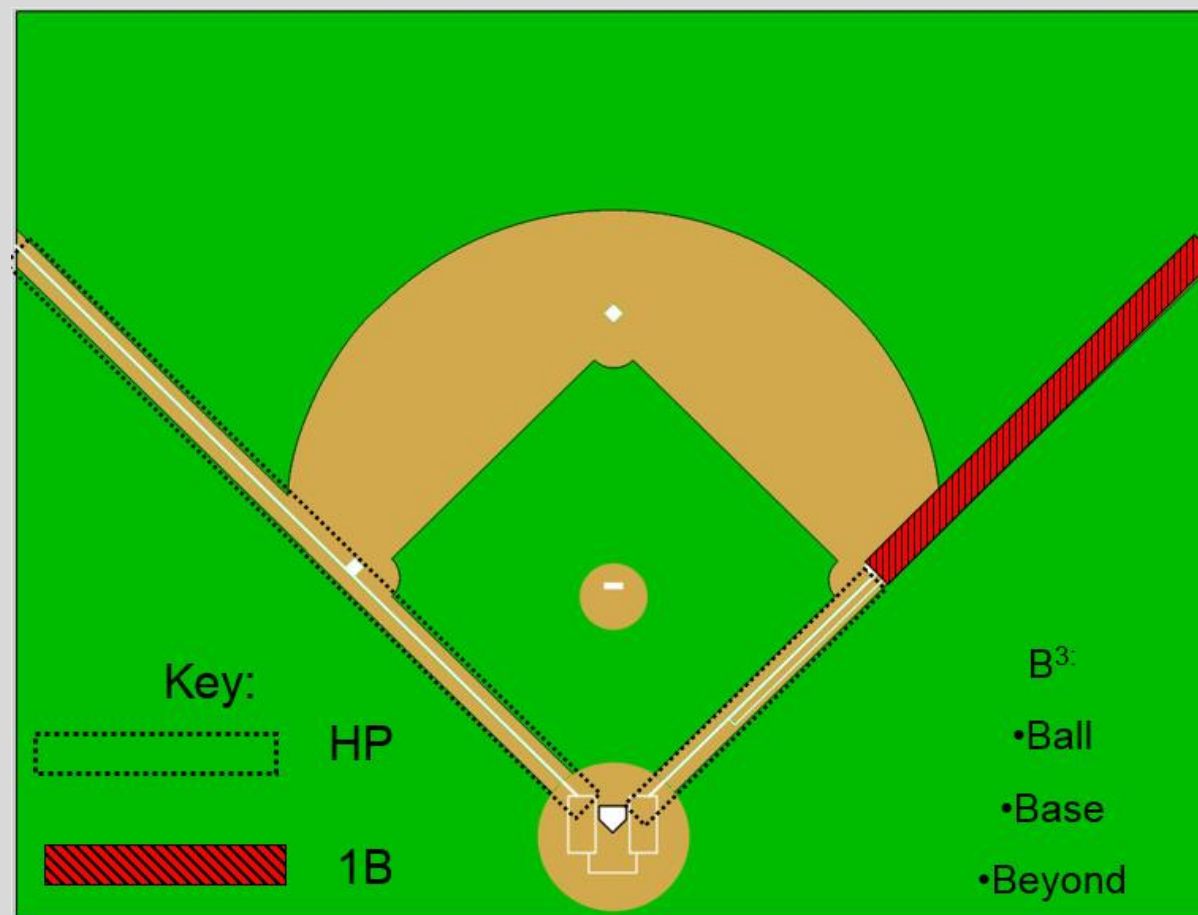
No Runners on Base: Positioning of Base Umpire

- U1 shall be positioned completely in foul territory.
- 10-15 feet behind 1B (mirroring 1B)
- If 1B positioned in even or in front of the 1st base 1st b, U1 shall never get closer than 10 feet from the back edge of 1st base.



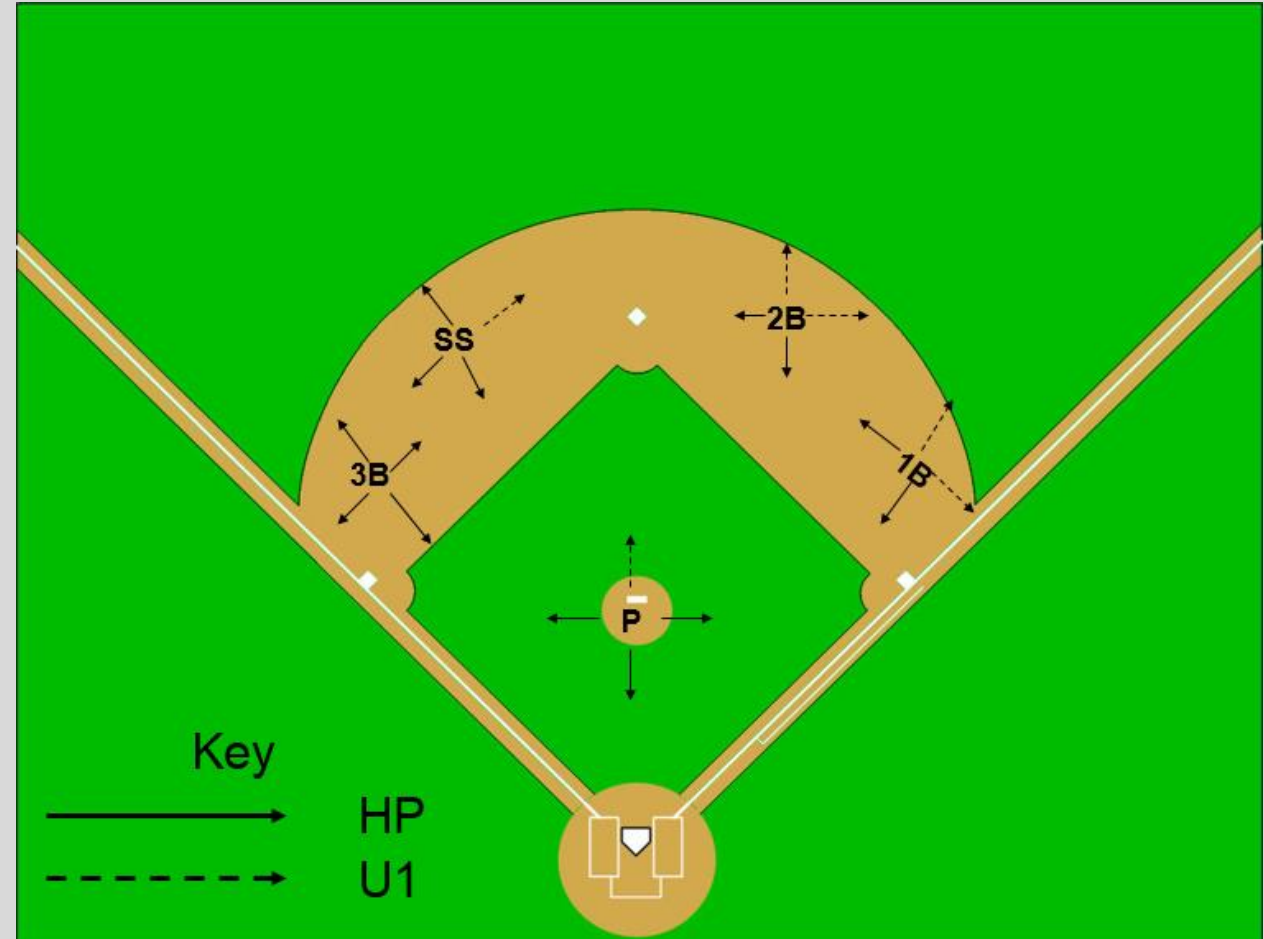
No Runners on Base: Fair/Foul Responsibility

- The home plate umpire will make all fair/foul decisions on batted balls down the 3rd base line.
- The home plate umpire will make all fair/foul decision on batted balls that are first touched or have stopped moving up to the front edge of 1st base.
- U1 will make all fair/decisions on batted balls from the front edge of 1st base to the right field foul pole.



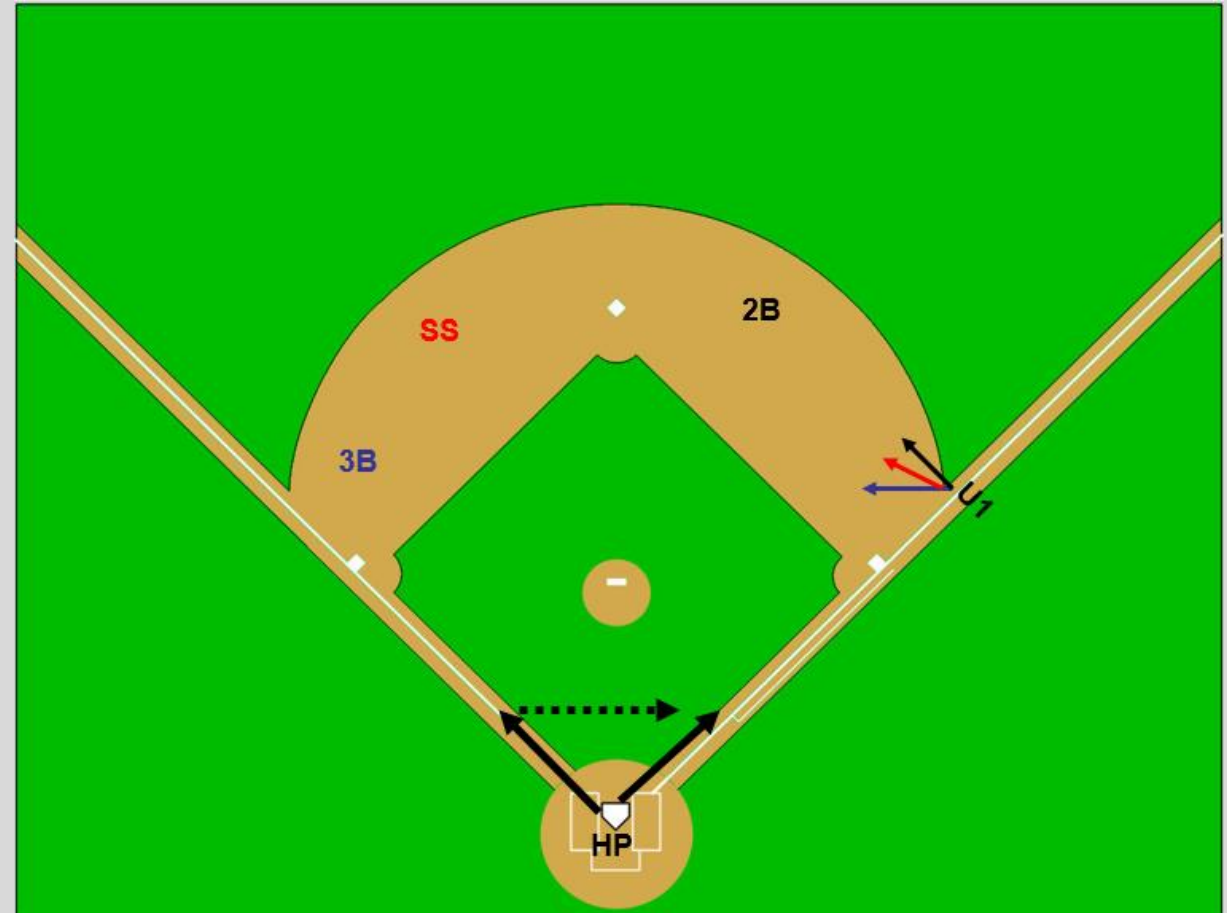
No Runners on Base: Infield Catch Responsibility

- HP has catches:
 - By the pitcher moving in, left or right.
 - By the 1st baseman moving in or right.
 - By the 3rd baseman in all directions.
 - By the SS moving in, out or toward 3rd base.
 - By the 2nd baseman moving in or toward 2nd base.
- U1 has catches:
 - By the 1st baseman moving left or out.
 - By the 2nd baseman moving out or toward 1st base.
 - By the SS moving toward 2nd base.
 - By the P moving back.



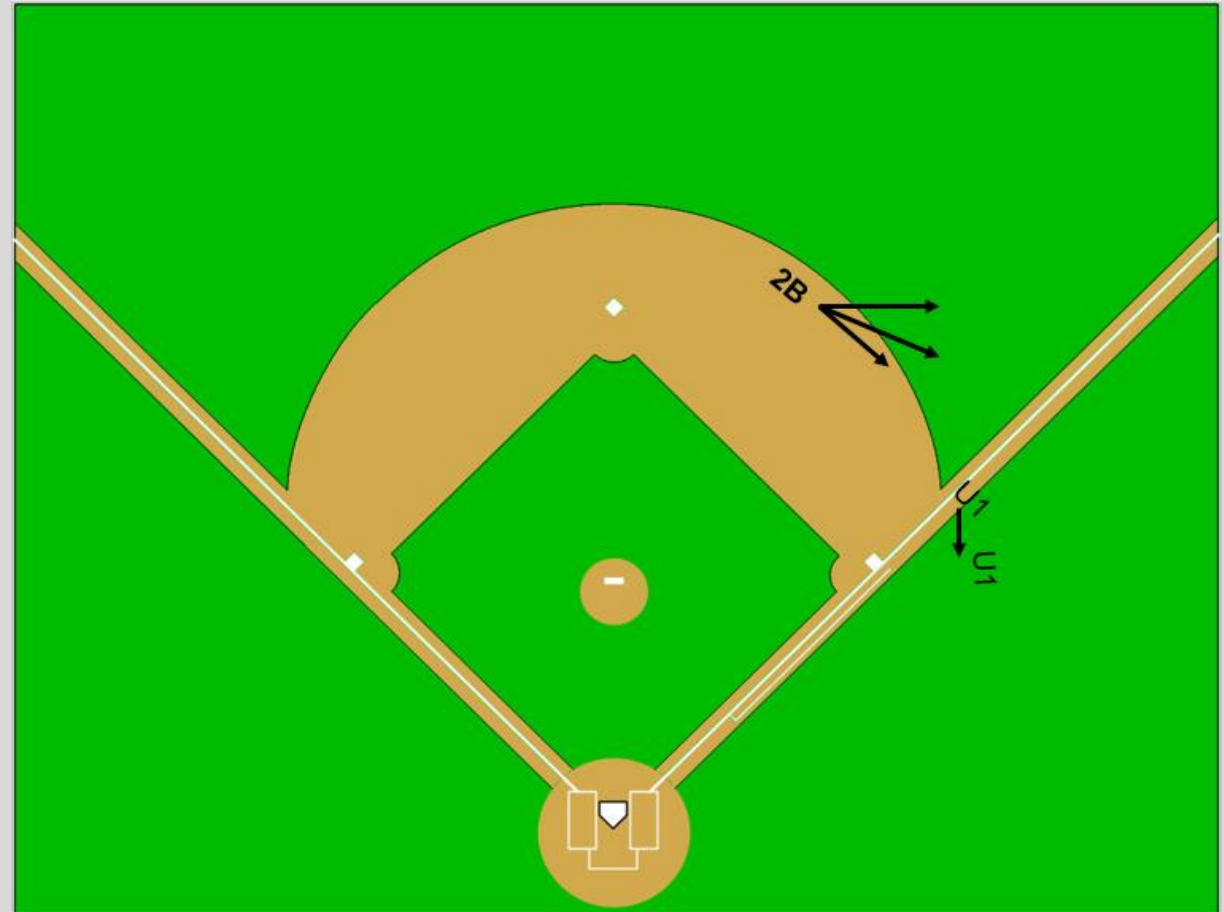
No Runners on Base: Ground Balls in the Infield

- HP clears catcher and moves up towards 45' line making sure to be set for play at 1st.
 - Can Assist with:
 - Pulled Foot
 - Swipe Tag
 - Obstruction/Interference
- U1 works for 90° angle from throw, 15 feet from 1st base.



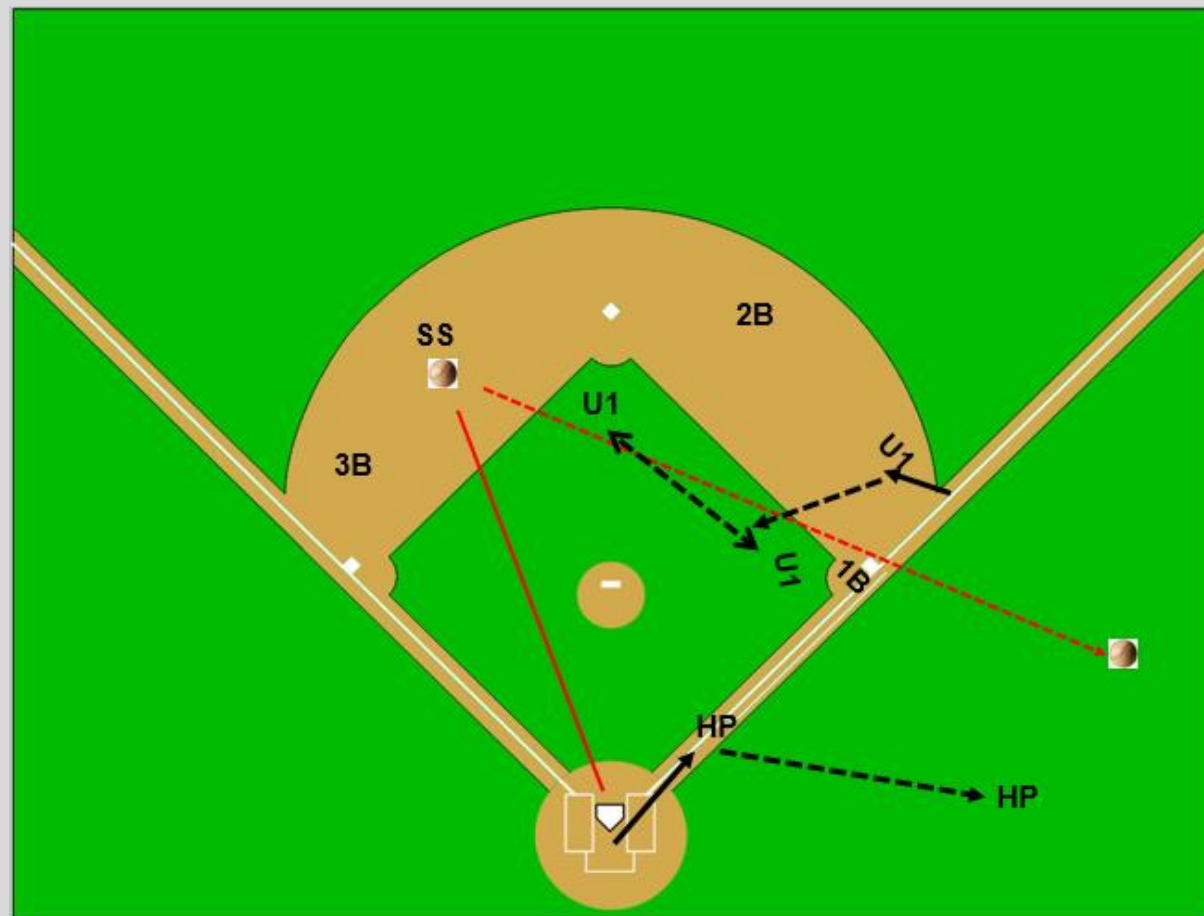
No Runners on Base: Ground Balls in the Infield

- When to take a play in foul territory:
 - It is permissible to move into foul territory **ONLY** if:
 - pressure comes from 2B
 - Throw from a fielder will come from over or near U1's body.
 - Move 1 to 3 steps **ONLY** into foul territory.
 - Square up to 1st base for your call.



