



UIC PROGRAM GUIDE



SESSION 4: TEAMWORK

PRACTICE PLAN #4-TEAM WORK

Skill Outcomes: After the session, umpires can, to Baseball Canada standards: <ul style="list-style-type: none"> • Pivot to watch a batter/runner touch 1st base on base hit, no runners • Move to and get into position for a call on a steal of 2nd and 3rd base • Cooperate and communicate to make calls on flyballs, no runners • Communicate and signify an infield fly • Communicate and signal swing/no swing on a check swing appeal 			
Trainer Tips: <ul style="list-style-type: none"> • Reinforce communicating and working together in the session, it is the foundation of having a good game. • Stress base umpires "pause (watch the play develop), read (where is the play being made) and react (move and set to make call)" on fair batted balls 			
Warmup: <ul style="list-style-type: none"> • 7-10 minutes 			
Skill Instruction	Engagement/Connection	Drill	Covid/Modifications
1 st base pivot	Demonstrate; work on the foot work before moving to the drill	Drill 1: Pivot	
When ball goes out, you go in			
Steal of 2 nd base	Inquiry: Where is the best place to see a tag at 3 rd base? Ask umpires to show you. Demonstrate skills	Drill 2: steals of 2 nd and 3 rd base, U11	Replace: Skills 2/3: steals of 2 nd and 3 rd base, U11 w/Skills 2/3a: steals of 2 nd and 3 rd base Drill 2: steals of 2 nd and 3 rd base, U11 w/drill 2a: steals of 2 nd and 3 rd base
Steal of 3 rd base			
Infield Fly	Inquiry: what do we need to call an infield fly? Demonstrate the skills	Drill 3: infield fly	
Check swing appeals		Drill 4: check swing appeals	
Teamwork: Fair/foul calls	Review: Who has fair/foul calls with no runners?	Drill 5: teamwork, fair/foul calls	
Fun Activity:			
Summary/Closure: Around the horn – What was one thing you learned about base umpiring that you found interesting, important or enjoyable?			

SKILL IN PICTURES 1: THE PIVOT



The base umpire opens up and reads the play



Reading a possible base hit into the outfield, the base umpire hustles towards the infield cut out.



After reaching the infield cut out, slow down with your right foot, then plant with your left foot



Swing your right foot like a gate toward the 1st base foul line; pick up the batter/runner



Drop back with your left foot, watch the touch of 1st base by the batter/runner



Read the runner; take him to 2nd and 3rd base if necessary. Be ready to make a call.

Tips for the trainer:

- Emphasize the footwork; do the steps with the umpires before moving to the drill
- Remind that in addition to watching for the touch of 1st base, the base umpire should watch for obstruction by the 1st baseman.

DIGITAL DEMONSTRATION ON BCBUAEDUCATIONPORTAL.NET
FROM RESOURCES → MECHANICS

- No Runners on Base

SKILL IN PICTURES 2: BALL GOES OUT, YOU GO IN



When working 60' diamonds, the base umpire moves into the working area when the ball is hit into the outfield.



Base umpire steps up and squares to the ball, read the play. If the base umpire has catch/no catch responsibility for a flyball that is their priority.



Afterwards if there are further plays, the base umpire should while watching the ball head directly from P3/P4 into the working area.



As moving into the working area, the base umpire clears any runner close by and watches for infielders; don't be a part of the play.

