

## Pre-Game Script: 4-Umpire System

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

Arrival at the Field:

- Contact partners 2-3 days in advance, and again prior to leaving for assignment
- Arrive at field 75-90 minutes prior to game time
- Check in with athletic director/CIF personnel to confirm start time and when crew will arrive on field for the plate meeting
- Walk field in street clothes as a crew, especially at neutral sites
- Return to locker room and begin to change

Pre-Game:

This is conducted by the Crew Chief. It should take about 20 to 25 minutes to go through all of this thoroughly, or 15 to 20 if the crew is familiar with all applicable material.

### 1. Positioning

#### a. No Runners

i.U1 in A

ii.U2 in shallow outfield B side

iii.U3 in D

iv.U1 has F9 to the foul line

v.U2 is quarterback, has coverage from F7 to F9

vi.U3 has F7 to the foul line

vii.PU has up to the bag for fair/foul

viii.Rotation only if U2 or U3 goes out, PU covers 3rd, U1 covers home

#### b. R1 Only

i.U1 in modified A Position

ii.U2 in Deep B on infield Grass

iii.U3 in D Position

iv.U1 has F8 to the 1st base foul line

v.U3 has F8 to the 3rd base foul line

vi.Going out from the wings

vii.U2 does not cross the infield

viii.Rotation only if U3 goes out, PU covers 3rd, U1 covers home

c. Runners in scoring position, including bases loaded

i.PU stays home

ii.U1 and U3 take all coverage of flyballs in the outfield

iii.U2 “slides” to the respective side

iv.If U1 goes out, U3 comes in; if U3 goes out, U1 comes in

d. R3 Only

i.U2 lines up in shallow left field between second and third

ii.U2 is quarterback on trouble balls

2. Check swing responsibilities and mechanics, uncaught third strike

a. U1 on right-handed batters

b. U3 on left-handed batters

3. Run-downs between 1st and 2nd, 2nd and 3rd, 3rd and Home; Rundowns with multiple runners

a. Umpiring to a base, each umpire is responsible for their respective halves of the run down.

4. Non-Verbal communication (Signs)

a. Reading Partners

b. Eye Contact, when to expect signs

c. R1 Only (U2 in deep B, full rotation)

d. R1, 3-2 Count w/ 2 Outs (PU will stay home)

e. Infield Fly

f. 1 Out Timing Play (R1 and R3, R2 and R3, or Bases Loaded)

g. 2 Out Time Play (R2)

h. R3, less than 2 Outs (Fair/foul change in responsibility)

i. 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. U3 Takes the 3rd Base Dugout
  - c. PU and U2 help when necessary, listen for “snipers”
  - d. Rabbit Ears vs important sportsmanship issues
  - e. Bench jockeying
  - f. Balls and strikes
7. Getting together if flipping a call/how to exit that scenario
  8. Discuss points of emphasis/newer rules so that the 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 Coaches — Conducted by the Crew Chief
    - a. Congratulations on making it to \_\_\_\_ Round on behalf of Crew (or Unit if all four are from IBUA)
    - b. Lineups
      - i. Verify positions, numbers, and DH
      - ii. Verify listed substitutes
        - c. Equipment
          - i. Are all players legally and properly equipped
          - ii. Does all equipment meet NFHS/CIF standards?
- iii. DO NOT ASK THIS DURING A FINAL** (Let the CIF people handle this part)
- d. Ground Rules
    - i. Head coach if at a home field (Semifinals), CC if at a neutral site during playoffs (Finals and Regionals)
  - e. Sportsmanship
    - i. Not necessary to bring up during semifinal/final. They know, they’ve been told plenty up to this point.