

Three Umpire Mechanics

60-Foot Diamond

Use in conjunction with LLHQ text document available (soon) in the
Field Mechanics Manual (60 Foot Diamond)

List of Revisions

Rev	Slide	Major Change(s)
1	2.2	CH PU text on ground ball movement
1	Table 1	ADD Table 1 to explain multiple slides for 1 st to 3 rd coverage
1	2.5	ADD text on first-to-third mechanics coverage
1	2.6	ADD text on first-to-third mechanics coverage
1	3.2	CH U3 corrected text (typo)
1	3.5	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	3.6	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	4.3-4.6	CH U3 movement to come inside, either direct into fair or J-Hook from foul. DEL old 4.4. Renumber 4.5 as 4.4 & 4.6 as 4.5
1	5.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	5.5	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	5.6	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	6.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	6.5	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	6.6	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	7.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	7.5	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	7.6	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	8.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	8.5	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage
1	8.6	CH diagram for PU movement to 3 rd ; ADD text on first-to-third mechanics coverage

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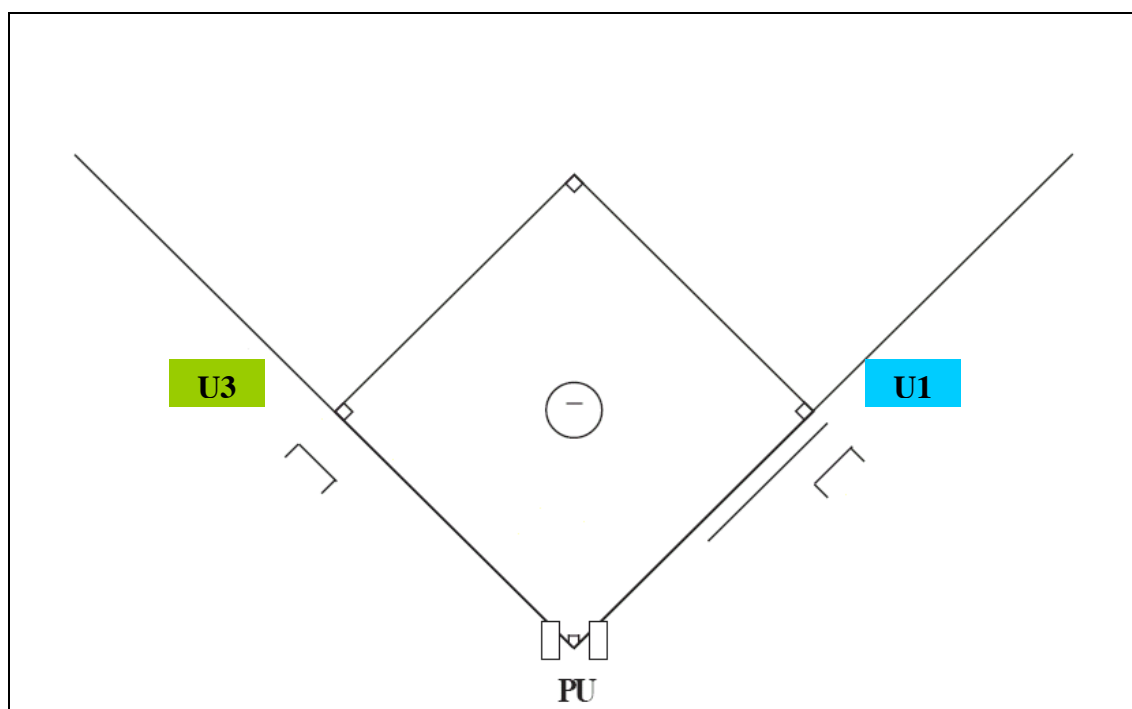


Figure 1

1.1 General Principles		
PU	U1	U3
<u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up 10-12 feet behind 1 st baseman, with both feet in foul territory. On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	Set up 10-12 feet behind 3 rd baseman, with both feet in foul territory.

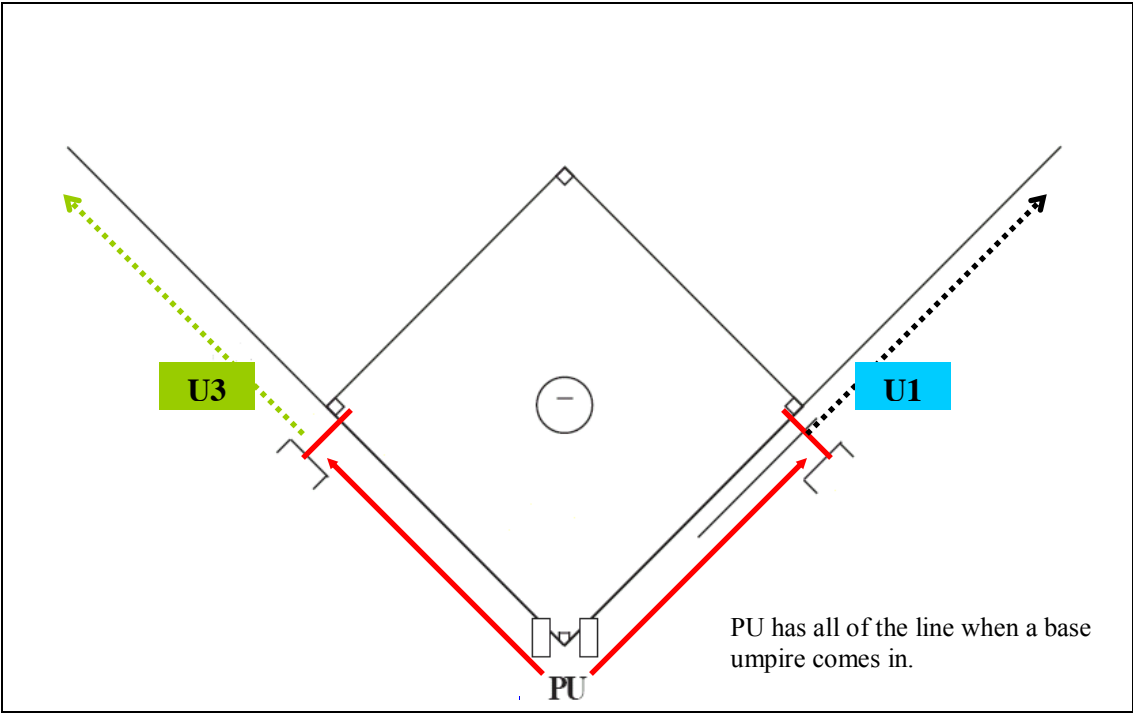


Figure 2

1.1.1 Fair/Foul Responsibility		
PU	U1	U3
The PU has the call on both lines up to the front of the bag. Assumes entire foul line when U1 or U3 come in.	Has the call from the bag and beyond when going out on a TROUBLE ball call.	Has the call from the bag and beyond when going out on a TROUBLE ball call.

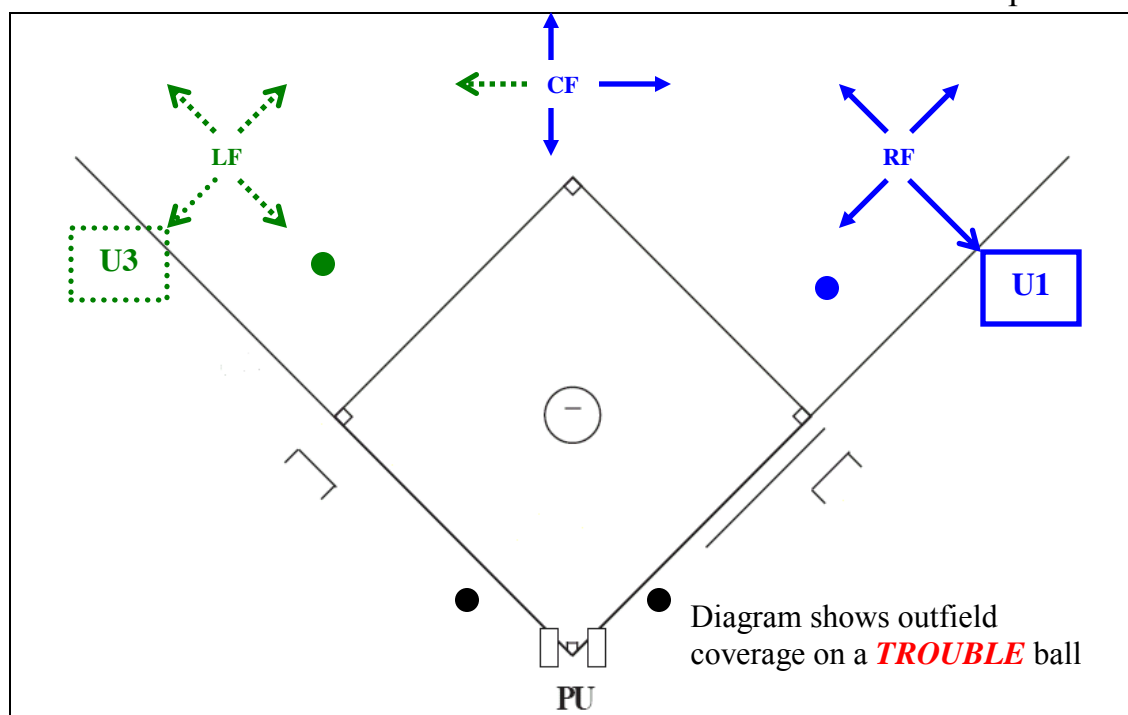


Figure 3

1.1.2 Catch/No Catch Responsibility and Neutral Positions Between Innings		
PU	U1	U3
<p>The PU has ALL Catch/No-Catch calls in the infield. Also in the outfield, with one EXCEPTION</p> <p>If any base umpire goes out on a TROUBLE ball, then that base umpire will take the Catch/No Catch call.</p>	<p>Normally a base umpire will not have a Catch/No Catch call. However, if a base umpire does go out on a TROUBLE ball then the outfield coverage is:</p> <p>U1 has the Right Fielder in any direction and the Center Fielder coming in, going back and to his LEFT.</p>	<p>Normally a base umpire will not have a Catch/No Catch call. However, if a base umpire does go out on a TROUBLE ball then the outfield coverage is:</p> <p>U3 has the Left Fielder in any direction and the Center Fielder going to his RIGHT.</p>
Neutral Positions Between Innings		
<p>●</p> <p>On same side as team entering field for defensive play.</p>	<p>●</p> <p>Away from fielders warming up.</p>	<p>●</p> <p>Away from fielders warming up.</p>
<p>Base umpires will “break” from their neutral positions at the same time. An agreed upon signal, usually when the catcher throws the last warm up pitch to second, make eye contact and break to starting positions to arrive at the same time. Also determine if Standing Set or Hands-on-Knee Set will be used. All Base Umpires will use the same set position.</p>		

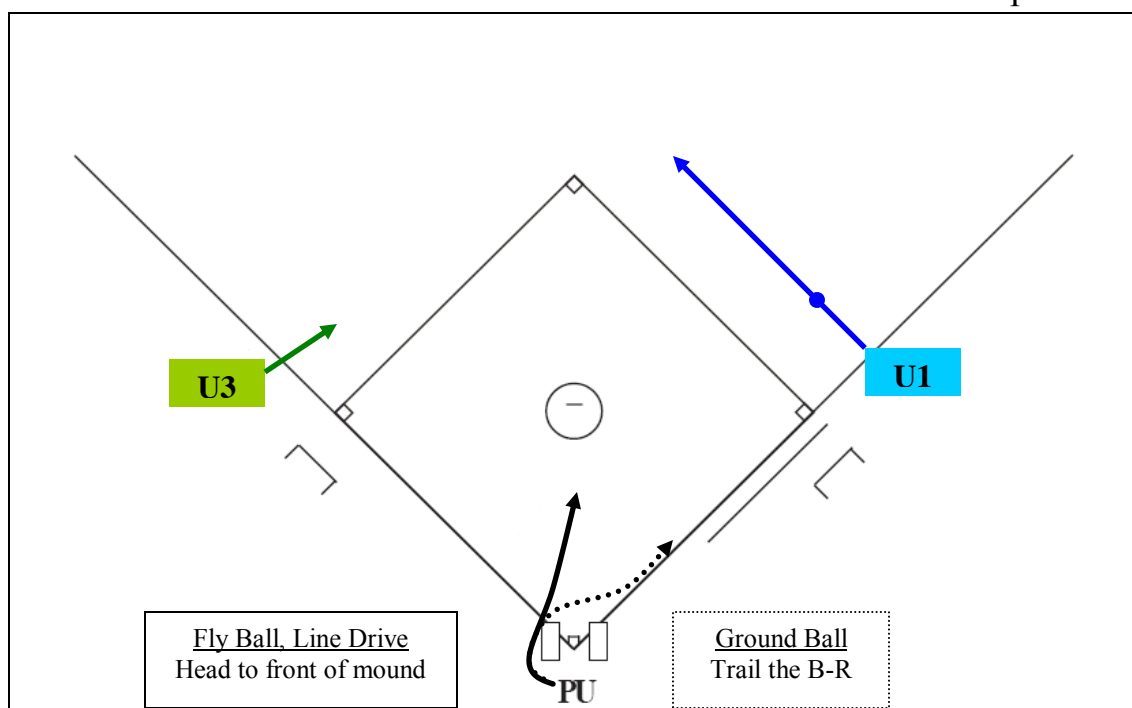


Figure 4

1.2 No Runners, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
<p><u>Line Drives & Fly Balls</u></p> <p>Move to area in front of pitchers mound to get best view of the ball.</p> <p><u>Ground Balls</u></p> <p>Clear catcher – Trail the Batter-Runner. Directly responsible for any overthrows at 1st, and, if asked, will assist U1 with swipe tags, pulled foot, etc.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, and BR at home.</p>	<p>Move into fair territory staying to the outside of the working area to obtain best angle/distance for any play at 1st and any play that develops at 2nd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, and BR to 2nd.</p>	<p>Move into fair territory staying to the outside of the infield to obtain best angle/distance for any play at 3rd.</p> <p><u>Responsible for:</u> BR to 3rd, and BR back into 3rd.</p>

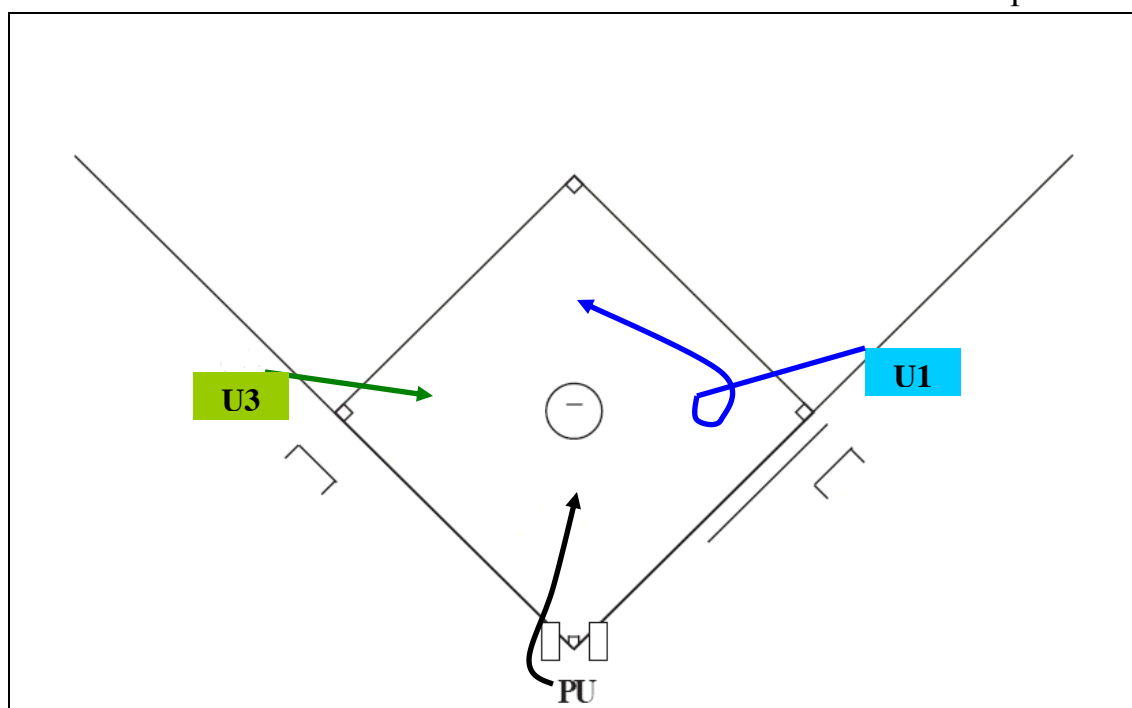


Figure 5

1.3 No Runners, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
Move to area in front of pitchers mound to get best view of the ball.	Pivot into the working area for all plays at 1 st & 2 nd .	Pivot into the infield, chest to the ball to obtain best angle to observe plays at 3 rd .
<u>Responsible for:</u> Catch/No Catch on non-trouble balls, and BR at home.	<u>Responsible for:</u> BR touch of 1 st , BR back into 1 st , and BR to 2 nd .	<u>Responsible for:</u> BR to 3 rd , and BR back into 3 rd .

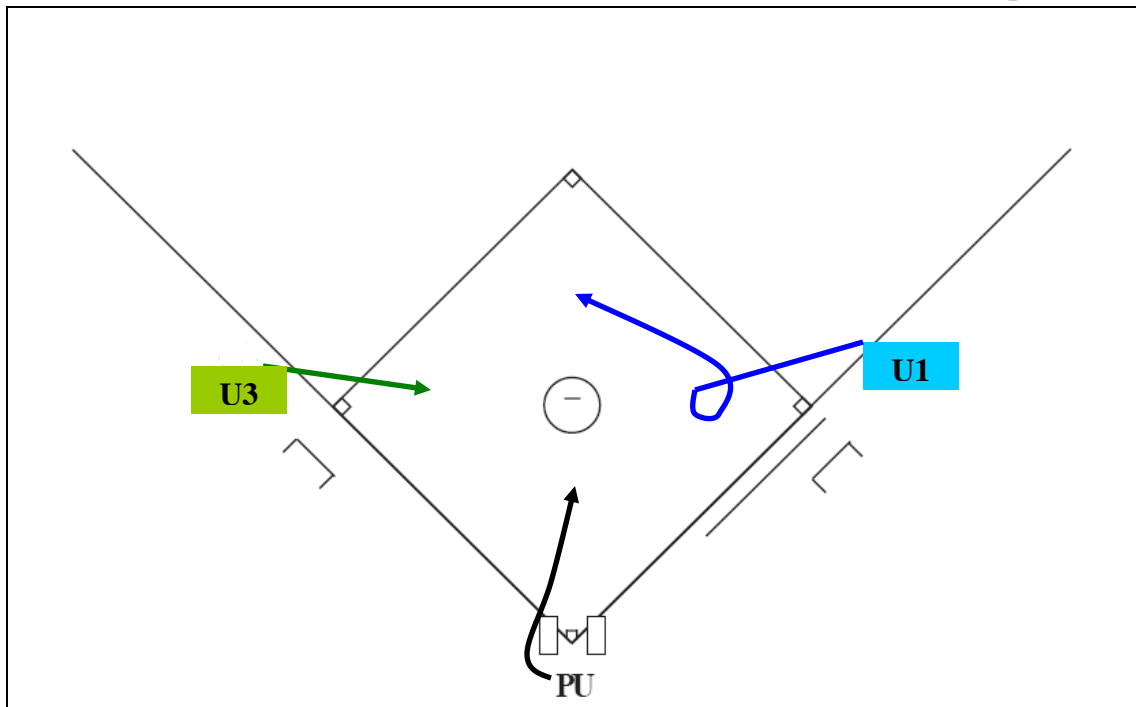


Figure 6

1.4 No Runners, Base Hit to the Outfield		
PU	U1	U3
Move to area in front of pitchers mound to get best view of the play and any play at home.	Pivot into the working area for all plays at 1 st & 2 nd .	Pivot into the infield, chest to the ball to obtain best angle to observe plays at 3 rd .
<u>Responsible for:</u> BR at home.	<u>Responsible for:</u> BR touch of 1 st , BR back into 1 st , and BR to 2 nd .	<u>Responsible for:</u> BR to 3 rd , and BR back into 3 rd .

