

Pre-Game Check List

GAME SITUATIONS:

- FAIR/FOUL RESPONSIBILITIES
- LINE DRIVE AND FLY BALL COVERAGE IN THE INFIELD AND OUTFIELD
- BASE UMPIRE GOES OUT ON TROUBLE BALL; GO OUT & STAY OUT
- TOUCHING OF BASES & TAGUPS: BASE UMP: 1st & 2nd: BASE; PLATE UMP: 3rd & HOME
- ROTATIONS: TO THIRD:
 - 1) 1st & 3rd BALL HIT TO THE OUTFIELD THAT DOES NOT REQUIRE A FAIR/FOUL RULING ON 1ST BASELINE
 - 2) 1st & 2nd TAG UP ON HIT TO OUTFIELD PLAY AT 3RD **COMMUNICATION**
- RUN DOWNS: TAKE 50/50: UMP WHO HAS THE RUNNER COMING TOWARDS HIM HAS THE CALL
- SIGNALS & COMMUNICATION
- BALKS; ECHO CALL
- CHECK SWINGS
- BALLS IN THE DIRT, SWINGING THIRD STRIKE
- FOUL TIP THIRD STRIKE, CATCH OR NO-CATCH
- FOUL BALLS OFF THE BATTER
- DOUBLE TAG UPS
- INFIELD FLY
- SWIPE TAGS AND PULLED FOOT PLAYS AT FIRST
- INTERFERENCE AT FIRST - 45 FOOTRUNNING LANE VIOLATION
- INTERFERENCE AT SECOND AND FORCE PLAY SLIDE RULE
- OVERTHROWS, DEAD BALL AREAS, AND BASE AWARDS
- APPEALS
- OFFENSIVE AND DEFENSIVE TIMEOUTS - KEEPING TRACK
- ARGUMENTS AND EJECTIONS *SHOW TEAMWORK*
- GETTING TOGETHER TO CONFER: BE HONEST, LETS GET THE CALL RIGHT
- USE OF INDICATOR?
- TIMING DEVICES/WHOS IN CHARGE OF KEEPING TRACK OF TIME
- MEETING BETWEEN UMPIRES INBETWEEN INNINGS
- ENFORCEMENT OF THE TIME BETWEEN INNINGS; 1 MIN OR 5 PITCHES
- PLATE MEETING: * ONLY PLATE UMPIRE SPEAKS AT THE PLATE MEETING, UNLESS BASE UMPIRE IS REQUESTED TO SPEAK*



- Goals for the game?
- Things to work on?