

# 3 UMPIRE SYSTEM





# Rotation in the Three Umpire System



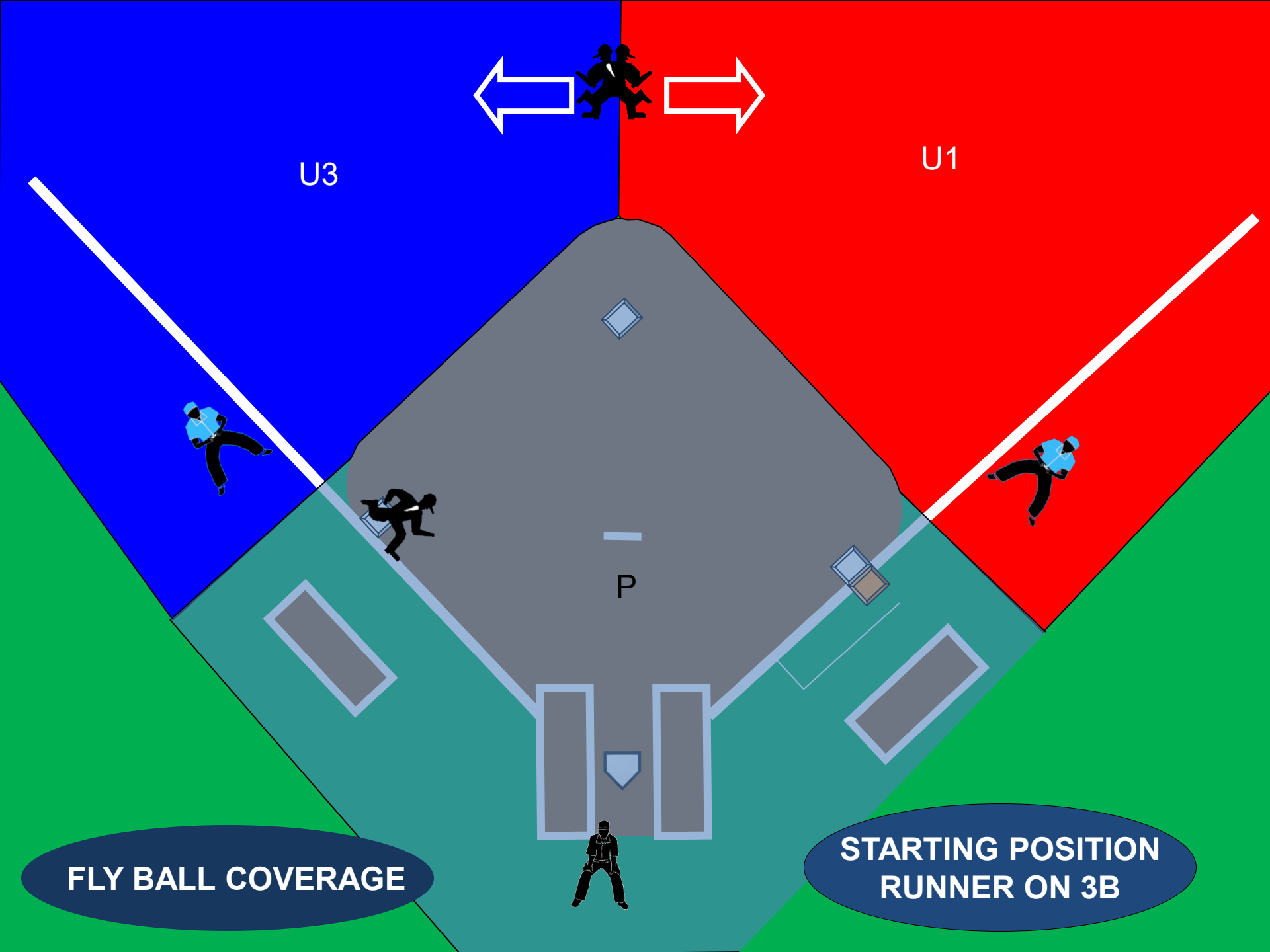
- Rotation in the Three Umpire System is always in a clockwise direction
- When the umpires start from a counter rotated position, there will be no rotation



# Base Umpire Going to Outfield



- When a base umpire goes to the outfield, the crew reverts to the Two Umpire System
- When a base umpire goes to the outfield, that umpire should remain outside until the play has been completed