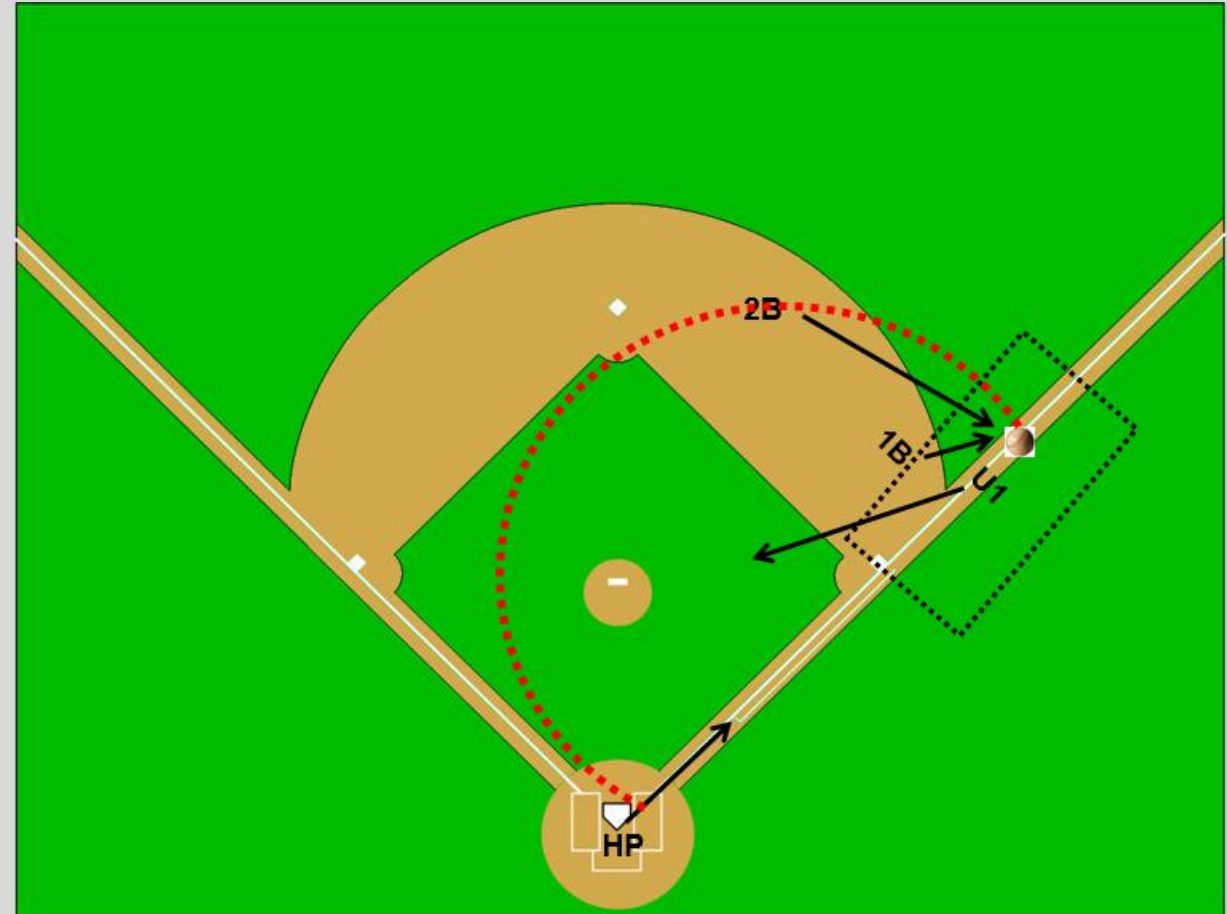
No Runners on Base: Overthrows

- HP comes up towards 45' lane.
- HP observes the ball and rules if it enters dead-ball territory.
- HP moves into foul territory as necessary.
- U1 gets his 90° angle for play.
- U1 enters the infield and has all plays at all bases.



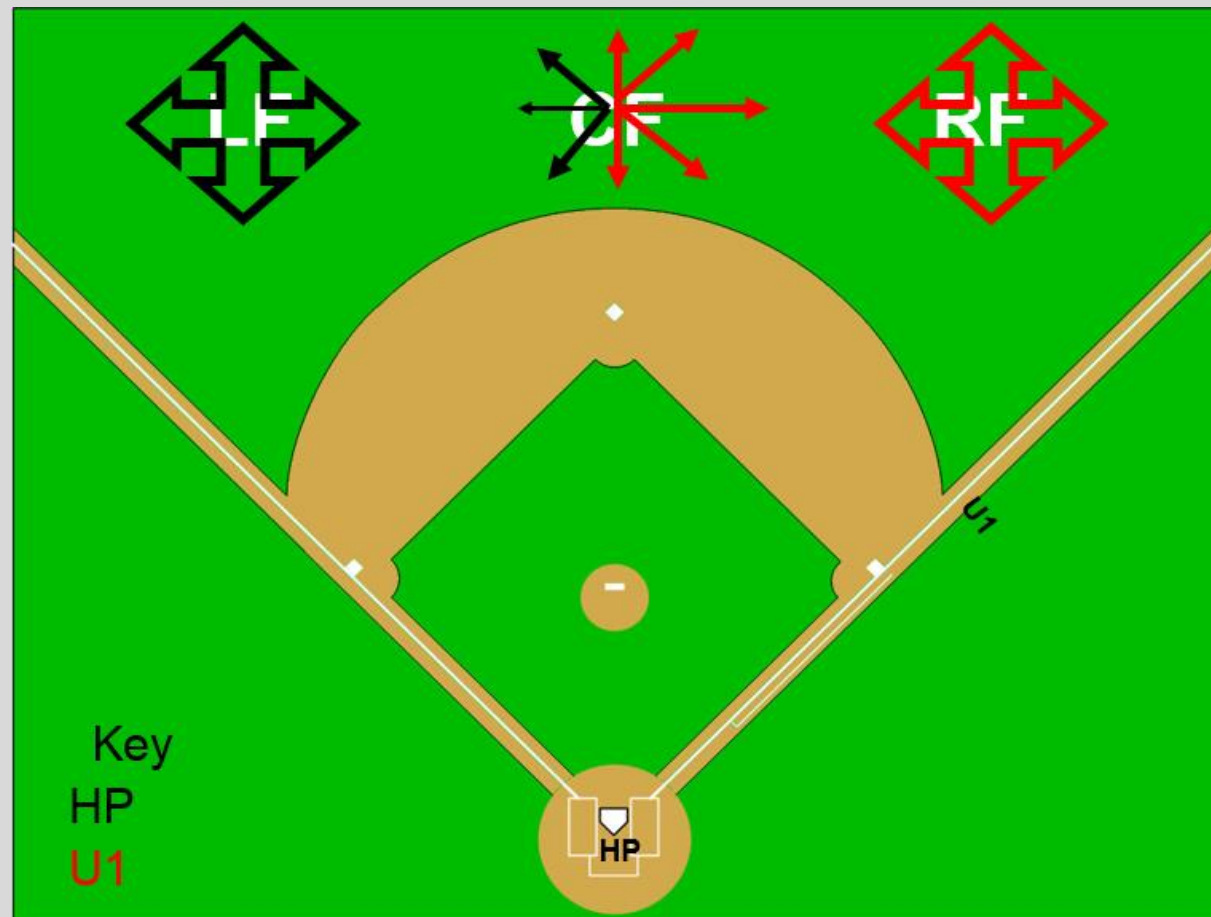
No Runners on Base: Ground Balls in the Infield

- Giving Up Fair/Foul
 - Pop Up = Pivot
 - It is not only permissible but recommended that U1 give HP fair/foul responsibility on any pop up that will be played in the general area where U1 is positioned.
 - U1 will come into the infield and handle all plays on the batter runner.



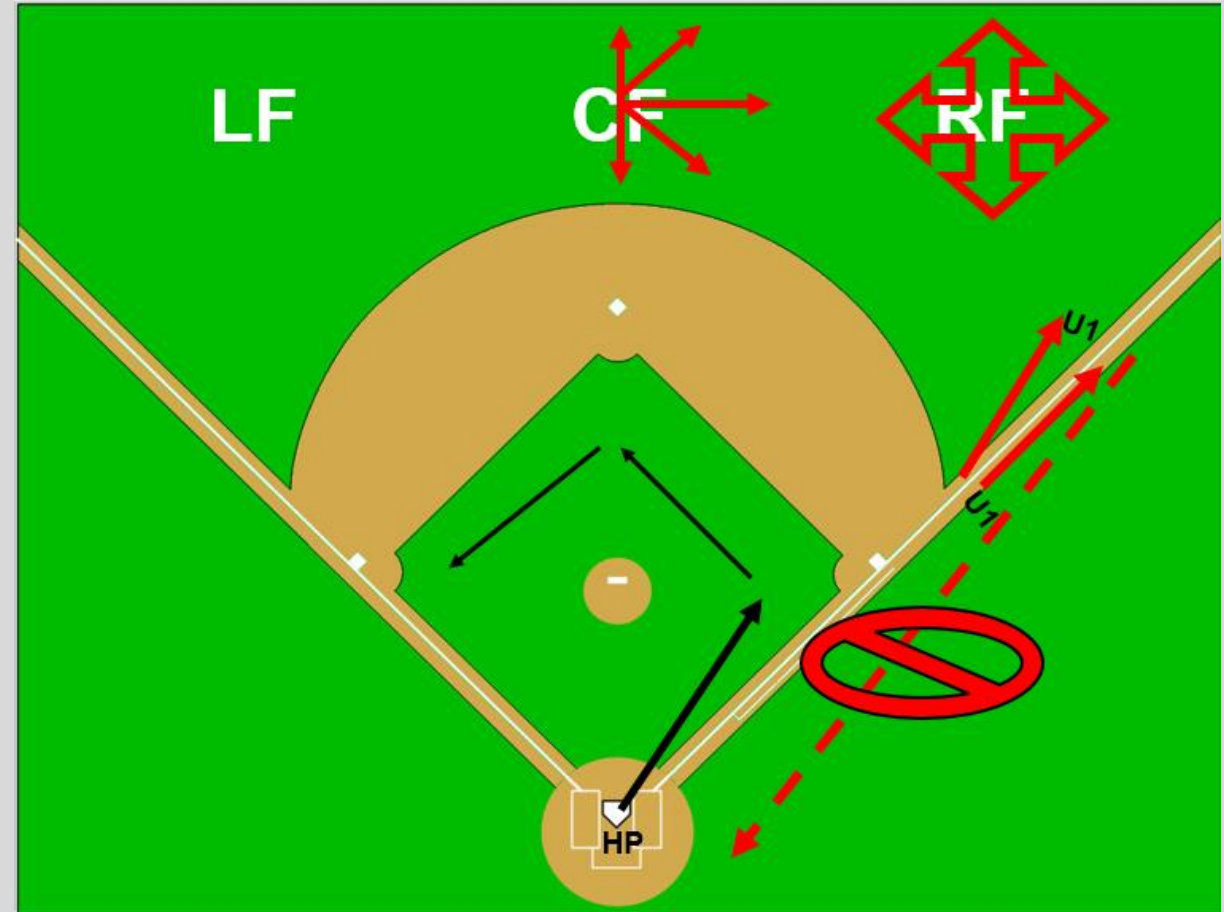
No Runners on Base: Outfield Fly Ball Coverage

- HP has the entire area from the CF moving towards left field and everything over to the LF out of play.
- U1 is in the “A” position.
- U1 dictates outfield coverage and has the CF straight in, straight back, all the way to the RF out of play.



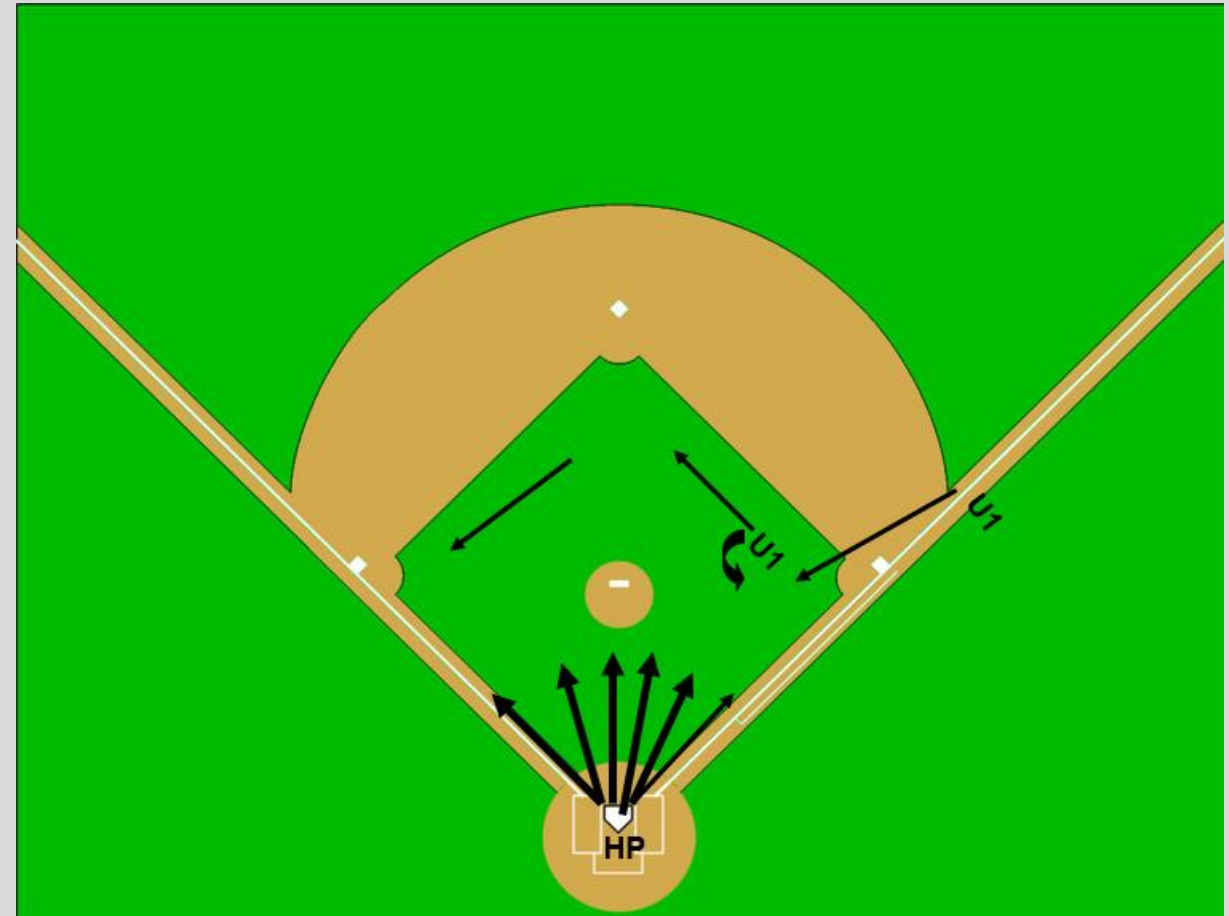
No Runners on Base: Criteria for Going Out

- The outfielder is running hard as he might either make the catch on a dead run, or he will dive to make the catch, or he will catch the ball below his waist.
- The outfielder has turned his back to the infield and is running hard towards the fence.
- 2 or 3 fielders are all converging on the ball and it appears that anyone of them could make the catch.
- The Right Fielder is running towards the right field line and it appears that a Fair/Foul decision may have to be made on the line.