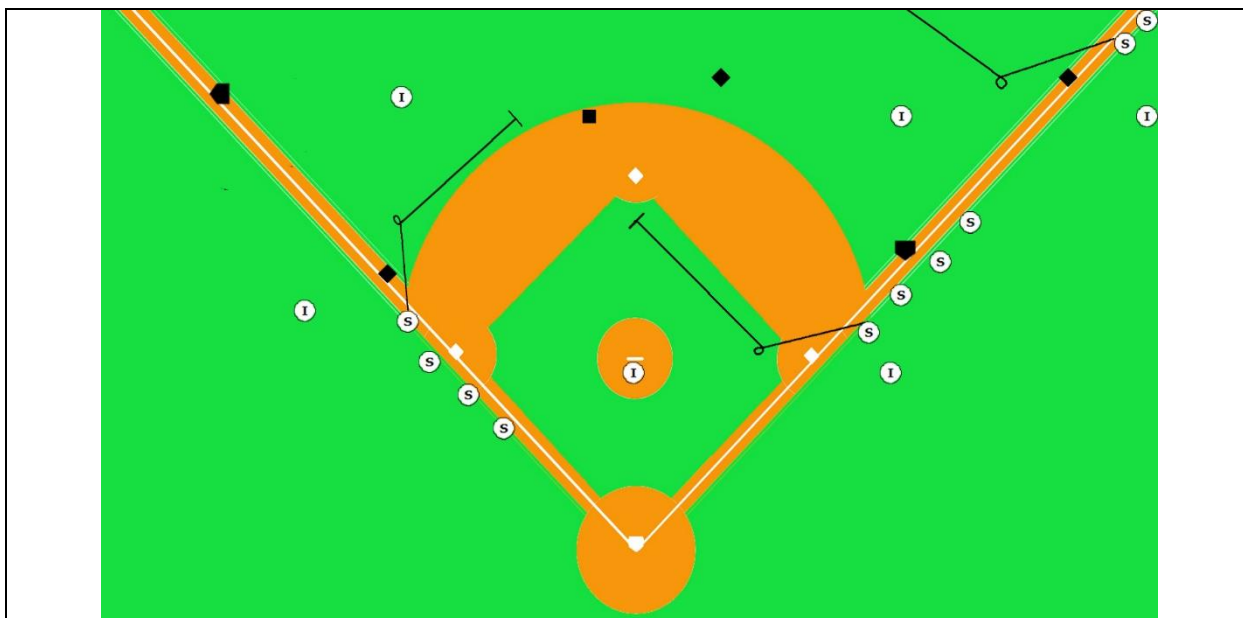
Tips for the trainer:

- **Stress smart hustling into the working area. Read the play and if there is a play on the bases, the base umpire must hustle into the working area.**

**DIGITAL DEMONSTRATION:
FROM LEVEL 1 RESOURCES ON BCBUA.CA –**

- **SECTION 8: 2-PERSON POSITIONING FOR 60' DIAMONDS**

DRILL 1 – PIVOT DRILL



SET-UP:

- Set up 2/3 infields as shown
- Break group into 2/3 groups

EQUIPMENT:

- Throw down bases and plates

DIRECTIONS:

- Start slow: have umpires practice walking through the steps (left, right, left) make sure they have the steps
- In groups of three, trainer says: "ball is hit." The umpire comes into the infield pivots and goes to 2nd base; makes call
- Add, once the pivot is done, "going to 2nd" or "stays at 1st"
- Later, have trainer act as batter/runner; touch or miss 1st base; the umpire will pivot and declare if runner's foot was "on/off" the bag, take batter/runner into 2nd base; set, make call
- Repeat, Repeat, Repeat; keep everyone moving

DRILL TIME:

- 10-12 minutes

WHAT IT LOOKS LIKE IN A GAME?



KEY POINTS

EXISTING SKILLS:

- Coming set
- Safe/out call

NEW MECHANICS:

- Pivot (left, right, left)

TIPS FOR THE TRAINER:

- Purpose of pivot: see batter/runner touch 1st base and if necessary, beat to 2nd base
- Demonstrate proper footwork, then practice slowly
- Base Umpire must be on grass area of diamond before batter/runner touches 1st base
- Make sure the umpires are watching the touch of 1st base.

SKILL IN PICTURES 3: STEAL OF 2ND -U11



Pick up steal with peripheral vision and check for lead offs. Focus on the ball as you may have check swing appeals



With eye on ball, sidestep towards 2nd base with your right foot.



Read the throw to 2nd base move towards 2nd base. Don't get too close to base



Be aware of the runner not stealing and going back to 1st base. So do not over commit to 2nd base.

Tips for the trainer:

- Another key to a steal will be verbal evidence from the defensive team ("He's going!")
- A lead off before the pitch crosses home is an out. Call "time" and point at the runner with left hand and give out call with right hand. Say "Runner is out for lead off." No pitch on play.

DIGITAL DEMONSTRATION:

FROM LEVEL 1 RESOURCES ON BCBUA.CA –

- **SECTION 7: LEAD OFFS**
- **SECTION 8: 2-PERSON POSITIONING FOR 60' DIAMONDS**

SKILL IN PICTURES 4: STEALING OF 3RD – U11



Pick up steal with peripheral vision and check for lead offs. Focus on the ball as you may have check swing appeals



Keep your eyes on the play. Side-step towards 3rd base foul line (not the base) with right foot.