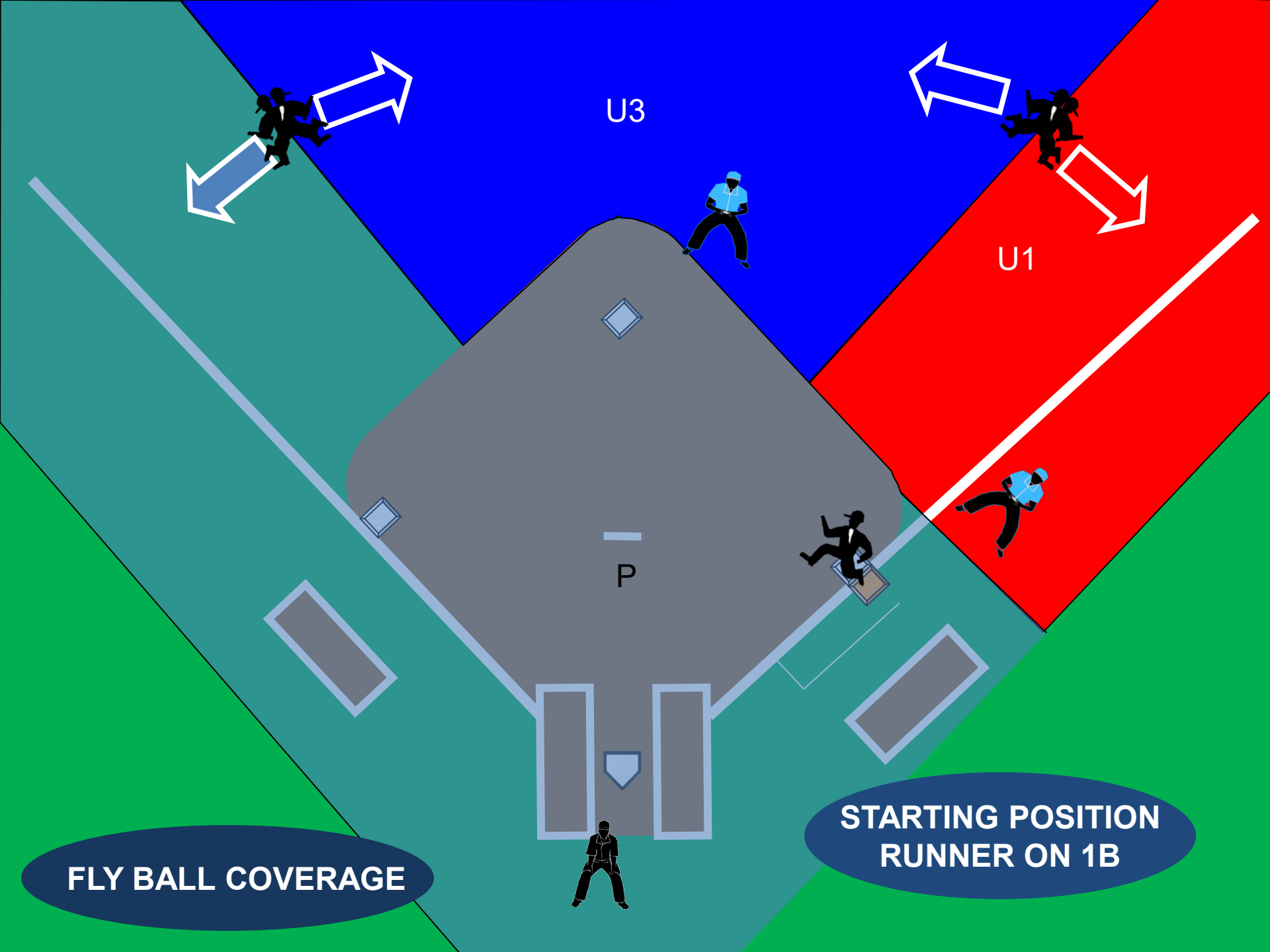
U3

U1

P

**FLY BALL COVERAGE**

**STARTING POSITION  
RUNNER ON 3B**



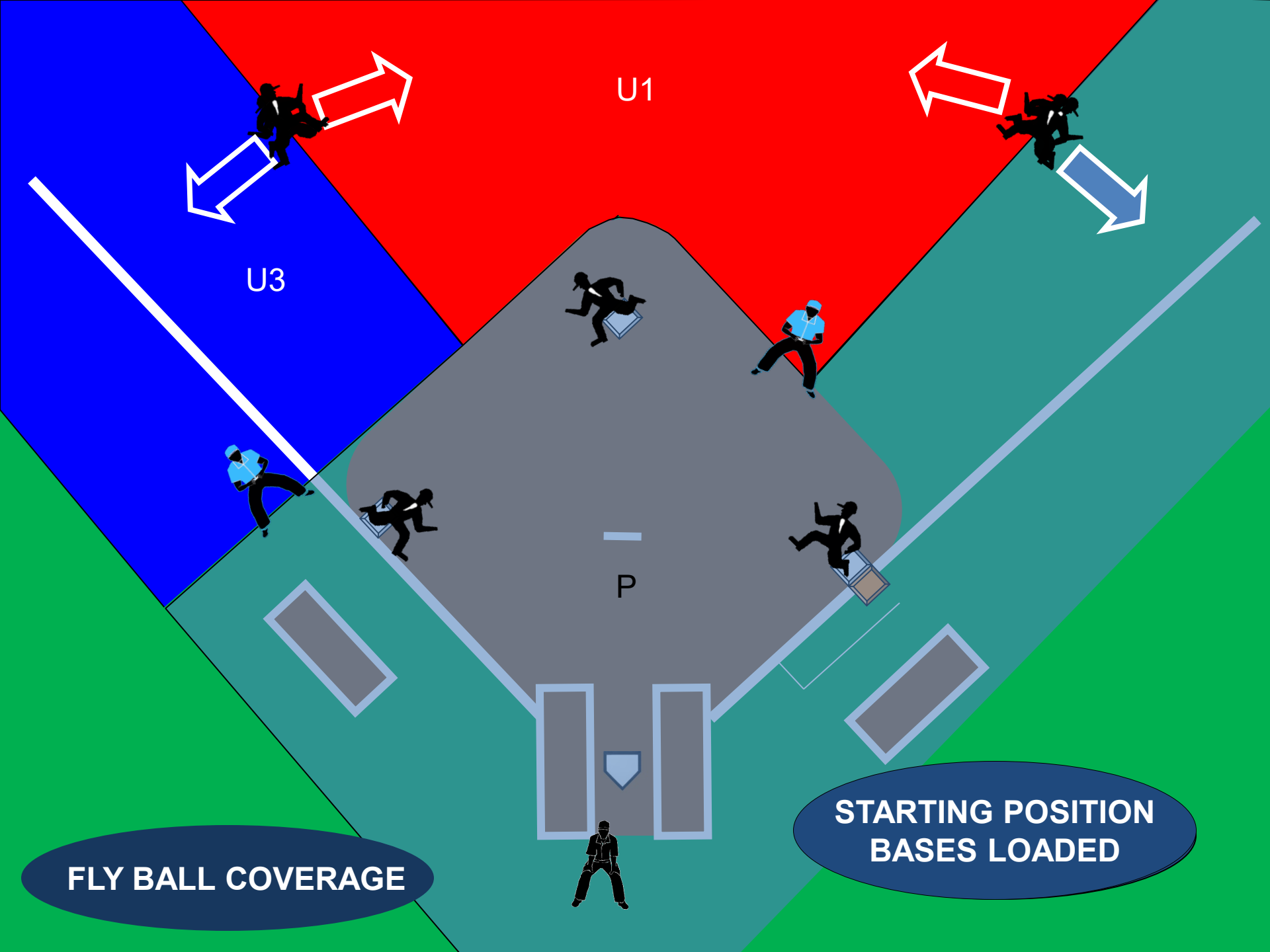
U3

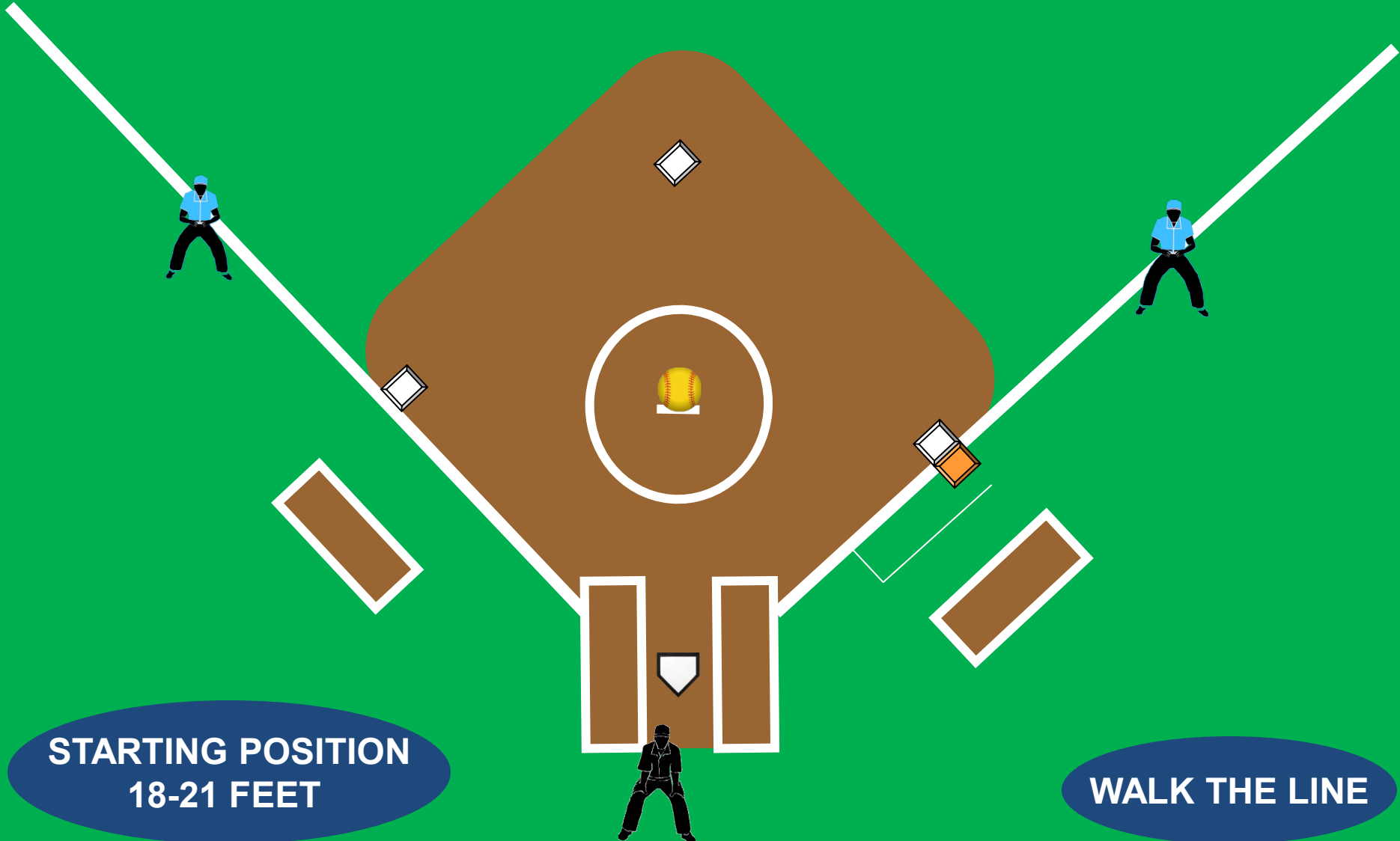
U1

P

STARTING POSITION  
