

- 9. RUNNER ADVANCING FROM SECOND TO THIRD ON PLAY AT FIRST**
Base umpire has both calls.
- 10. CHECK SWING**
Don't delay in going for help. Base umpire calls what he has.
- 11. RUN DOWNS**
Plate umpire will get there when possible.
- 12. BALKS**
Generally speaking, plate umpire has step, base has shoulder movement. Both umpires have stop and should call anything for which they have a clear view.
- 13. HIT BATTER**
Base umpire be ready to help on ball fouled at plate, pitch hitting batter, or plate umpire not reacting to catcher's interference. Base umpire gets involved only if 100% sure.
- 14. ARGUMENTS**
Once umpire walks away or ejects someone, partner has to get involved.
- 15. DON'T LET PARTNER DIE WITH BAD CALL**
Be proactive, get involved, especially a younger umpire if he has information. We are not changing the call, we are providing information the calling umpire may not have had. (dropped ball on tag, etc.) It is up to the calling umpire whether to change the call. Don't let each other make mistakes.
- 16. SIGNALS**
IF Fly; 1st to 3rd; double tag up; time play; crew conference; Swinging 3rd strike in dirt. Umpires are to mirror "time" when called by partner.
- 17. ANYTHING ELSE—**
- 18. POSTGAME**
Leave the field immediately and together when the game ends. Do have a post-game discussion of any unusual plays or situations.