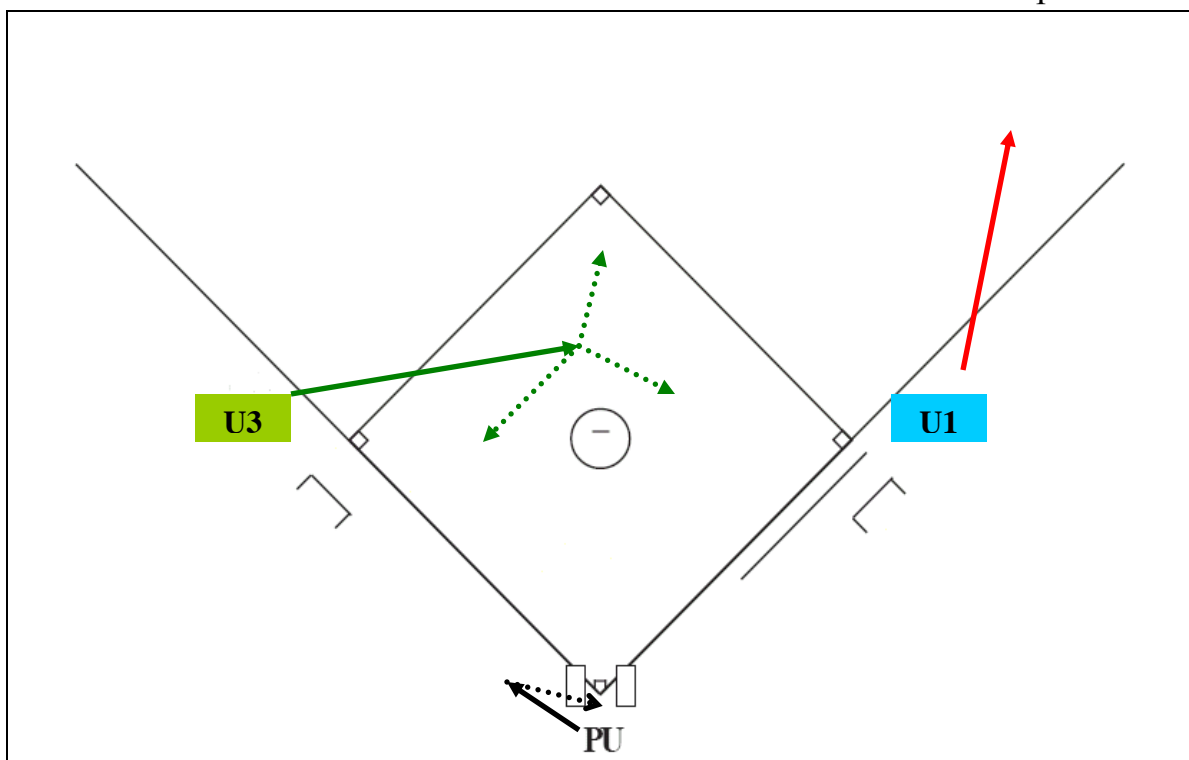


Figure 7

1.5 No Runners, U1 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory to <u>observe</u> any plays at 3rd.</p> <p><u>Responsible for:</u> BR at home.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all plays at 1st, 2nd and 3rd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>

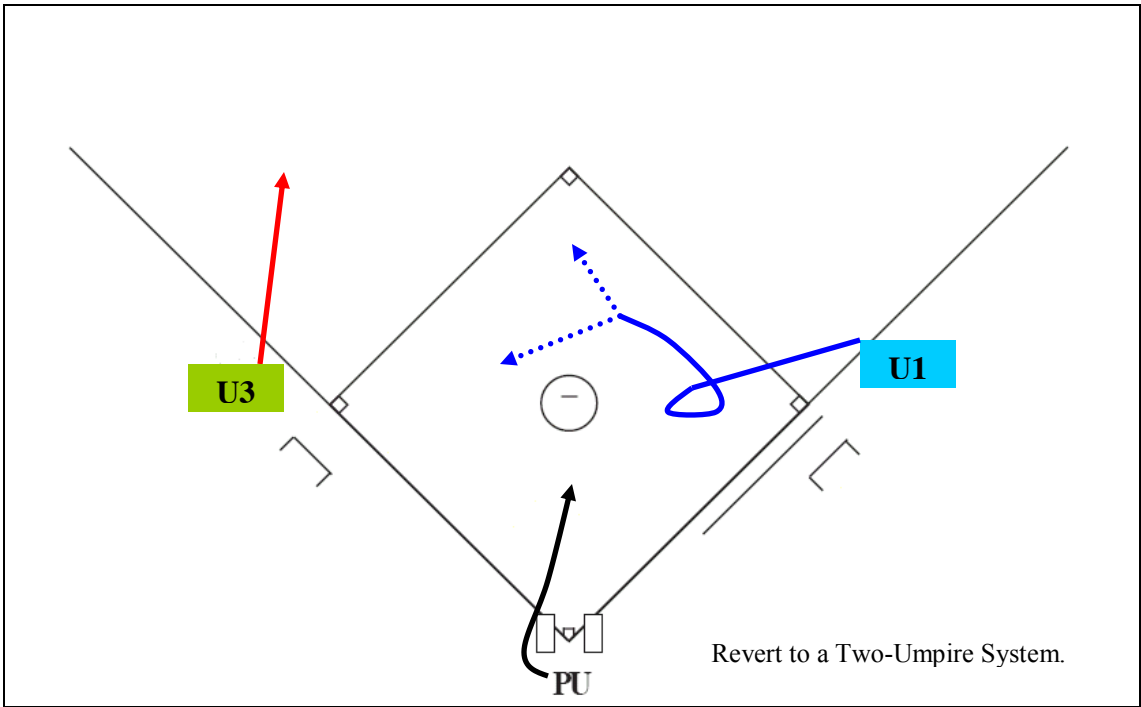


Figure 8

1.6 No Runners, U3 Goes Out		
PU	U1	U3
<p>Move to area in front of pitchers mound to get best view of the play and any play at home.</p> <p><u>Responsible for:</u> BR at home.</p>	<p>Pivot into the working area for all plays at 1st & 2nd, and 3rd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>

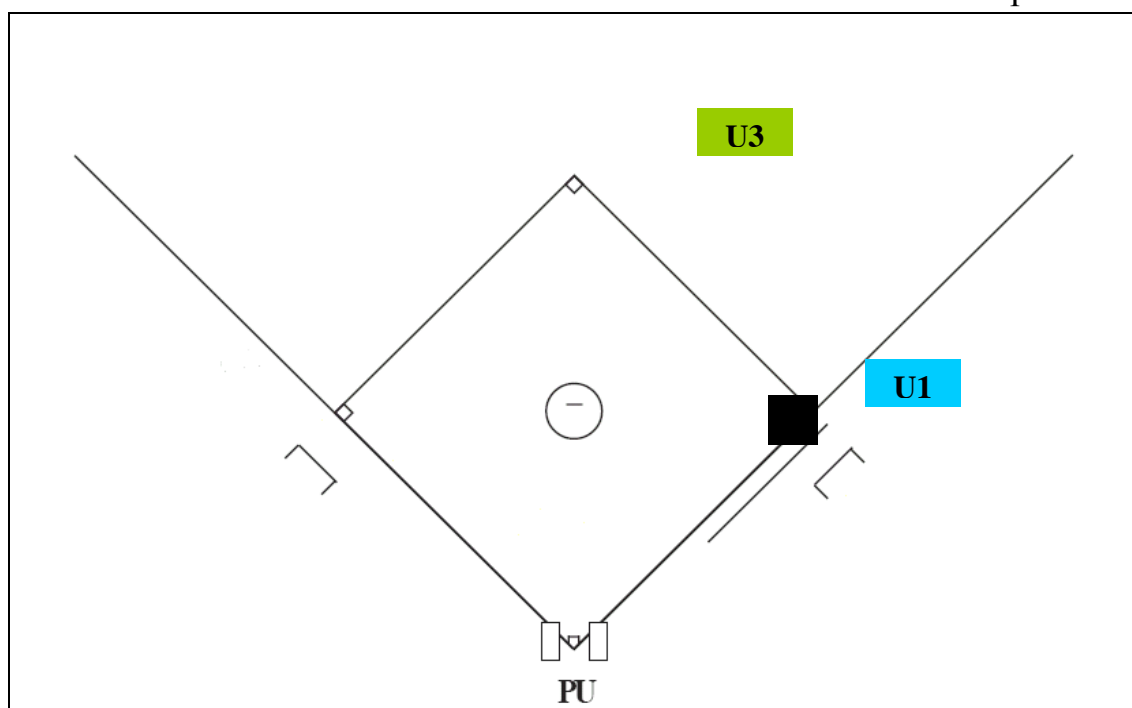


Figure 9

2.1 Runner on First Only, General Principles		
PU	U1	U3
<u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up 10-12 feet behind 1 st baseman, with both feet in foul territory. On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	Set up between second base and the 2 nd baseman about 20-30 feet away from 2 nd base in the outfield.

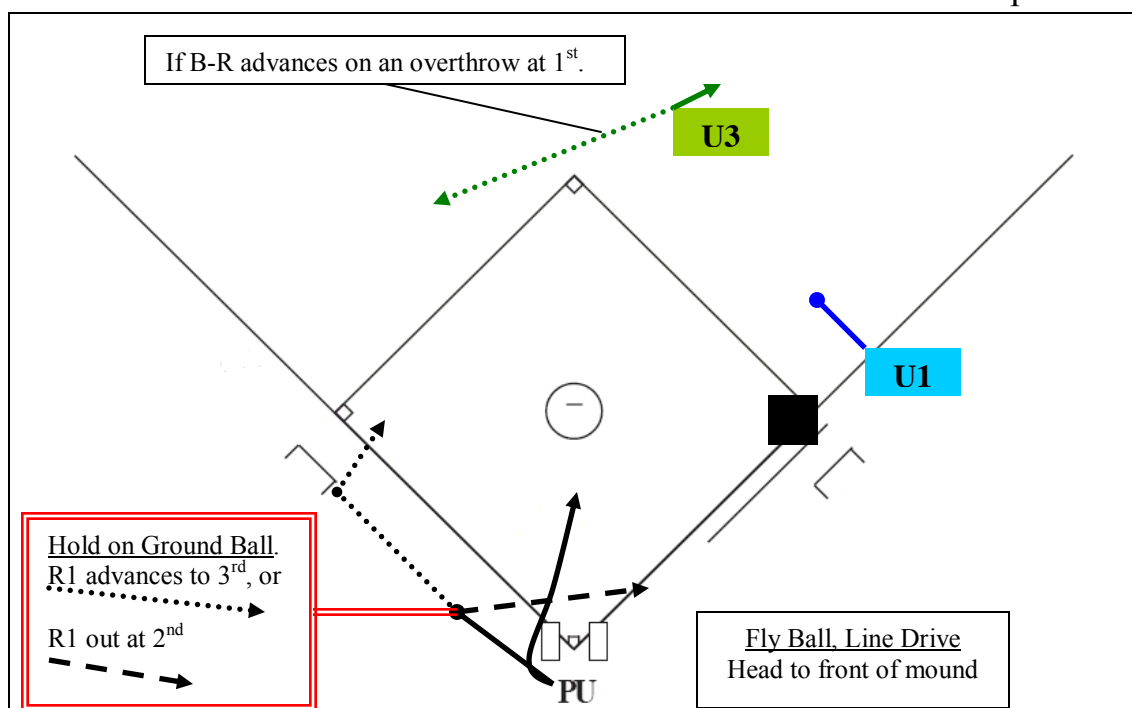


Figure 10

Rev1

2.2 Runner on First Only, Ground Ball, Fly Ball and Line Drive to the Infield

PU	U1	U3
<p><u>LINE DRIVES & FLY BALLS</u></p> <p>Move to area in front of pitchers mound to get best view of the play/ball.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, and BR at home.</p> <p><u>GROUND BALLS</u></p> <p>Move a few feet up the 3rd base foul line in foul territory to <u>observe</u> the play.</p> <p><u>Initial play at 2nd is an OUT</u> Move toward 1st baseline to observe play at 1st.</p> <p><u>Initial play at 1st or R1 safe at 2nd</u> Move down 3rd baseline approx 3 foot in foul territory and communicate with U3, <i>“I’ve got third if he comes!”</i> Move into cutout ONLY if throw to 3rd base is NOT COMING from area of 1st base.</p> <p><u>Responsible for:</u> R1 at home, and BR at home.</p>	<p>Move into fair territory staying to the outside of the working area to obtain best angle/distance for any play at 1st.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, and BR passing the runner, R1 tag up at 1st, and R1 back into 1st.</p>	<p>Move into fair territory staying to the outside of the infield to obtain best angle/distance for any play at 2nd & plays on the BR at 3rd.</p> <p><u>Responsible for:</u> R1 to 2nd, R1 back into 2nd, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>

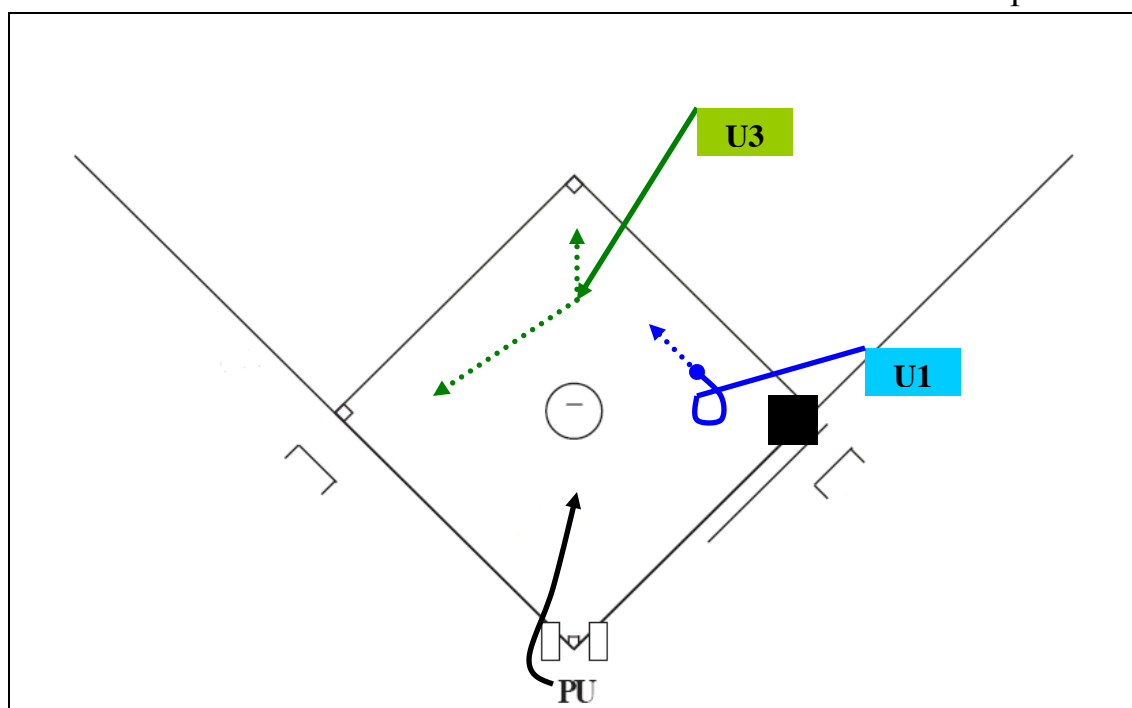


Figure 11

2.3 Runner on First Only, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
<p>Move to area in front of pitchers mound to get best view of the play/ball.</p> <p><u>Responsible for:</u> Catch/No Catch on non-trouble balls, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & plays on the BR at 2nd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, BR touch of 1st, BR back into 1st, and BR to 2nd.</p>	<p>Pivot into the infield, chest to the ball to obtain best angle to observe plays on R1 at 2nd and all plays at 3rd.</p> <p><u>Responsible for:</u> R1 touch of 2nd, R1 at 2nd, R1 back into 2nd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

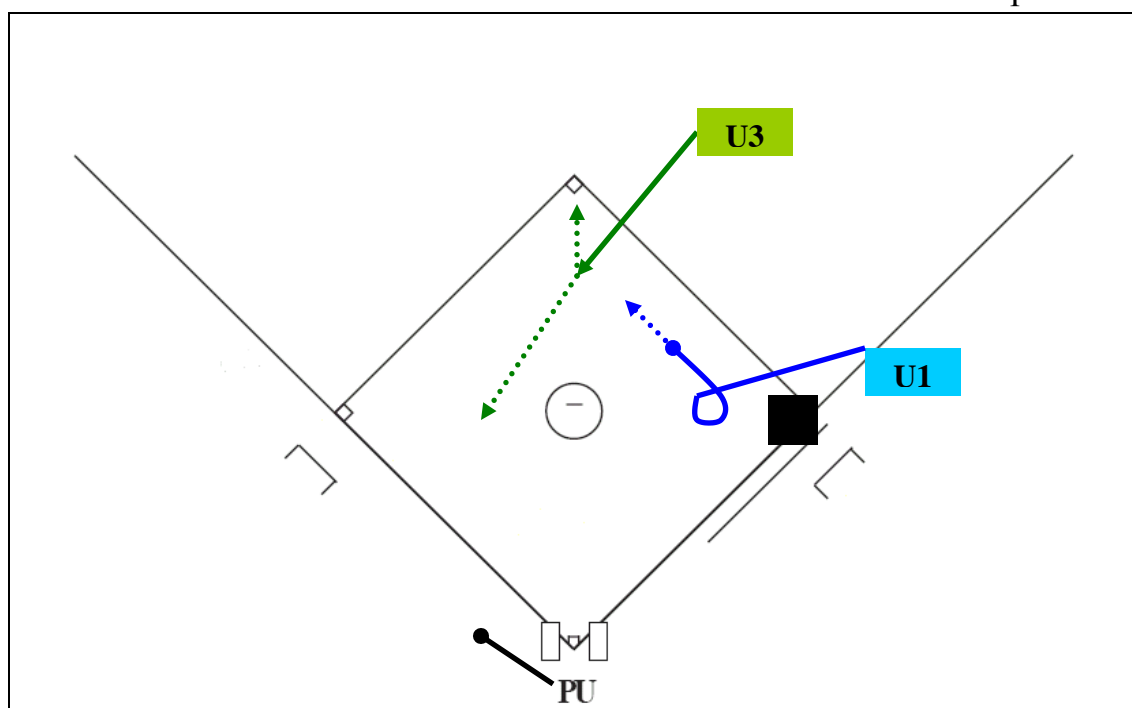


Figure 12

2.4 Runner on First Only, Base Hit to the Outfield		
PU	U1	U3
<p>Move a few feet up the 3rd base foul line in foul territory to <u>observe</u> the play.</p> <p><u>Responsible for:</u> R1 at home, and BR at home.</p>	<p>Pivot into the working area for all plays on the BR at 1st & 2nd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd</p>	<p>Pivot into the infield, chest to the ball to obtain best angle to observe plays at 2nd & 3rd.</p> <p><u>Responsible for:</u> R1 to 2nd, R1 back into 2nd, R1 to 3rd, BR to 3rd, and BR back into 3rd.</p>

IMPORTANT CONCEPTS OF 1st -TO-3rd MECHANICS

While the ball is in the outfield, the plate umpire will have to make an important decision. He must immediately "read" the play -- taking into consideration the location of the ball, the reactions of the runner rounding 2nd base, and the position and reactions of the outfielder -- determine the likely hood of a play at 3rd base on the runner originally at 1st base. If the plate umpire observes that the runner has committed to 3rd and that a play at 3rd base is *likely* (or in fact, *imminent*); he will cut into fair territory somewhere between halfway and three-quarters of the way to 3rd. He will break quickly ("bust") towards the cutout at 3rd, and communicate loudly to his/her partner, "I've got 3rd, Sam! I've got 3rd!" It is VERY IMPORTANT that the umpires communicate often and loudly and that they never take anything for granted. If the plate umpire sees there will be *no possible play going into 3rd on the runner from 1st* (indicating that the runner from 1st will either (1) hold up at 2nd; or (2) will easily attain 3rd base with no play on him/her -- and instead the possibility exists of a play at the plate on the runner), the plate umpire will retreat back towards home in foul territory and communicate to his/her partner, "Going home, Sam! Going home!" when he recognizes no play will occur going into 3rd base.