RUNNER ON 1B

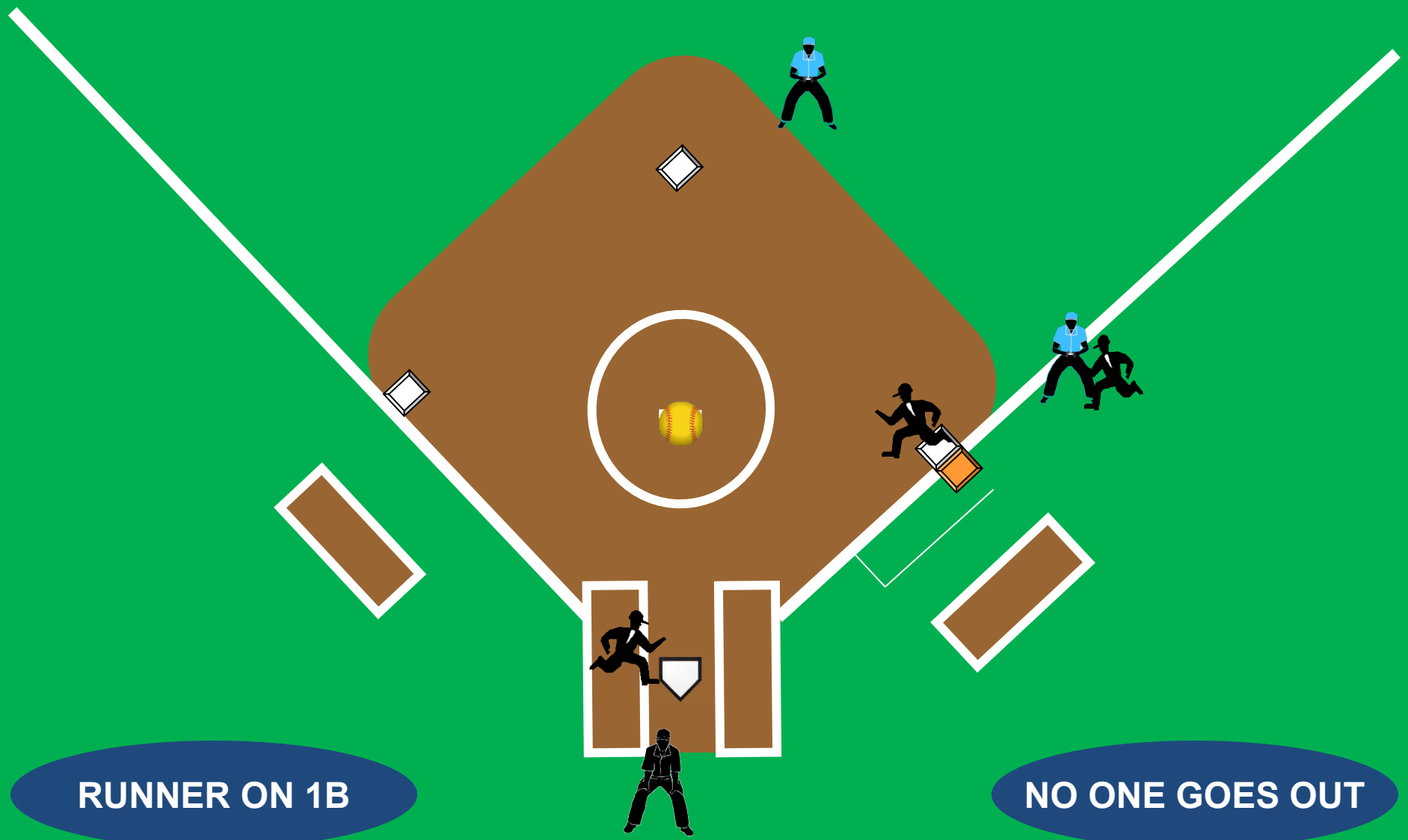
FLY BALL COVERAGE





**STARTING POSITION  
18-21 FEET**

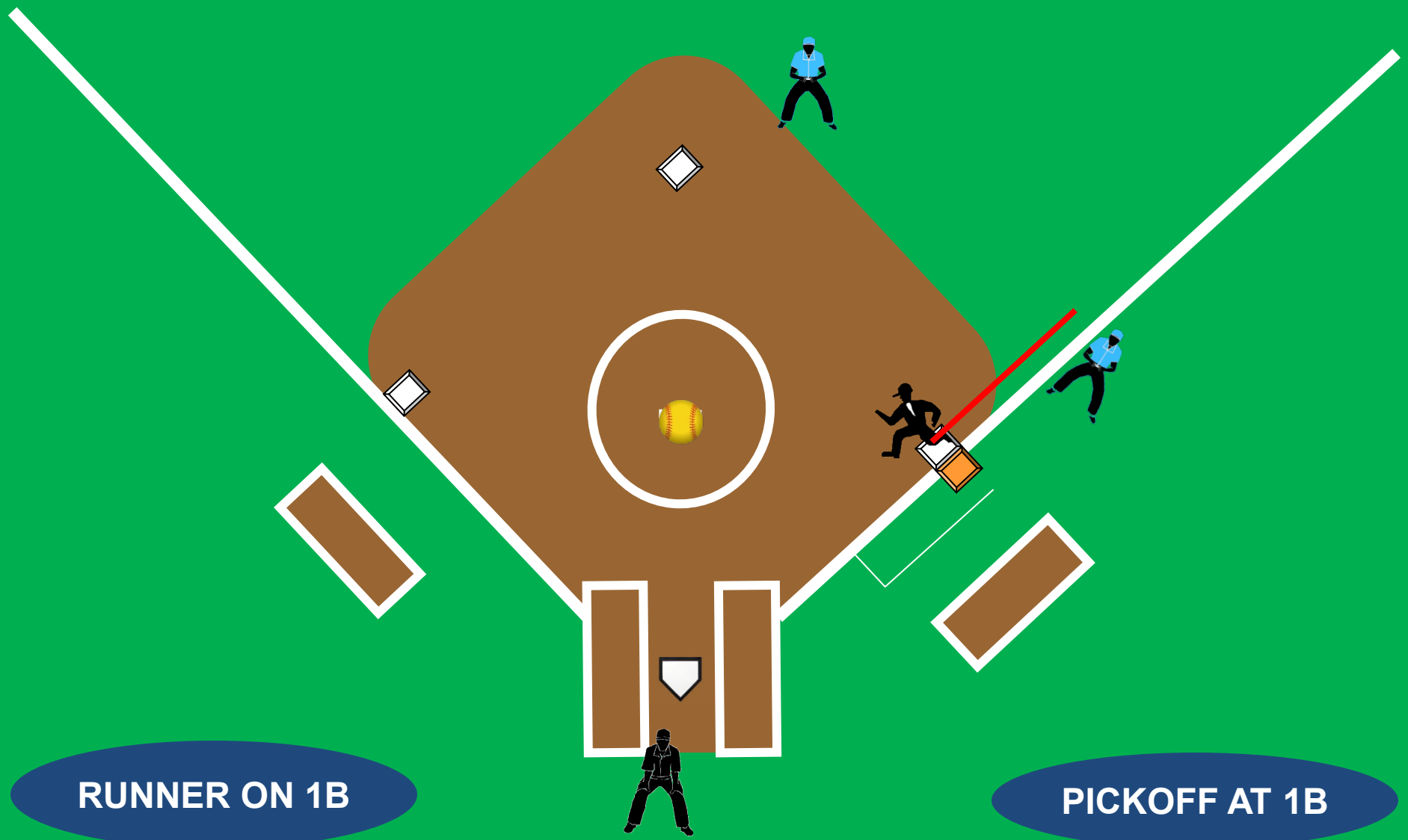
**WALK THE LINE**



**RUNNER ON 1B**

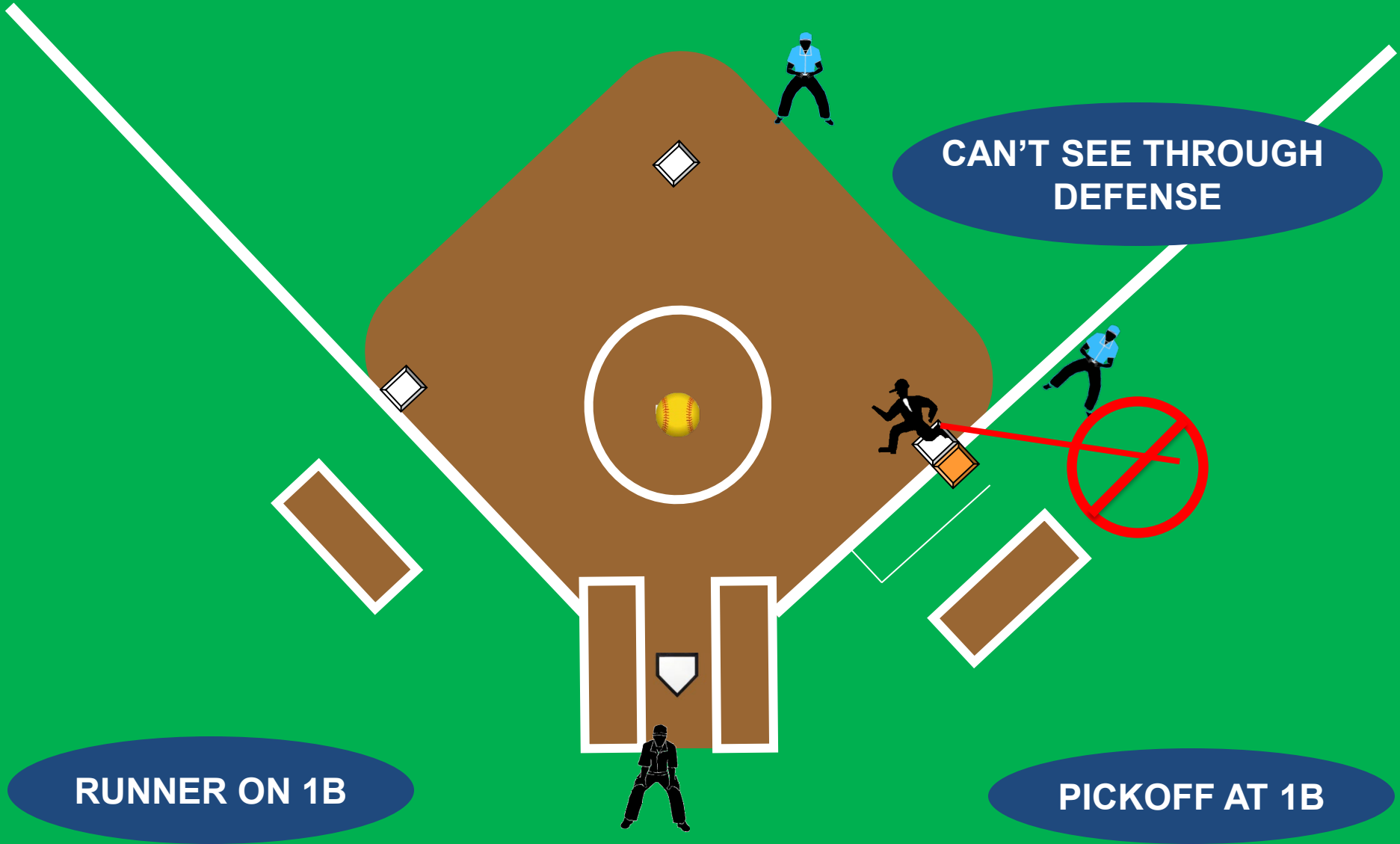
