**High School 2 Man Pre-Game Checklist**

 **A. Arrive 30 minutes before game time & pre-game will take place 25 minutes before game time.**

 1. Entering the field 2. Bat checks 3. Ground Rules 4. Game Rules 5. Exiting the field 6. Post-Game

 **B. Positioning, Fly ball coverage areas, Base responsibilities, Pickoff attempt, Tag-Up responsibilities**

 ***(cover when 1B umpire chases)* Talk about working outside the diamond.**

 1. Nobody on 2. Runner on 1B only, 2B only, 3B only 3. Runners on 1B & 2B, 1B & 3B, 2B & 3B

 4. Bases Loaded HPU takes batter-runner to 3rd base, BU to Home Plate

 9.

 **C. Illegal Pitch**

 1. What is the violation. Plate or Base umpire responsibility

 **D. Plate Coverage**

 1. All bounding balls FAIR/FOUL up to the front of 1B, 1B and beyond BU makes the call when on the Line.

 2. Line drives on the infield (Base umpires to Look if help is required)

 3. Dropped 3rd Strike – Signal the Strike & give safe signal, Verbalize Batter Out if necessary.

 **E. Fair/Foul Fly Ball Coverage**

 1. Bracket Fair/Foul balls between home and 1st base umpire, If U1 is in the “A” position.

 2. Fielder facing plate umpire or fence, plate will make call, Fielder facing BU, BU will make the call.

 3. If BU is not on the line, set up to see the tag and catch and perhaps to be able to help the plate if needed.

 **F. Runners leaving base too soon on pitch is ALWAYS THE BASE UMPIRE responsibility.**

 **G. Check Swings**

 1. If requested, Plate ask BU did she swing, BU make the call, If not sure, Ball. Give the SAFE or OUT signal and

 verbalize “YES or NO”

 **H. Conclusion of Play**

 1. Hold position until all runners have returned to base & pitcher has ball in circle. BU hustles to position. If you have a runner that is your responsibility, make eye contact with the PU, allowing him /her to go back to their position.

 **I. Umpire to Umpire Signals**

 1. Infield fly on / off and timing play (with each NEW batter) 2. Dropped 3rd Strike - Not Caught

 3. Asking for Help Count or number of Outs

 **J. Interference, Obstruction, No Violation**

 1. Closet Umpire to the call has the first shot, if called by another umpire. Be assertive with the call & be ready to

 explain.

 **K. Going for Help**

 1. Check swings, If catcher asks. 2. Pick off attempts - you MUST go for help.

 3. On all other plays, ONLY if you are missing an element, ask for help.

 **L. Confrontations**

 1. Be alert / aware to any discussion between a Coach and another umpire. Keep other players and coaches away.

 3. Address players’ aggressive actions. Be prepared to diffuse a potential confrontation or ejection(s).

 **M. Final Comment**

 1. Prepare w/every pitch. Call in your area, see in all others (when possible). 2 Project CONFIDENCE & be Professional. DO A POST GAME AS A CREW