This concept applies to slides:

2.5 2.6 3.5 3.6 5.5 5.6 6.5 6.6 7.5 7.6 8.5 8.6

Table 1

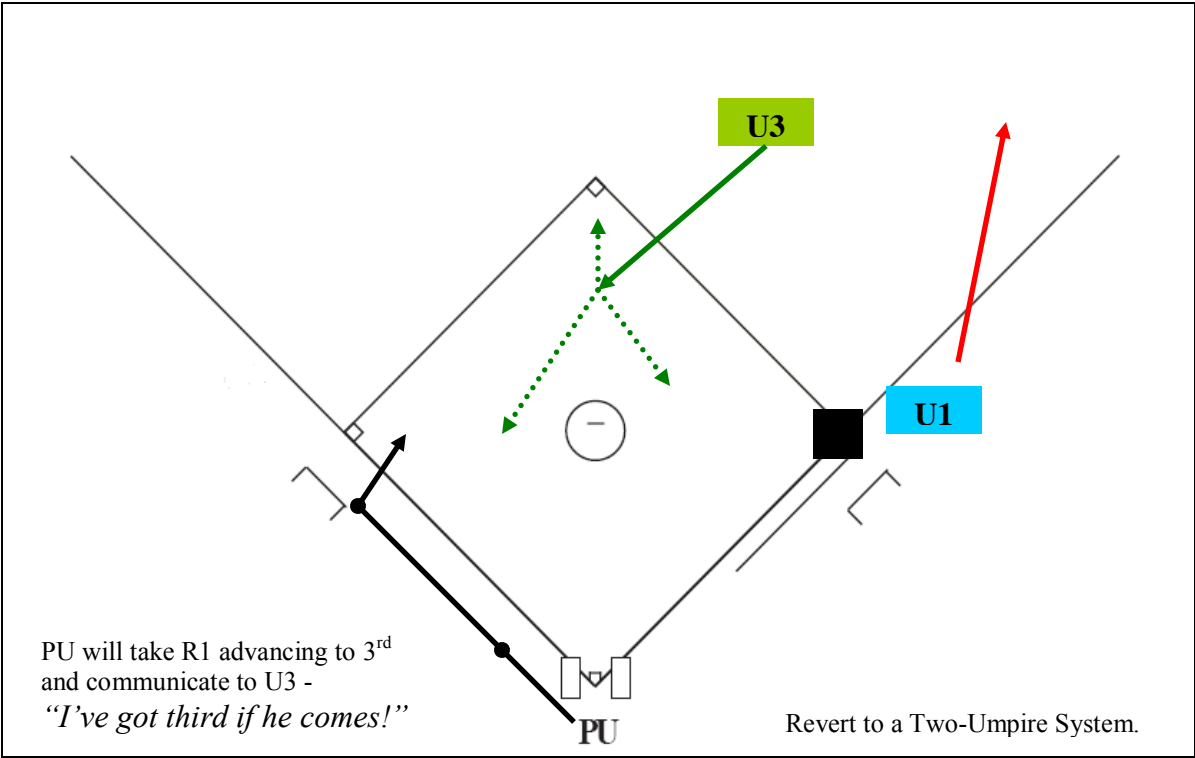


Figure 13

Rev1

2.5 Runner on First Only, U1 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory and communicates to U3, <i>"I've got third if he comes!"</i> if R1 will advance to 3rd.</p> <p><u>Responsible for:</u> R1 to 3rd, R1 back into 3rd, R1 at home, and BR at home.</p> <p>Obtain clear throwing lane if ball comes from area of 1st base.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all plays at 1st, 2nd and BR at 3rd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

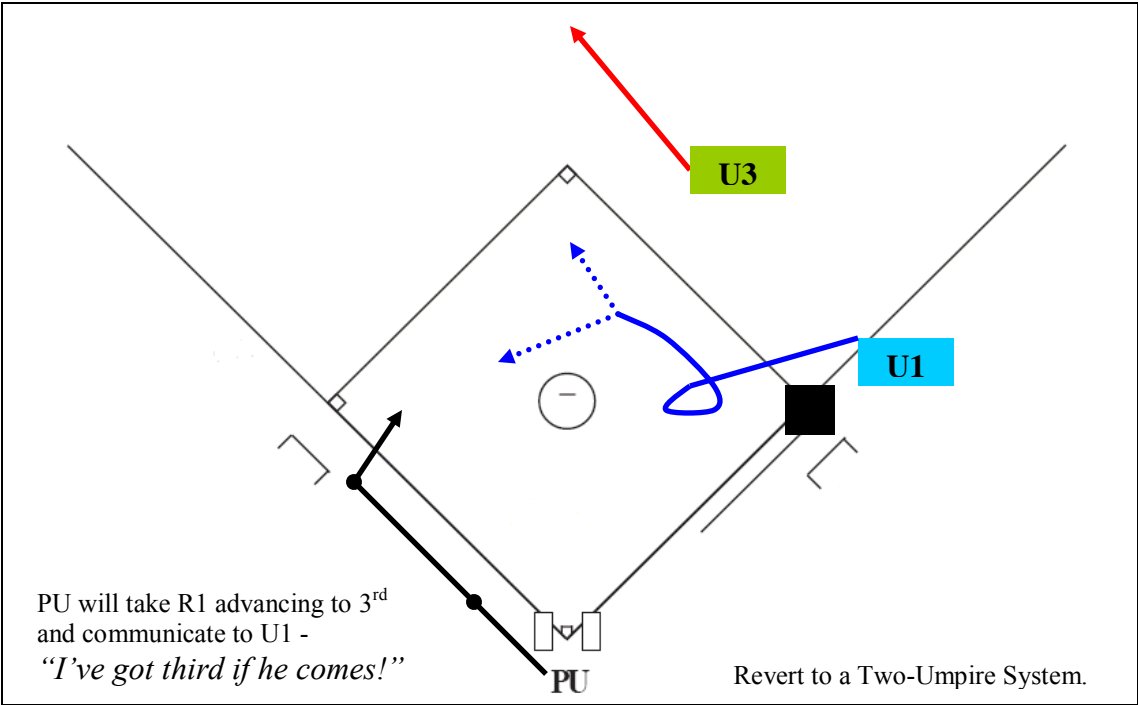


Figure 14

Rev1

2.6 Runner on First Only, U3 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory and communicates to U1, <i>"I've got third if he comes!"</i> if R1 will advance to 3rd.</p> <p><u>Responsible for:</u> R1 to 3rd, R1 back into 3rd, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & 2nd, and BR at 3rd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the <i>TROUBLE</i> ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

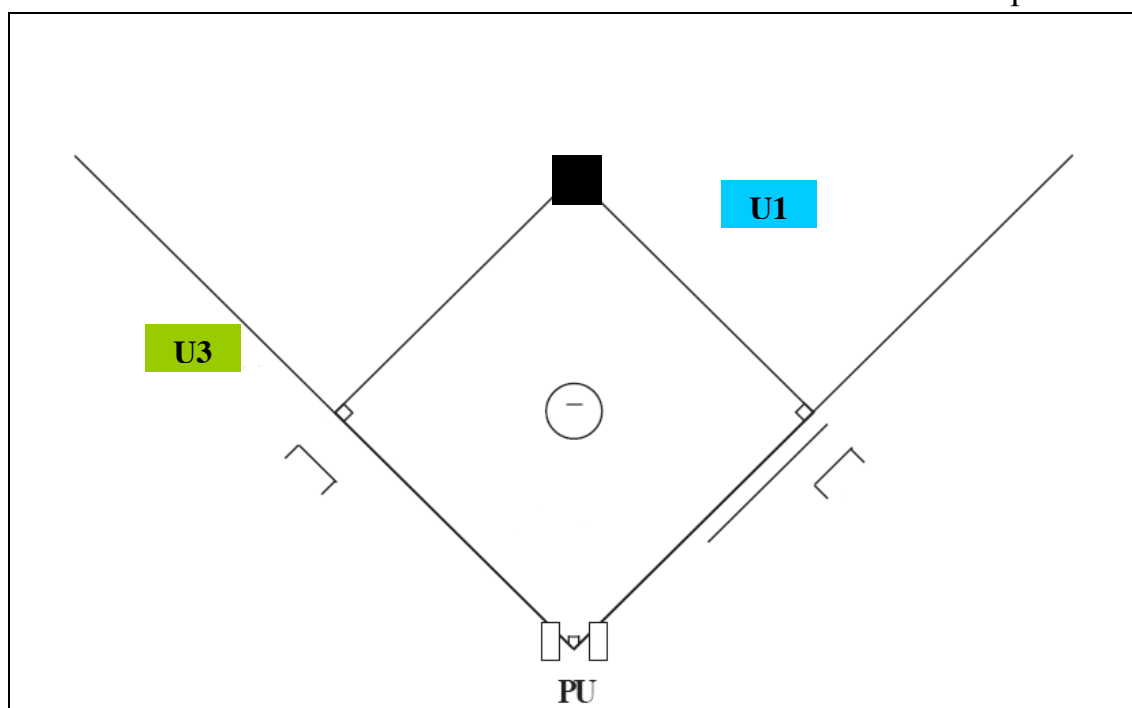


Figure 15

3.1 Runner on Second Only, General Principles

PU	U1	U3
<p><u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out.</p> <p>All plays at home.</p>	<p>Set up between second base and the 2nd baseman about 30-40 feet away from 1st base in the outfield.</p> <p>On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).</p>	<p>Set up 10-12 feet behind 3rd baseman, with both feet in foul territory.</p>

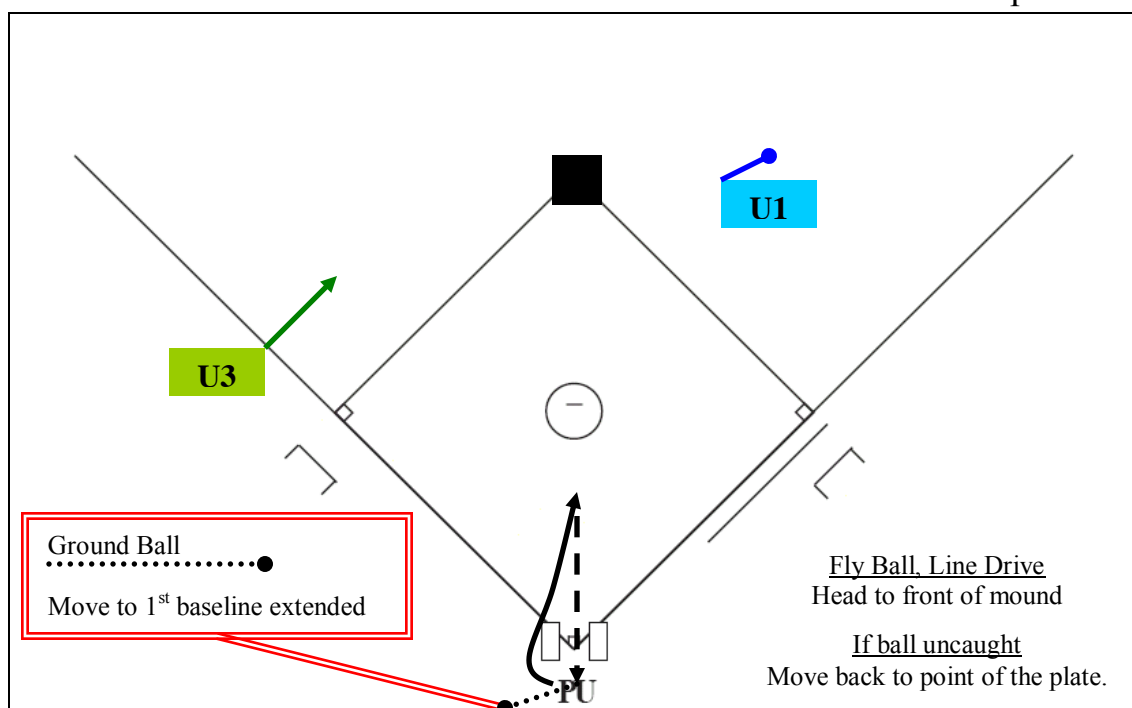


Figure 16

Rev 1

3.2 Runner on Second Only, Ground Ball, Fly Ball and Line Drive to the Infield

PU	U1	U3
<p><u>LINE DRIVES & FLY BALLS</u></p> <p>Move to area in front of pitchers mound to get best view of the ball. <u>If ball is not caught</u>, PU will move to point of the plate for all plays at home.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, and R2 & BR at home.</p> <p><u>GROUND BALLS</u></p> <p>Move in foul territory to 1st baseline extended to <u>observe</u> the play at 1st</p> <p><u>Responsible for:</u> R2 at home, and BR at home.</p>	<p>Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Move into fair territory staying to the outside of the infield to obtain best angle/distance for any play at 2nd & plays on the BR at 3rd.</p> <p><u>Responsible for:</u> R2 to 3rd, R2 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

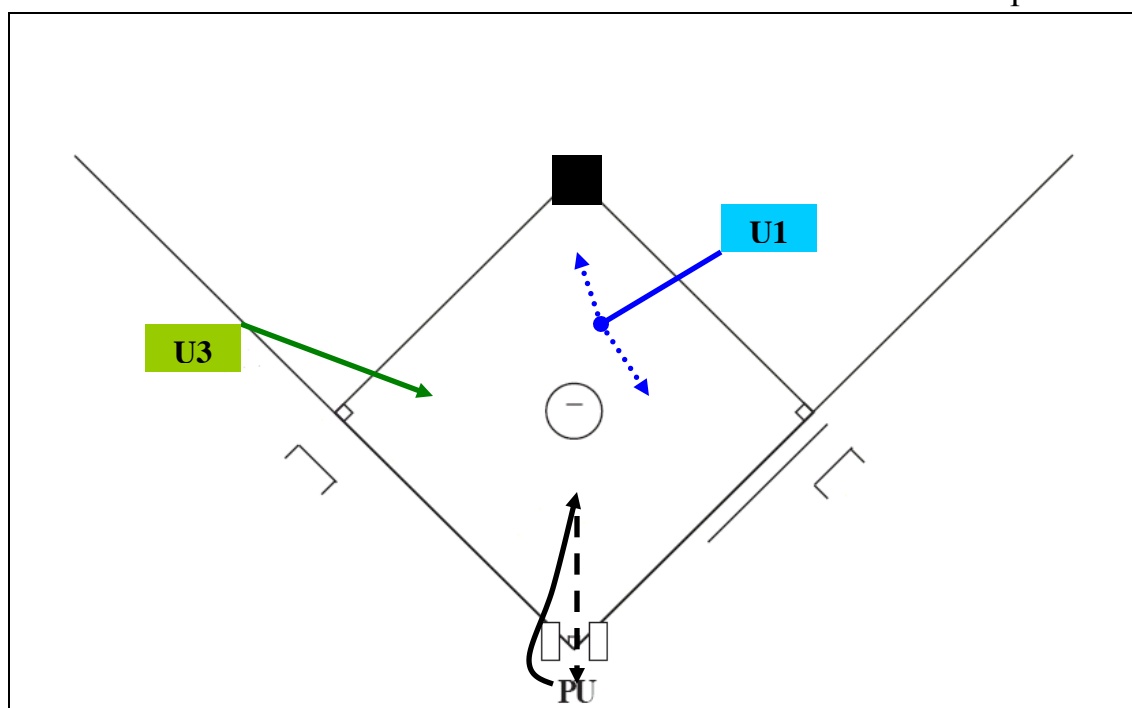


Figure 17

3.3 Runner on Second Only, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
<p>Move to area in front of pitchers mound to get best view of the play/ball.</p> <p><u>If ball is not caught</u>, PU will move to point of the plate for all plays at home.</p> <p><u>Responsible for:</u> Catch/No Catch on non-trouble balls, R2 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & plays on R2 & the BR at 2nd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, BR touch of 1st, BR back into 1st, and BR to 2nd.</p>	<p>Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3rd.</p> <p><u>Responsible for:</u> R2 to 3rd, R2 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

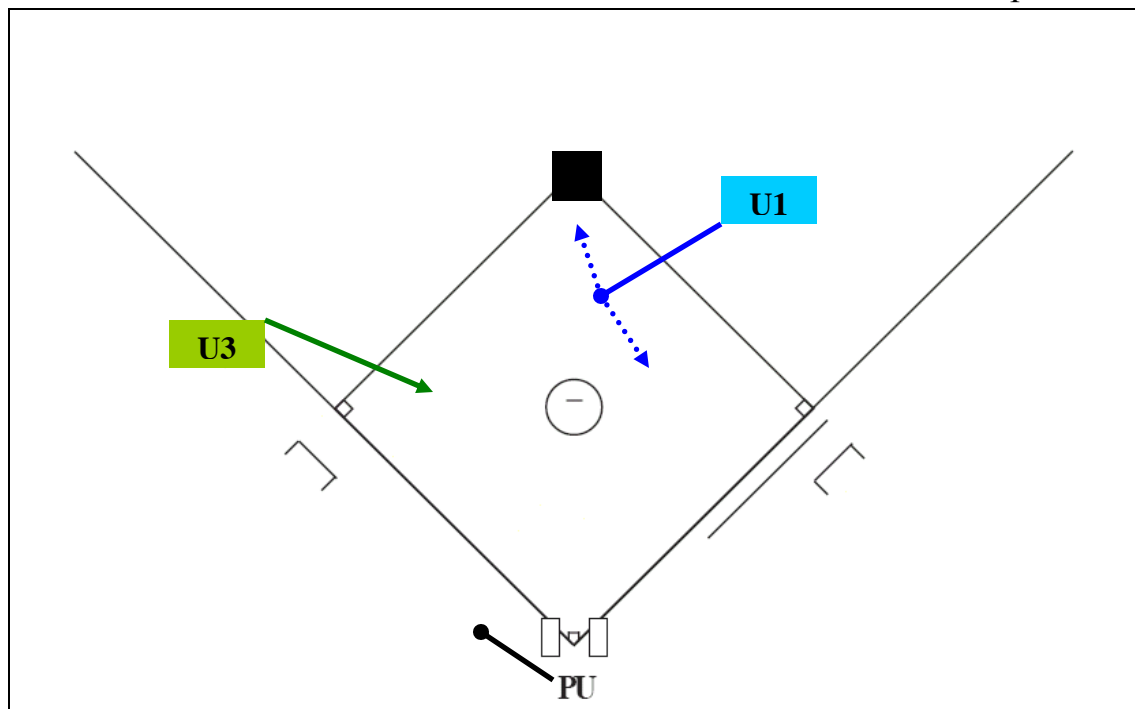


Figure 18

3.4 Runner on Second Only, Base Hit to the Outfield		
PU	U1	U3
Move a few feet up the 3 rd base foul line in foul territory to <u>observe</u> the play.	Pivot into the working area for all plays on the BR at 1 st & 2 nd and R2 at 2 nd .	Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3 rd .
<u>Responsible for:</u> R2 at home, and BR at home.	<u>Responsible for:</u> BR touch of 1 st , BR back into 1 st , BR to 2 nd , BR back into 2 nd , and R2 back into 2 nd .	<u>Responsible for:</u> R2 to 3 rd , R2 back into 3 rd , BR to 3 rd , and BR back into 3 rd .