**NO ONE GOES OUT**





**RUNNER ON 1B**

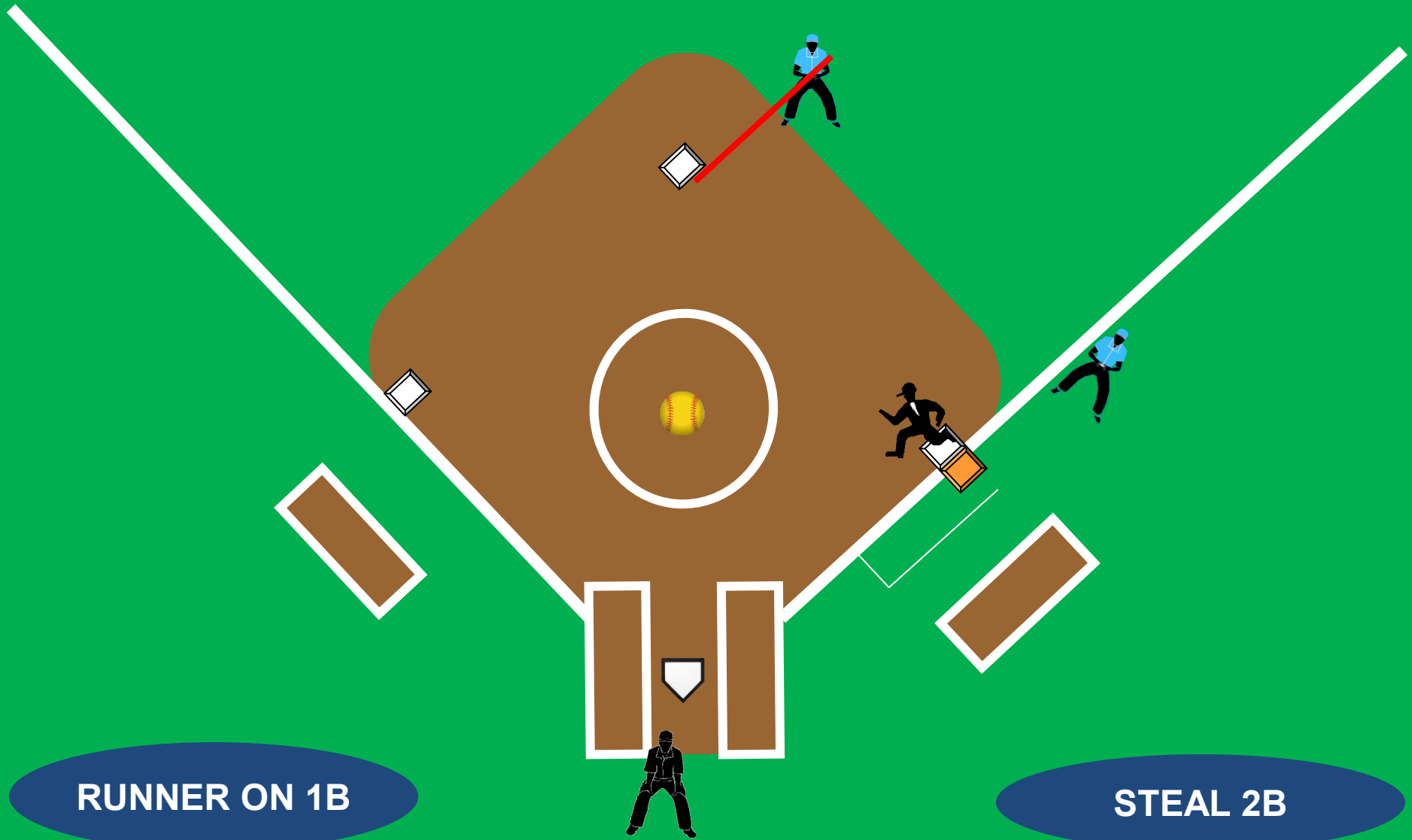
**PICKOFF AT 1B**



CAN'T SEE THROUGH DEFENSE

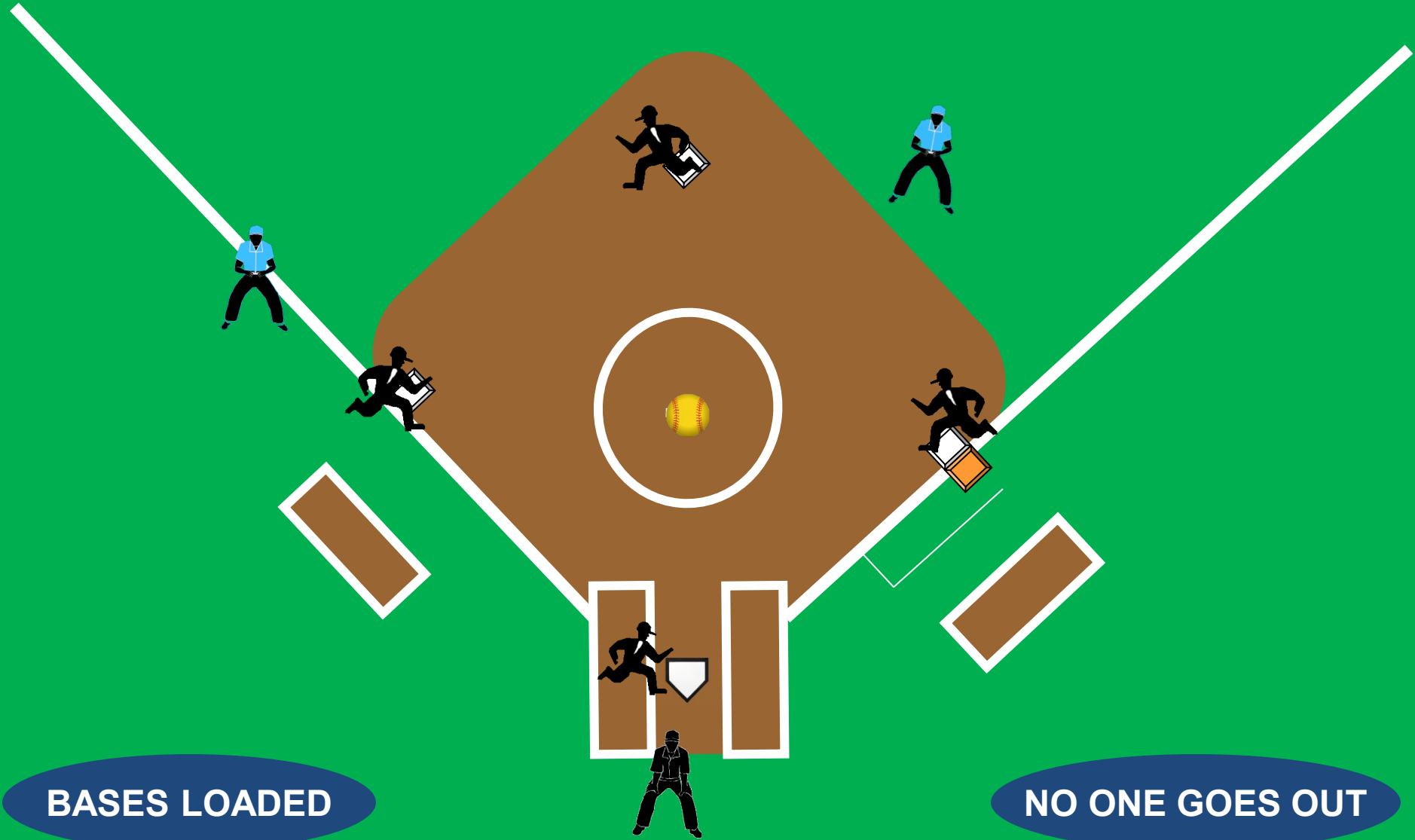
RUNNER ON 1B

PICKOFF AT 1B



