

Midcoast Umpire Association

2021 Two Person Mechanics Summary

Based on SMBUA mechanics tailored for COVID-19 regulations

Priorities for both umpires:

- Ball/Strike rulings.
- Fair/Foul rulings.
- Safe/Out rulings.
- Other
 - Tag play and base touch appeals.
 - Interference and obstruction rulings.
 - Balk rulings.
 - Foul ball in the batter's box.
 - Hit by pitch ruling.

Plate Umpire Principles and Coverages:

- Basic position is in the “C” position as deep as comfortable.
- Has all plays at 2nd and 3rd base.
- Has all plays at 1st base if your partner goes out.
- Has specific plays at home based on the runner positions at time of the pitch (Runner at 3rd base, runner at 2nd*, runners at 1st & 3rd*, runners on 2nd and 3rd*, bases loaded*)
 - * denotes coverage varying based on type of play (refer to PPT slides)
- Has all plays that originate from the IF and possible second plays in the IF.
- Has all fair/foul rulings with the exception of balls batted down the 1st base line (base umpire).
- Has all catch/no catch rulings hit near the 3rd base line.
- Has rundowns between 2nd and 3rd base or 3rd and home plate (base umpire can assist on the second noted rundown, if available). Has front end of rundown between 1st and 2nd.

Base Umpire Principles and Coverages:

- Basic position is in the “A” position on the line with no runners on, and with an angled position slightly off the line for potential pick off rulings.
- Responsible for all initial rulings at 1st base.
- Rotates to the plate when a runner is attempting towards 3rd base in advance of a potential play at the plate.
- Responsible for trouble balls from CF (in and back) to the RF line. As with traditional 2 person mechanics, after going out, the base umpire should go to the plate for a potential play.
- Responsible for swipe tags, pulled foot and running lane interference rulings.
- Has back end of rundown between 1st and 2nd base or front end of rundown between 3rd and home plate, if available.