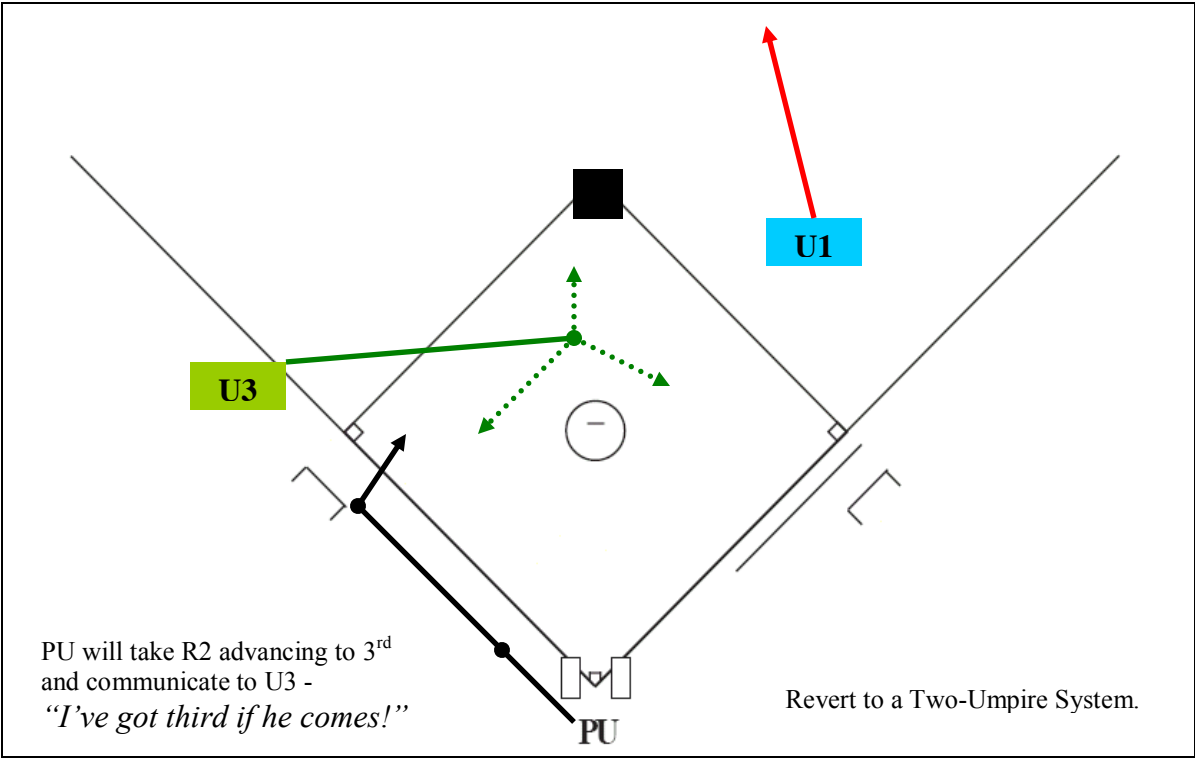


Figure 19

Rev 1

3.5 Runner on Second Only, U1 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory and communicates to U3, <i>"I've got third if he comes!"</i> if R2 will advance to 3rd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 to 3rd, R2 back into 3rd, R2 at home, and BR at home.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all plays at 1st, 2nd and BR at 3rd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, BR back into 3rd, and R2 back into 2nd.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

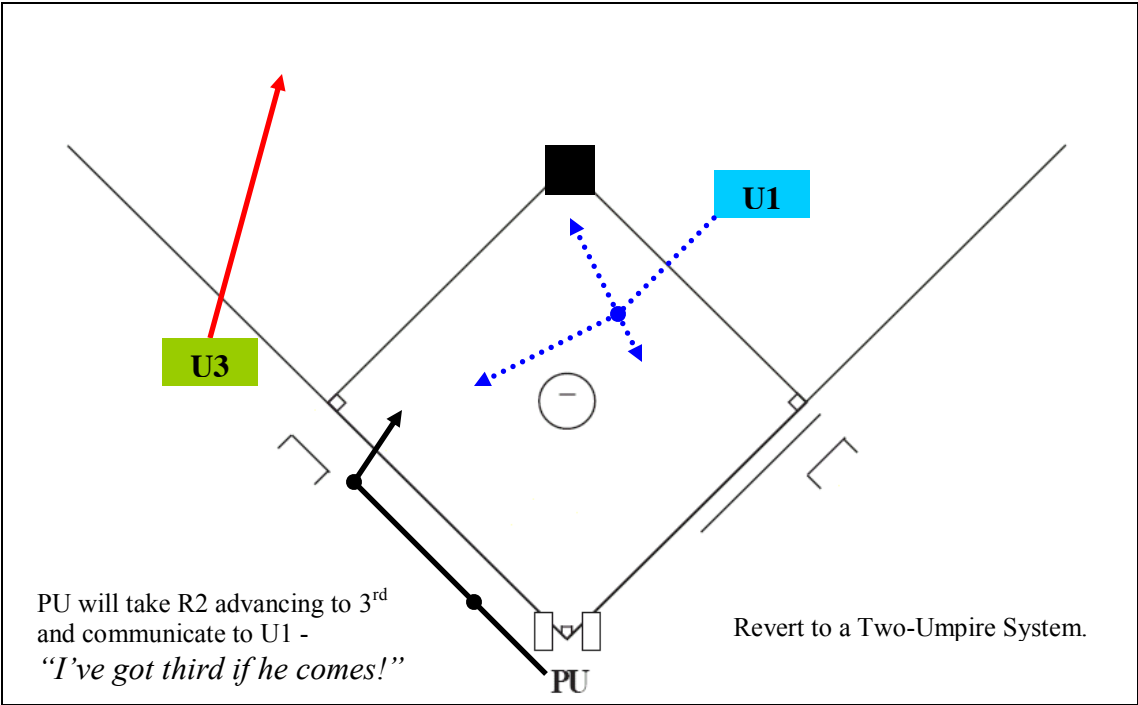


Figure 20

Rev 1

3.6 Runner on Second Only, U3 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory and communicates to U1, <i>"I've got third if he comes!"</i> if R2 will advance to 3rd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 to 3rd, R2 back into 3rd, R2 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & 2nd, and BR at 3rd.</p> <p><u>Responsible for:</u> R2 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the <i>TROUBLE</i> ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

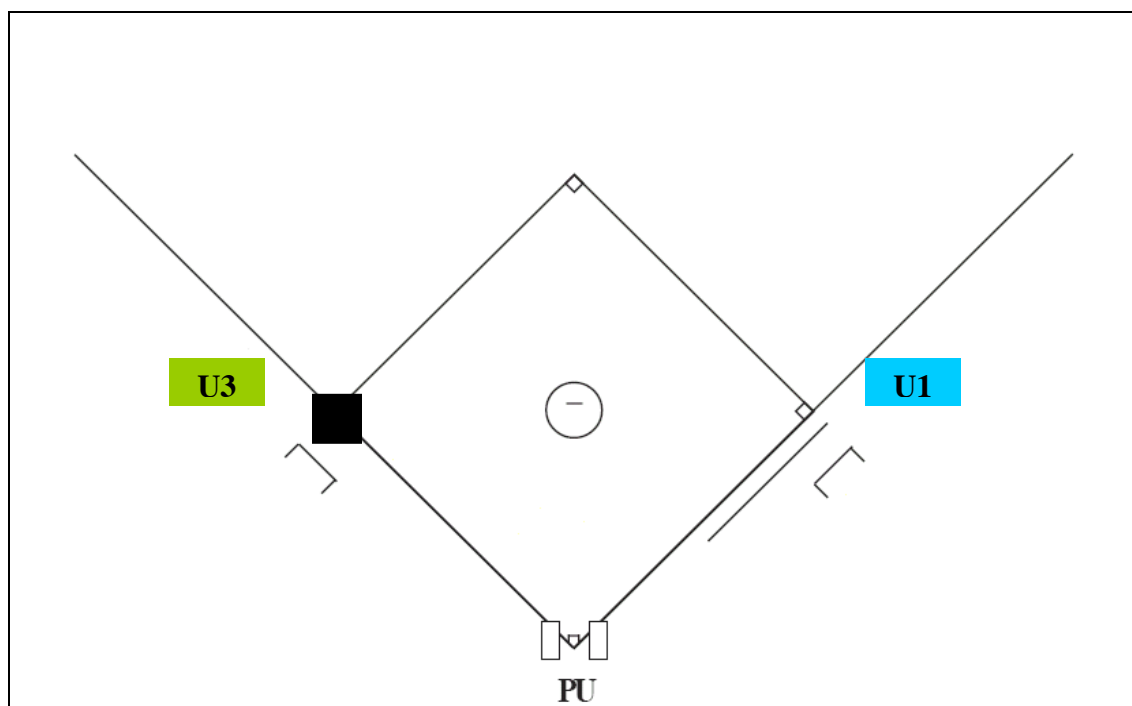


Figure 21

4.1 Runner on Third Base Only, General Principles		
PU	U1	U3
<u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up 10-12 feet behind 1 st baseman, with both feet in foul territory. On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	Set up 10-12 feet behind 3 rd baseman, with both feet in foul territory.

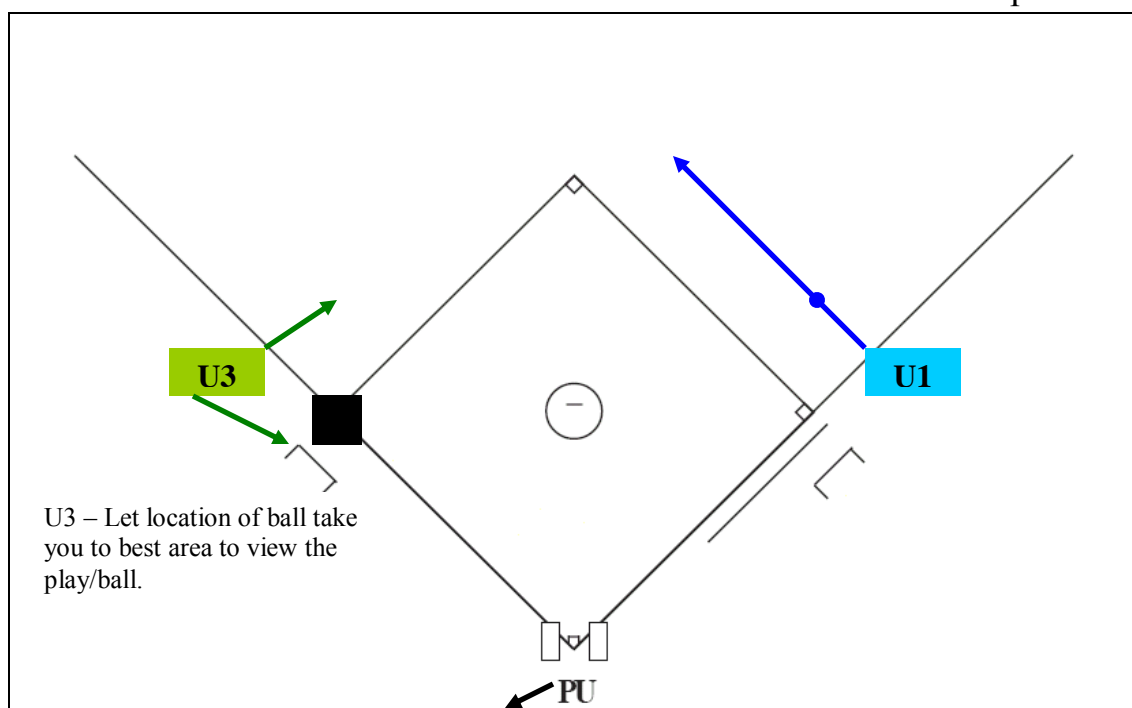


Figure 22

4.2 Runner on Third Base Only, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
<p>Move to first baseline extended in foul territory to get best view of the field, ball, and play.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, R3 at home, and BR at home.</p>	<p>Move into fair territory staying to the outside of the working area to obtain best angle/distance for all plays at 1st and 2nd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Move into either <u>fair or foul</u> territory to obtain best angle/distance for any play at 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

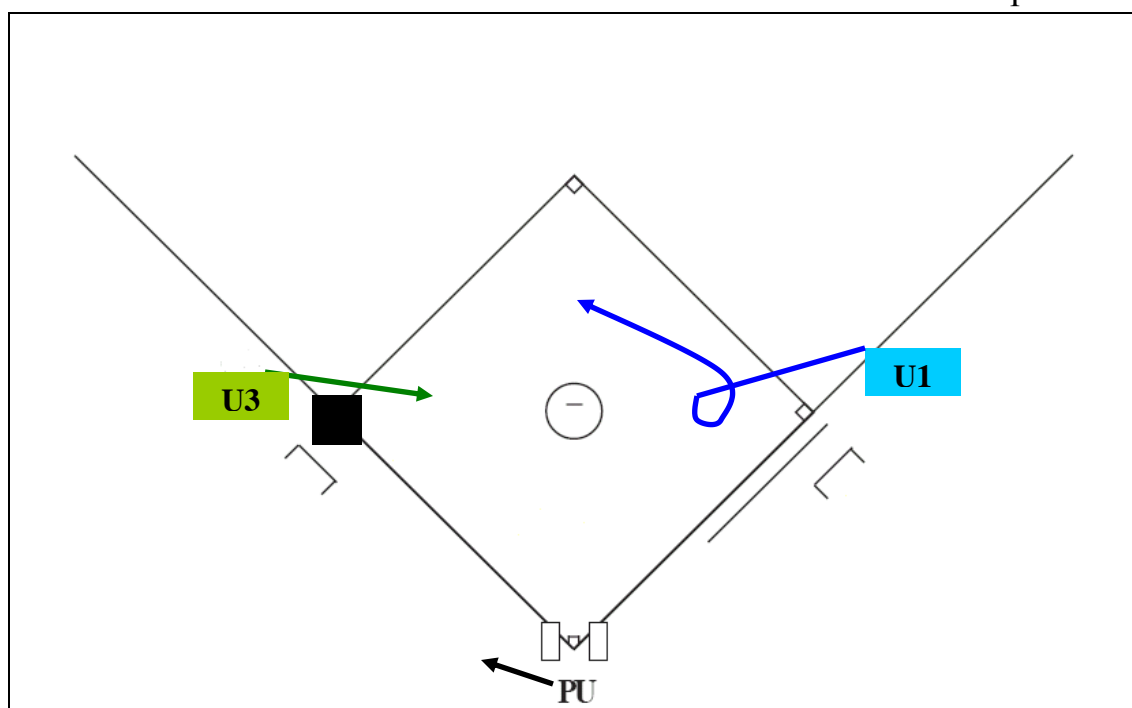


Figure 23

Rev 1

4.3 Runner on Third Base Only, Fly Ball and Line Drives to the Outfield (Non Trouble Ball)		
PU	U1	U3
<p>Move a few feet into foul territory to get best view of the field, ball, and play AND get back to home for possible play.</p> <p><u>Responsible for:</u> Catch/No Catch on non-trouble balls, R3 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & 2nd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p><u>PAUSE, READ, REACT</u></p> <p>Either</p> <p><u>Pivot into the infield</u>, chest to the ball to obtain best angle to observe plays at 3rd or,</p> <p><u>“J-Hook” via foul territory</u> to line up R3 tag-up with ball/fielder.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

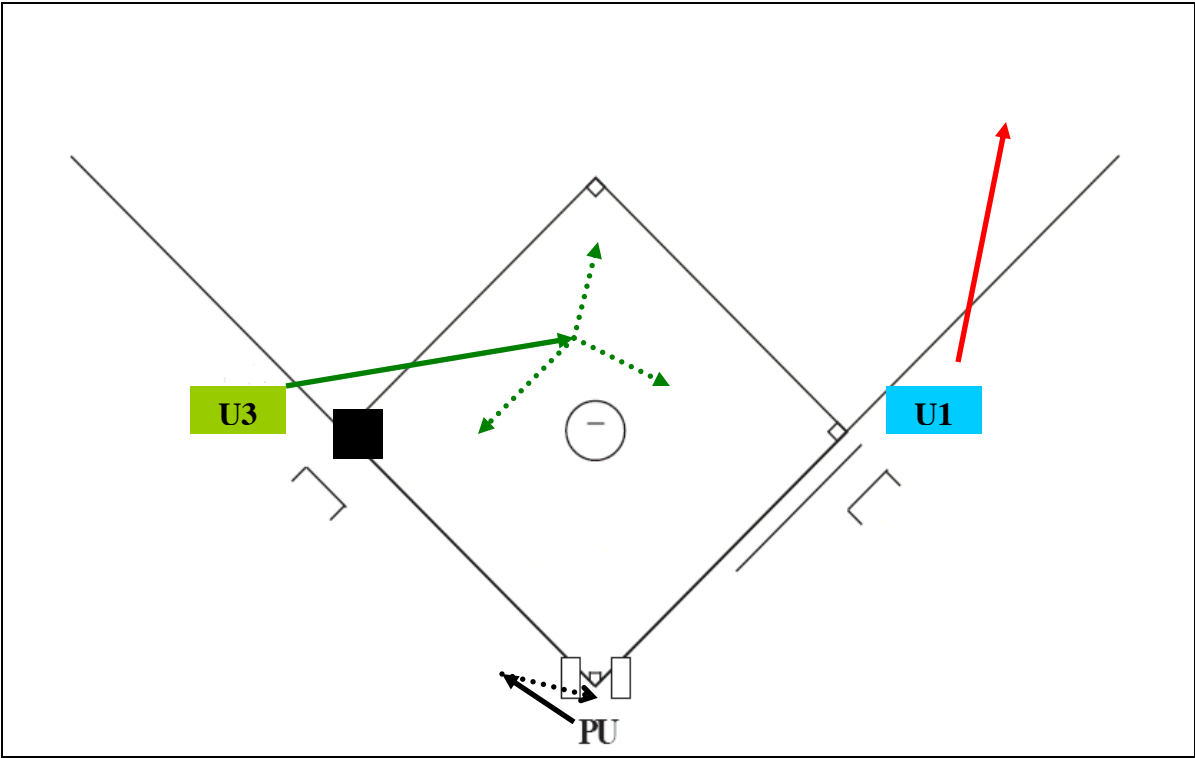


Figure 24

Rev 1

4.4 Runner on Third Base Only, U1 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory to observe R3 tag up and any play on R3 at 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R3 at home, and BR at home.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all plays at 1st, 2nd and 3rd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>

