

Pre-Game Script: 2-Umpire System

For reference on how to conduct a pre-game, see CCA Manual § 5.7 (pp. 33-34).

Arrival at the Field:

- Contact partner 2-3 days in advance, and again prior to leaving for assignment
- Arrive at field 60 minutes prior to game time
- Check in with home coach to confirm start time and when crew will arrive on field for the plate meeting
- Return to vehicles/locker room and begin to change

Pre-Game:

This is conducted by the Crew Chief. It should take about 15 to 20 minutes to go through all of this thoroughly, or 10 to 15 if the crew is familiar with all applicable material.

1. Positioning
 - a. Here is a good place to discuss your mobility limits, if you have any.
 - b. No Runners on: fair/foul, going out, pulled foot, swipe tag, runner lane
 - c. R1 Only/R1 and R3: Rotation on base hits, flyball coverage, fair/foul, tags and touches; responsibilities on ground balls to the infield, routine vs overthrow (CCA § 7.6.6, pp. 60).
 - d. R1 and R2, less than 2 Outs: Rotation on fly balls, touches and tags.
 - e. Bases loaded, R2/R3, R2 only, R3 only: No rotations, fly ball coverage, infield fly, double tag plays
2. Check swing responsibilities and mechanics, uncaught third strike
3. Run-downs between 1st and 2nd, 2nd and 3rd, 3rd and Home; Rundowns with multiple runners
4. Non-Verbal communication (Signs)
 - a. Eye Contact, when to expect signs
 - b. R1 Only/R1 and R3 (B Position)
 - c. R1, 3-2 Count w/ 2 Outs
 - d. R1 and R2, Less than 2 Outs
 - e. Bases Loaded No Outs
 - f. Bases Loaded 1 Out/R2 and R3 1 Out/ R1 and R3 1 Out
 - g. 2 Out Time Play (NEEDS R2!!!)

- h. Giving the Count/Number of Outs
- 5. Handling Appeals and Base Touches (Responsibilities versus exceptions)
- 6. Dugout responsibilities
 - a. U1 Takes the 1st Base Dugout
 - b. PU Takes the 3rd Base Dugout
 - c. Rabbit Ears vs important sportsmanship issues
 - d. Bench jockeying
 - e. Balls and strikes
- 7. Getting together if flipping a call/how to exit that scenario
- 8. Discuss points of emphasis/newer rules so that crew is on the same page
 - a. Look it up beforehand if unsure. Better to know before than to lodge a protest
- 9. Hustle and Communication
 - a. Make sure we look good out there, it never hurts to communicate with your partner.
- 10. Plate Meeting with the Coaches
 - a. Line-Ups
 - i. Verify positions, numbers, and DH
 - ii. Verify listed substitutes
 - b. Equipment
 - i. Are all players legally and properly equipped?
 - ii. Is all equipment NFHS/CIF approved?
 - c. Ground Rules
 - i. Let head coach take you around the field
 - d. Sportsmanship
 - i. Keep this short