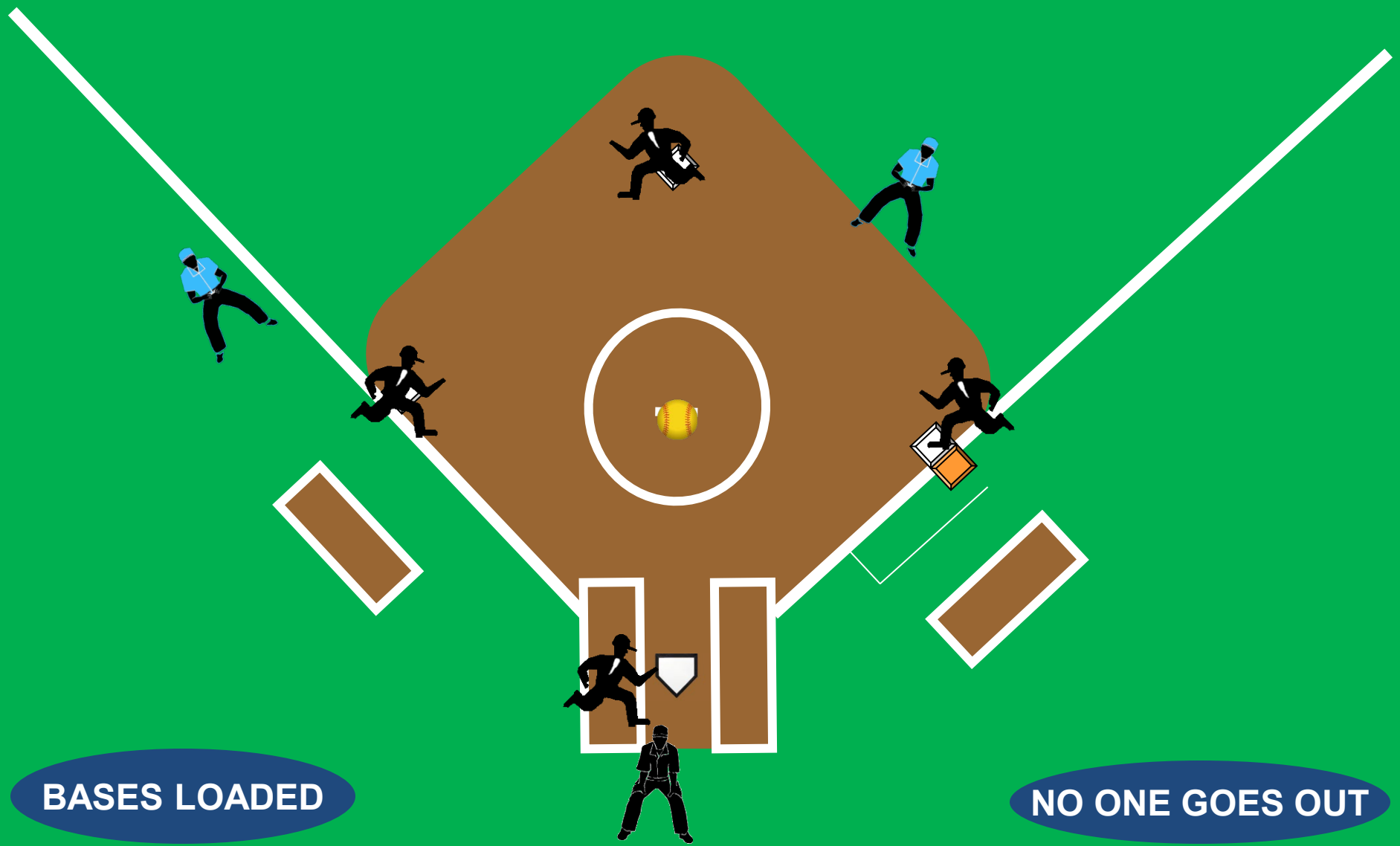
RUNNER ON 1B

STEAL 2B



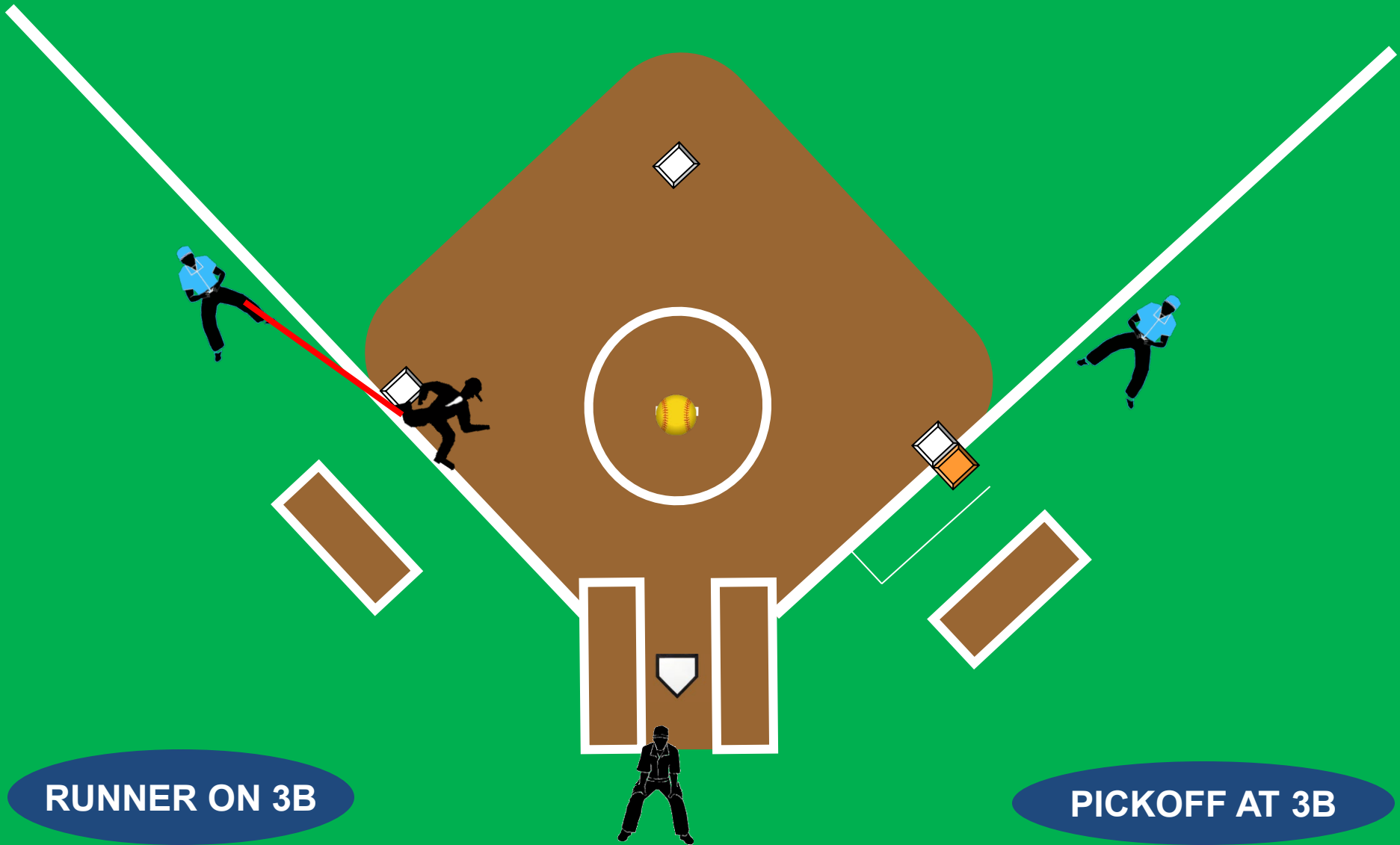
**BASES LOADED**

**NO ONE GOES OUT**



**BASES LOADED**

**NO ONE GOES OUT**



**RUNNER ON 3B**

**PICKOFF AT 3B**

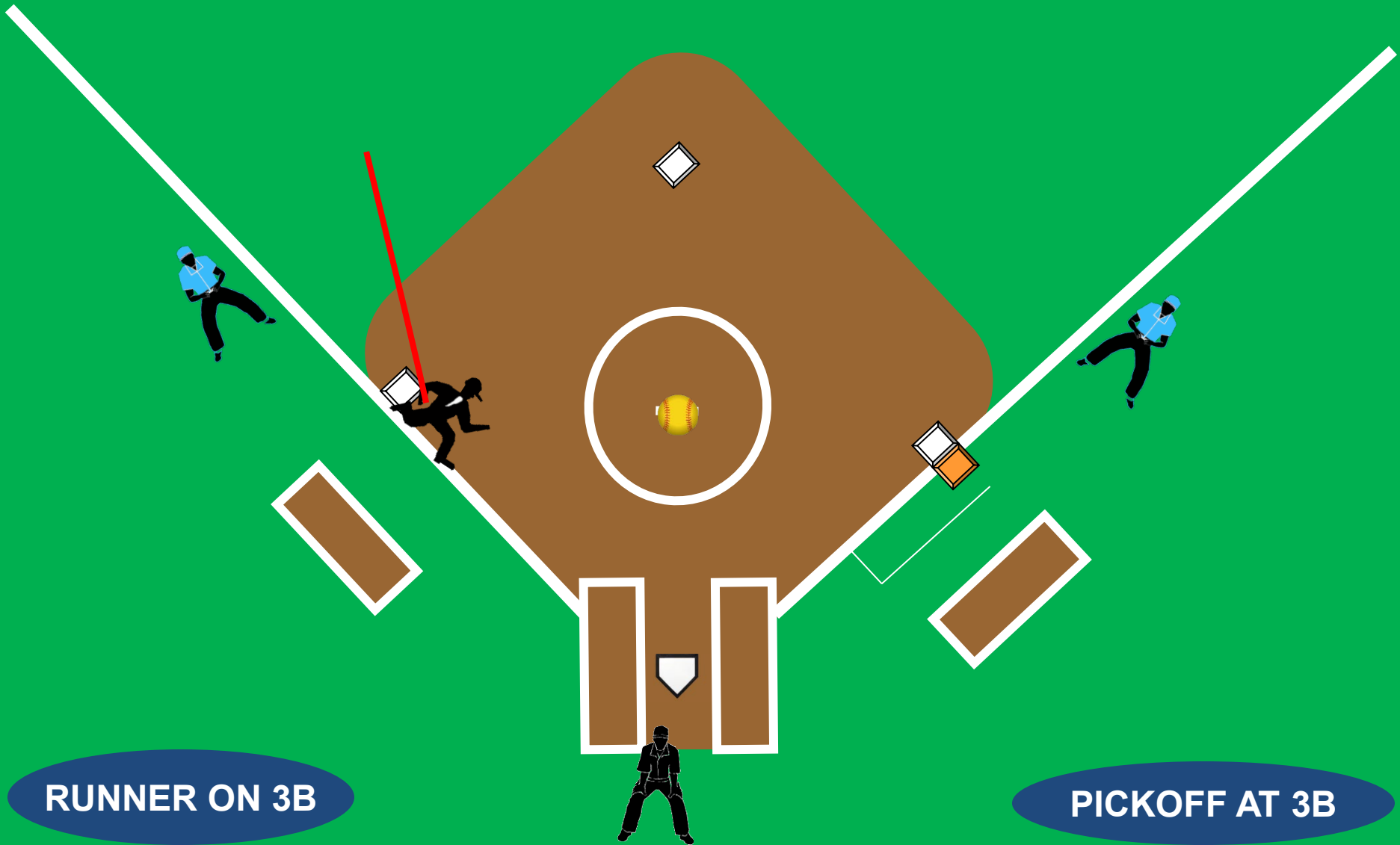