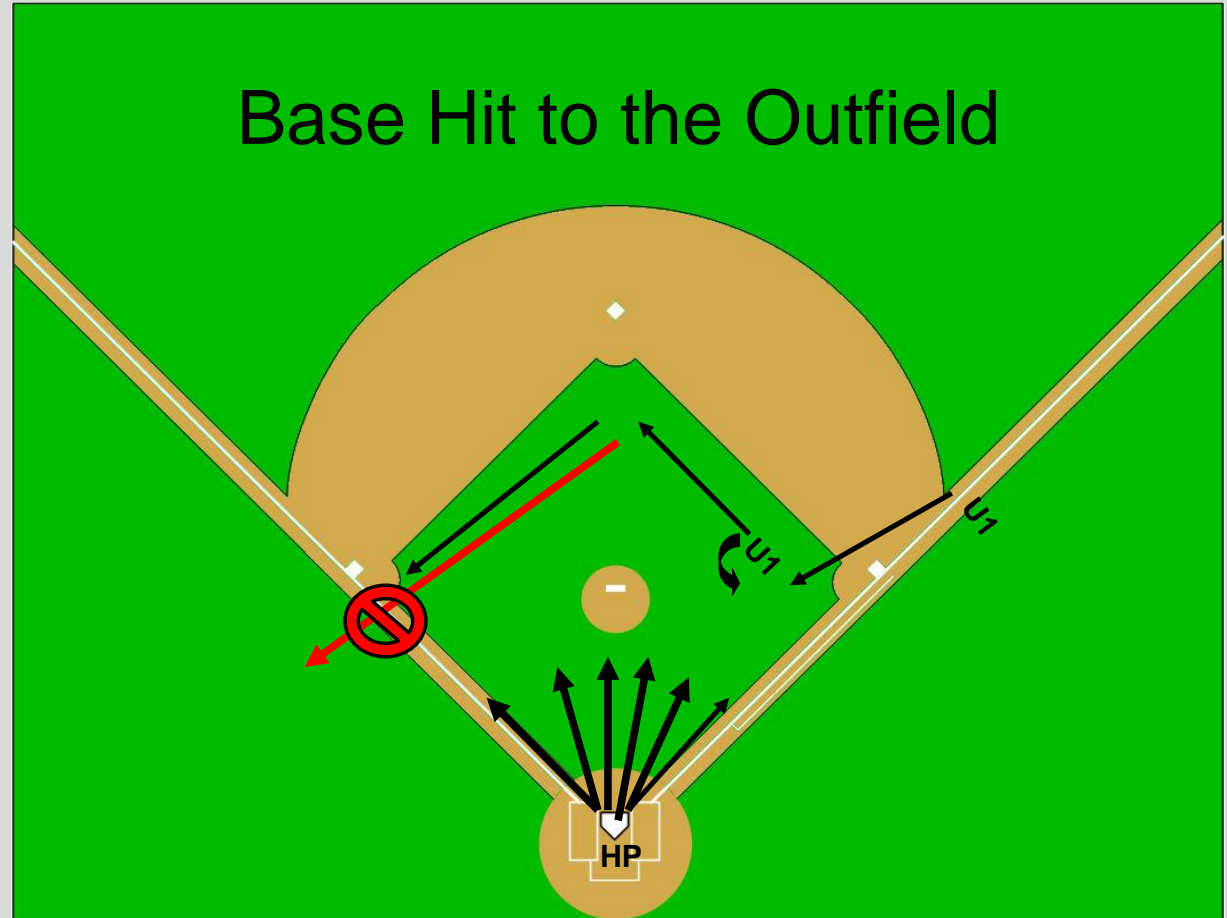
No Runners on Base: Base Hit to the Outfield

- HP goes out towards ball.
- HP observes the outfield coverage.
- U1 comes into the infield and pivots.
- U1 watches BR touch base(s).
- U1 is ready to take plays on the batter runner at 1st, 2nd, or 3rd base as necessary.



BASE UMPIRE NOT TO CROSS FOUL LINE FOR PLAY AT 3RD

There is an advanced umpiring mechanic where the base umpire crosses the foul line to take a play on the batter runner at 3rd base from the 3rd base coaching box. Despite seeing some of the advantages to this mechanic, the Instructional Chairmen felt that this mechanic should not be utilized at the high school level. Umpires/evaluators saw too many umpires attempting to get to the coaches box and, in doing so, vacated their main responsibilities. Furthermore, majority of the umpires attempting to utilize this mechanic were not getting set for their plays when attempting to get into foul territory, some actually interfered with players and or coaches, and some even had runners return to 2nd base putting them in a worse position. Therefore, base umpires will rule on plays at 3rd on the batter runner from the infield cut out.



2-Man Mechanics:

U1

Runner on 1st

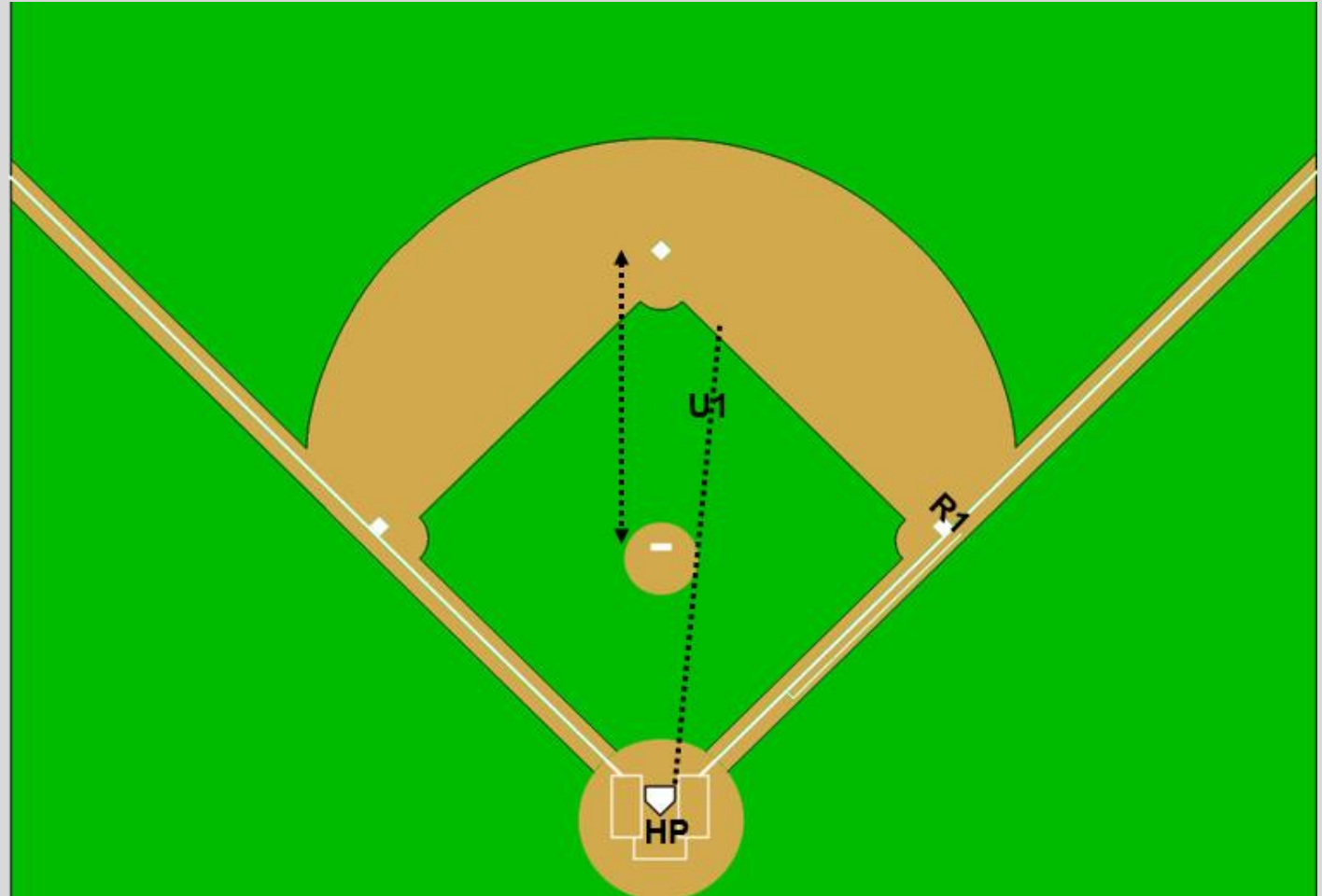
R1

HP

A diagram of a baseball field from a top-down perspective. The field is green with brown base paths. Home Plate (HP) is at the bottom center, marked with a white diamond and the letters 'HP'. First Base (R1) is on the right side, marked with a white diamond and 'R1'. A runner is positioned on the path between home plate and first base, with the text 'Runner on 1st' above it. The pitcher's mound (U1) is located in the center of the diamond, marked with a white diamond and 'U1'. The text '2-Man Mechanics:' is overlaid in large black font across the upper part of the field.

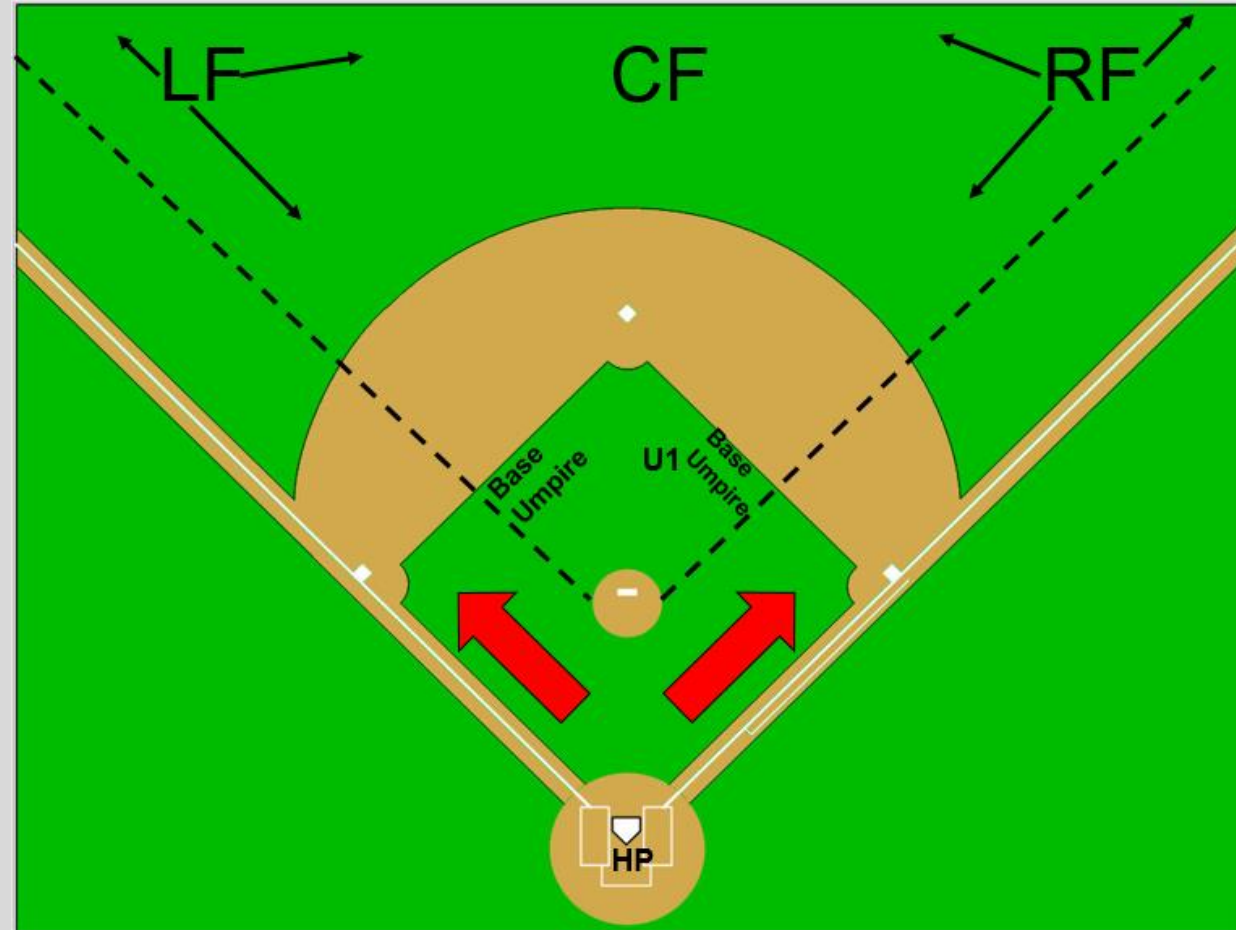
Runner on 1st: Positioning of U1

- U1 is in the “B” position.
- Half way between the mound and 2nd base on the 1B side of the infield.
- Lined up so that an imaginary line will travel from home plate, through the edge of the mound and through the midsection.
- Shoulders and body shall be squared to home plate.



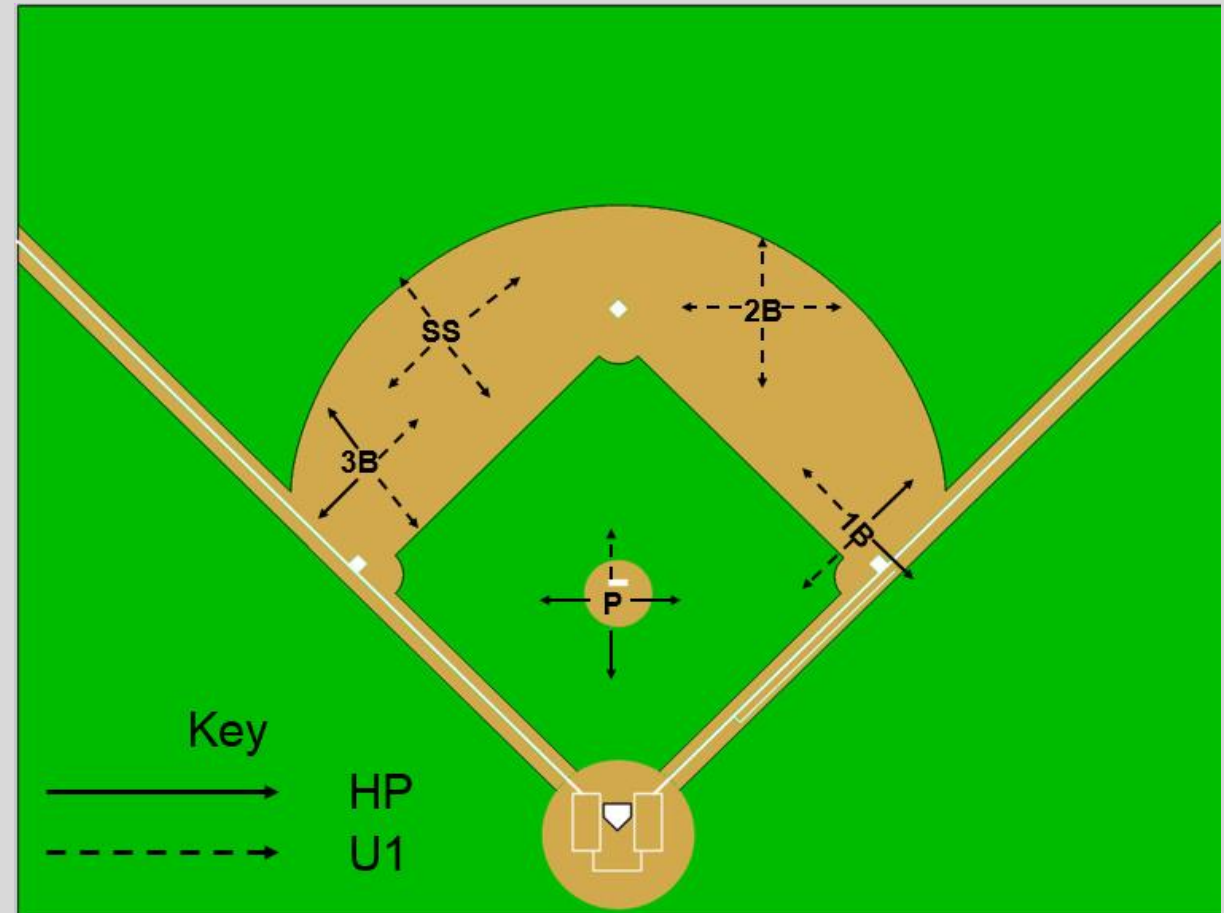
Runner on 1st: Fly Ball Coverage

- HP has all fly balls that take the LF or the RF towards the line.
- HP must communicate to U1, “I’m on the line,” or “I’ve got the ball,” when the ball is in his coverage area.
- U1 has every fly ball from the LF straight in, straight back or away from the line to the RF straight in, straight back or away from the line.



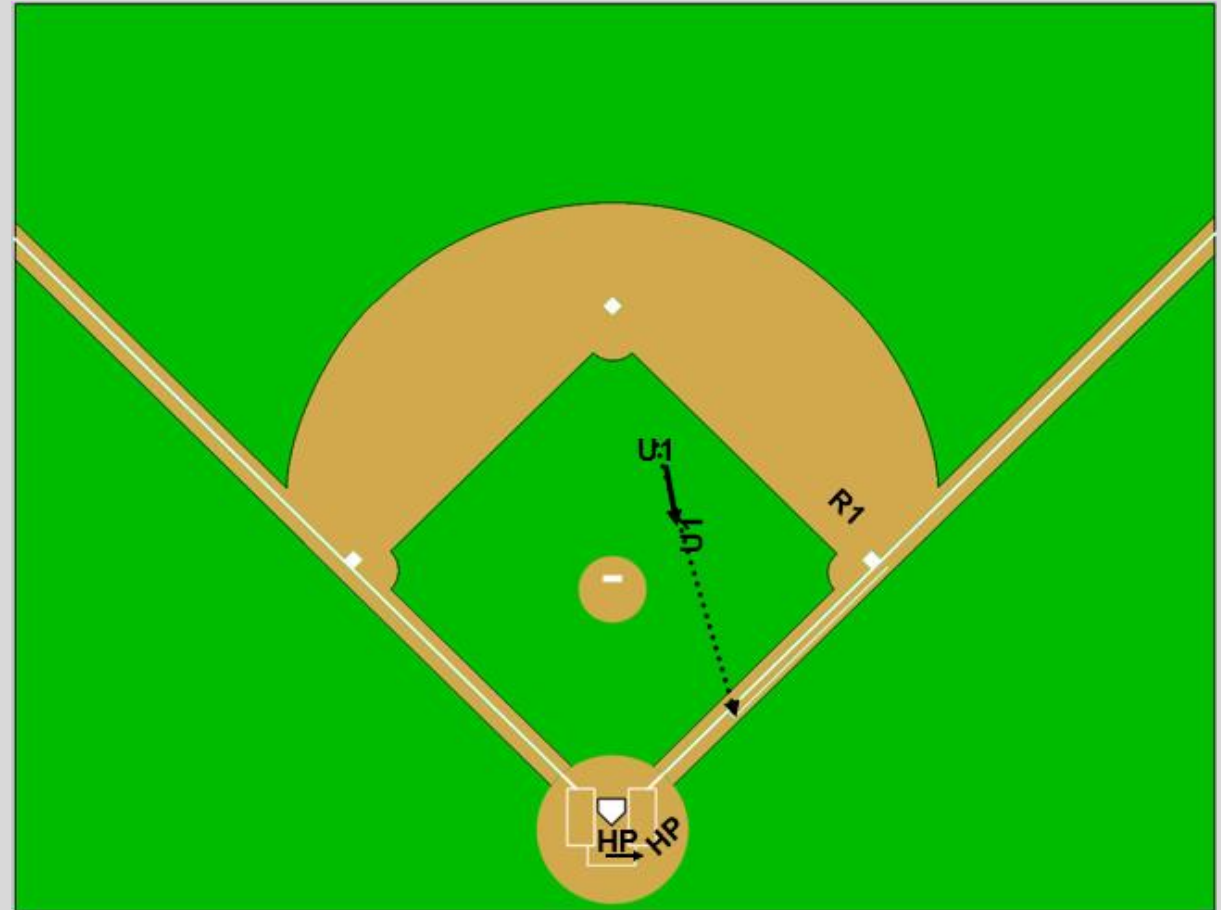
Runner on 1st: Infield Catch Responsibility

- HP Has Catches:
 - By the pitcher moving in, left or right.
 - By the 3rd baseman moving back or toward the foul line.
 - By the 1st baseman moving back or toward the foul line.
- U1 Has Catches:
 - By all infielders moving toward the middle of the field.
 - By the SS moving in all directions.
 - By the 2nd baseman moving in all directions.
 - By the 3rd baseman moving in.
 - By the 1st baseman moving in.