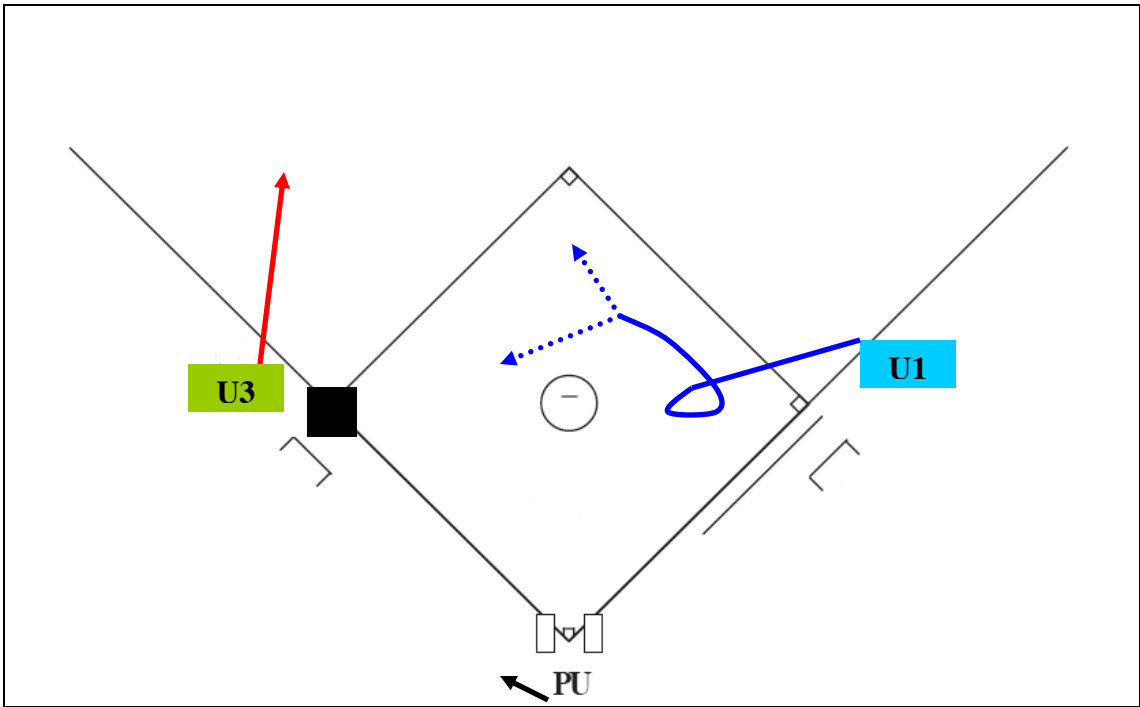


Figure 25

Rev 1

4.5 Runner on Third Base Only, U3 Goes Out		
PU	U1	U3
<p>Move a few feet into foul territory to line up the ball/play with the base.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R3 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & 2nd, and 3rd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>

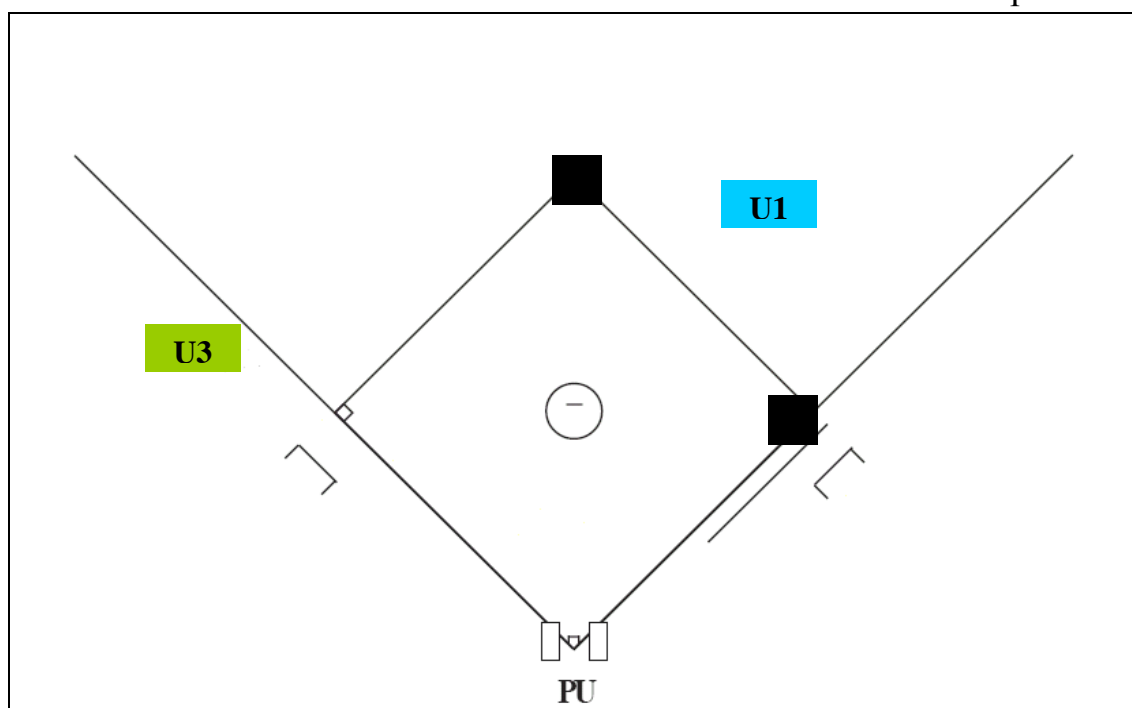


Figure 26

5.1 Runners on First and Second, General Principles

PU	U1	U3
<u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up midway between second base and the 2 nd baseman about 30-40 feet away from 1 st base in the outfield. On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	Set up 10-12 feet behind 3 rd baseman, with both feet in foul territory.

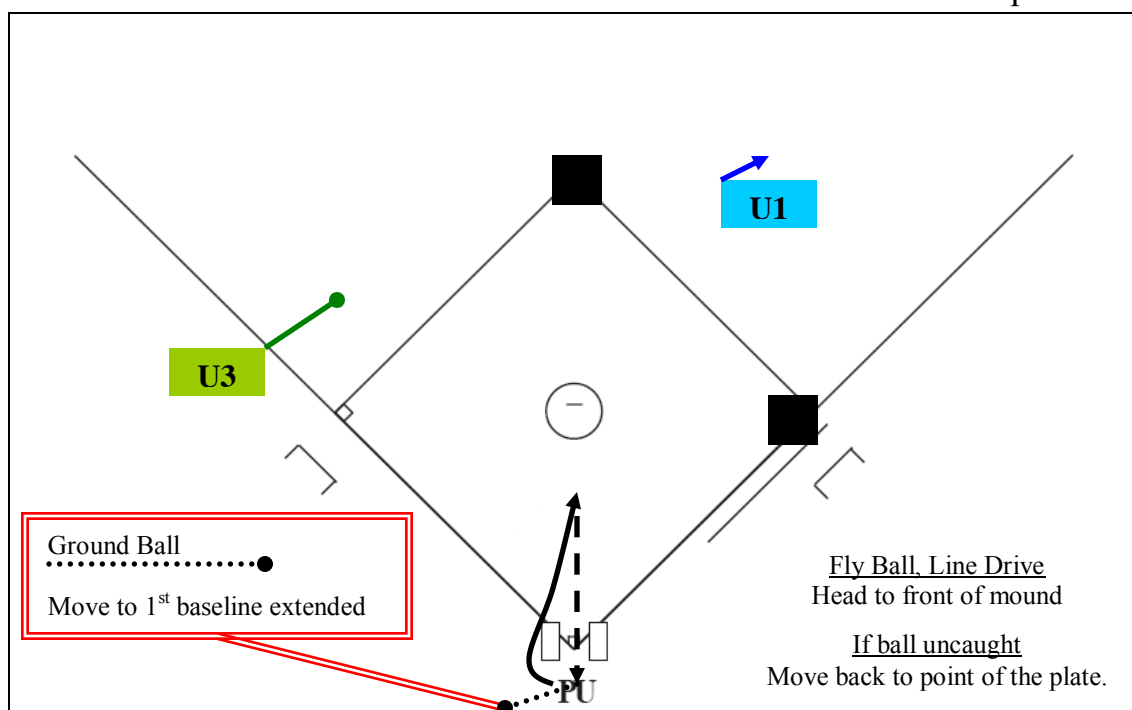


Figure 27

5.2 Runners on First and Second, Ground Ball, Fly Ball and Line Drive to the Infield

PU	U1	U3
<p><u>LINE DRIVES & FLY BALLS</u></p> <p>Move to area in front of pitchers mound to get best view of the ball. If ball is not caught, PU will move to point of the plate for all plays at home.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, and R1, R2 & BR at home.</p> <p><u>GROUND BALLS</u></p> <p>Move in foul territory to 1st baseline extended to obtain best angle/view of the field, ball and play</p> <p><u>Responsible for:</u> R1 at home, R2 at home, and BR at home.</p>	<p>Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder for plays at 1st & 2nd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR passing the runner, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Move into fair territory staying to the outside of the infield to obtain best angle/distance for any play on R1 & R2 at 2nd & plays on R1 and the BR at 3rd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, R2 to 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

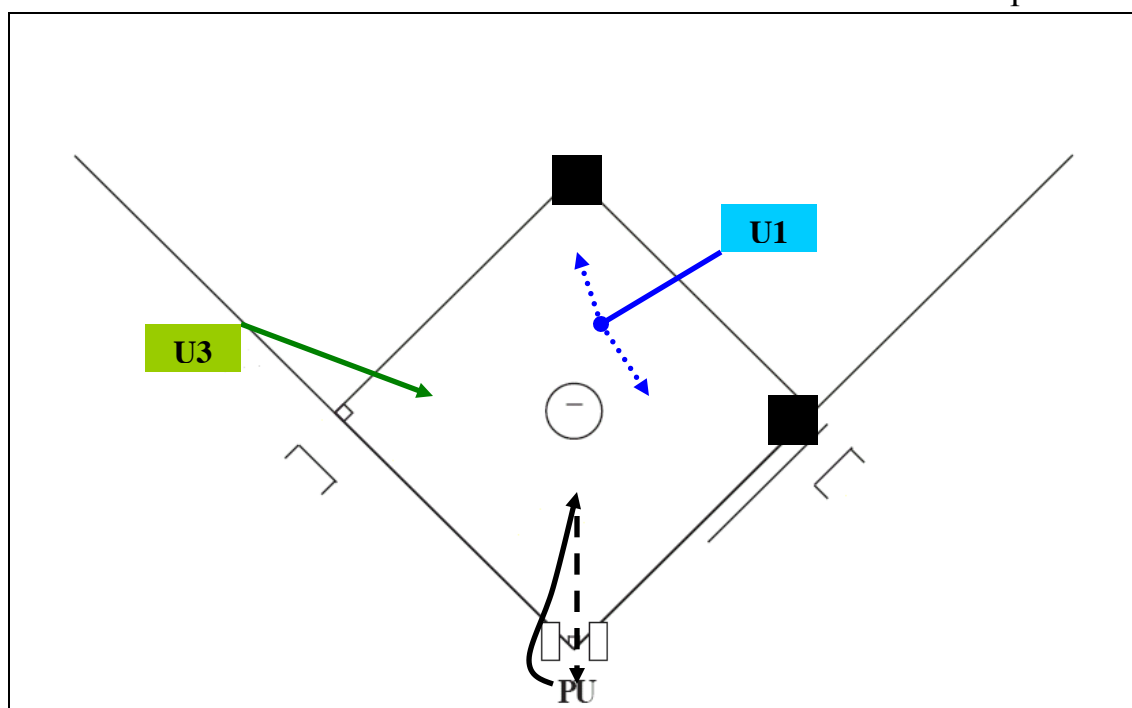


Figure 28

Rev 1

5.3 Runners on First and Second, Fly Ball and Line Drives to the Outfield

PU	U1	U3
<p>Move to area in front of pitchers mound to get best view of the play/ball and catch/no catch.</p> <p>If ball is not caught, PU will move to point of the plate for all plays at home.</p> <p><u>Responsible for:</u> Catch/No Catch on non-trouble balls, R2 at home, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all <u>plays</u> at 1st & 2nd.</p> <p><u>Responsible for:</u> R2 back into 2nd, R1 tag up at 1st, R1 back into 1st, R1 to 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p><u>PAUSE, READ, REACT</u></p> <p>Either</p> <p><u>Pivot into the infield</u>, chest to the ball to obtain best angle to observe tag up at 2nd and all plays at 3rd or,</p> <p><u>“J-Hook” via foul territory</u> to line up R2 tag-up with ball/fielder.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 to 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

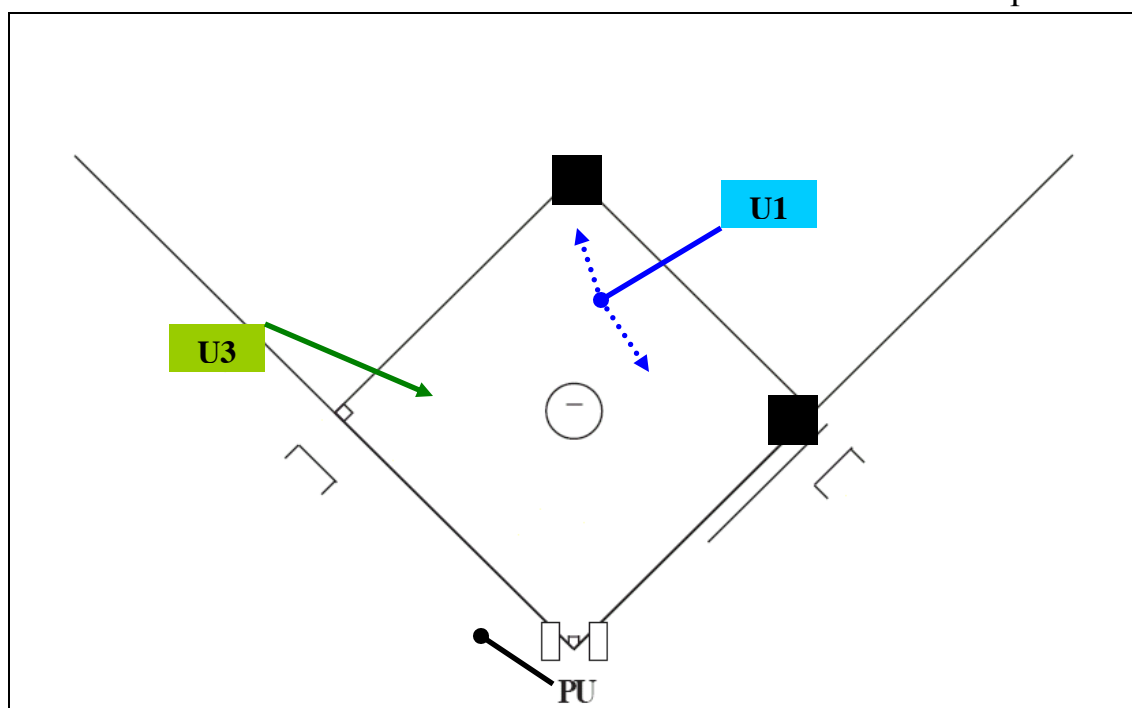


Figure 29

5.4 Runners on First and Second, Base Hit to the Outfield

PU	U1	U3
<p>Move a few feet up the 3rd base foul line in foul territory to <u>observe</u> the play.</p> <p><u>Responsible for:</u> R2 at home, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all plays on the BR at 1st & 2nd and R2 at 2nd.</p> <p><u>Responsible for:</u> R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3rd.</p> <p><u>Responsible for:</u> R2 to 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

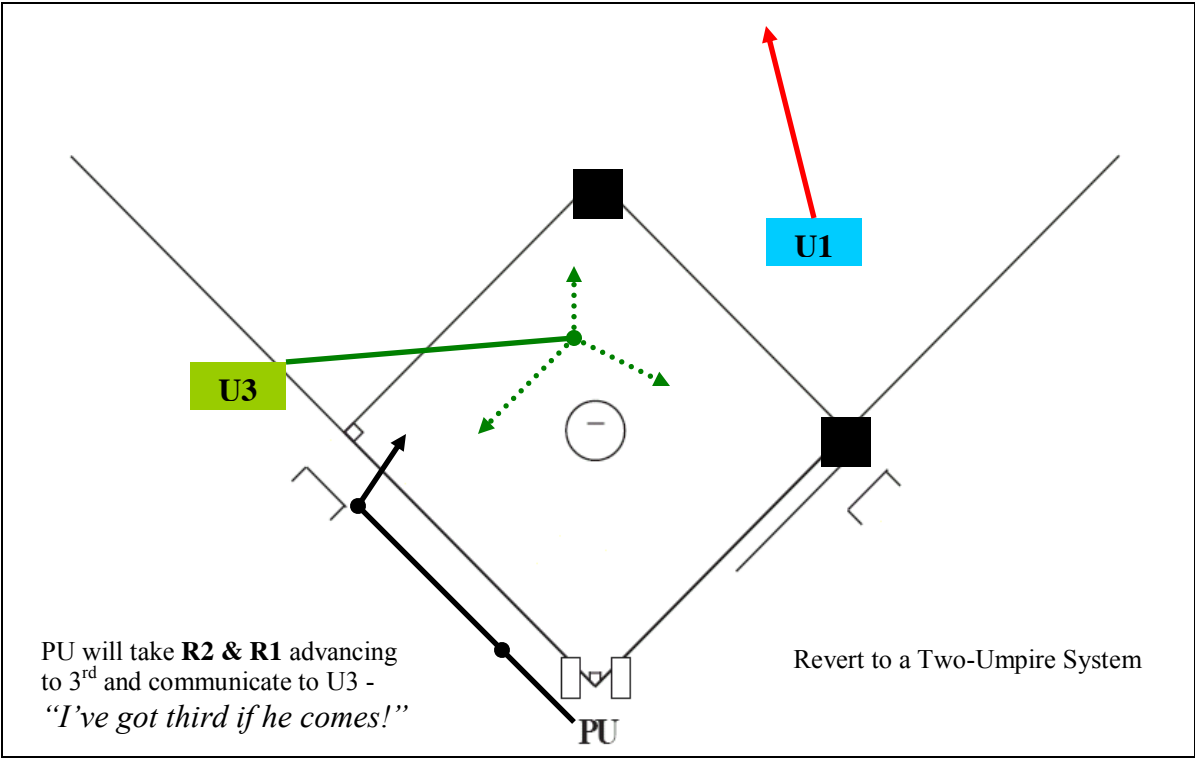


Figure 30

Rev 1

5.5 Runners on First and Second, U1 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory and communicate to U3, "<i>I've got third if he comes!</i>" if <u>R2 or R1</u> will advance to 3rd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 to 3rd, R2 back into 3rd, R1 at 3rd, R1 back into 3rd, R2 at home, R1 at home, and BR at home.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all <u>plays</u> at 1st, 2nd and BR at 3rd.</p> <p><u>Do not overcommit.</u></p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, BR back into 3rd, and R2 back into 2nd.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