CAN'T SEE THROUGH  
DEFENSE



RUNNER ON 3B

PICKOFF AT 3B





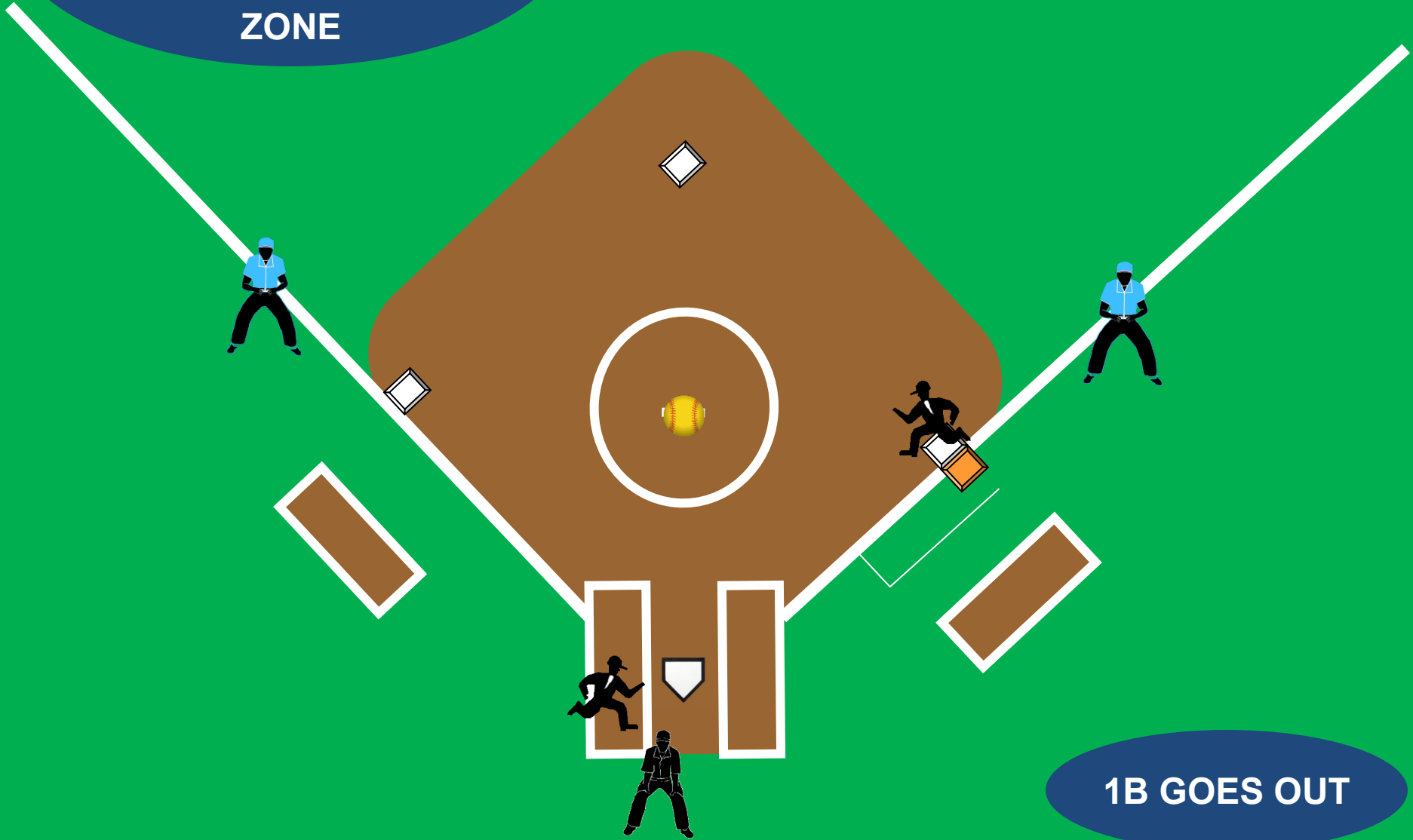
**RUNNER ON 3B**

**PICKOFF AT 3B**





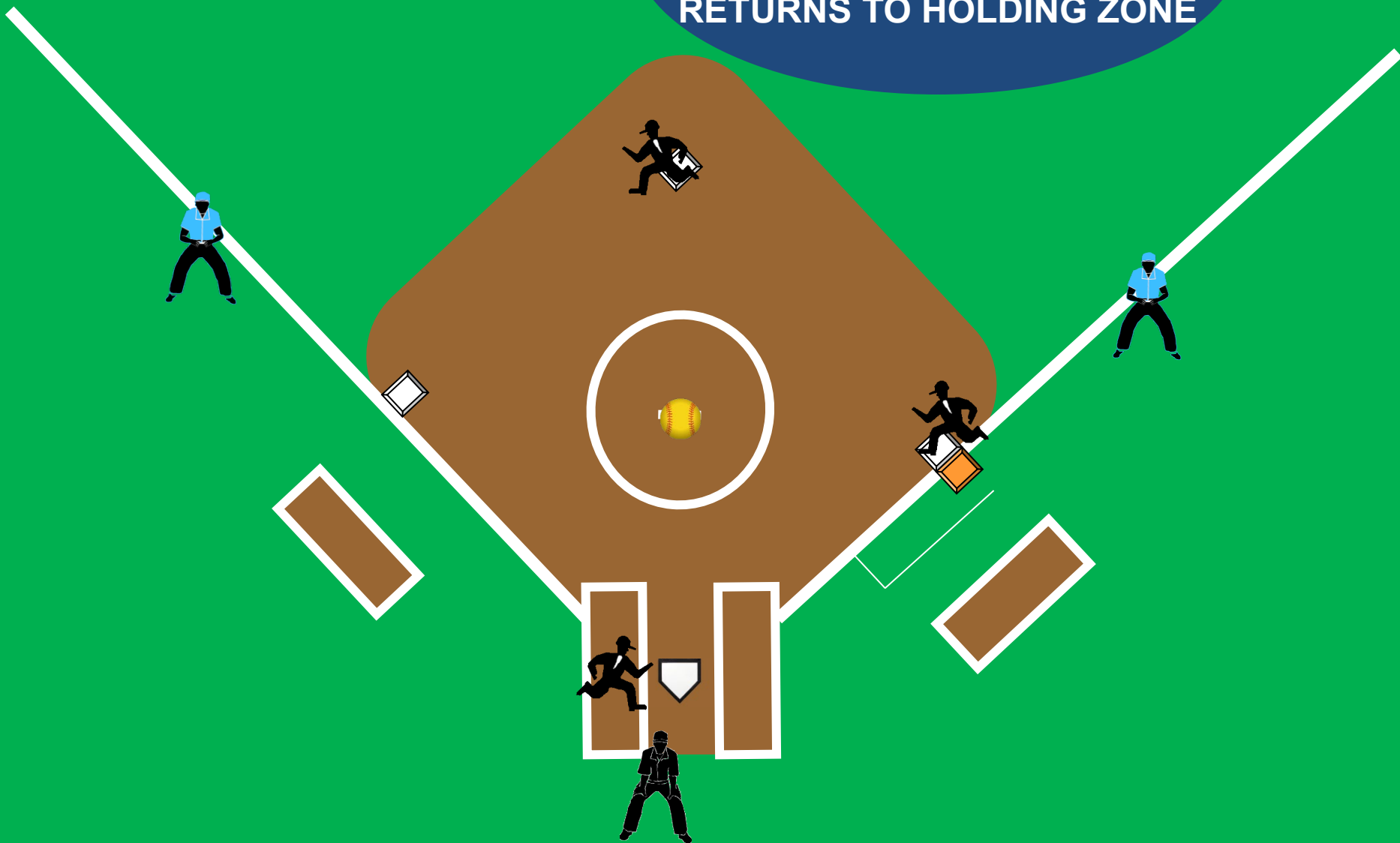