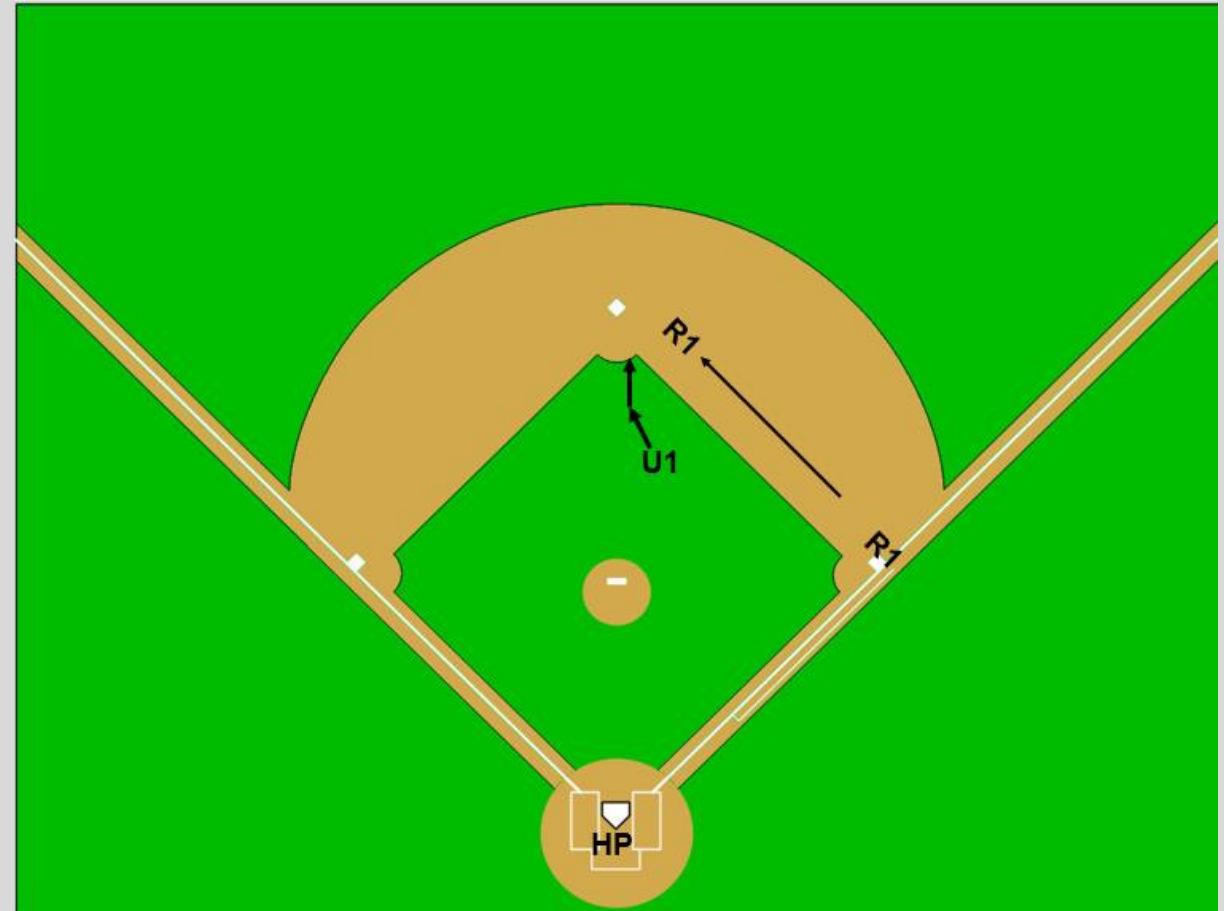
Runner on 1st: Pickoffs at 1st

- HP should watch the pitcher's move to make sure it is legal.
- HP should then look over to 1st for possible assistance or overthrow.
- U1's first step should be towards the 45's line gaining the proper angle.
- U1's next step should be to square up to the play at 1st



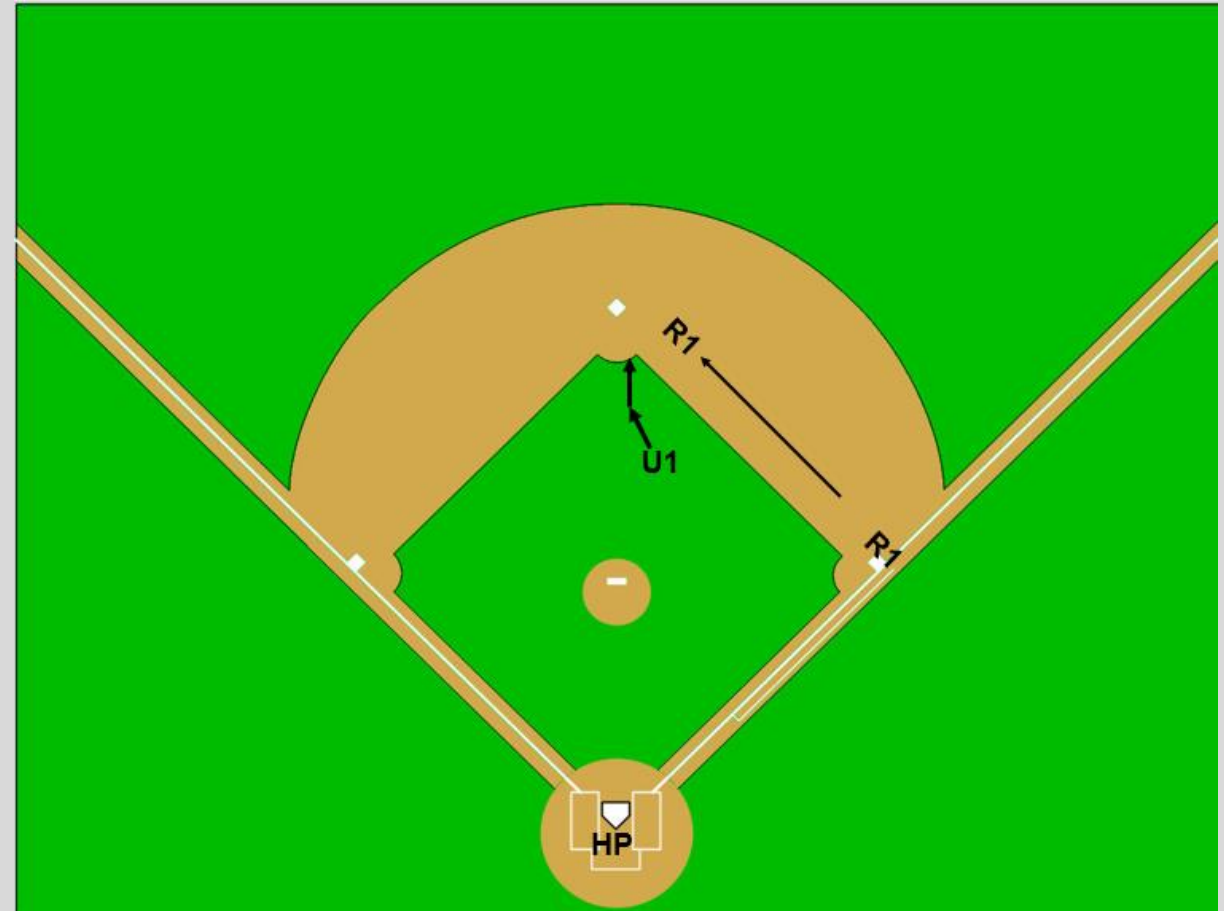
Runner on 1st: Steals of 2nd

- HP looks for possible interference by the batter on the catchers throw.
- U1 should begin his reactions as the ball is caught by the catcher.
- U1 makes a “drop-step” towards second base keeping his eyes on the baseball.
- U1 should then move toward 2nd not taking his eyes off the baseball.
- U1 will turn and focus on the play, getting set as the ball passes his shoulder in essence turning his shoulders to 2nd base.



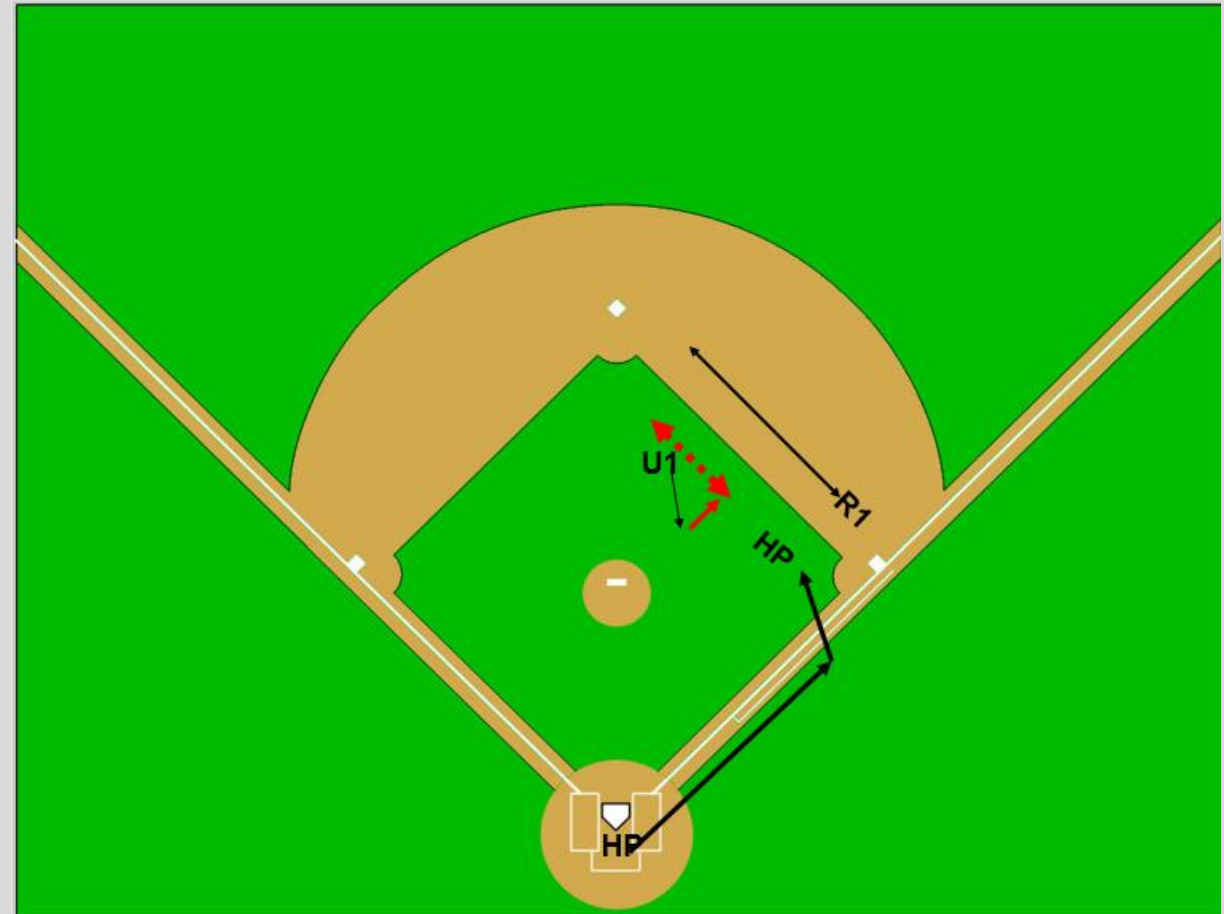
Runner on 1st: Steals of 2nd (Option for U1)

- U1 should begin his reactions as the ball is caught by the catcher.
- U1 makes a “drop-step” towards second base keeping his eyes on the baseball.
- U1 should then move toward 2nd not taking his eyes off the baseball.
- U1 will turn and focus on the play, getting set as the ball passes the pitchers mound and a “quality/true throw” is read,



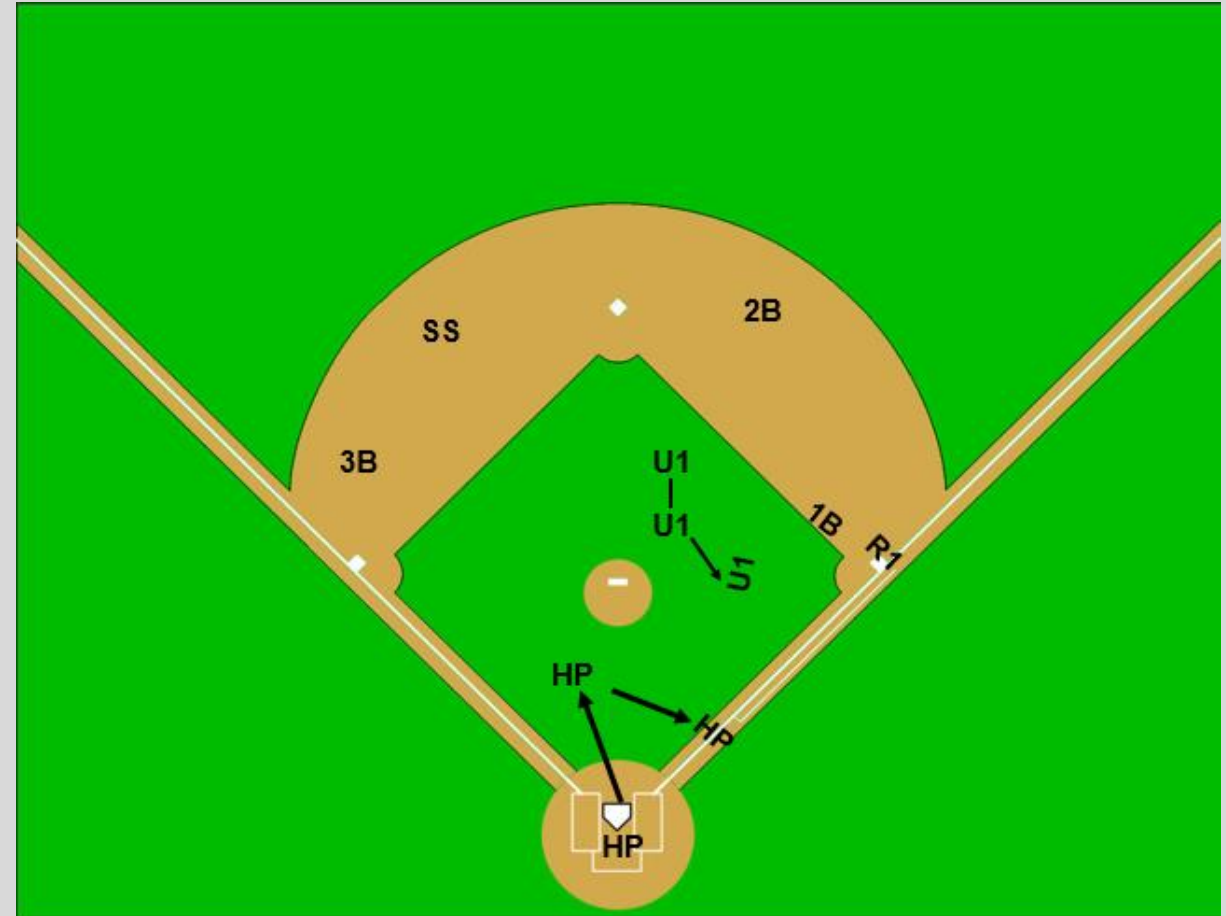
Runner on 1st: Rundowns

- HP moves down towards 1st base.
- HP can move in and assist as long as the rundown is moving away from him.
- HP will tell U1, “I’ve got this end,” once he has made it and is in position to help.
- U1 steps up the same way as the pickoff.
- U1 will then mirror the runner always staying ahead of the call.
- Don’t get too close to the runner.