As the throw goes to 3rd base, continue towards the 3rd base foul line.



Get to the foul line before the ball gets to 3rd base

Tips for the trainer:

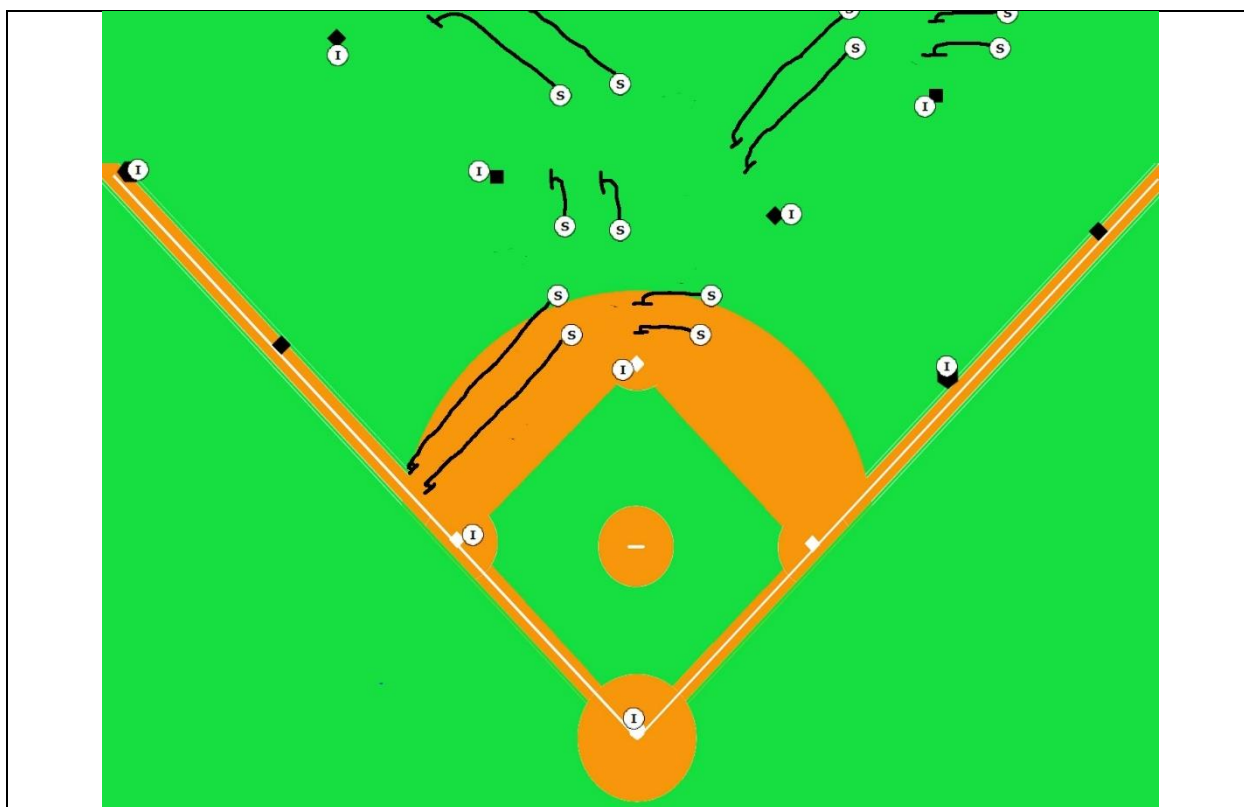
- A guide that might help umpires is "ball-base-you."
- With runners on 1st and 2nd base, be aware of a double steal, so don't overcommit to 3rd base. Always be ready for another play with more than one runner after your call

DIGITAL DEMONSTRATION:

FROM LEVEL 1 RESOURCES ON BCBUA.CA –

- SECTION 7: LEAD OFFS
- SECTION 8: 2-PERSON POSITIONING FOR 60' DIAMONDS

DRILL 2 – STEALS OF 2ND AND 3RD BASE U11



SET-UP:

- Set up three infielders
- Divide the umpires into 3 groups

EQUIPMENT:

- Throw down bases and plates
- Gloves and soft baseballs

DIRECTIONS:

