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.
3. Whenever there is a force-play possibility at second base, there are umpires at first and second base.
4. Whenever there are two outs, there is always an umpire at first base.
5. 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.**