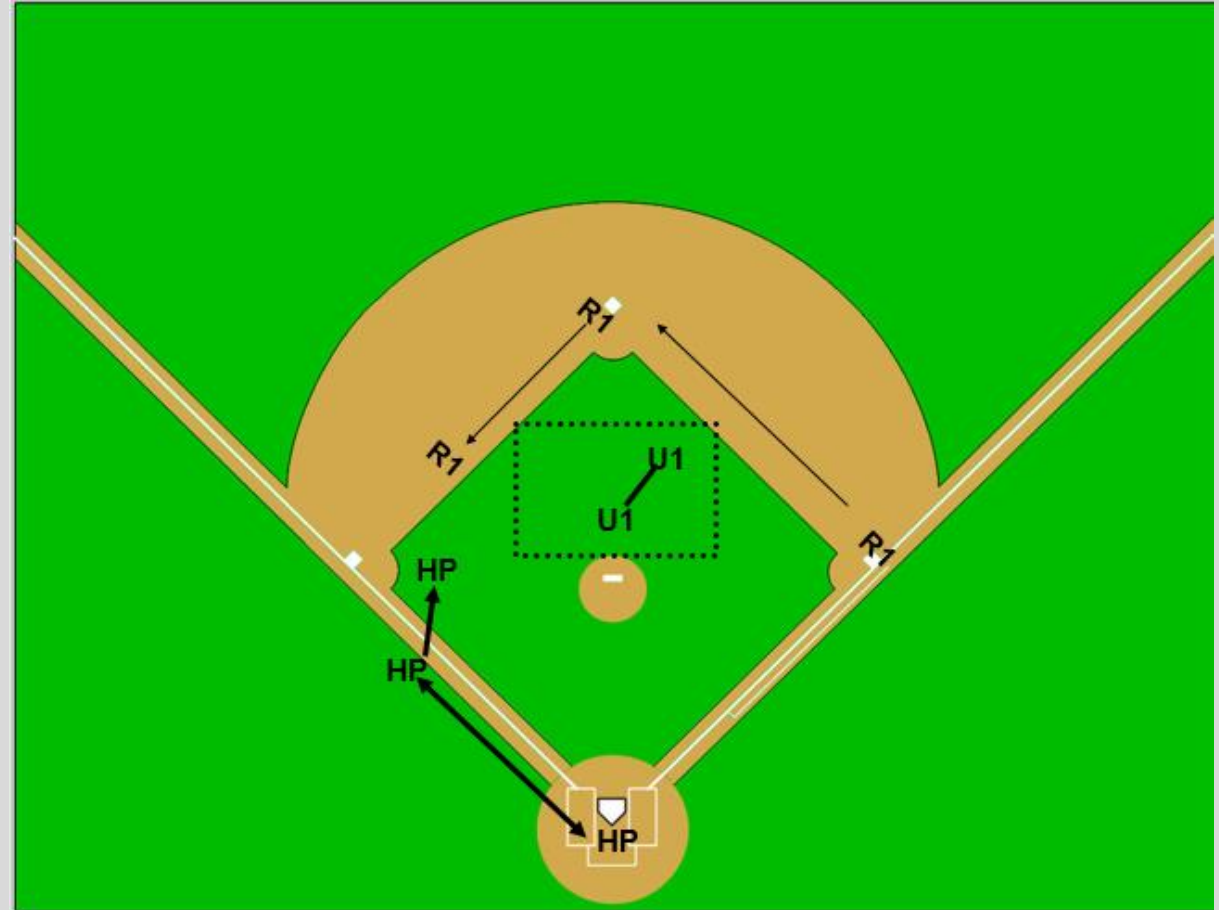
Runner on 1st: Ground Balls Within the Infield

- HP moves out into infield on 3rd base side of pitcher's mound.
- HP observes anything at 2nd base and will assist on force play slide rule
- HP will still assist with pulled foot and swipe tags at 1st and all overthrows.
- U1 steps up with ball side foot
- U1 squares to the ball as he drifts towards 1st base keeping chest to the ball.
- U1 will be prepared to rule on any play on all runners at 1st, 2nd OR 3rd



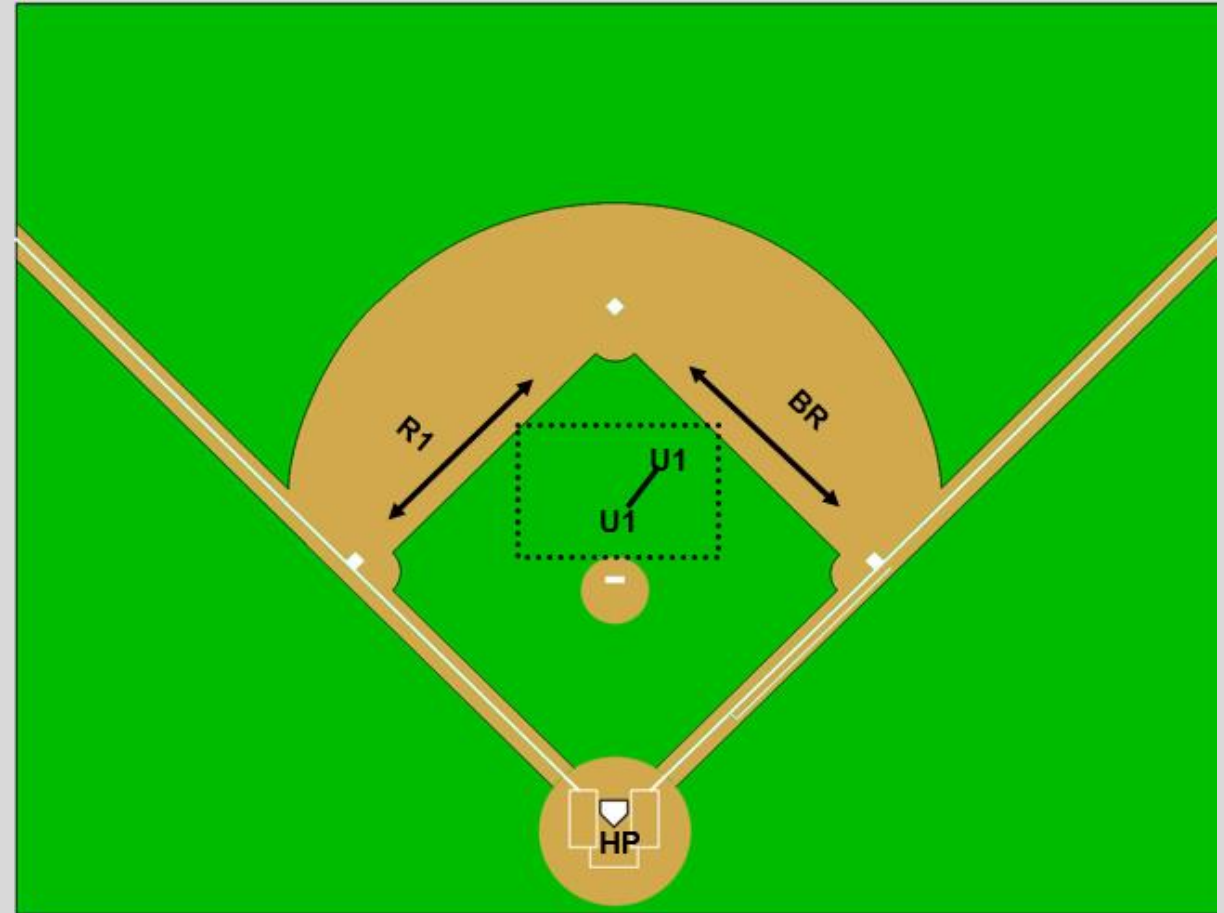
Runner on 1st: Base Hit

- HP moves 2/3 of the way down the 3rd baseline.
- HP moves into the cutout at 3rd if both ball and runner come to 3rd.
- HP moves back home if only runner and no ball come to 3rd.
- U1 slides back into the “working area”.
- U1 watches runners touch bases.
- U1 adjust to possible play



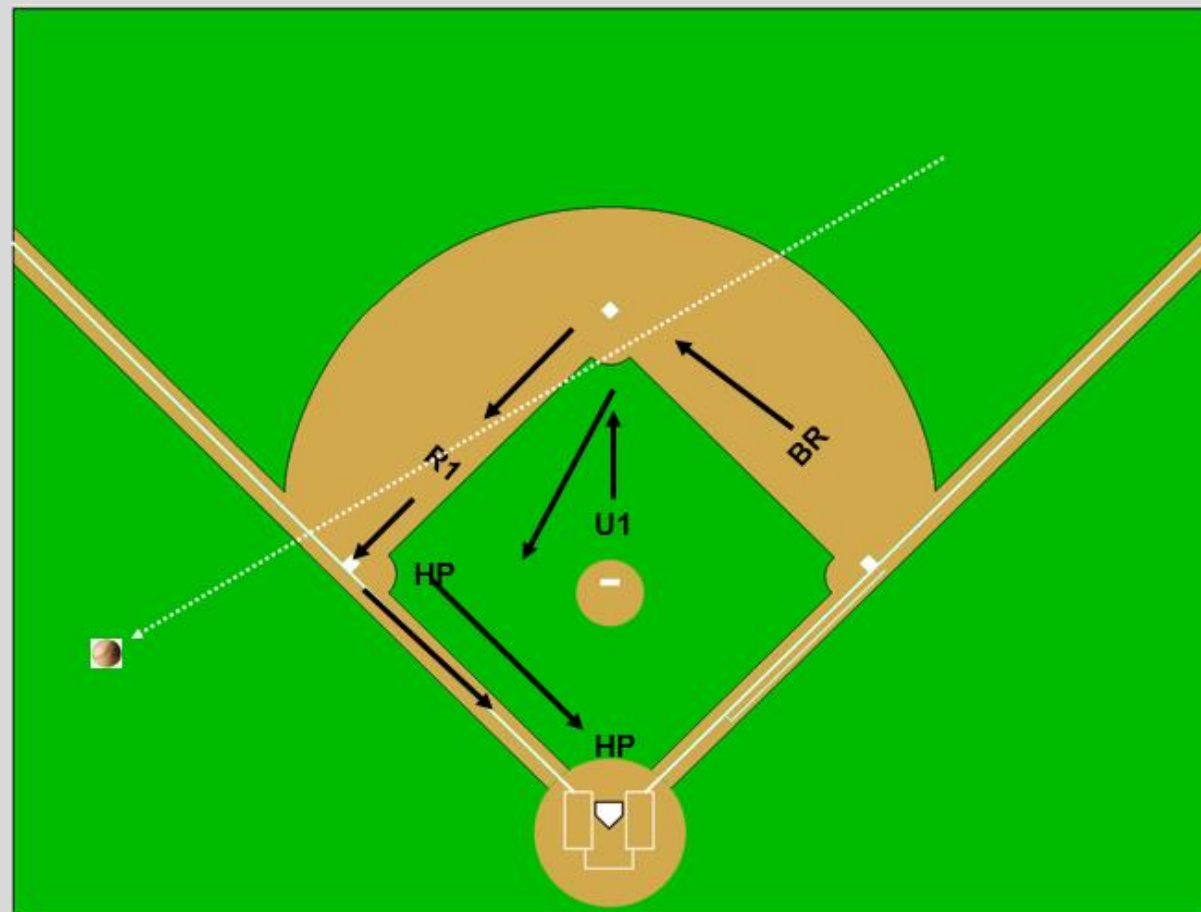
Runner on 1st: Base Hit: 3 Balls 2 Strikes 2 Outs

- HP WILL NOT rotate.
- U1 slides back into the “working area”.
- U1 watches runners touch bases.
- U1 adjust to any possible play at any base.



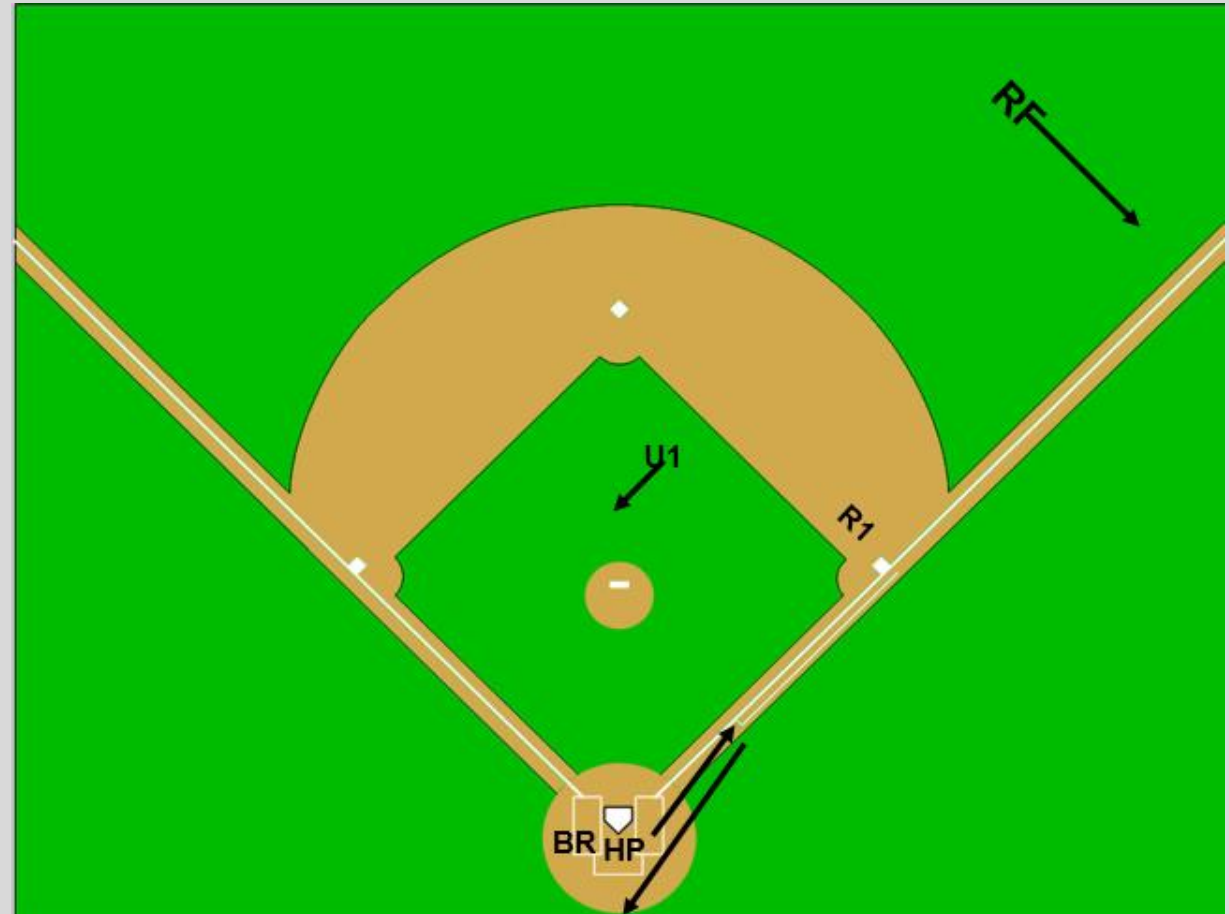
Runner on 1st: Overthrow at 3rd:

- HP will stay on the inside of the infield.
- HP will move back towards home plate.
- HP will observe R3 touching 3rd as well as the status of the baseball.
- HP will get into position for a play either back at 3rd or a play at Home.
- U1 will be responsible for BR at and touching 1st, 2nd, or 3rd base.
- U1 will have all calls on the BR.



Runner on 1st: Exception

- HP will move up the RF line as far as possible for the Fair/Foul Decision.
- HP will be stopped and set on the foul line for his call.
- HP will rule on the Fair/Foul.
- HP, after no further decisions on the ball are necessary, Fair/Foul, live ball/dead ball, etc. will return to home plate for a possible play.
- U1 will have all plays on all base runners at all bases.



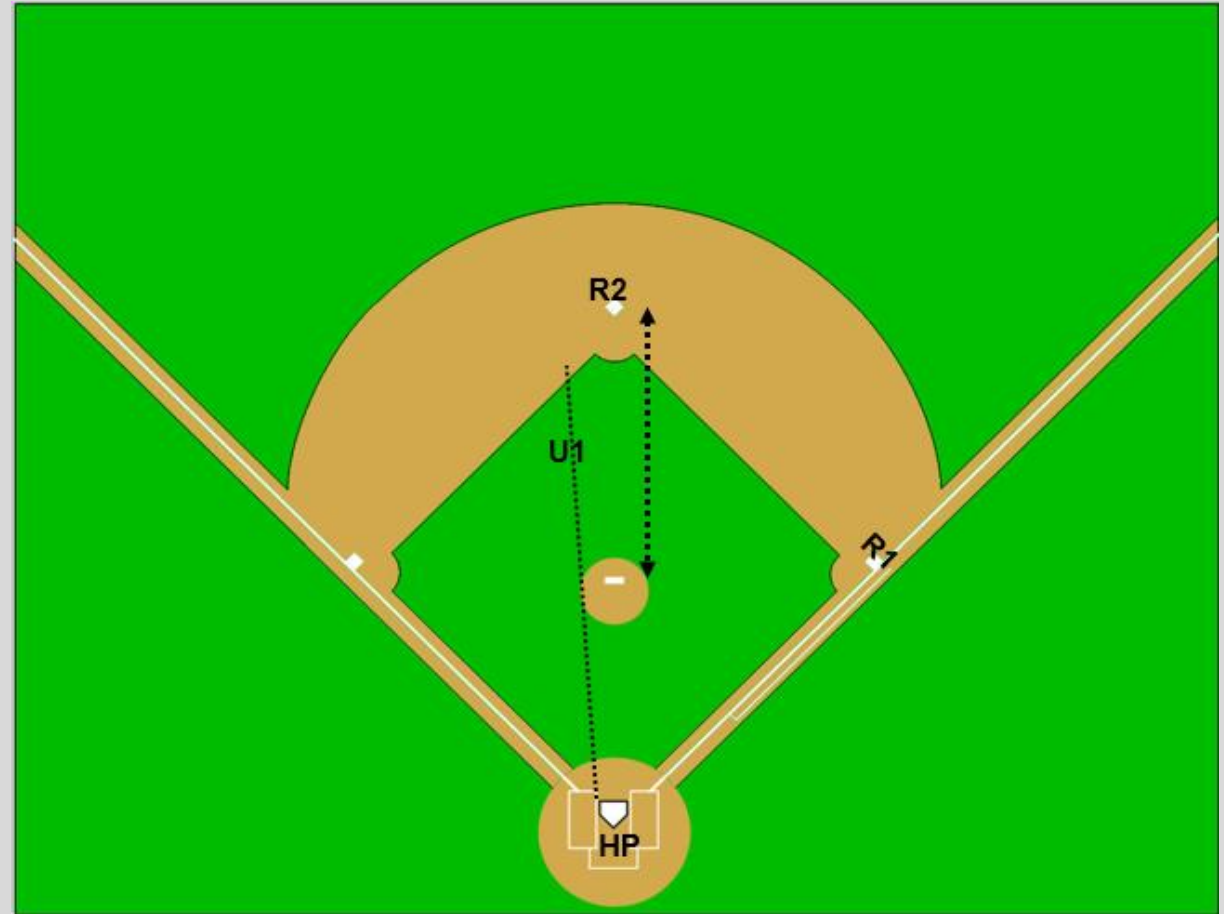
2-Man Mechanics:

A diagram of a baseball field from a top-down perspective. The field is green with brown base paths. Home plate (HP) is at the bottom center. The pitcher's mound (U1) is in the center. First base (R1) is on the right side, and second base (R2) is at the top. A runner is positioned at each of these bases. The text 'Runners on 1st & 2nd' is written across the field.