- Set up group into two rows, lined up in P3 and P4.
- Trainer acts like catcher, throws one baseball to a person at 2nd base; P3 umpires move and make call;
- Then trainer throws the baseball to a person at 3rd base, P4 umpires move and make call
- Repeat multiple times
- After each rep, umpires move one place forward; once at beginning of line, move to the end of next line

DRILL TIME:

- 8-10 minutes

TIPS FOR THE TRAINER:

- Make sure the umpires are at hands on knees set before making call
- Reinforce proper safe and out mechanics

WHAT IT LOOKS LIKE IN A GAME



KEY POINTS

EXISTING SKILLS

- Hands on knees set
- Safe and out calls

NEW MECHANICS

- Angle over distance; see the window

SKILL IN PICTURES 5: UMPIRE SIGNALS



Infield fly: right hand over the crest on your shirt; sign how many outs.



Third base rotation: plate umpire points to 3rd base.



Third base rotation: base umpire points to 1st base.



Staying home: the plate umpire will point down to staying at home for plays at plate.

Tips for the trainer:

- **Stress:** signals let each umpire know what going on and keeps you in the game.
- **It being a good teammate;** knowing that the other person is reliable on a play.
- **Other signals** are used for time plays, double tag up rotations, count and outs.

DIGITAL DEMONSTRATION ON BCBUAEDUCATIONPORTAL.NET
FROM RESOURCES → MECHANICS

- Pre-play Signals

SKILL IN PICTURES 7: INFIELD FLY



In a potential infield fly situation, all umpires pre-signal to remind each other of the situation.



If a either umpire judges an infield fly, they point at the ball and yells, "Infield fly..."



After pointing, the umpire then verbalized, "...batter is out," as they make an out mechanic with their right arm.



The ball is still in play, hustle into the working area and be ready for any play on the bases, even if the ball is caught

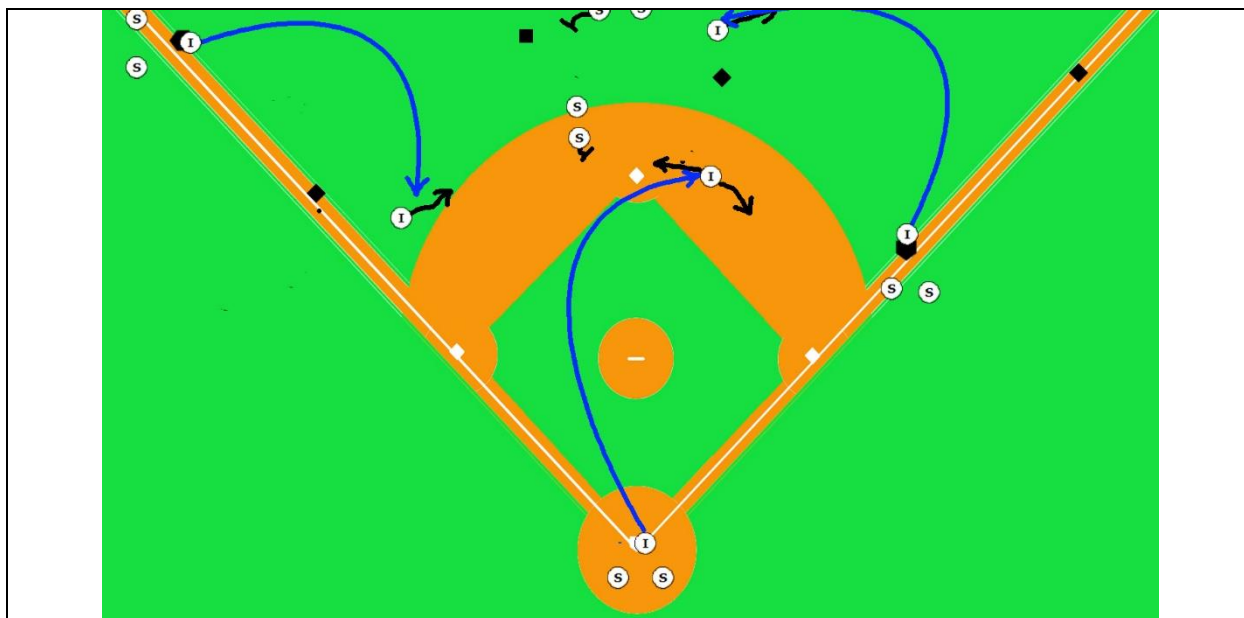
Tips for the trainer:

