

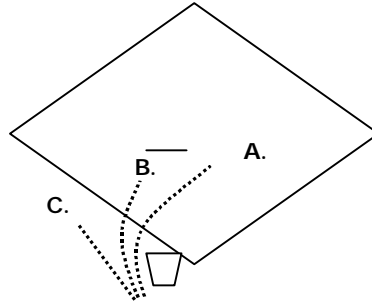
THE ONE MAN UMPIRING SYSTEM

- Requires a tremendous amount of hustle, alertness, and anticipation. Understanding the game of softball will be crucial to your success.
- Your starting position for each pitch is from behind home plate. This enables you to have a clear view of the playing field. It is also the best position for calling illegal pitches and seeing the ball hit the mat.
- On each batted ball, you must move out from behind the plate and in to the infield. Your goal is to attain the best position possible to make a call.
- Watch the ball! You may have multiple calls to make with each batted ball.
- Call time after the conclusion of every play if there are runners on base. It is your judgment when the play is over. A good rule of thumb is when a ball is held within the infield area.
- Movement to cover other bases is based on hustle and anticipation.
- Whenever possible be in a set position when making your calls.
- The mat is not a part of home plate. If the mat is hit by a batted ball rule foul ball.
- Safety line – Chalk line $\frac{3}{4}$ way between third and home. Once a runner touches or crosses the line, they cannot retreat to third base.
- Home plate is always a force out.
- THERE IS NO EXCUSE for calling a play from behind the plate or right in front of it.
- Be courteous but firm. Be punctual and neatly dressed. Don't look for trouble because it will find you. Study the rules on a regular basis.
- Stay alert! Know the situation before every pitched ball. Be conscience of the infield fly rule. Signal to yourself as you would in a two-man system when the infield fly is on.

One Man Umpiring System

Situation

- A. No runners on
- B. Runner on first or on first and second.
- C. Bases loaded

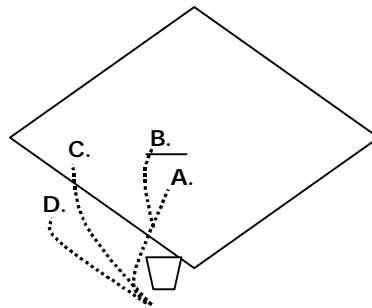


Live Play

Ground Ball hit to infield.

Situation

- A. No runners on
- B. Runners on first base.
- C. Runners on first and second or second only. move to a possible call at third or to foul territory ahead of the lead runner for a possible play at home if necessary after the catch.
- D. Runner on second and third or first and third.



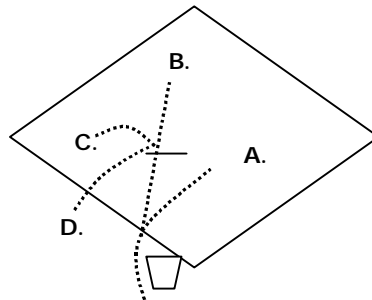
Live Play

Fly ball to infield or outfield and not near the foul line.

Note: On ALL fly ball situations where the ball is near the foul line, you must stay on the foul line to determine fair or foul. Then move into the infield to pick up runners and plays.

Other Situations

- A. No runners on - single
- B. No runners on - double
- C. No runners on - triple
- D. No runners on - home run



Note: On all base hit situations, the umpire must watch runner tag bases and always be aware of the position of the ball.

Between innings assume a position approximately 15 feet from home plate, near the foul line in foul territory, facing the infield. Alternate foul lines according to the following policy: Take a position on the foul line that is on the side of the field that the team coming off the field crosses to enter the bench area.