Runners on 1st & 2nd

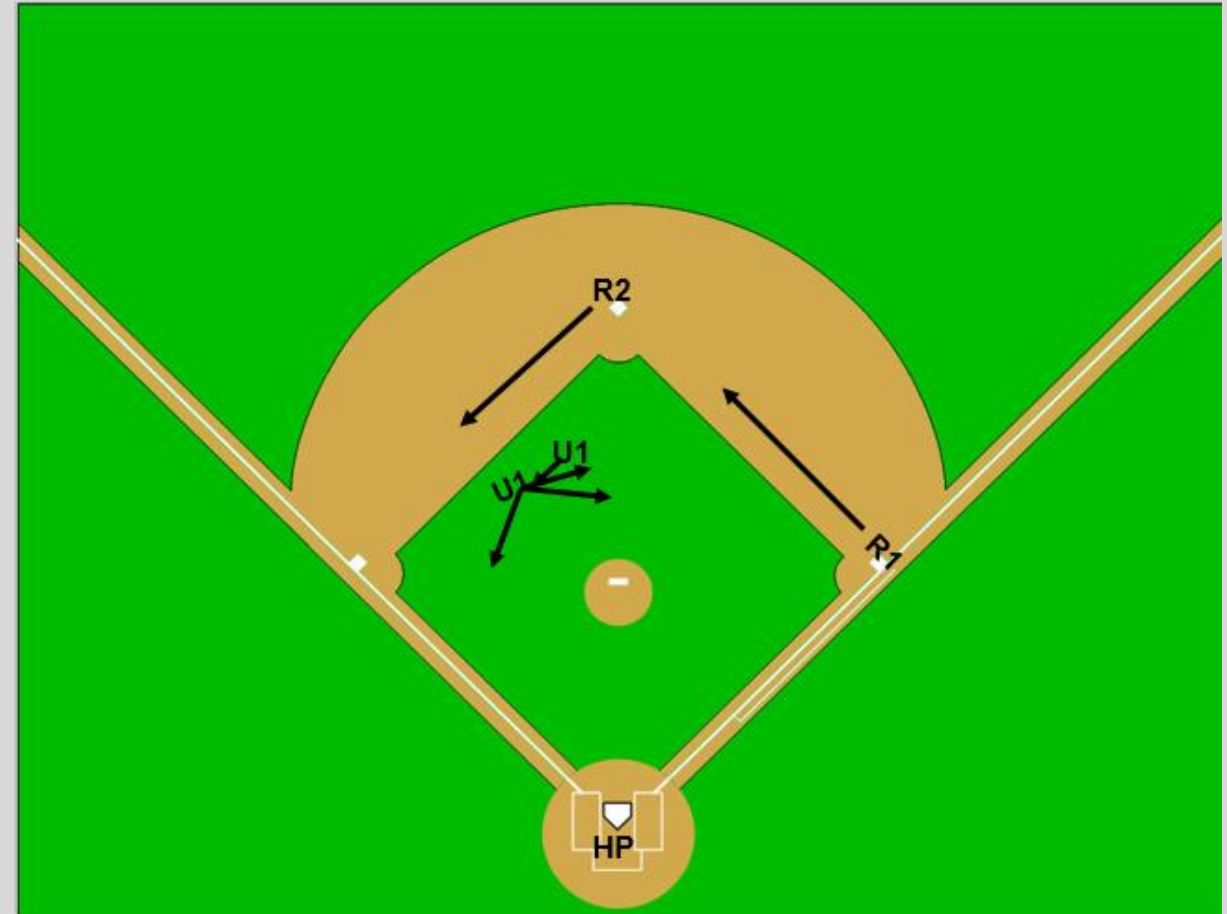
Runners on 1st and 2nd: Positioning

- U1 assumes the “C” position.
 - half way between the mound and 2nd base on the 3B side of the infield.
 - Lined up so that an imaginary line will travel from home plate, through the edge of the mound and through the midsection.
- Fly Ball responsibility is the same.



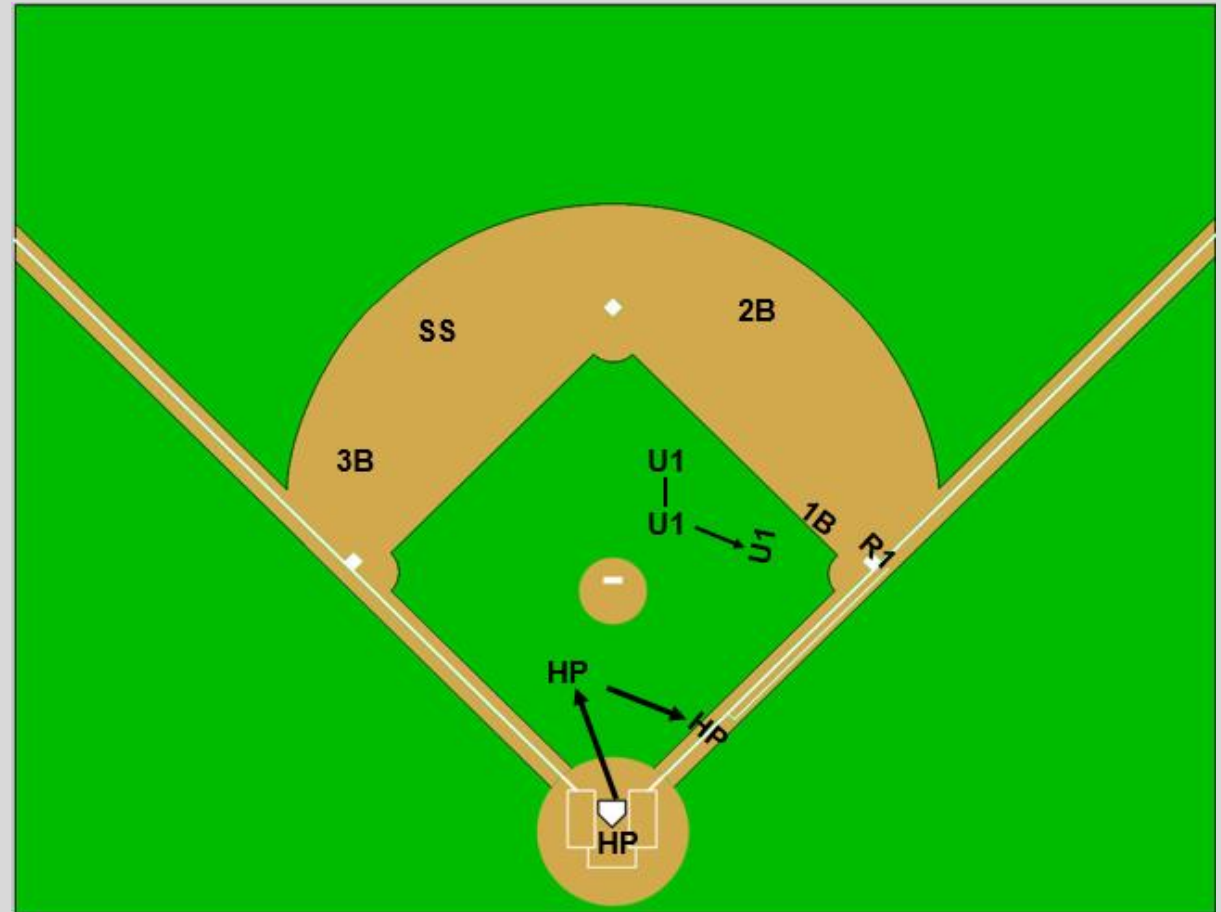
Runners on 1st and 2nd: Double Steal

- HP has the same responsibilities in any steal play.
- U1 shall check over his shoulder when the pitcher commits to pitch.
- If R2 is stealing, U1 will take a lateral crossover step towards 3rd base.
- U1 then adjusts for play either into 3rd, 2nd, or back in to 1st by working for a proper angle.
- DO NOT over commit to a play at 3rd base.



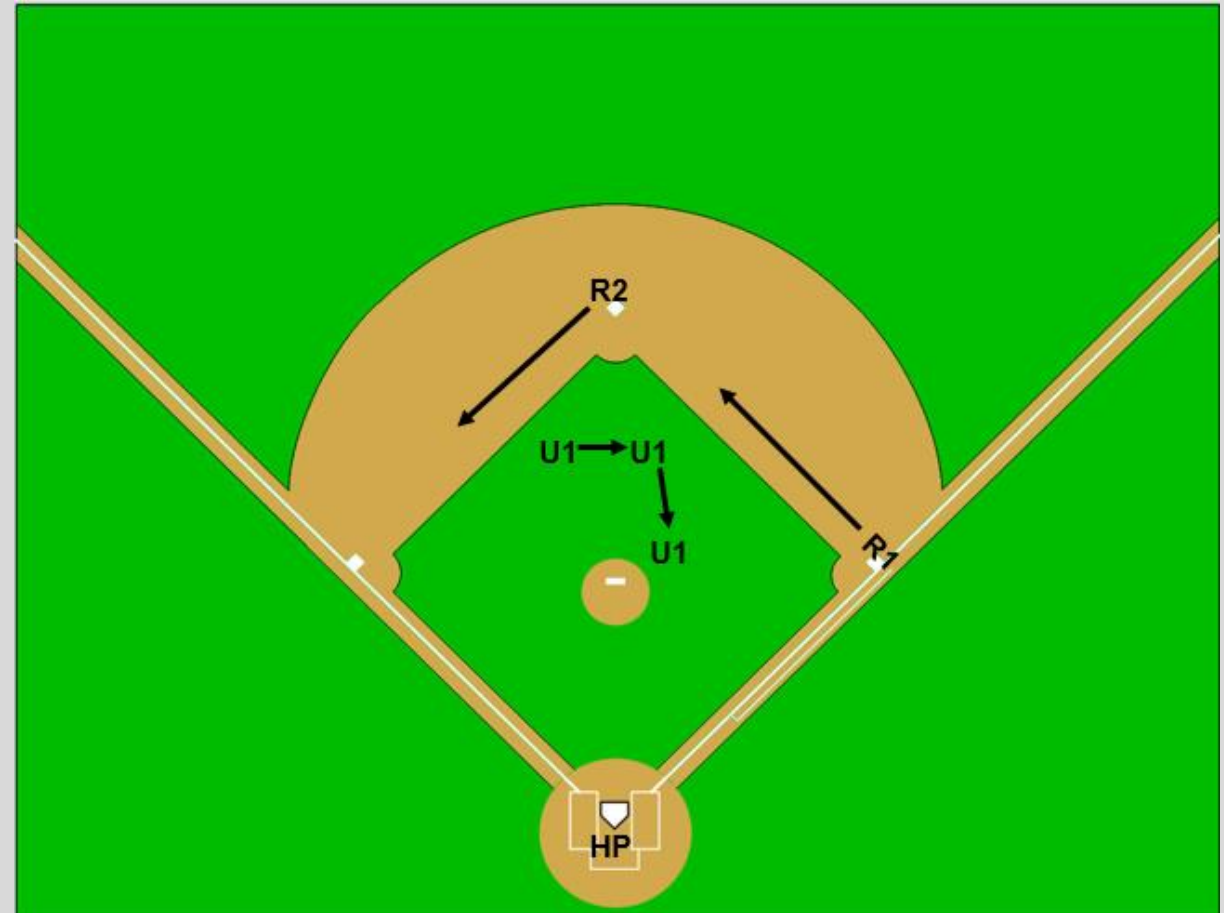
Runners on 1st and 2nd: Ground Balls Within the infield

- HP drifts back behind the point of the plate.
- HP observes R2 touching 3rd base.
- HP then adjusts for any play at Home.
- U1 steps up with the ball side foot.
- U1 faces the ball.
- U1 then adjusts to any play at any base keeping his chest to the ball.



Runners on 1st and 2nd: Double Play

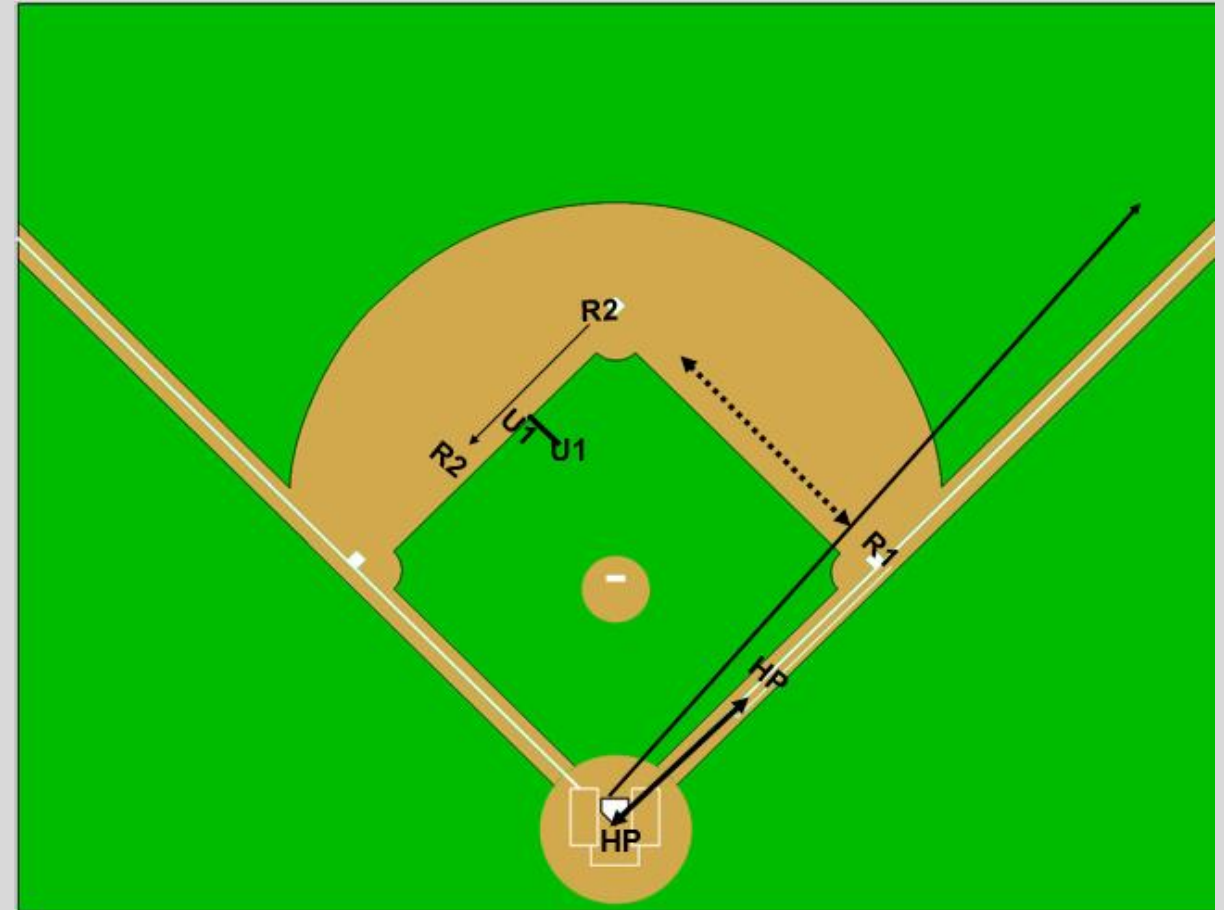
- HP drifts back behind the point of the plate.
- HP observes R2 touching 3rd base.
- HP then adjusts for any play at Home.
- U1 steps up with the ball side foot.
- U1 faces the ball.
- U1 when recognizing the throw to 2nd laterally moves across the infield.
- U1 then develops an angle for his play at 1st.



Runners on 1st and 2nd

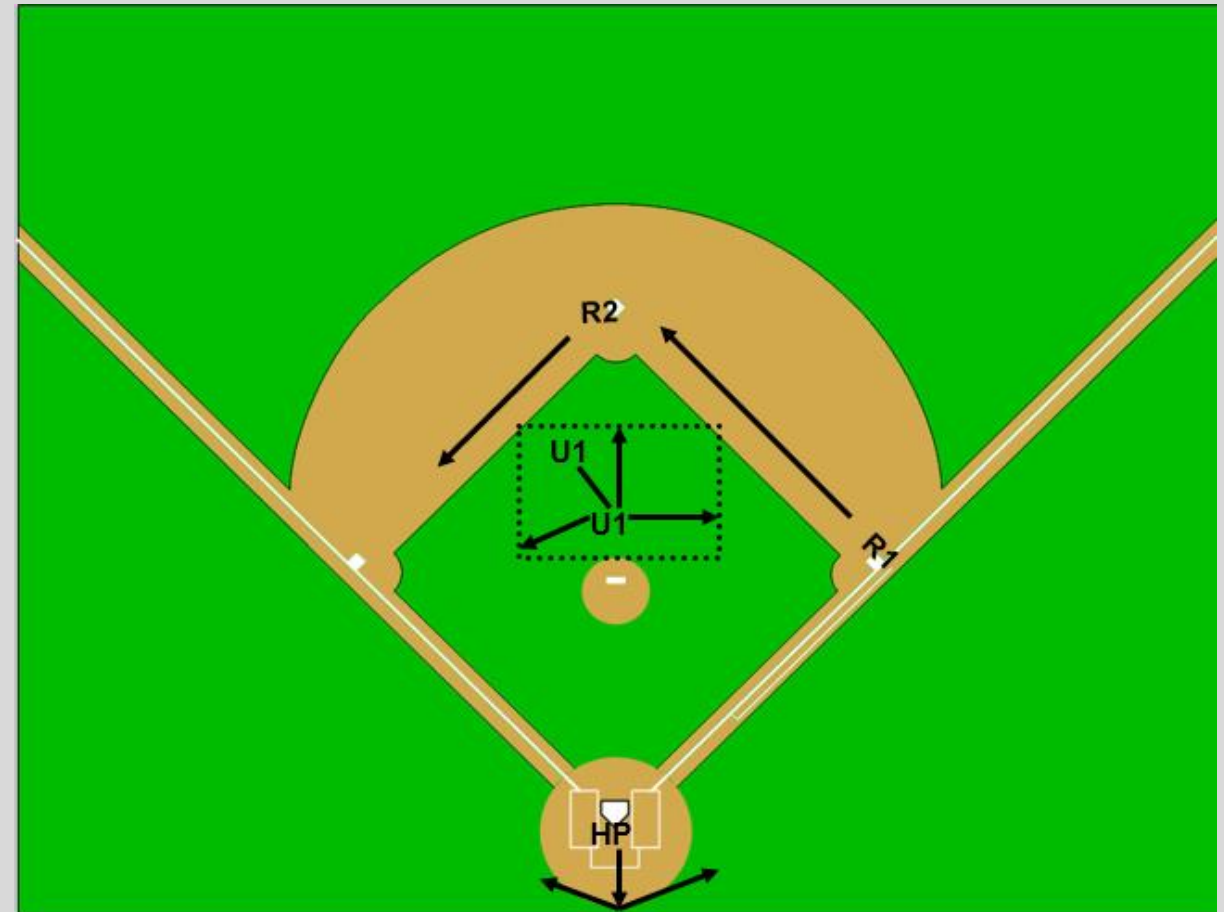
R2 Tag Situation Exception:

- HP moves up the right field line to rule on fair/foul.
- HP will be stopped and stationary when ruling fair/foul
- HP will go as far as he can to still make it back to home plate for any possible play.
- U1 slides in to position to line up tag.
- U1 watches runners tag or touch bases.
- U1 adjust to any possible play.



