

TWO MAN MECHANICS

NOTE: These basic NFHS mechanics have been approved by the CBUA Board and Instructional Chairmen and are expected to be reviewed prior to each game.

1. **NOBODY ON BASE**

Base umpire has centerfield straight in/straight back to RF line. Plate umpire has CF to left field line. If base umpire goes, plate umpire has B/R. Otherwise, base umpire has B/R to 2nd, plate umpire has B/R to 3rd and home. Base umpire takes play at home on overthrow at third.

2. **RUNNERS ON**

Base umpire has cone. Plate umpire has RF or LF going hard to foul line.

3. **TRAPS IN INFIELD**

Nobody on, base umpire has 1B to line and 2B toward 1st. Plate umpire has rest. Runners on, base umpire has the call on all trap plays by infielders except pitcher and 1B or 3B toward line.

4. **PLAYS AT FIRST**

The base umpire will make the call the best he can THEN go for help if there is a problem. The base umpire is no longer going for help before making a call. Examples of an exception would be if the base umpire fell and clearly could not see the play or the base umpire's vision was blocked.

5. **FIRST TO THIRD**

Plate umpire to signal to partner with runner at 1st only or runners on 1st and 3rd. Base umpire to mirror signal.

6. **PLAYS AT SECOND**

Plate umpire will clean up on front end of double play. If there is no throw to first, base umpire has entire play.

7. **TAG UP AT SECOND ONLY**

Base umpire has runner all the way.

8. **DOUBLE TAGUP**

Base umpire has tag up at 1st and 2nd, plate has play at third.