- Remind all umpires that once your partner calls an infield fly, the other umpire echoes the call. (Call it too).
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DIGITAL DEMONSTRATION ON BCBUAEDUCATIONPORTAL.NET
FROM RESOURCES → MECHANICS

- Runners on 1st and 2nd Base

DRILL 4 – INFIELD FLY TEAMWORK



SET-UP:

- Set up three diamonds as shown
- Separate umpires into three groups

EQUIPMENT:

- Throw down bases and plates
- Gloves
- baseballs

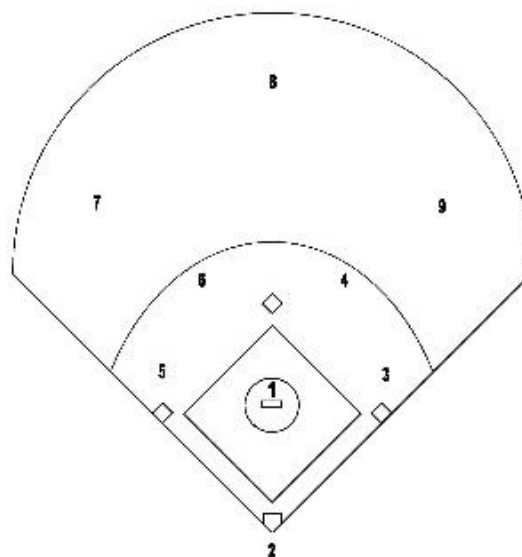
DIRECTIONS:

- in each group, have an umpire in P4 (a line if necessary) and two plate umpires.
- Get base umpires and plate umpires to pre-signal
- One trainer on home plate says “ball is hit,” and throws a pop up to the other trainer roaming the infield
- At the apex, umpires call and echo the infield fly
- Rotate base umpires and repeat, repeat, repeat; rotate base umpires and plate umpires

DRILL TIME:

- 8-10 minutes

WHAT IT LOOKS LIKE IN A GAME



KEY POINTS

EXISTING SKILLS

- step up and chest to ball

NEW MECHANICS

- pre-signal with partner
- point and verbalize “infield fly

TIPS FOR THE TRAINER:

- Listen for echoing of call; if one umpire makes it, the other echoes it
- Remind that the ball is in play and runners can be in jeopardy of being put out

SKILL IN PICTURES 8: CHECK SWING APPEALS



After a ball call on a checked swing, the catcher or manager asks the plate umpire to check the swing with a base umpire



The plate umpire points with their left hand and says: "did he go," or "*partner's name*, did he go."



If the base umpire judges a swing, they say: "yes he did." They give the out mechanic



If the base umpire judges it was not a swing, they say: "no he didn't". They give the safe mechanic



The base umpire calls a strike call, the plate umpire says: "that is a strike." Gives the hammer, then the new count.



The base umpire calls a ball call, the plate umpire gives the count.