Runners on 1st and 2nd: Base Hit

- HP drifts straight back.
- HP watches R3 touch 3rd.
- HP watches for Obstruction at 3rd.
- HP adjusts for plays at the plate.
- U1 drops back into working area.
- U1 observes runners touch base.
- U1 observes for interference/
obstruction.
- U1 adjusts for plays at any base.
sacrificing distance for angle.



2-Man Mechanics:

R2

U1

R3

Bases Loaded

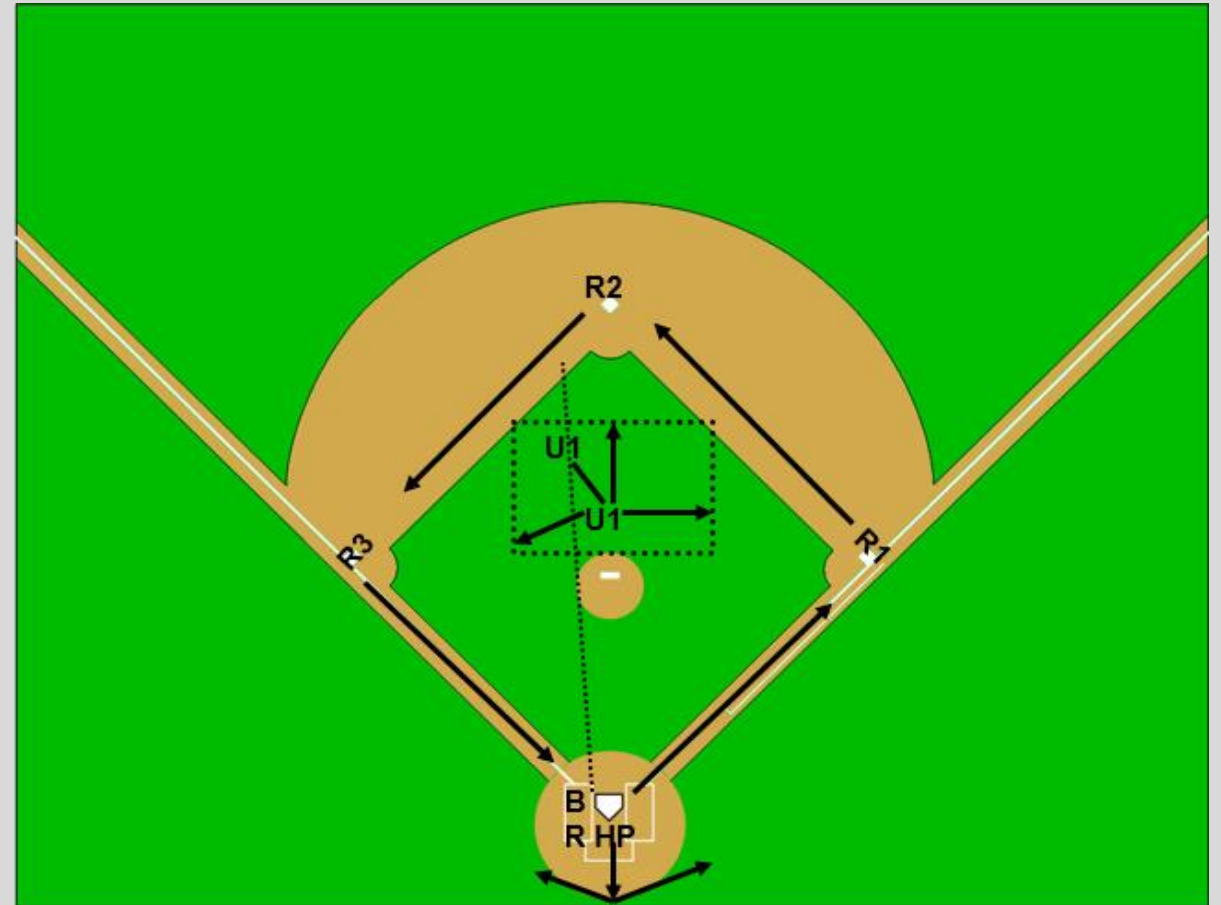
R1

HP



Bases Loaded:

- HP will drift back to line up tags and touches at 3rd base.
- HP will not rotate to third for any reason with bases loaded.
- U1 remains in the “C” Position, same position as he was with R1 & R2.
- Fly Ball responsibility remains the same.



2-Man Mechanics:

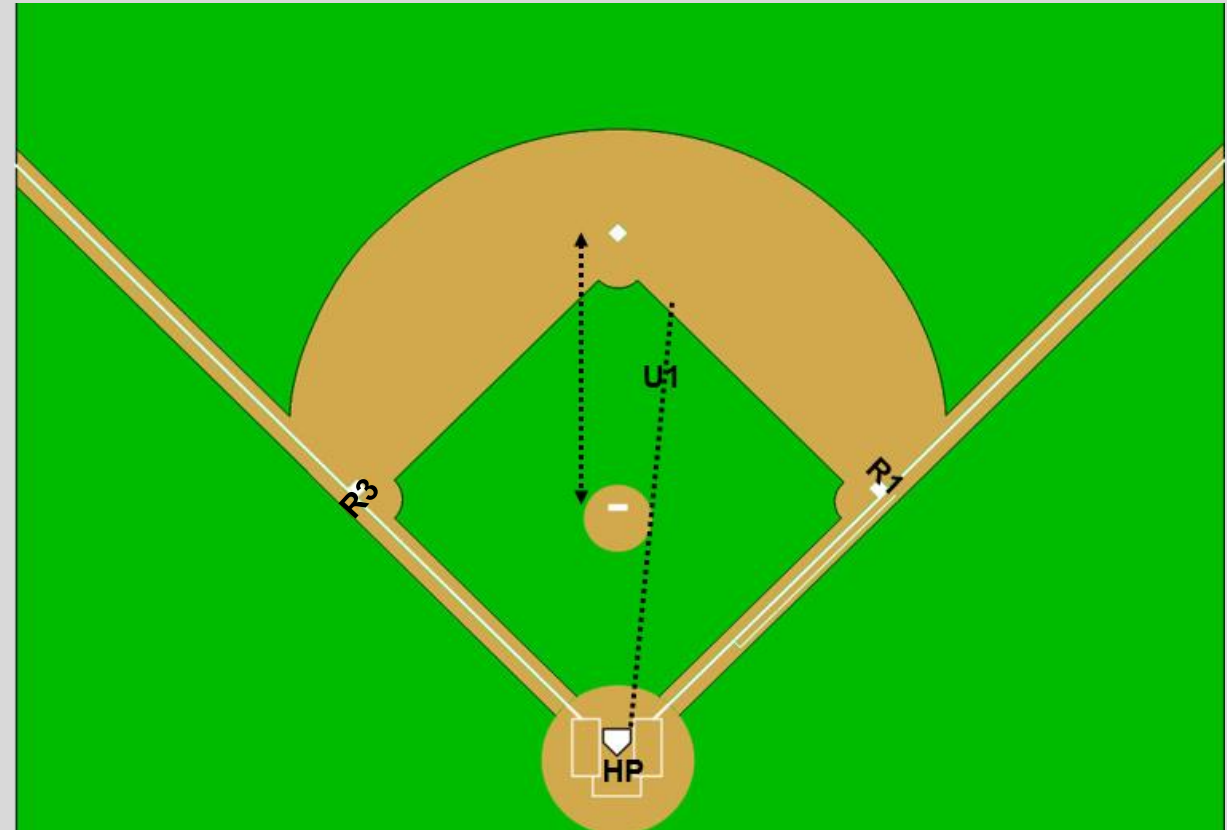
U1
Runners on 1st & 3rd
R3 R1

HP

A diagram of a baseball field from a top-down perspective. The field is green with brown base paths. The pitcher's mound is a brown circle with a white dash in the center. Home plate is a white pentagon with 'HP' written below it. The bases are labeled 'R1' (first base), 'R3' (third base), and 'U1' (second base). The text 'Runners on 1st & 3rd' is written across the field. The title '2-Man Mechanics:' is at the top.

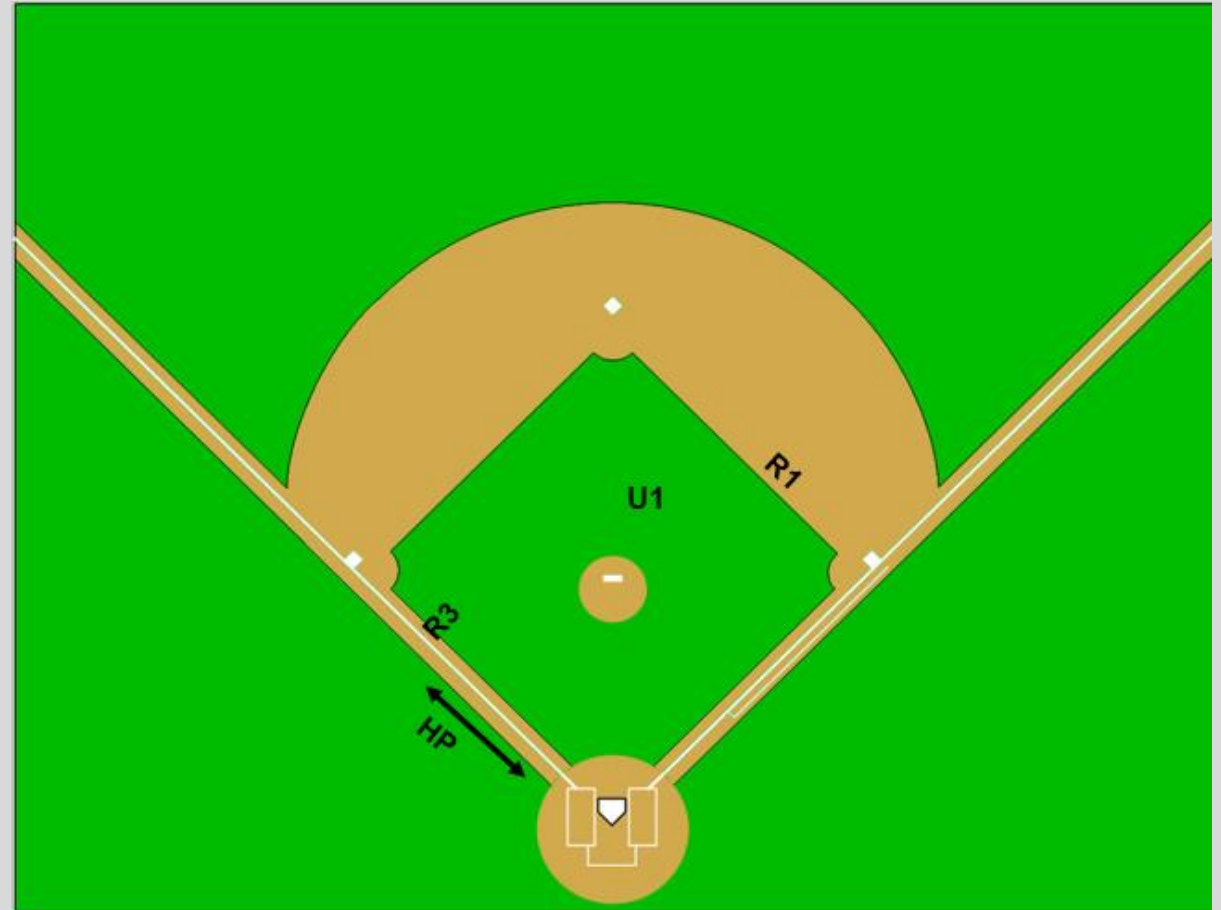
Runners on 1st and 3rd: Positioning

- U1 is in the “B” position.
 - Half way between the mound and 2nd base.
 - Positioned so that an imaginary line will travel from home plate, through the edge of the mound and through his midsection.
- Shoulders and body shall be squared to home plate.
- Fly Ball/Line Drive responsibility remains the same.



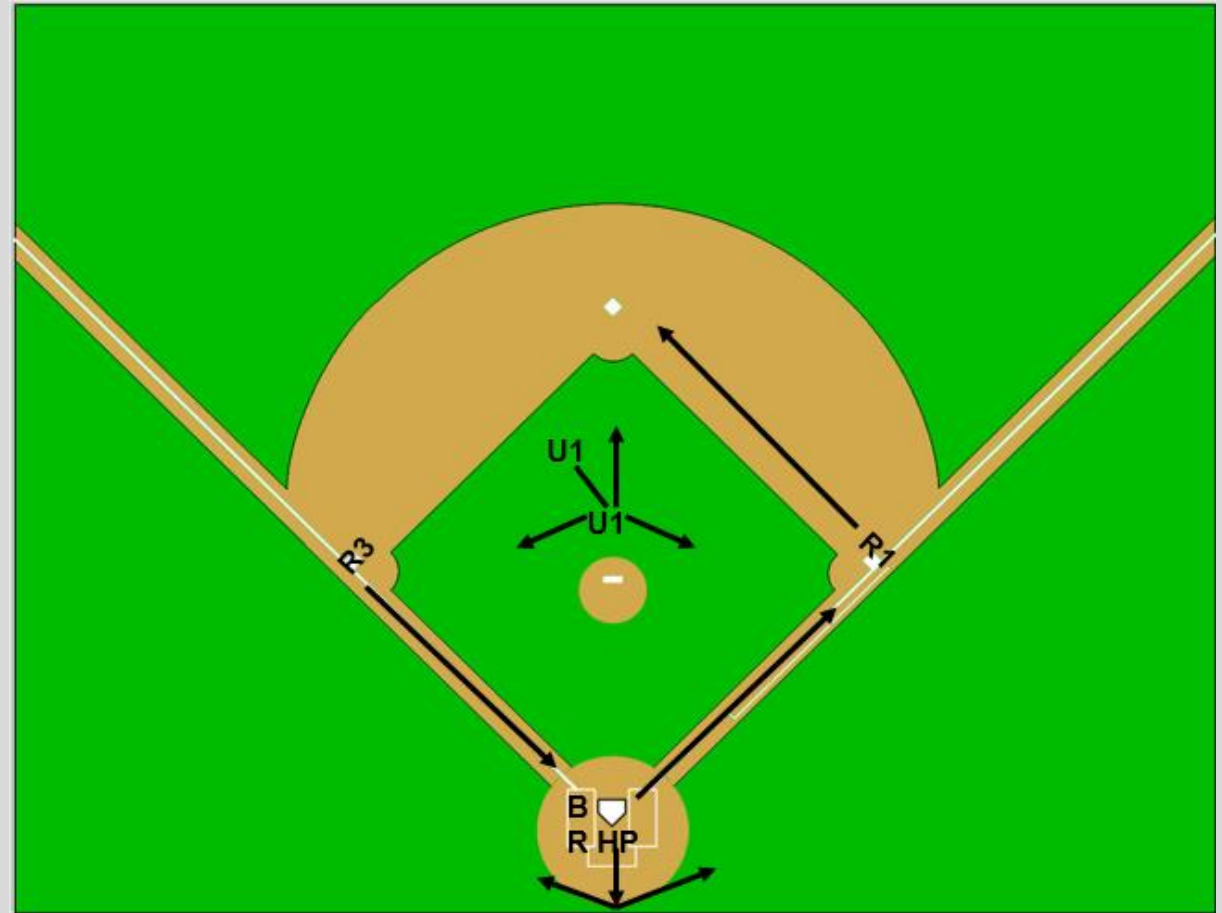
Runners on 1st and 3rd: Rundown of R3

- HP will have all rundown's between 3rd and home with **multiple** runners.
- HP will communicate, "I've got it all" to U1.
- U1 will have any initial play back in to 3rd on R3.
- U1 will adjust over to be prepared for any other play (s) on any other runner (s).
- U1 can **ONLY** assist once he has no other responsibilities at any other base.
- U1 will communicate, "I've got this end."



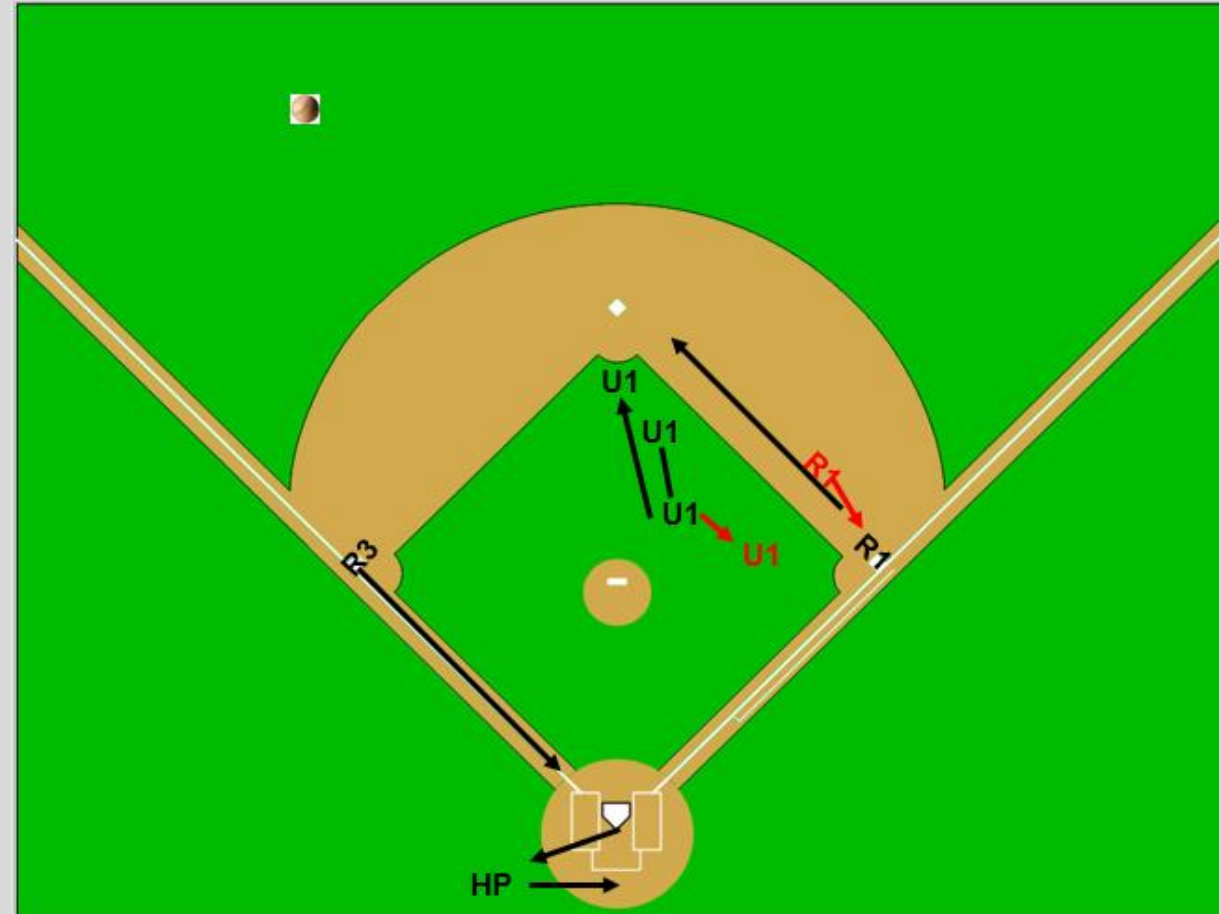
Runners on 1st and 3rd: Ground Balls Within the Infield

- HP drifts back behind the point of the plate.
- HP observes R3 touching home plate.
- HP is prepared for a possible play at the plate.
- U1 steps up with the ball side foot.
- U1 faces the ball.
- U1 then adjusts to any play at any base keeping his chest to the ball.



