



**Moe**

**, Curley, and Larry talk three-man mechanics....**

### **Initial Positioning**

- 1. Whenever there is a single runner at first base, there is an umpire at first base.**
- 2. Whenever there is a single runner at third base, there is an umpire at third base.**
- 2. Whenever there is a force-play possibility at second base, there are umpires at first and second base.**
- 3. Whenever there are two outs, there is always an umpire at first base.**
- 4. The umpire in the middle has all fly balls unless called off by a crewmate.**

### **Ball off the Bat**

- 1. Whenever there is a base hit with runners in scoring position, the plate umpire stays home.**
- 2. Plate umpire always takes the single lead runner (R1) into third base.**
- 3. With a runner on first (rotation situation), U3 is responsible for plays on the Batter/runner at first and second.**
- 4. Whenever there are runners in scoring position, U1 is responsible for the batter-runner into second base. U3 has R1 (multiple runners) or R2 (single runner) to third.**
- 5. Rotate on all triples.**
- 6. No rotation on batted balls which never leave the diamond off the bat.**
- 7. No rotation on thrown balls (overthrows).**

## **What are you Thinking? (when the ball is hit)**

- 1. U2- should I go in to the infield, or go to the outfield? (two decisions)**
- 2. U1- should I go in to the infield, stand and watch the catch, go to the outfield, or rotate home? (four decisions)**
- 3. U2 during rotation-should I stay put or drift right? (lateral drift)**

## **General Principles**

- 1. Don't run through a catch.**
- 2. Don't run through a tag.**
- 3. See the ball into the glove.**
- 4. Be stopped and set whenever a ball is gloved.**
- 5. Adjust initial position to see unexpected movement of fielder or runner.**
- 6. Signal rotation situation with partners before every new batter.**
- 7. Voice and eye contact whenever leaving initial position.**
- 8. U2 always responsible for C gap, U1 always responsible for B gap.**
- 9. PAUSE-READ-REACT requires three distinct movements.**
- 10. Whackers on ICE- Important-Close-Exciting plays require an enthusiastic signal.**
- 11. When an umpire leaves the infield, the other umpire fills the vacancy and has all action on the bases on all runners.**
- 12. When you come to the end of your rotation get out of the infield.**
- 13. Always attempt to place the base between the umpire and the throw.  
(except steal plays)**

## **12. WHEN IN DOUBT GO OUT.**