

D8 UMPIRE TRAINING STATIONS

Hamlin Park 3/17 & 18/07

by Jim Masciotra D8 Umpire Consultant

FIELD MECHANICS 60' Diamond: Here are some basic mechanics for us to train on the 60 diamonds. We'll rotate each three times each umpire at UiC and U1 slots. Review U1 A, B, & C slot positions. Suggestion, here are some basics we want to practice for all umpires regardless of skill level. We have all fields at Hamlin Lower Fields until 1:00 PM so, let's do this:

Field 1 & 3 Field Mechanics Two Crew Umpire

Exercise 1) PU behind catcher/U1 Slot A: *no runners on* infield hit:

UiC judge fair/foul then, clear the catcher and move down the first base line to 1/2 way point

U1 pause reads reacts, come in to fair territory and takes the call at First

Training hints: UiC; judge fair, foul, interference, obstruction for the play to the bag. U1; get a 90 degree look at the play, take your time and make sure to get the call right.

Exercise 2) PU behind catcher /U1 Slot A: *no runners on; outfield hit:*

UiC judge fair/foul then, clear the catcher and move down the first base line to 1/2 way point

U1 pause reads reacts, come in to pivot point inside FB cut-out to takes the call at First, if a double, U1 pivot and move toward "working area" of 2nd Base. Remind "Chest to the ball."

Exercise 3) PU behind catcher /U1 Slot B: *runners on First; infield hit:*

UiC judge fair foul then moves down the Library (foul area outside Third base line).

U1 keeps eye on ball and step forward to take the call at second. For a Double play, make an out or safe signal on the move toward First, set, make the call at First. Keep your eye on the ball.

Exercise 4) PU behind catcher /U1 Slot B: *runners on First; outfield field hit, it's a hit, no catch* UiC judges fair foul then moves down the Library (foul area outside Third base line).

U1 keeps eye on ball and if not a "trouble ball," step forward in to the working area in order take the call at second. Communicate "NO CATCH" so Players know the ball is alive and in play.

For a Double play, make an out or safe signal on the move toward First, set, make the call at First. For a double, move to the Keep your eye on the ball.

Training hints: U1, don't cross in front of the Runner, watch for leave early, interference or obstruction, and be prepared to take the BR to second. UiC will move in to the Third Base cut out to take the call at Third and/or be prepared to rotate Home to take R1 advance to the plate.

Special Emphasis. Communicate with your partner: i.e.; "Joanne, I've got third if she goes" (she goes); "Joanne I've got Third, (then), Joanne, I'm going Home."

Exercise 5) PU behind catcher /U1 Slot C: *runners on 1st & 2nd or 1st 2nd and 3rd; infield hit:*

UiC judge fair foul then stays Home for a possible play the Plate.

U1 has it all and moves forward staying outside base path to take the call at Third with a shift toward a possible call at second or first. Let the ball take you to the play.

Exercise 6) PU behind catcher /U1 Slot B: *runners on First & Third; outfield hit no outs*

UiC judges fair foul then after R1 from 3rd has scored, move down the Library for R2 possible play at Third. "I've got Third if he goes" call to U1

U1 moves in to the working area to observe BR to Second, UiC states: "I've got Third, I've got Third" and moves in to fair territory to the Third base cut out to take the call at Third. U1 has BR to that final base destination short of Home.

Field 3: Pitching Machine Plate Mechanics: Strike/Ball, Third Strike, Foul tip, Foul Ball. Check swing appeal to U1; PU "Did he go?" U1 "Yes he went" PU "Then that's a Strike;" call count.

Field 4: Soft toss pitching mechanics. Cover Strike/Ball, Third Strike, Foul tip, Foul Ball. Check swing

Joanne, Steve & Brad will hold SB starting around 11.

PLATE MECHANICS

Review:

Strike: rise up and make sign & call (reminder, no verbal call for a swinging strike)

Foul Ball: Hands up - make the call

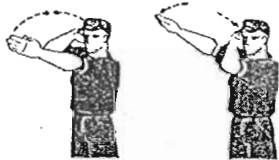


E. Strike or Out



Time-Out, Foul Ball or Dead Ball

Foul Tip



I. Foul Tip

Time!



Time-Out, Foul Ball or Dead Ball

Practice the Third Strike Call

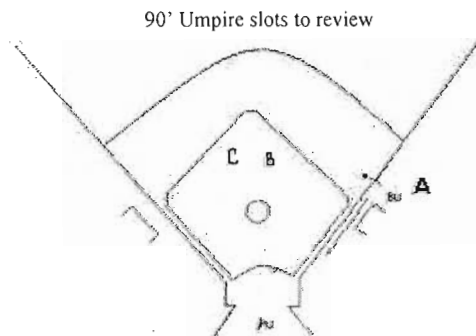
Discuss:

The pregame conference between umpires:

The pregame conference between umpires and Managers

Positions

Signals



Duggout equipment inspection (helmets, bats, catcher's equip etc.)

The pregame conference 5 minutes before game start

Field conditions

90' Diamond Mechanics practice Exercise 1) through 6 & Plate mechanics

Reminder;

U1 plays outside, Slot A, of the diamond 12' behind 1st with no runners.

90' Diamond Umpire Slots

U1 plays inside of the diamond slot B with R1, or R1 & R3 on

U1 plays inside the diamond Slot C for R2 and/or R3 on.

"It's what you learn after you know everything, that counts."