

MHSAA 2-Person Pregame Outline- 2015

1. Review 2015 New Rules
 - a. Legal Pitching Positions
 - b. Suspension Rules
 - c. Changing Calls
 - d. Hit by Pitch
2. Pregame Meeting
 - a. Positions
 - b. Verbally ask if helmets and bat are legal
3. Checked Swing / Pulled Foot / Swipe Tag Mechanics
4. Fair / Foul Responsibilities
 - a. Plate umpire has up to the bag....base umpire has bag and beyond.
 - b. If no base umpire on the line, plate umpire has the entire line.
 - c. Entire crew should get eyes on the ball that may threaten the wall / foul pole / pole bender.
5. Outfield Coverage
 - a. No runners on base- plate umpire has all fly ball unless base umpire goes out.
 - b. Runners on base- base umpire has the "V" between LF and RF; plate umpire takes all balls where the corner outfielder goes to the line.
 - c. If base umpire goes out with no runners on, plate umpire has batter-runner all the way to 3rd base. Base umpire will work back toward home plate.
 - d. Base umpire will never go out from the middle.
6. Rotation Situations
 - a. Runner on 1st....base hit- plate umpire to 3rd base.
 - b. Runners on 1st and 3rd base....base hit- plate umpire to 3rd base.
 - c. Runners on 1st and 2nd....fly ball tag-up- plate umpire to 3rd base.
 - d. Only rotate when a batted ball gets to the outfield and outfielder.
 - e. All other situations will leave the plate umpire at home.
7. Base Touches, Tag Ups and Overthrow Coverage
 - a. Signal if appeal is coming.....who has the call?
 - b. Who has what overthrow coverage?
 - c. Rundowns....how will we cover run-downs?
8. Balks
 - a. See a balk, get it.
 - b. RHP....knee buckle.
 - c. If you call the balk first, be ready to take discussion with coach if other umpires echo and are closer to the coach.
 - d. If a coach heads for the mound for a conference, somebody get their hands up to call time.
9. Signals.....give them quickly and discretely.
 - a. Infield Fly
 - b. Rotation / Staying Home
 - c. Going Out
 - d. Time play

e. Trap / catch by the catcher on 3rd strike or foul tip

10. Arguments & Situations

- a. Balls & Strikes
- b. 1 on 1 vs. more than that
- c. Assistant coaches
- d. Bench jockeying
- e. How do handle ejection aftermath?

11. Getting the Call Right Guidelines

- a. Will only confer as a crew if we have one of the following (no appeasing):
 - HR fair or foul.
 - Batted ball leaves the field for a HR or GRD.
 - Foul tip dropped or caught the catcher.
 - **Foul** fly ball caught or not caught.
 - Ball dropped or juggled after tag or force play.
 - Spectator inference plays
 - Balk calls with the pitcher's foot off the rubber.
- b. Additionally.....don't let anyone screw up a rule!

12. Infield Catch Coverage

13. Closing

- a. Rules or mechanics questions?
- b. Hustle all the time!
- c. Slow timing! Get set for everything!
- d. Have fun!