Runners on 1st and 3rd: Fly Ball; R3 Tags

- HP will move back and line up angle on tag and watch the tag of R3.
- HP will then slide to the point of the plate and adjust for any play at the plate.
- U1 will slide back and watch the tag of R1.
- U1 will then adjust and get an angle for either a play into 2nd or back in to 1st.

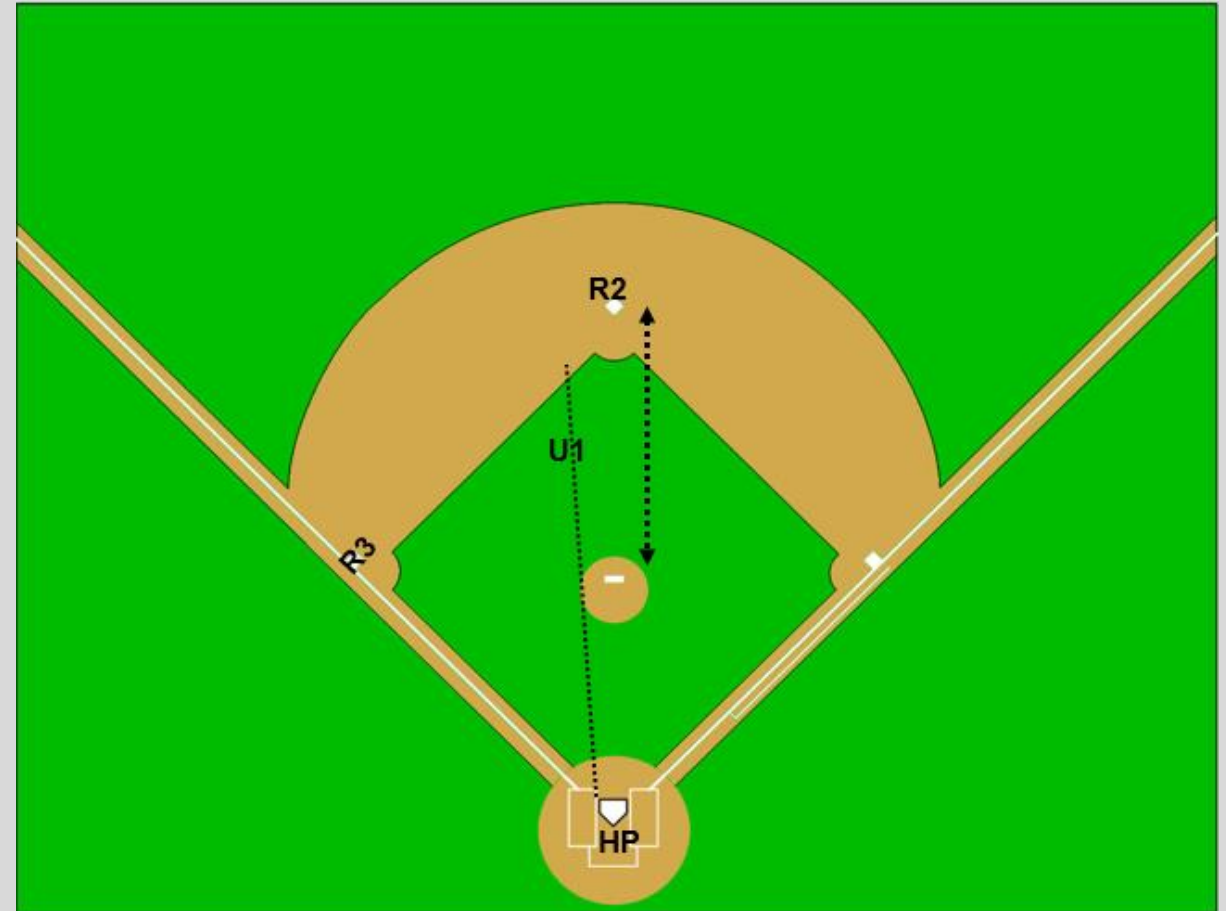


2-Man Mechanics:



Runners on 2nd and 3rd:

- U1 assumes the “C” position.
 - Half way between the mound and 2nd base on the 3B side of the infield.
 - Positioned so that an imaginary line will travel from home plate, through the edge of the mound and through the midsection.
- Fly Ball responsibility is the same.



Runners on 2nd and 3rd:

• Ground Balls within the Infield

- HP Drifts back behind the point of the plate.
- HP Observes R3 touching home and R2 touching 3rd.
- HP is prepared for a possible play at the plate.
- U1 steps up with the ball side foot.
- U1 faces the ball.
- U1 then adjusts to any play at any base keeping chest to the ball.

• Rundown of R3:

- HP will have all rundown's between 3rd and home with **multiple** runners.
- HP will communicate, "I've got it all" to U1.
- U1 will have any initial play back in to 3rd on R3.
- U1 will adjust over to be prepared for any other play (s) on any other runner (s).
- U1 can **ONLY** assist once there are no other responsibilities at any other base.
- U1 will communicate, "I've got this end."



R2

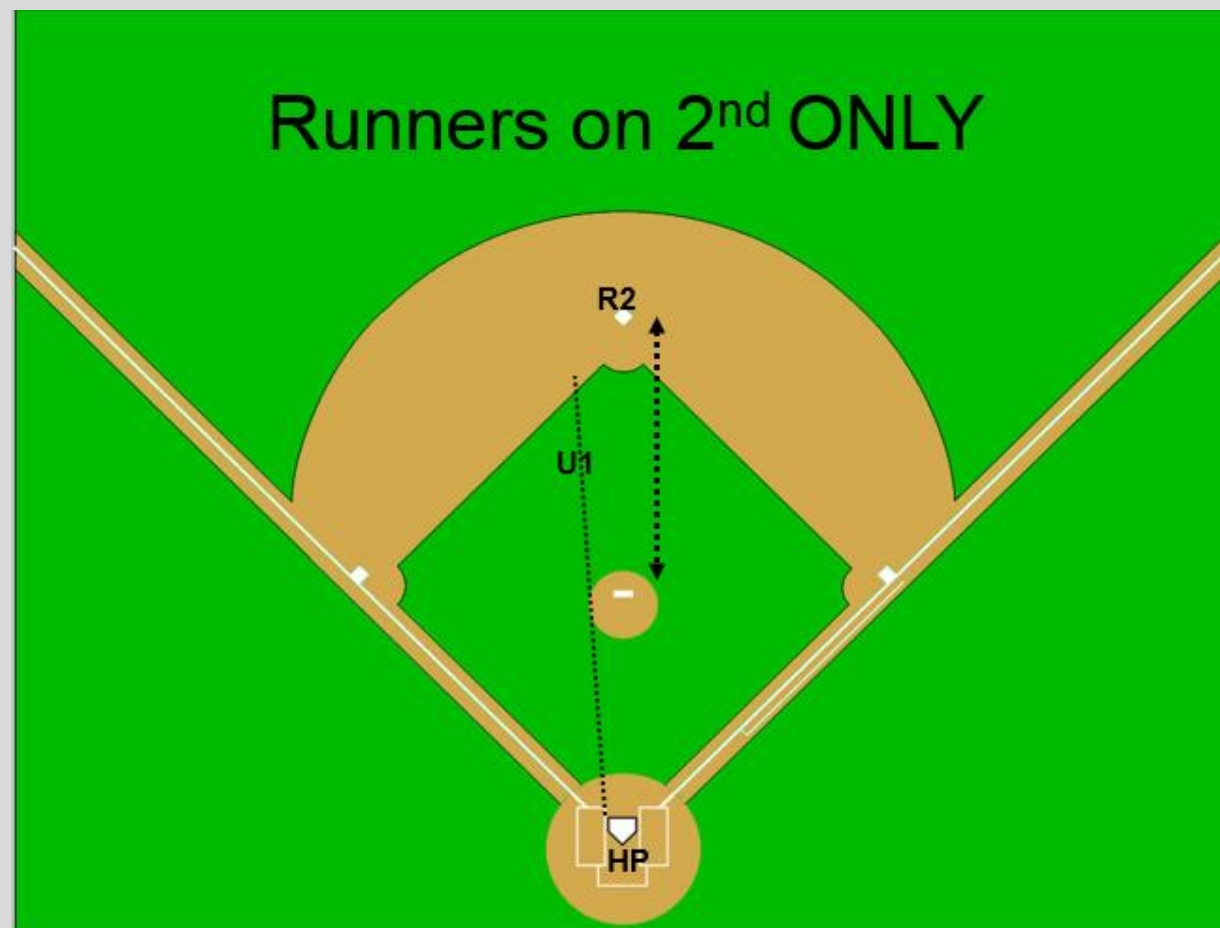
U1

Runner on 2nd ONLY

HP

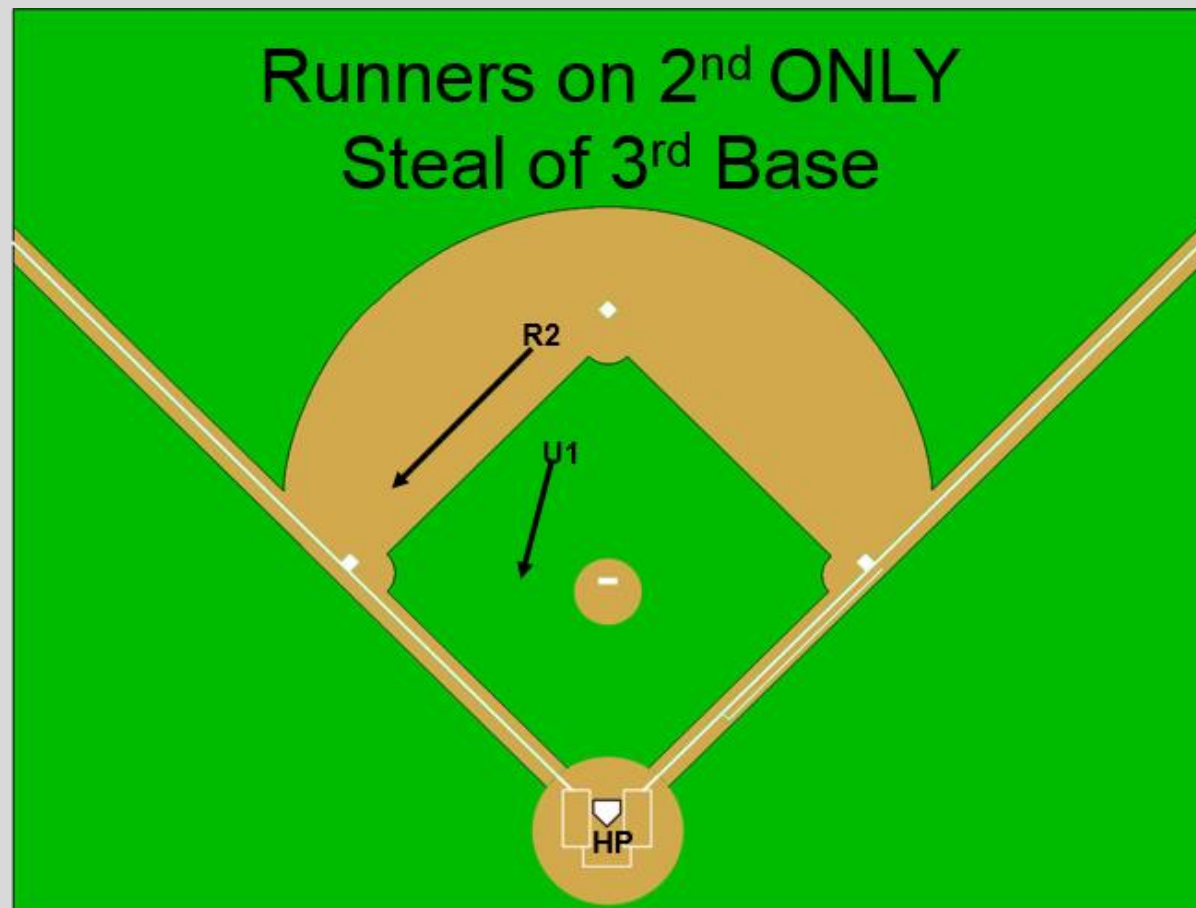
Runner on 2nd Base:

- U1 assumes the “C” position.
 - half way between the mound and 2nd base on the 3B side of the infield.
 - He is lined up so that an imaginary line will travel from home plate, through the edge of the mound and through his midsection.
- Fly Ball responsibility is the same.



Runner on 2nd Base:

- Steal of 3rd Base:
 - HP has the same responsibilities in any steal play.
 - U1 shall check over his shoulder when the pitcher commits to pitch.
 - If R2 is stealing, U1 will move as the pitch is being pitched towards the imaginary 45' line on the 3rd base line.
 - U1 will be stopped and set for his call at 3rd base.





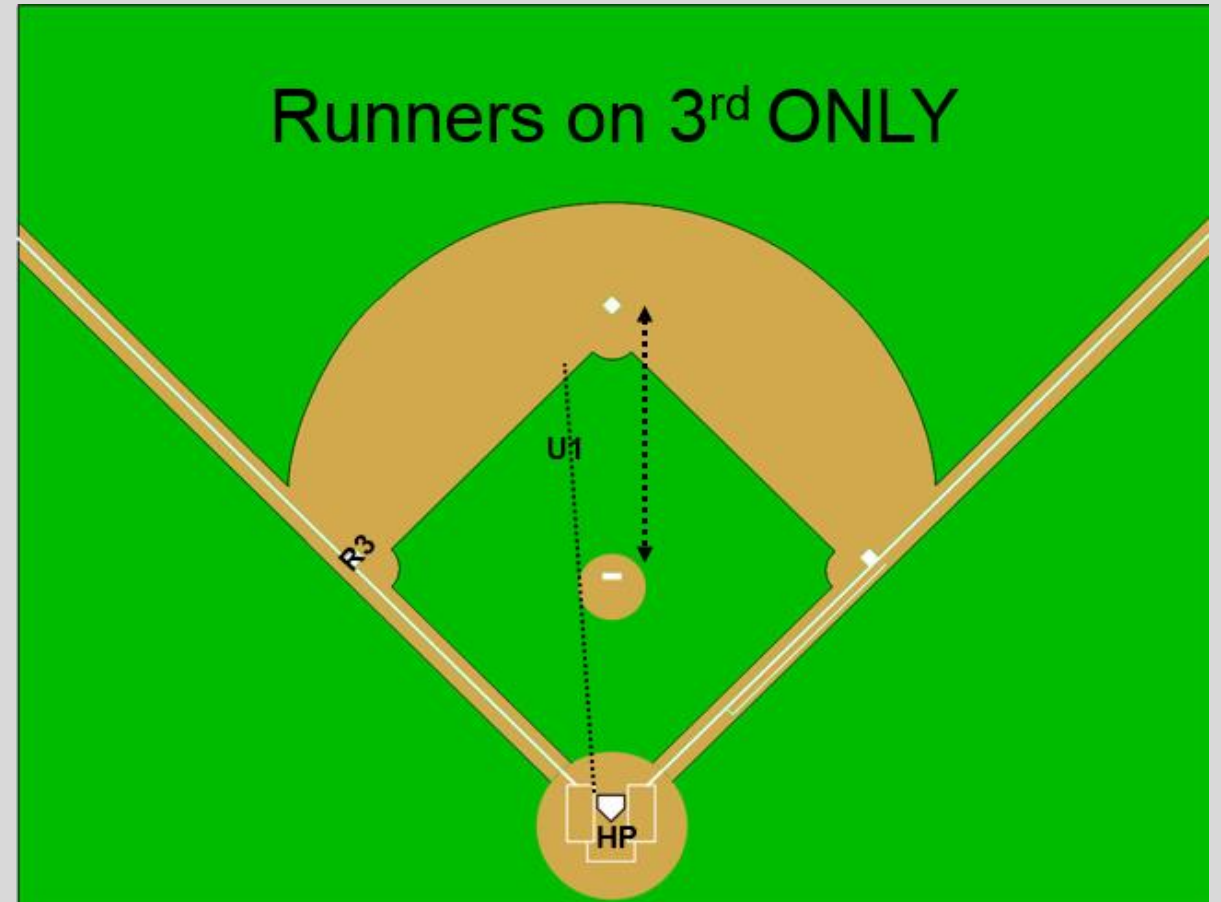
Runner^{U1} on 3rd Only

R3

HP

Runner on Base:

- U1 assumes the “C” position.
 - half way between the mound and 2nd base on the 3B side of the infield.
 - He is lined up so that an imaginary line will travel from home plate, through the edge of the mound and through his midsection.
- Fly Ball responsibility is the same.



Runner on 3rd:

- Ground Balls within the Infield:
 - HP Drifts back behind the point of the plate.
 - HP Observes R3 touching Home (If applicable.)
 - HP then adjusts for any play at any base.
 - U1 steps up with the ball side foot.
 - U1 faces the ball.
 - U1 then adjusts to any play at any base keeping his chest to the ball.
- Ground Balls within the Infield (2 Outs):
 - U1 should assume that the play will be at 1st.
 - U1 should begin moving towards 1st base as soon as the ball is batted on the ground.
 - U1 will have to adjust to a play at another base if it presents itself but majority of the plays will be at 1st.

A stylized graphic of a baseball field with a green infield and brown outfield. The bases are marked with white diamonds. The pitcher's mound is a brown circle with a white diamond in the center. Home plate is a white pentagon on a brown circle at the bottom. The text is overlaid on the field.

Contact Information

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