**PLATE UMPIRE  
TRAILS BATTER - RUNNER  
RETURNS TO HOLDING  
ZONE**

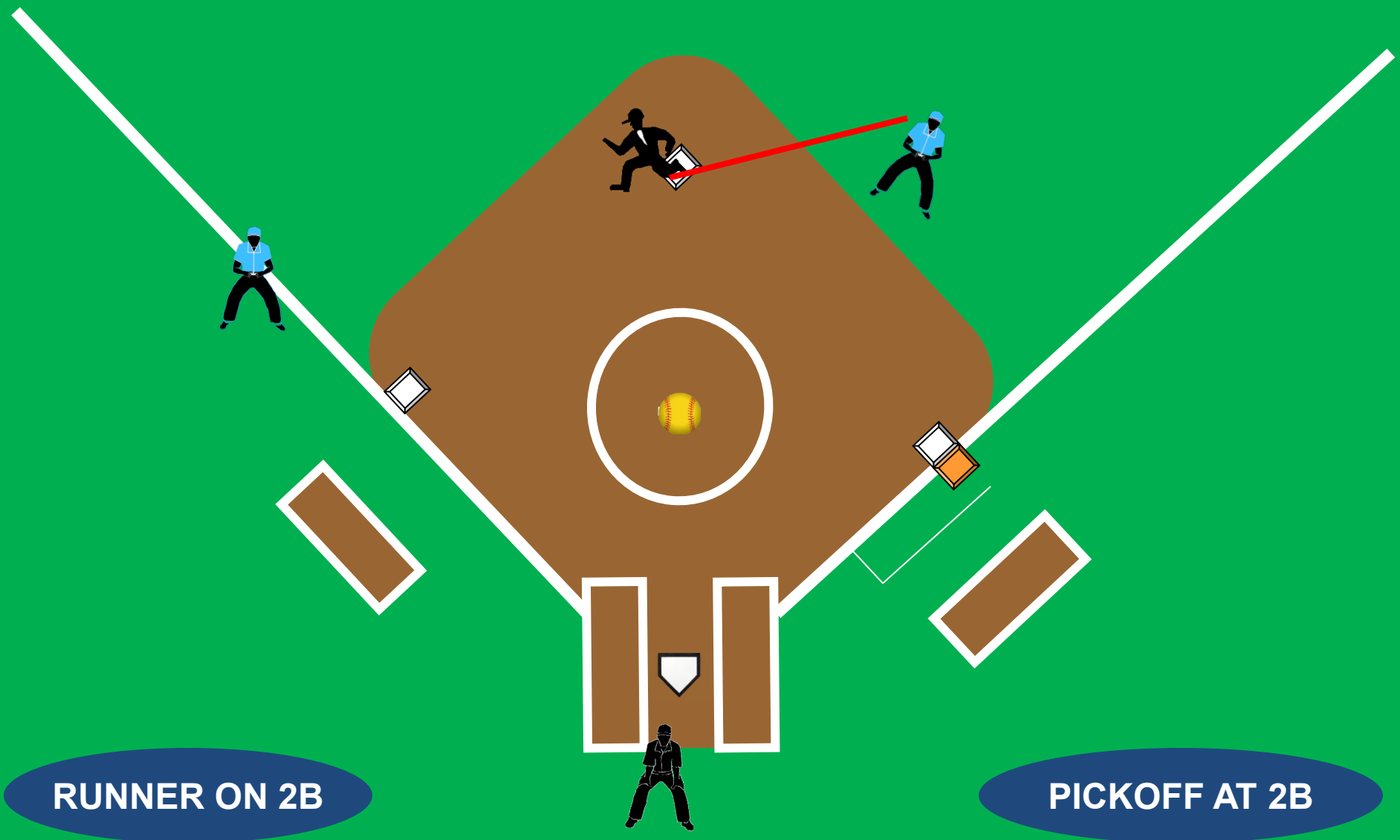


**1B GOES OUT**

3B GOES OUT

PLATE UMPIRE  
TRAILS BATTER - RUNNER  
RETURNS TO HOLDING ZONE

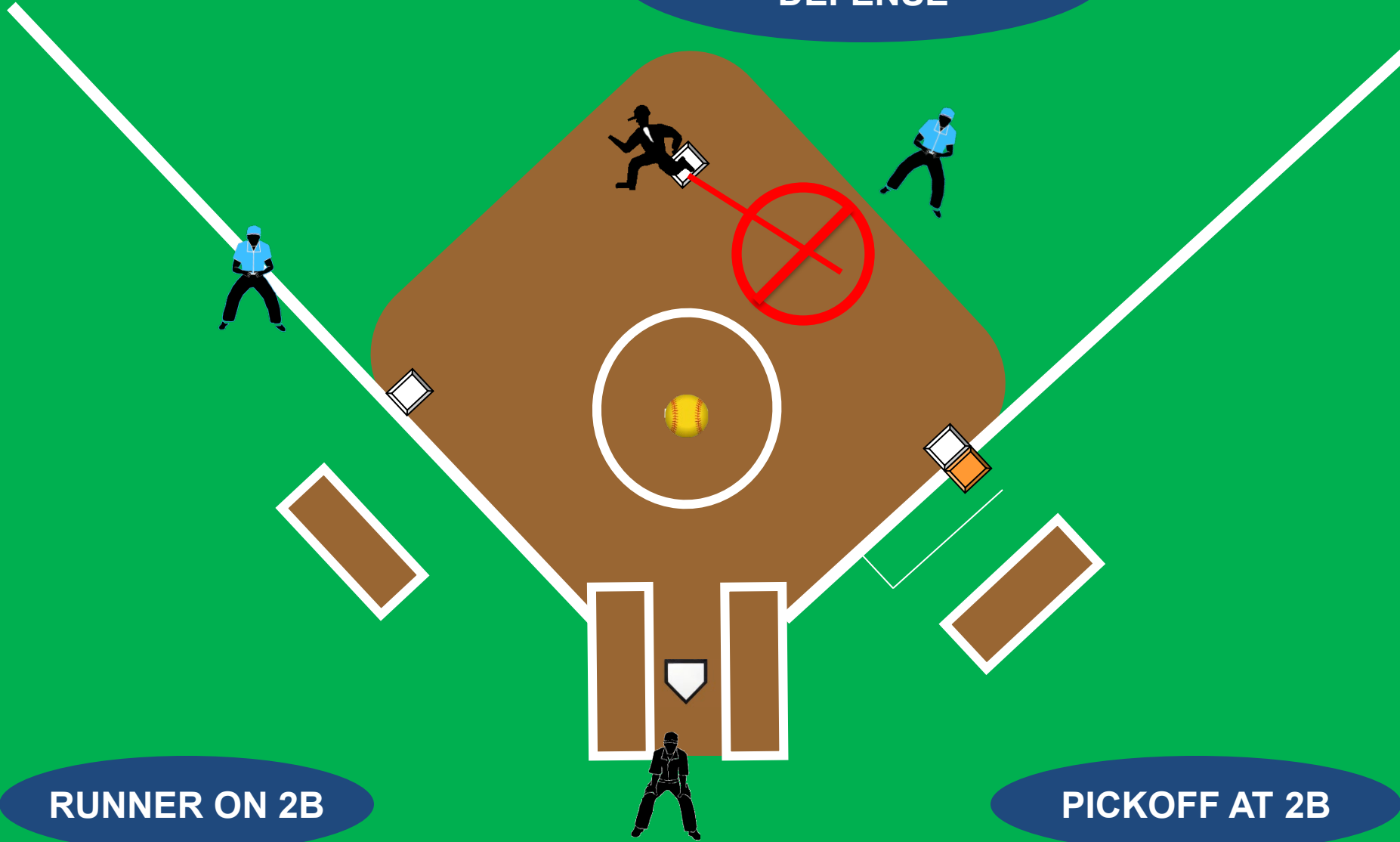