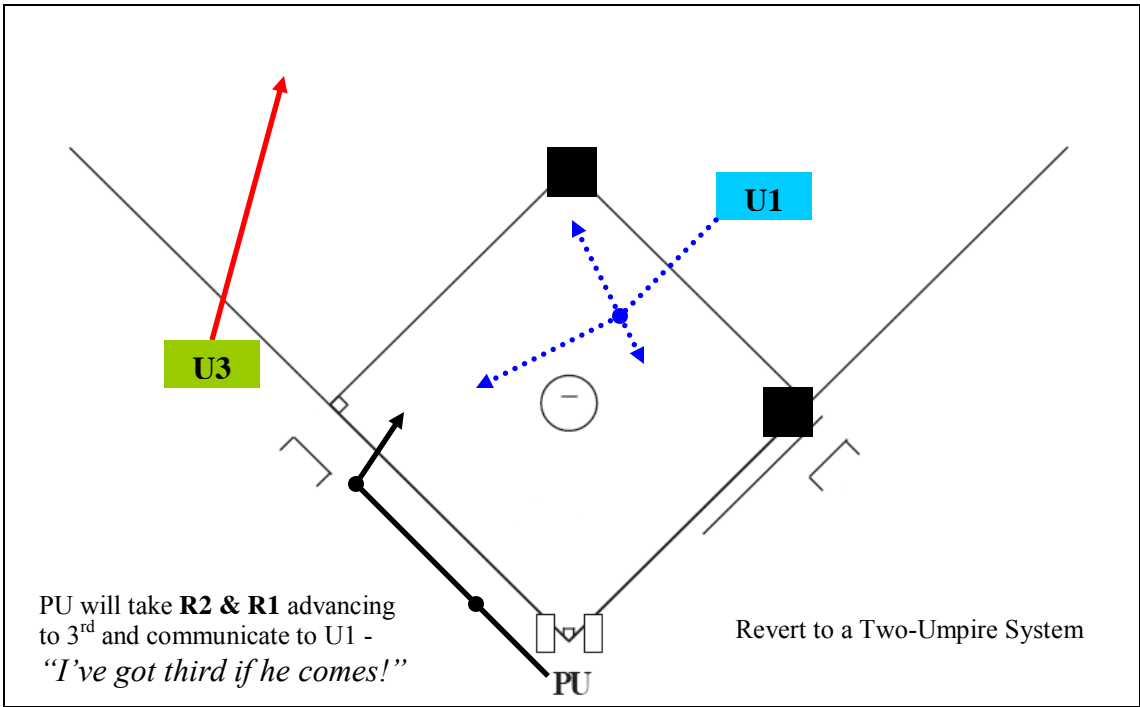


Figure 31

Rev 1

5.6 Runners on First and Second, U3 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory and communicates to U1, <i>"I've got third if he comes!"</i> if <u>R2 or R1</u> will advance to 3rd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 to 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, R2 at home R1 at home, and BR at home.</p>	<p>Pivot into the working area for all <u>plays</u> at 1st & 2nd, and BR at 3rd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, R2 back into 2nd, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

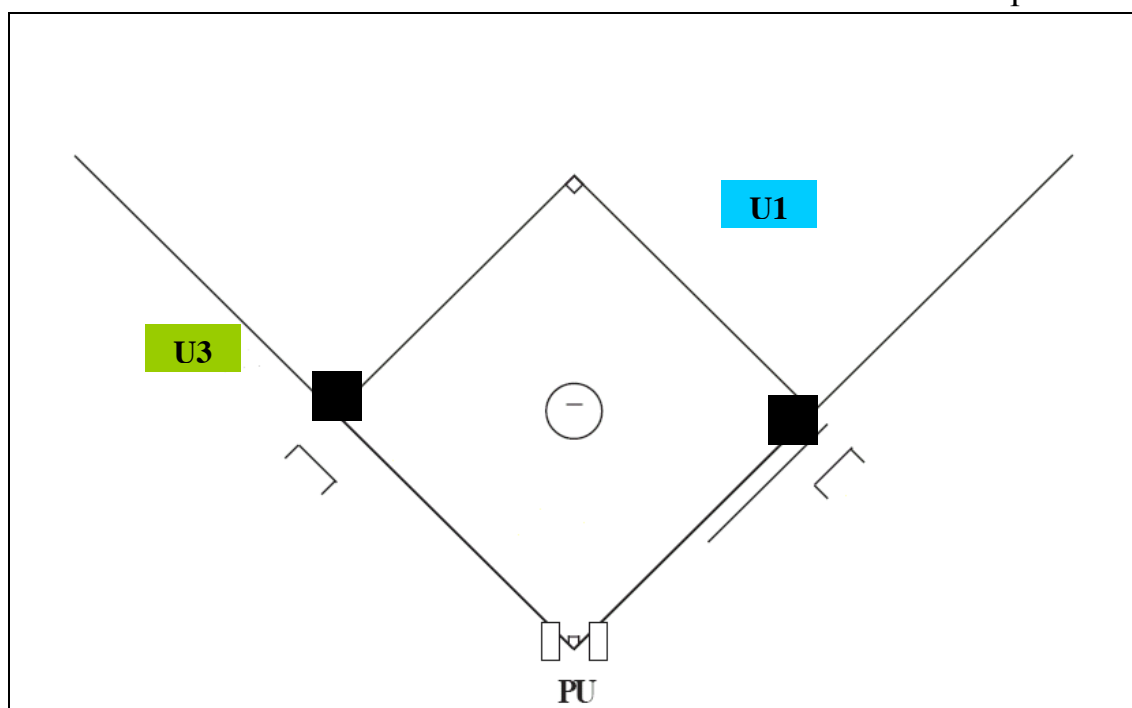


Figure 32

6.1 Runners on First and Third, General Principles		
PU	U1	U3
<u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up midway between second base and the 2 nd baseman about 30-40 feet away from 1 st base in the outfield. On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	Set up 10-12 feet behind 3 rd baseman, with both feet in foul territory.

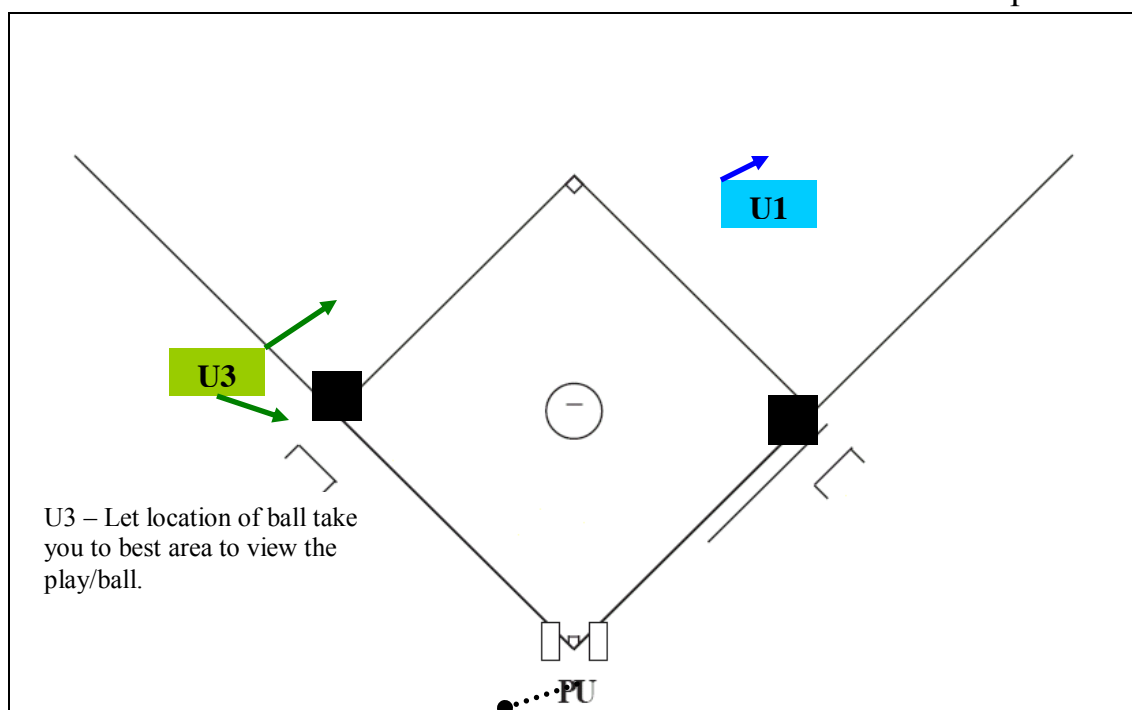


Figure 33

6.2 Runners on First and Third, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
<p>Move to first baseline extended in foul territory to get best view of the field, ball, and play.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, R3 at home, R1 at home, and BR at home.</p>	<p>Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder for all plays at 1st & 2nd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR passing the runner on 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Move into either <u>fair or foul</u> territory to obtain best angle/distance for the ball/play at 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

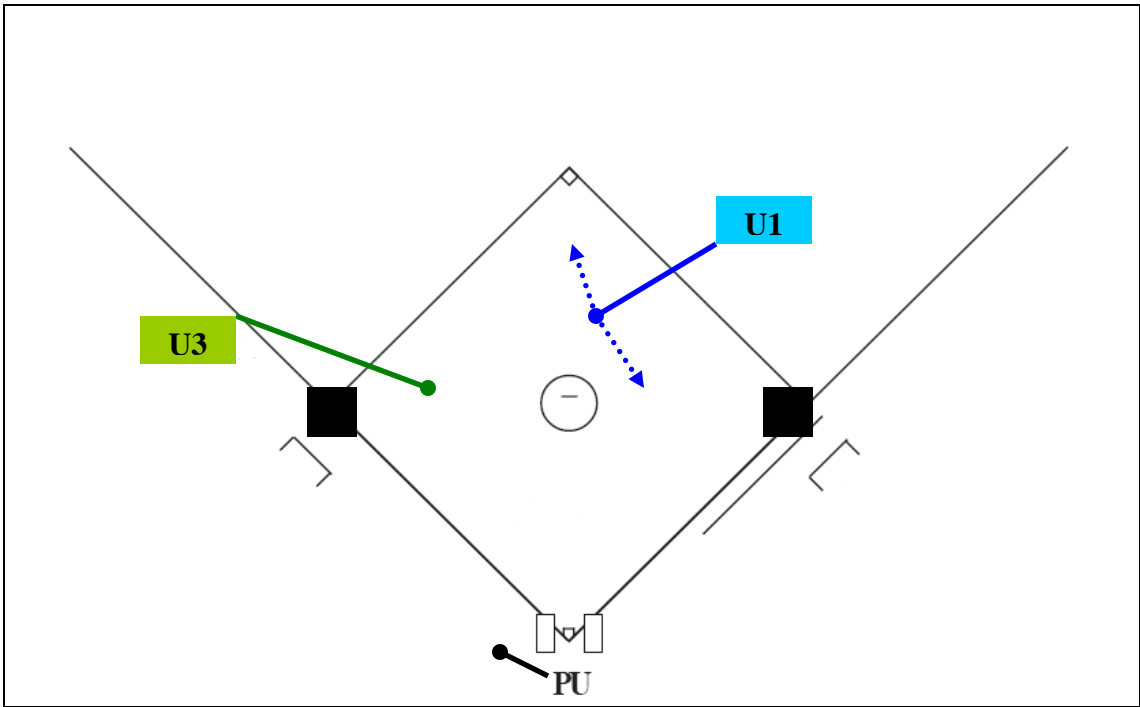


Figure 34

Rev 1

6.3 Runners on First and Third, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
<p>Move a few feet into foul territory to get best view of the field, ball, and play AND get back to home for possible play.</p> <p><u>Responsible for:</u> Catch/No Catch on non-trouble balls, R3 at home, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all <u>plays</u> at 1st & 2nd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR passing the runner on 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p><u>PAUSE, READ, REACT</u></p> <p>Either</p> <p><u>Pivot into the infield</u>, chest to the ball to obtain best angle to observe tag up at 3rd and all plays at 3rd or,</p> <p><u>“J-Hook” via foul territory</u> to line up R3 tag-up with ball/fielder.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

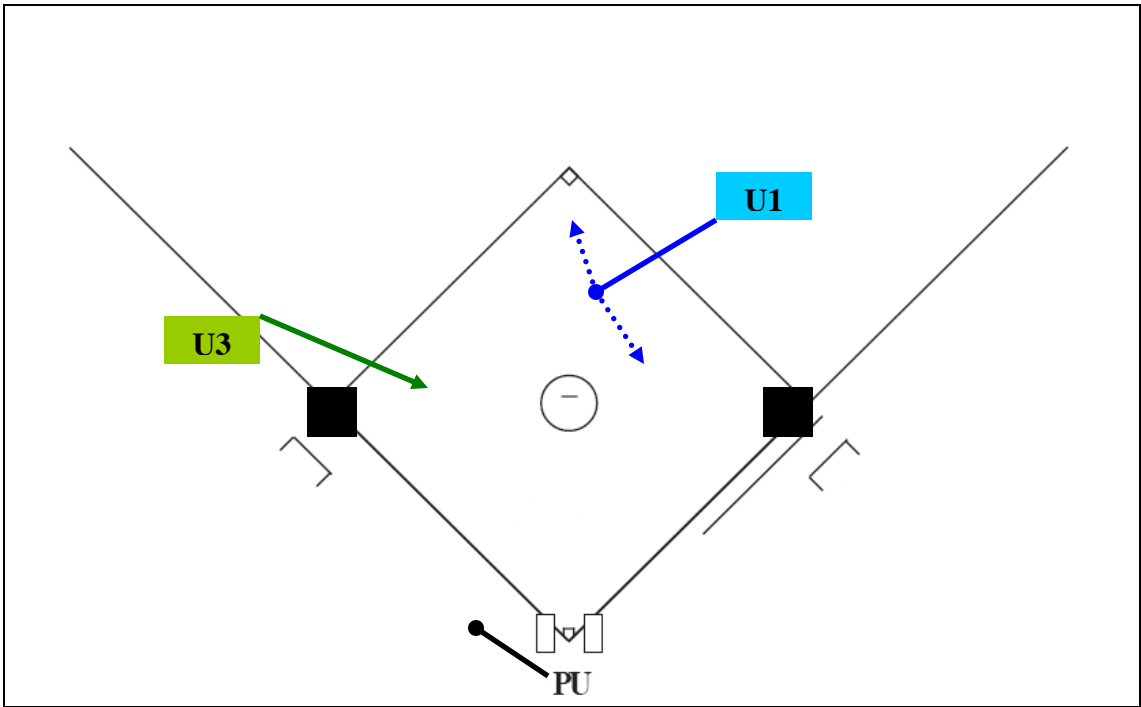


Figure 35

6.4 Runners on First and Third, Base Hit to the Outfield		
PU	U1	U3
<p>Move a few feet into foul territory to get best view of the field, ball and play AND get back to home for possible play.</p> <p><u>Responsible for:</u> R3 at home, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 2nd & 1st.</p> <p><u>Responsible for:</u> R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3rd.</p> <p><u>Responsible for:</u> R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

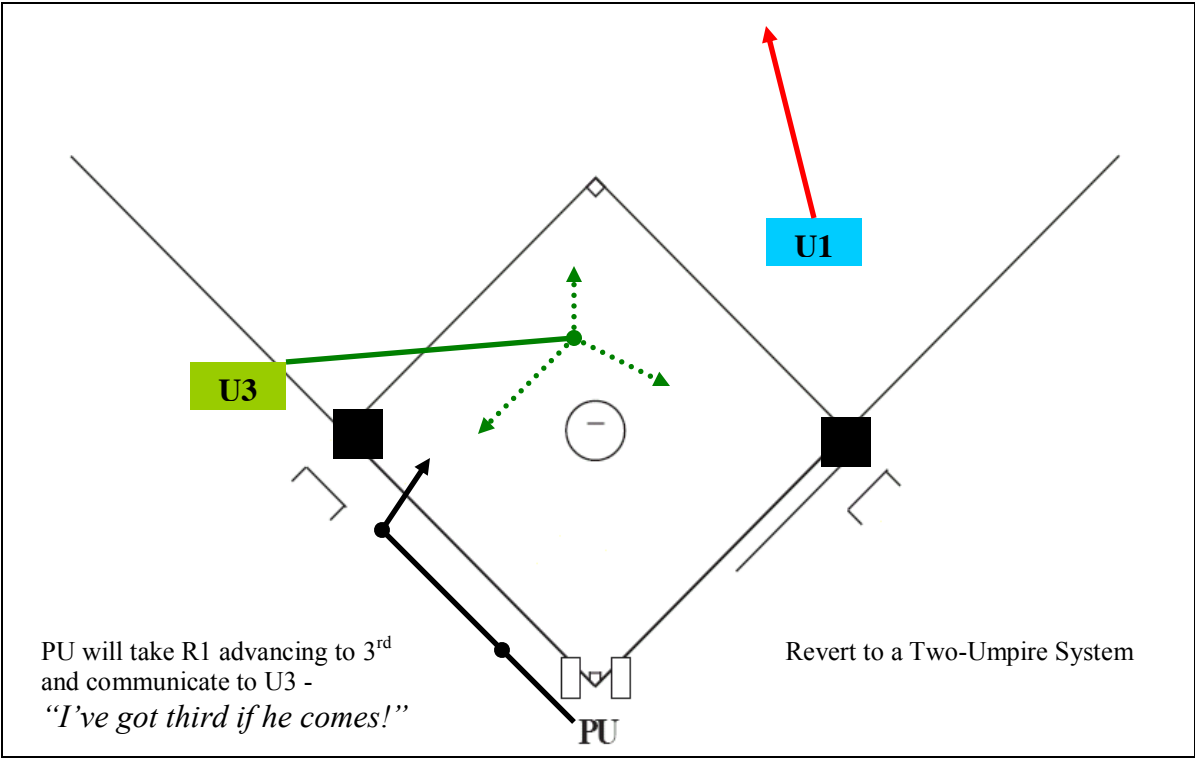


Figure 36

Rev 1

6.5 Runners on First and Third, U1 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory. If initial play is on R3 back into 3rd, stay in foul territory. When R1 is heading to 3rd, move into 3rd base cutout for the play. Communicate to U3, <i>"I've got third if he comes!"</i> if R1 will advance to 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R1 at 3rd, R1 back into 3rd, R3 at home, R1 at home, and BR at home.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all <u>plays</u> at 1st, 2nd and BR at 3rd.</p> <p>Do not overcommit.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, BR touch of 1st, BR back into 1st, R1 to 2nd, R1 back into 2nd, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