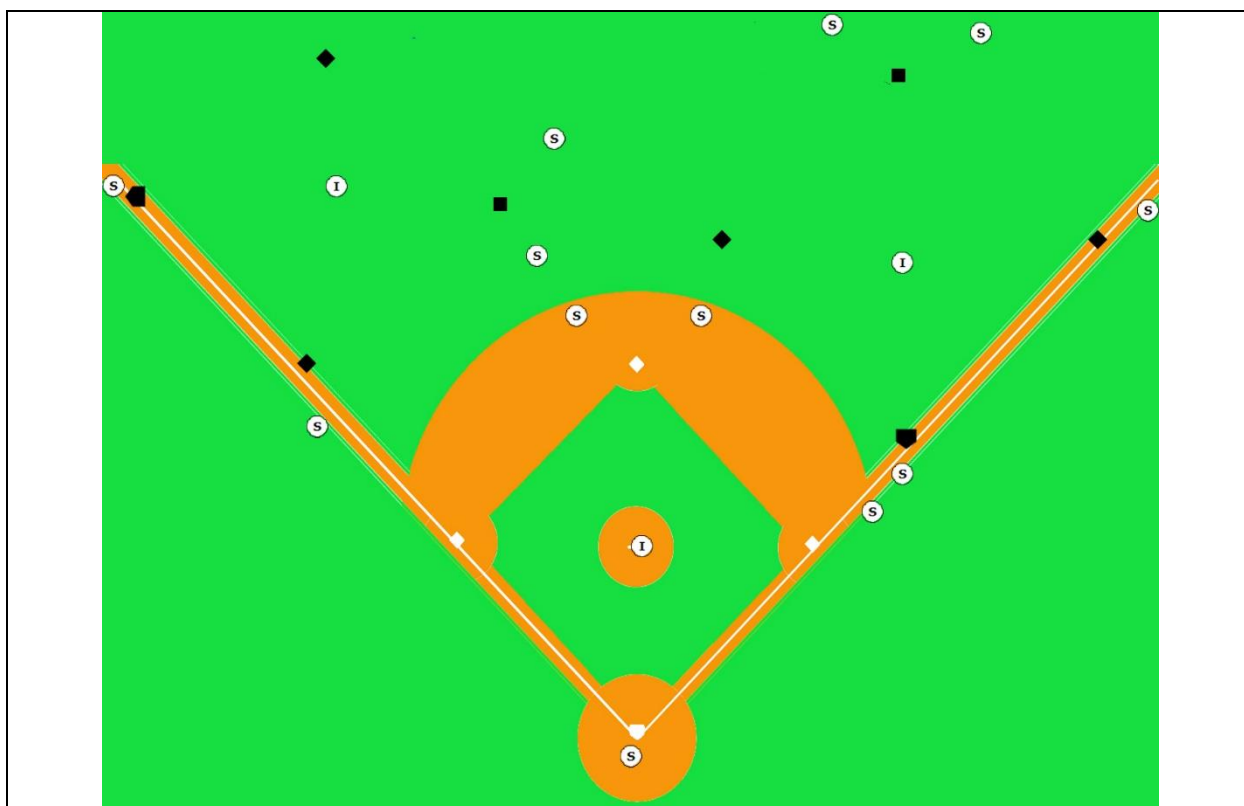
Tips for the trainer:

- Remind umpires only the catcher and head coach/manager can ask for a checked swing appeal; the appeal can only be made on ball call
- The if properly asked by the defensive team, the plate umpire must go to the base umpire for the appeal
- Stress pointing with left hand to ask for an appeal, right hand may be misinterpreted as strike call

**DIGITAL DEMONSTRATION:
FROM LEVEL 1 RESOURCES ON BCBUA.CA –**

- **SECTION 2: CHECKED SWINGS**

DRILL 5 – CHECK SWING TEAMWORK



SET-UP:

- Three diamonds
- Get into 3 groups

EQUIPMENT:

- Throw down bases and plates

DIRECTIONS:

- Each group has umpires in P1, P2, P3 and P4 (create lines if necessary)
- Trainer says: "on the rubber, set," claps to signify pitch, "you call it"
- The plate umpire calls "ball." The trainer (manager) asks him to check with his partner; flashes the appealed call (strike/ball) to base umpire
- Plate umpire (PU) goes to P2 for appeal, repeat with PU going to P3 and P4.
- Move clockwise to next position; plate umpires to P4 and P2 umpires to plate

DRILL TIME:

- 10-12 minutes

TIPS FOR THE TRAINER:

- Highlight the importance of giving correct count after the appeal
- Reinforce good safe and out mechanics with the proper verbal communication.

WHAT IT LOOKS LIKE IN A GAME



KEY POINTS

EXISTING SKILLS

- Giving count
- Out/safe mechanics

NEW MECHANICS

- Verbal communication and signal of appeal

SKILL REVIEW: 2 TEAMWORK, FAIR/FOUL CALLS



With the base umpire in P2, the plate umpire has all fair/foul calls down the 3rd base line and 1st base line up to 1st base.



The base umpire has any batted ball that touches or goes over 1st base, and all outfield flyball down the right field line.



As plate umpire, exit left with all ground balls down the 1st base line and continue down the line until: it stops; touched by an infielder, or is base umpires call.



On a ground ball, the base umpire may have a fair/foul call then get ready of a play at 1st base.

Tips for the trainer:

- Emphasize the plate umpire still has to watch for interference and obstruction.
- If the fair batted ball bounces into the outfield, the plate umpire returns to the point of the plate; the base umpire pivots and takes the runner around the bases.