**RUNNER ON 2B**

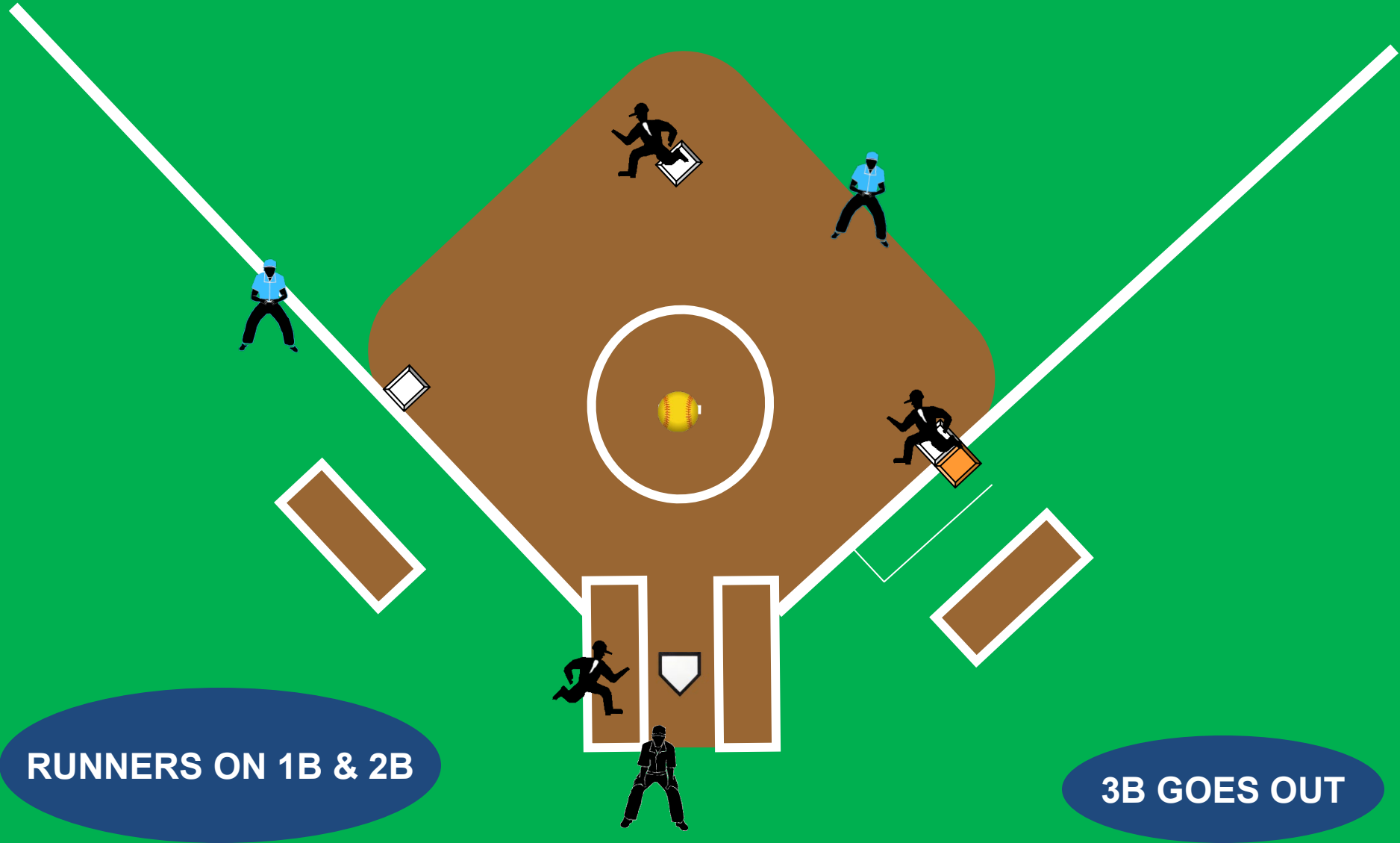
**PICKOFF AT 2B**

**CAN'T SEE THROUGH  
DEFENSE**



**RUNNER ON 2B**

**PICKOFF AT 2B**



**RUNNERS ON 1B & 2B**

**3B GOES OUT**

# QUESTIONS?