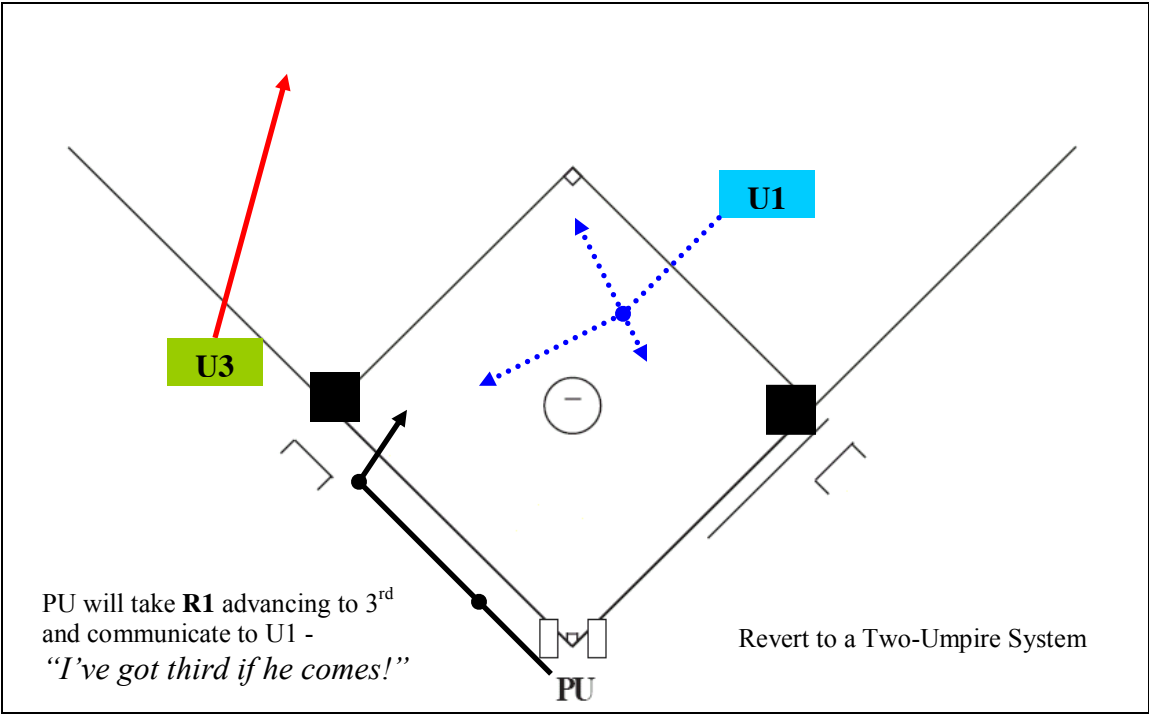


Figure 37

Rev 1

6.6 Runners on First and Third, U3 Goes Out

PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory. If initial play is on R3 back into 3rd, stay in foul territory. When R1 is heading to 3rd, move into 3rd base cutout for the play. Communicate to U1, <i>"I've got third if he comes!"</i> if R1 will advance to 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R1 to 3rd, R1 back into 3rd, R3 at home R1 at home, and BR at home.</p>	<p>Pivot into the working area for all <u>plays</u> at 1st & 2nd, and BR at 3rd.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the <i>TROUBLE</i> ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>
<p>Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics</p>		

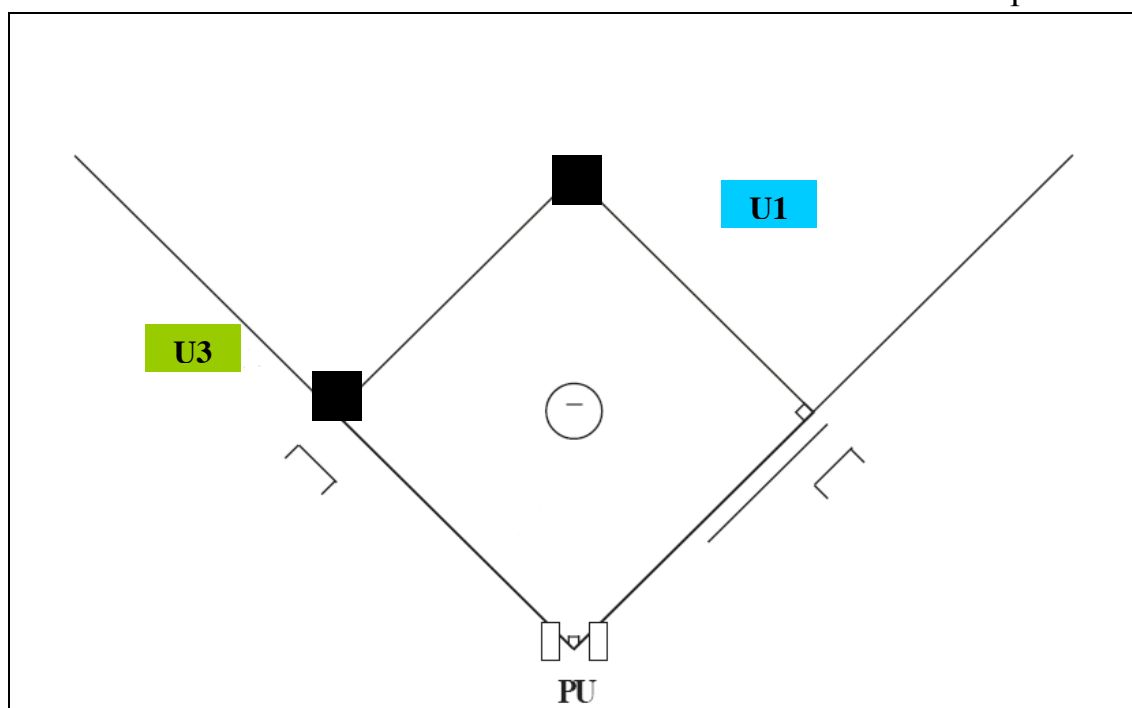


Figure 38

7.1 Runners on Second and Third, General Principles		
PU	U1	U3
<u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up midway between second base and the 2 nd baseman about 30-40 feet away from 1 st base in the outfield. On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	Set up 10-12 feet behind 3 rd baseman, with both feet in foul territory.

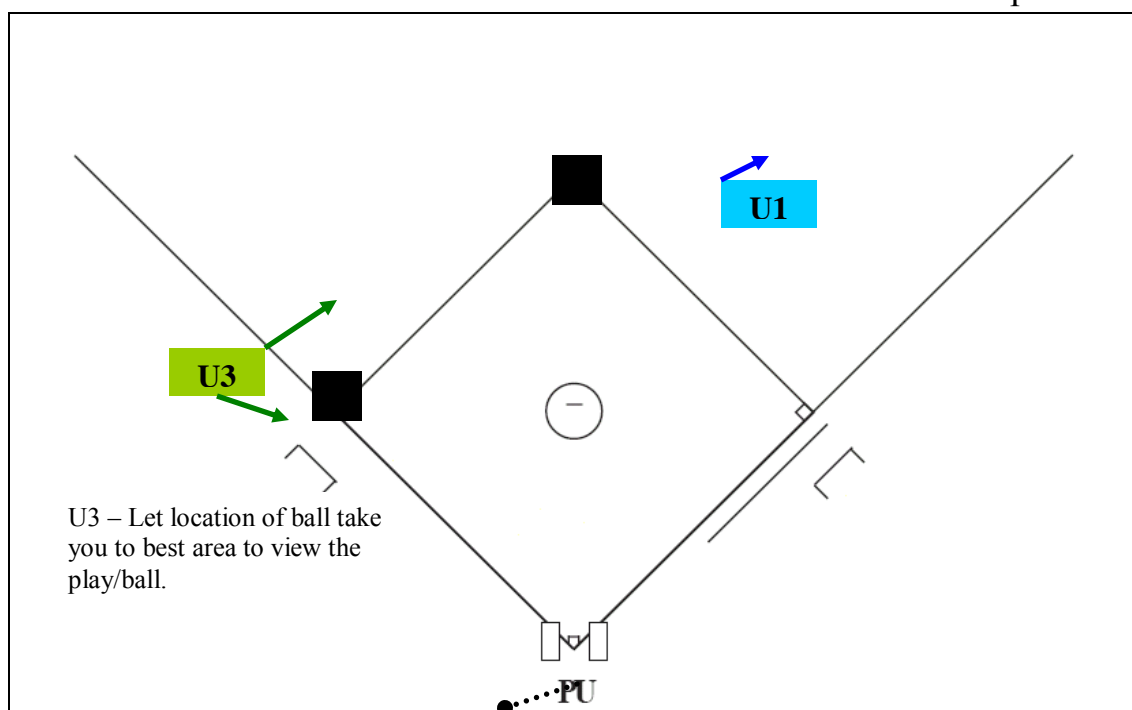


Figure 39

7.2 Runners on Second and Third, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
<p>Move to first baseline extended in foul territory to get best view of the field, ball, and play.</p> <p>Pay attention to play at first base IOT provide assistance, if requested, to U1.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, R3 at home, R2 at home, and BR at home.</p>	<p>Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder for all plays at 1st & 2nd.</p> <p><u>Responsible for:</u> BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Move into either <u>fair or foul</u> territory to obtain best angle/distance for the ball/play at 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R2 to 3rd, R2 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

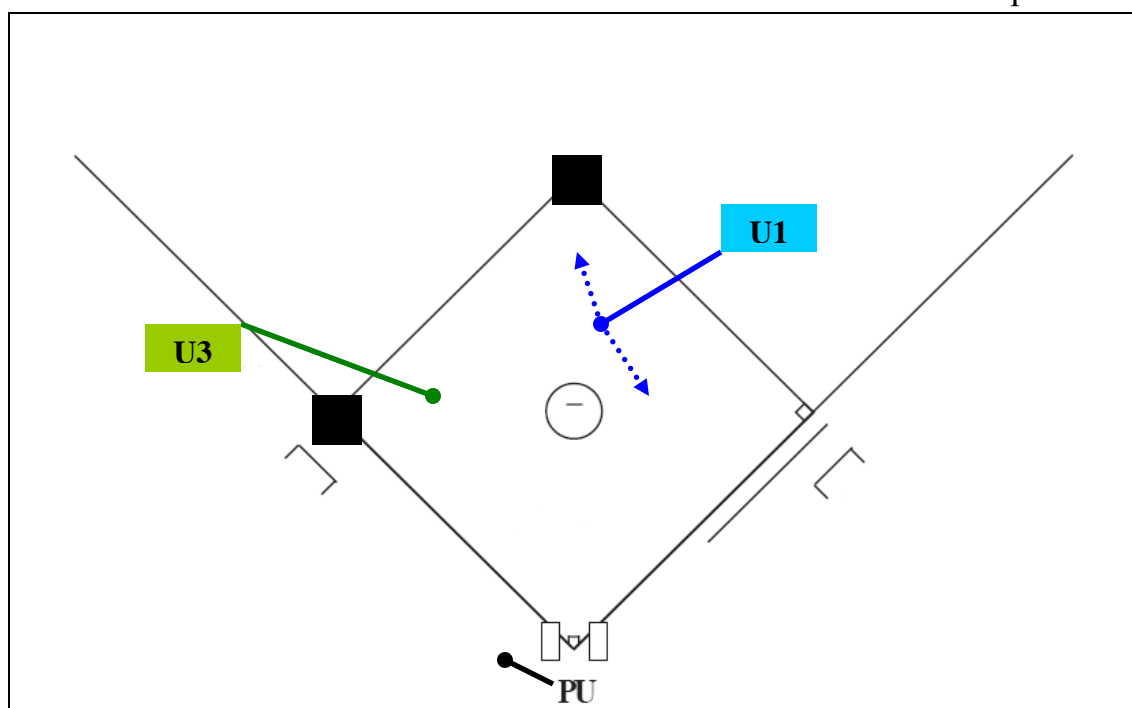


Figure 40

Rev 1

7.3 Runners on Second and Third, Fly Ball and Line Drives to the Outfield

PU	U1	U3
<p>Move a few feet into foul territory to get best view of the field, ball, and play AND get back to home for possible play.</p> <p><u>Responsible for:</u> Catch/No Catch on non-trouble balls, R3 at home, R2 at home, and BR at home.</p>	<p>Pivot into the working area for all <u>plays</u> at 1st & 2nd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p><u>PAUSE, READ, REACT</u></p> <p>Either</p> <p>Pivot into the infield, chest to the ball to obtain best angle to observe tag-up of R3 and all plays at 3rd or,</p> <p><u>“J-Hook” via foul territory to line up R3 tag-up with ball/fielder.</u></p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R2 to 3rd, R2 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

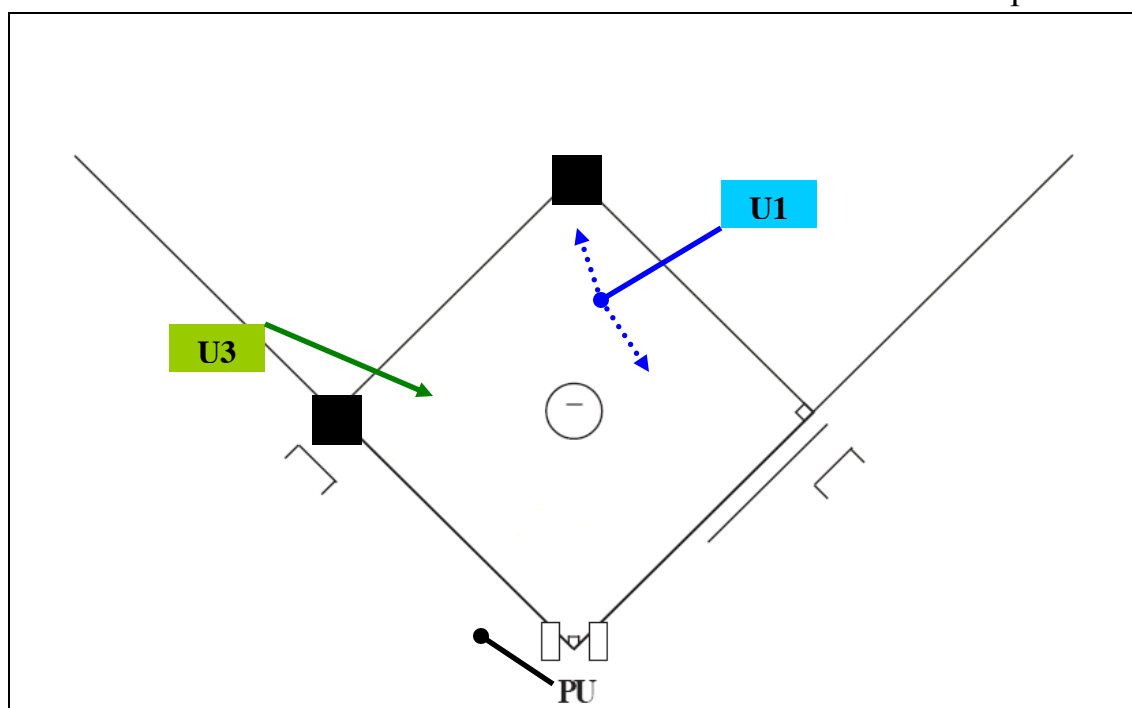


Figure 41

7.4 Runners on Second and Third, Base Hit to the Outfield		
PU	U1	U3
<p>Move a few feet into foul territory to get best view of the field, ball and play AND get back to home for potential play.</p> <p><u>Responsible for:</u> R3 at home, R2 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 2nd & 1st.</p> <p><u>Responsible for:</u> R2 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3rd.</p> <p><u>Responsible for:</u> R3 back into 3rd, R2 to 3rd, R2 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

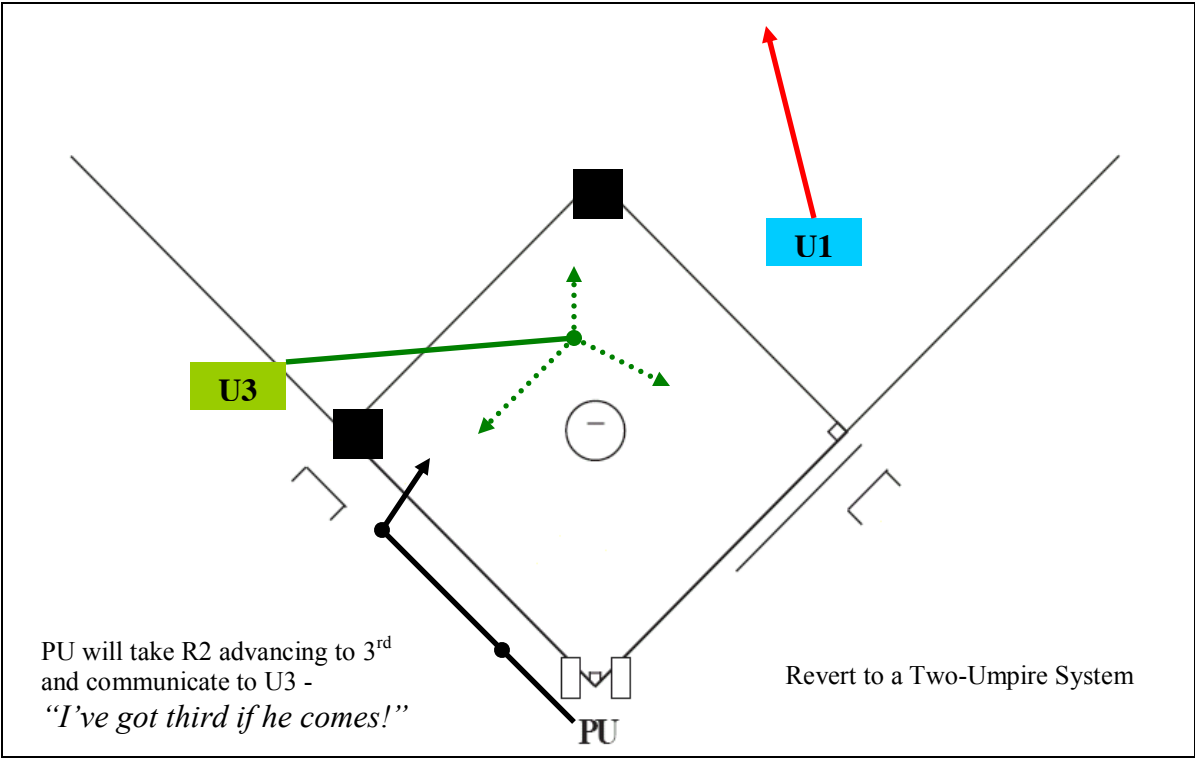


Figure 42

Rev 1

7.5 Runners on Second and Third, U1 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory. If initial play is on R3 back into 3rd, stay in foul territory. When R2 is heading to 3rd, move into 3rd base cutout for the play. Communicate to U3, <i>"I've got third if he comes!"</i> if R2 will advance to 3rd.</p> <p>Do not overcommit.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R2 at 3rd, R2 back into 3rd, R3 at home, R2 at home, and BR at home.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all plays at 1st, 2nd and BR at 3rd.</p> <p>Do not overcommit.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		