DIGITAL DEMONSTRATION ON [BCBUAEDUCATIONPORTAL.NET](https://www.bcbuaeducationportal.net)

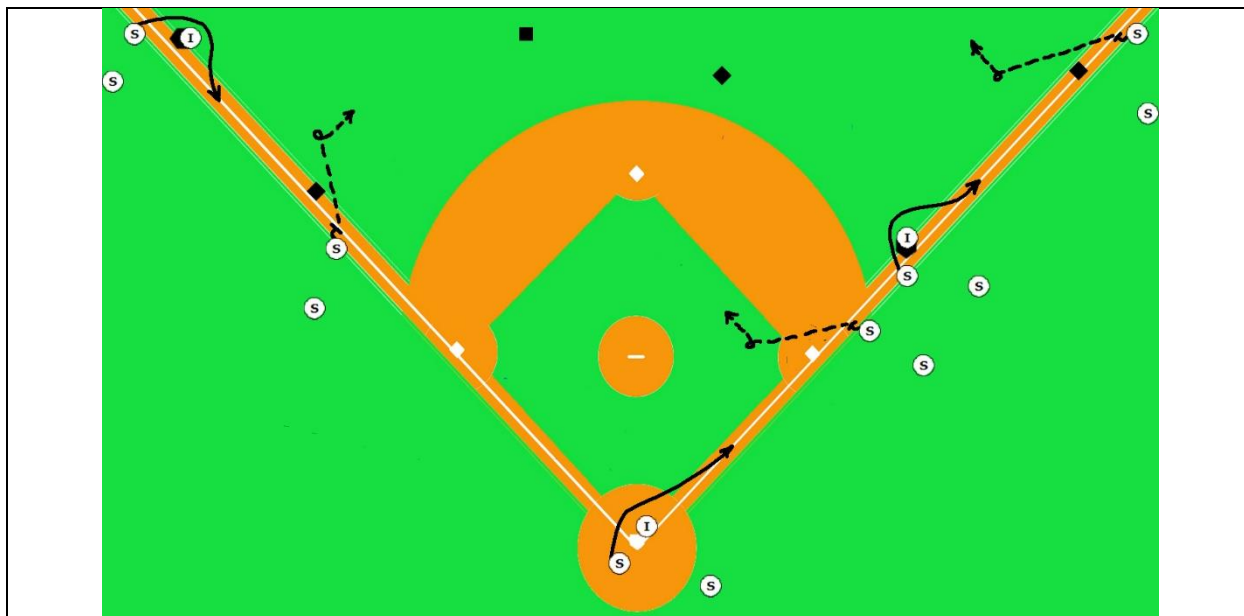
FROM RESOURCES → MINUTE MECHANICS

- 3 and 18. Fair ball mechanic
- 19. Foul ball mechanic

FROM RESOURCES → MINUTE MECHANICS

- No Runners on Base

DRILL 5 – TEAMWORK, FAIR/FOUL CALLS



SET-UP:

- Setup three diamonds as shown
- Get into three groups

EQUIPMENT:

- Throw down bases and plates
- Baseballs (softies)

DIRECTIONS:

- Trainer at each diamond rolls or bounces baseballs down the 1st base line
- The umpires must know who's responsibility it is to make the call
- An umpire needs to make a call on each play.
- An umpire goes to the back of the other line after their rep.
- Keep the drill going; repeat, repeat, repeat until everyone is being successful

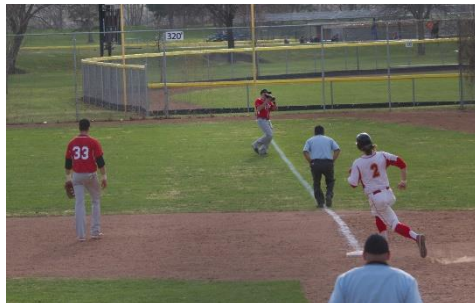
DRILL TIME:

- 8 -10 minutes

TIPS FOR THE TRAINER:

- Remind, if necessary, no voice in fair signal; foul is like time with verbal "Foul!"
- If a fair, bouncing groundball goes past 1st base, base umpire signals, then goes to pivot mechanic

WHAT IT LOOKS LIKE IN A GAME



KEY POINTS

EXISTING SKILLS

- Fair/foul call
- Plate stance
- Hands on knees set

NEW MECHANICS

- "Chest to ball"
- "Step up, turn and face the ball"