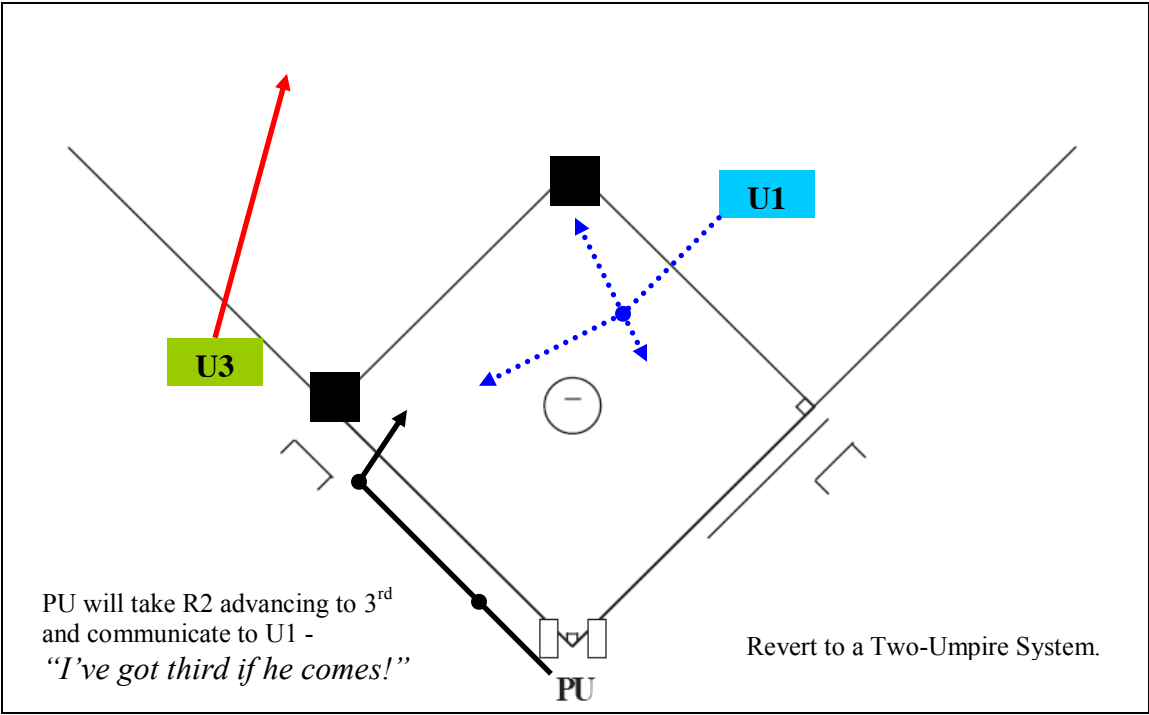


Figure 43

Rev 1

7.6 Runners on Second and Third, U3 Goes Out

PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory. If initial play is on R3 back into 3rd, stay in foul territory. When R2 is heading to 3rd, move into 3rd base cutout for the play. Communicate to U1, <i>“I’ve got third if he comes!”</i> if R2 will advance to 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R2 to 3rd, R2 back into 3rd, R3 at home, R2 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & 2nd, and BR at 3rd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>

Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics

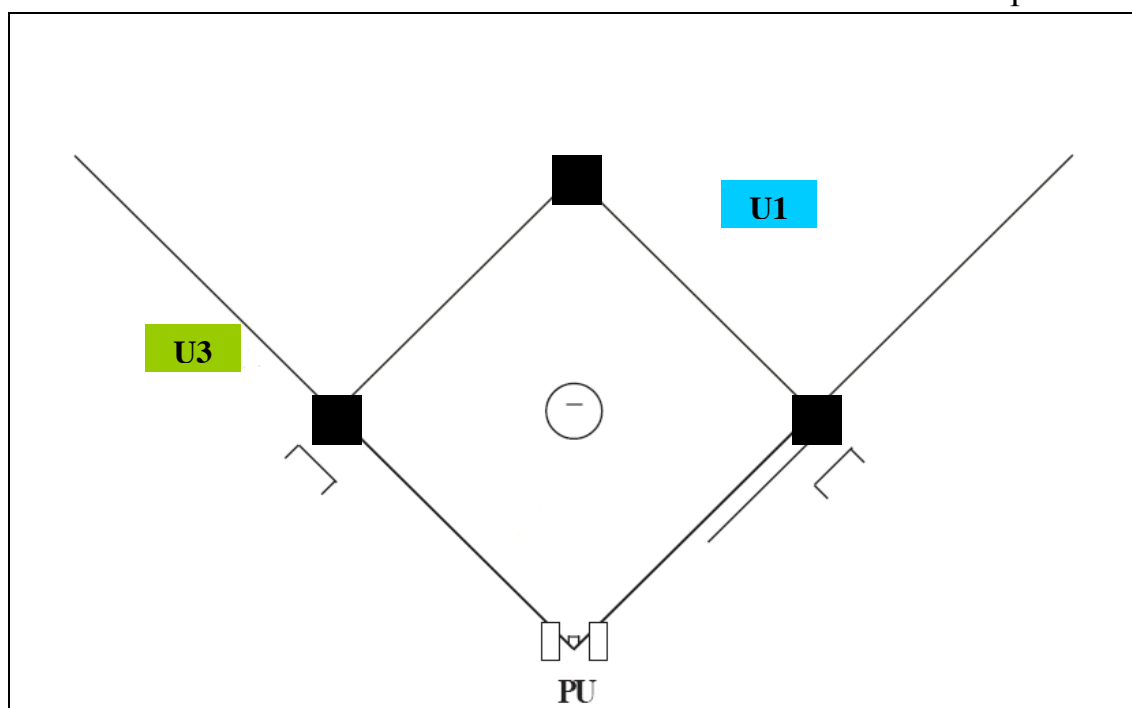


Figure 44

8.1 Bases Loaded, General Principles		
PU	U1	U3
<u>Responsible for:</u> All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up midway between second base and the 2 nd baseman about 30-40 feet away from 1 st base in the outfield. On TROUBLE balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	Set up 10-12 feet behind 3 rd baseman, with both feet in foul territory.

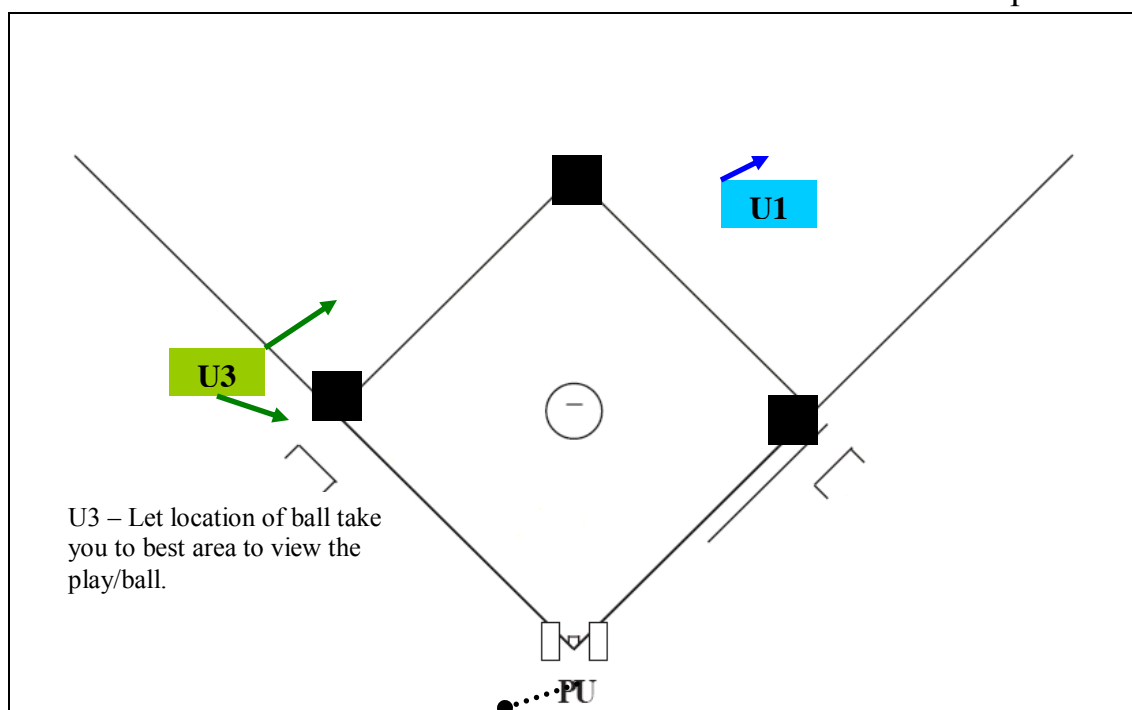


Figure 45

8.2 Bases Loaded, Ground Ball, Fly Ball and Line Drive to the Infield

PU	U1	U3
<p>Move to first baseline extended in foul territory to get best view of the field, ball, and play.</p> <p>Pay attention to play at first base IOT provide assistance, if requested, to U1.</p> <p><u>Responsible for:</u> Catch/No Catch on all fly balls and line drives in the infield, R3 at home, R2 at home, R1 at home, and BR at home.</p>	<p>Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder for all plays at 1st & 2nd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, R1 tag up at 1st, R1 back into 1st, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Move into either <u>fair or foul</u> territory to obtain best angle/distance for the ball/play at 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R2 to 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

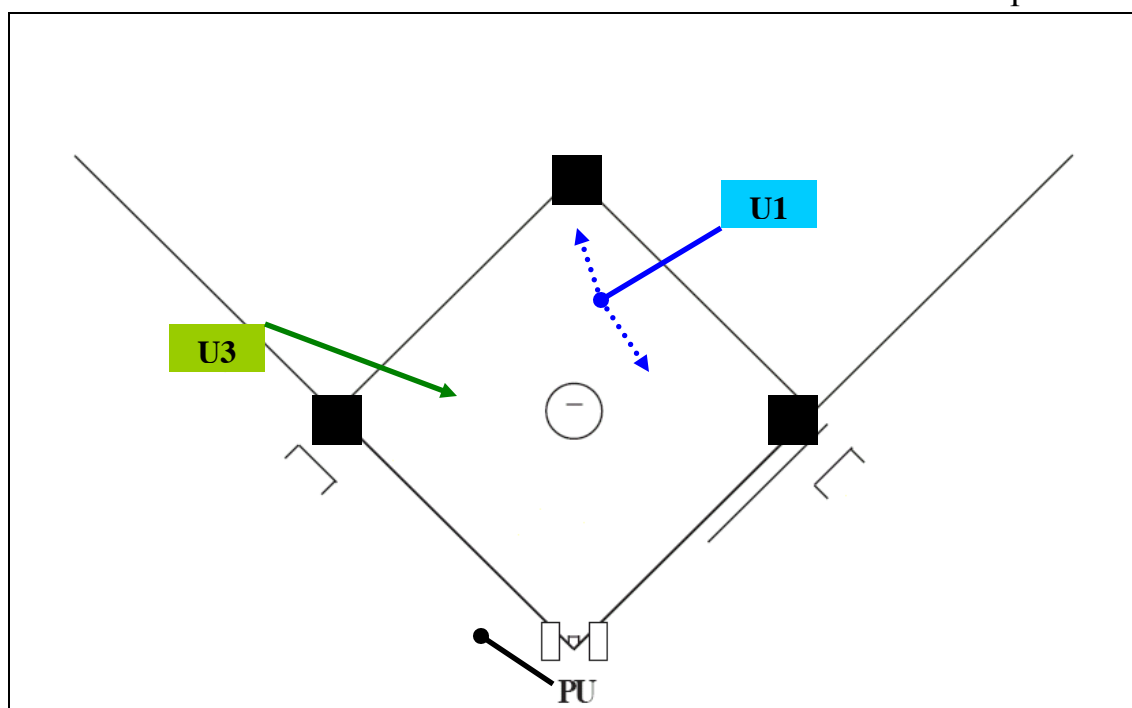


Figure 47

8.4 Bases Loaded, Base Hit to the Outfield		
PU	U1	U3
<p>Move a few feet into foul territory to get best view of the field, ball and play AND get back to home for potential play.</p> <p><u>Responsible for:</u> R3 at home, R2 at home, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all <u>plays</u> at 2nd & 1st.</p> <p><u>Responsible for:</u> R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, and BR back into 2nd.</p>	<p>Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3rd.</p> <p><u>Responsible for:</u> R2 to 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, BR to 3rd, and BR back into 3rd.</p>

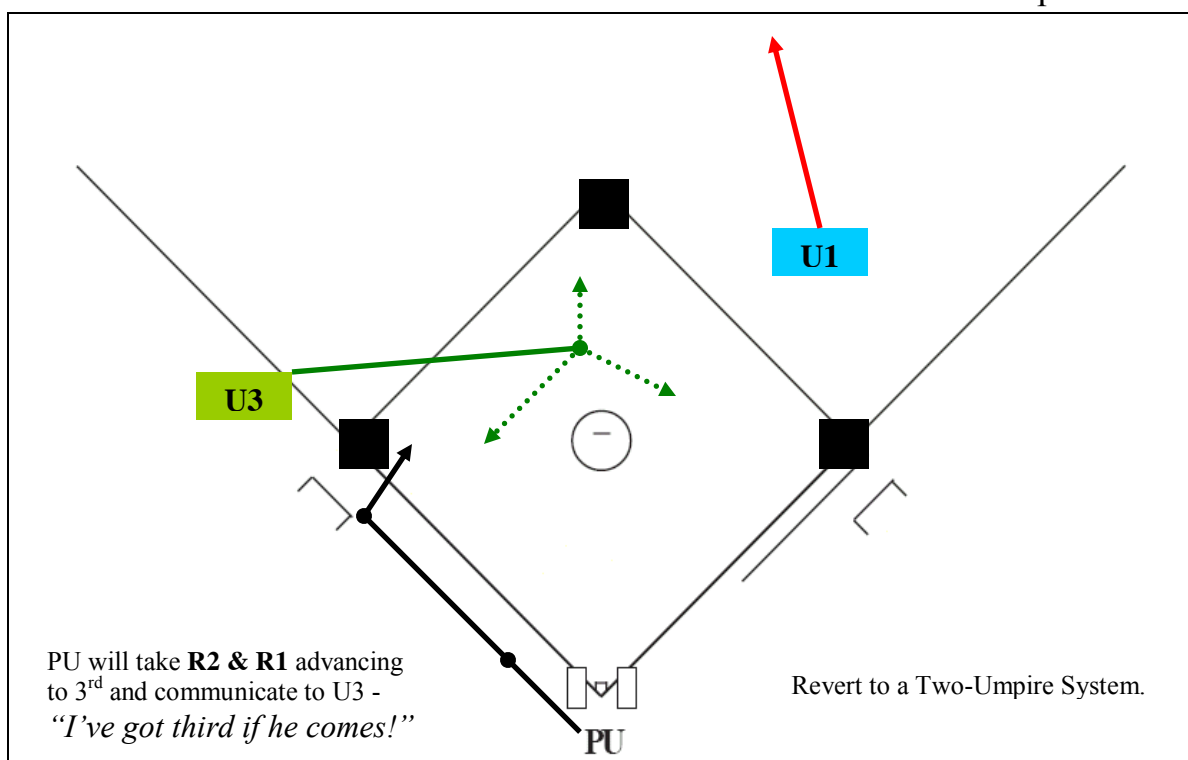


Figure 48

Rev 1

8.5 Bases Loaded, U1 Goes Out

PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory. If initial play is on R3 back into 3rd, stay in foul territory. When R2 is heading to 3rd, move into 3rd base cutout for the play. Communicate to U3, <i>"I've got third if he comes!"</i> if R2 or R1 will advance to 3rd.</p> <p>Do not overcommit.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R2 at 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, R3 at home, R2 at home, R1 at home, and BR at home.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>	<p>Pivot into the working area for all plays at 1st, 2nd and BR at 3rd.</p> <p>Do not overcommit.</p> <p><u>Responsible for:</u> R1 tag up at 1st, R1 back into 1st, R2 tag up at 2nd, R2 back into 2nd, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>
<p>Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics</p>		

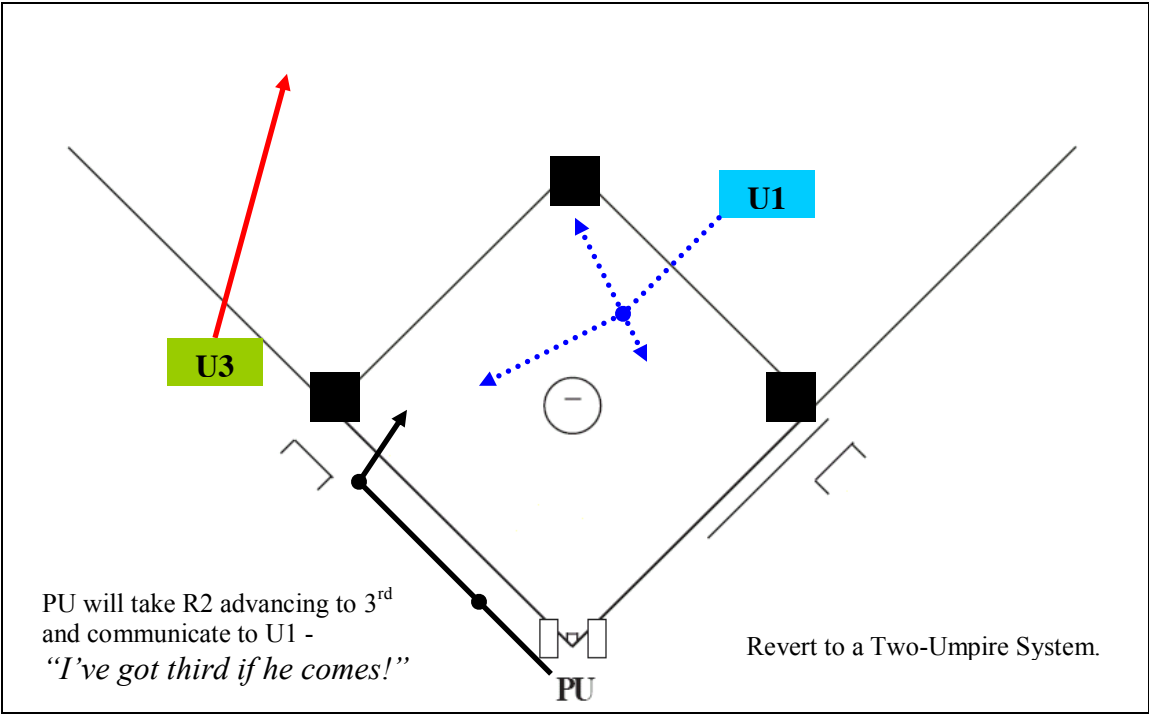


Figure 49

Rev 1

8.6 Bases Loaded, U3 Goes Out		
PU	U1	U3
<p>Move a few feet down the 3rd base foul line in foul territory. If initial play is on R3 back into 3rd, stay in foul territory. When R2 is heading to 3rd, move into 3rd base cutout for the play. Communicate to U1, <i>“I’ve got third if he comes!”</i> if <u>R2 or R1</u> will advance to 3rd.</p> <p><u>Responsible for:</u> R3 tag up at 3rd, R3 back into 3rd, R2 to 3rd, R2 back into 3rd, R1 to 3rd, R1 back into 3rd, R3 at home, R2 at home, R1 at home, and BR at home.</p>	<p>Pivot into the working area for all plays at 1st & 2nd, and BR at 3rd.</p> <p><u>Responsible for:</u> R2 tag up at 2nd, R2 back into 2nd, R1 tag up at 1st, R1 back into 1st, R1 to 2nd, R1 back into 2nd, BR touch of 1st, BR passing the runner, BR back into 1st, BR to 2nd, BR back into 2nd, BR to 3rd, and BR back into 3rd.</p>	<p>Goes out on the TROUBLE ball.</p> <p><u>Responsible for:</u> Fair/foul decision if hit near the foul line, and Catch/no catch call.</p> <p>Stay out until the play has ended.</p>
Refer to Table 1 for Important Concepts of 1 st -to-3 rd Mechanics		