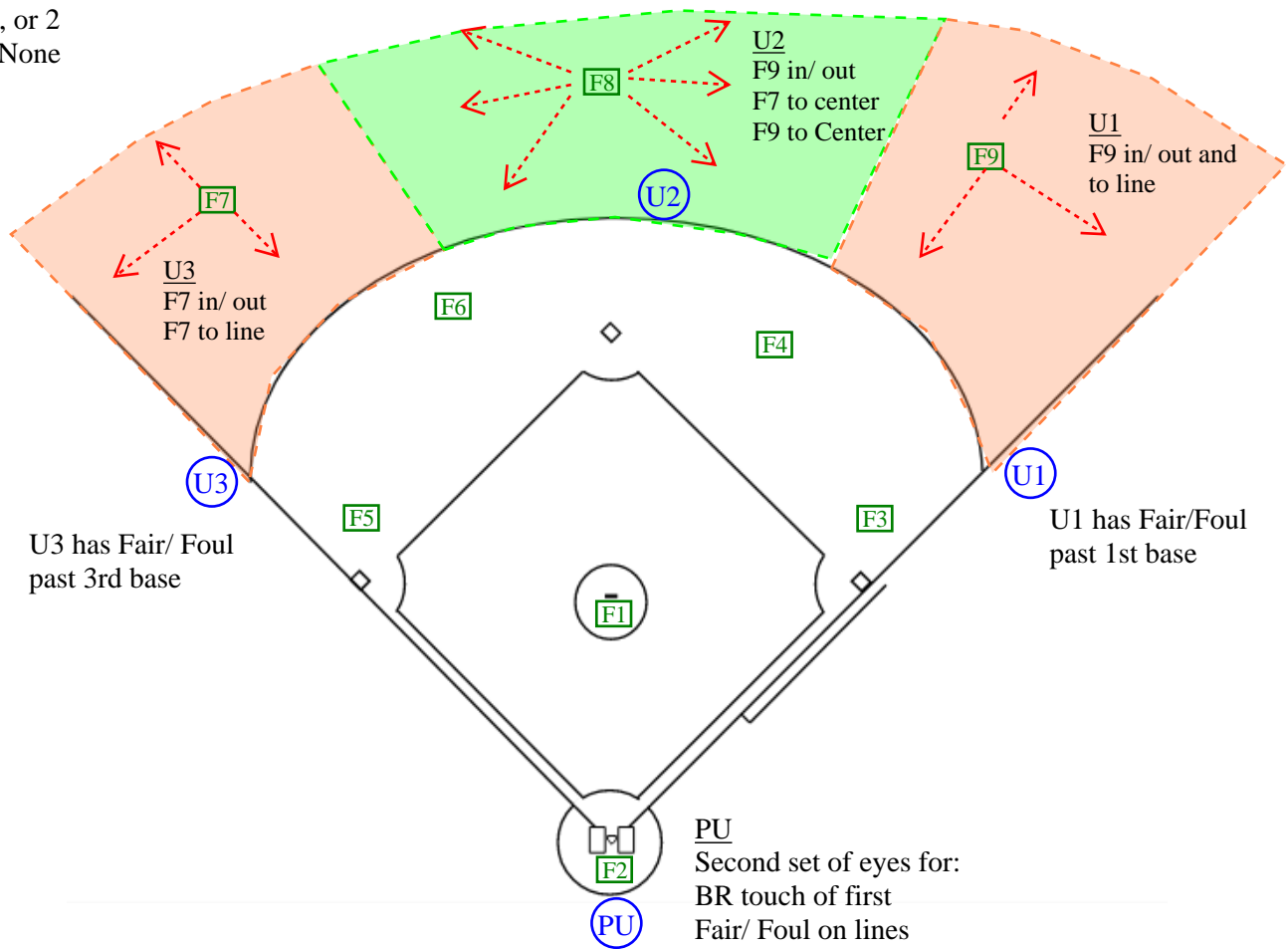


Four Umpire Mechanics - Pre-pitch

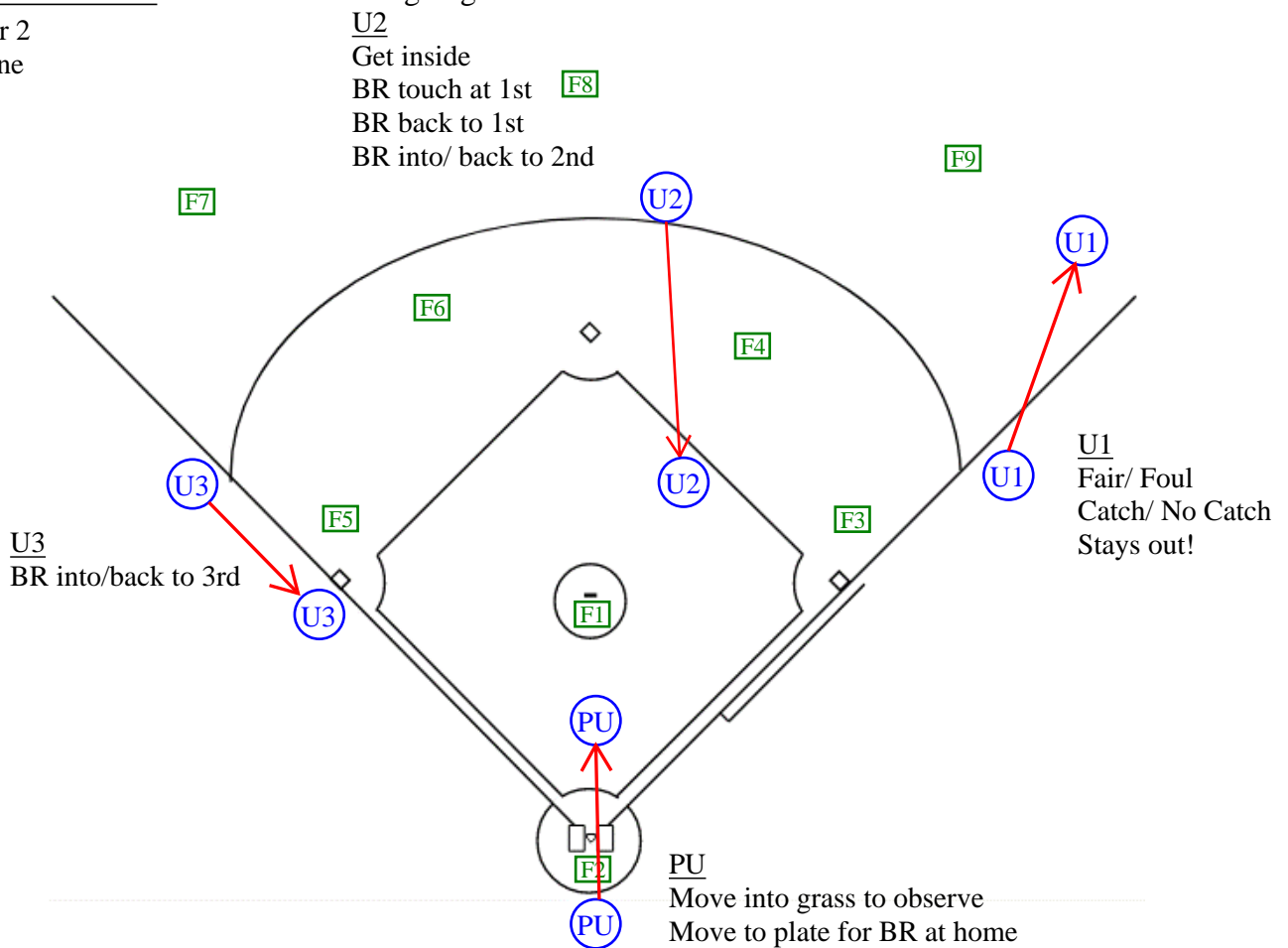
Minor/ Majors

Outs = 0, 1, or 2
Runners = None



Four Umpire Mechanics- Rotation with U1 going out

Outs = 0, 1, or 2
Runners = None

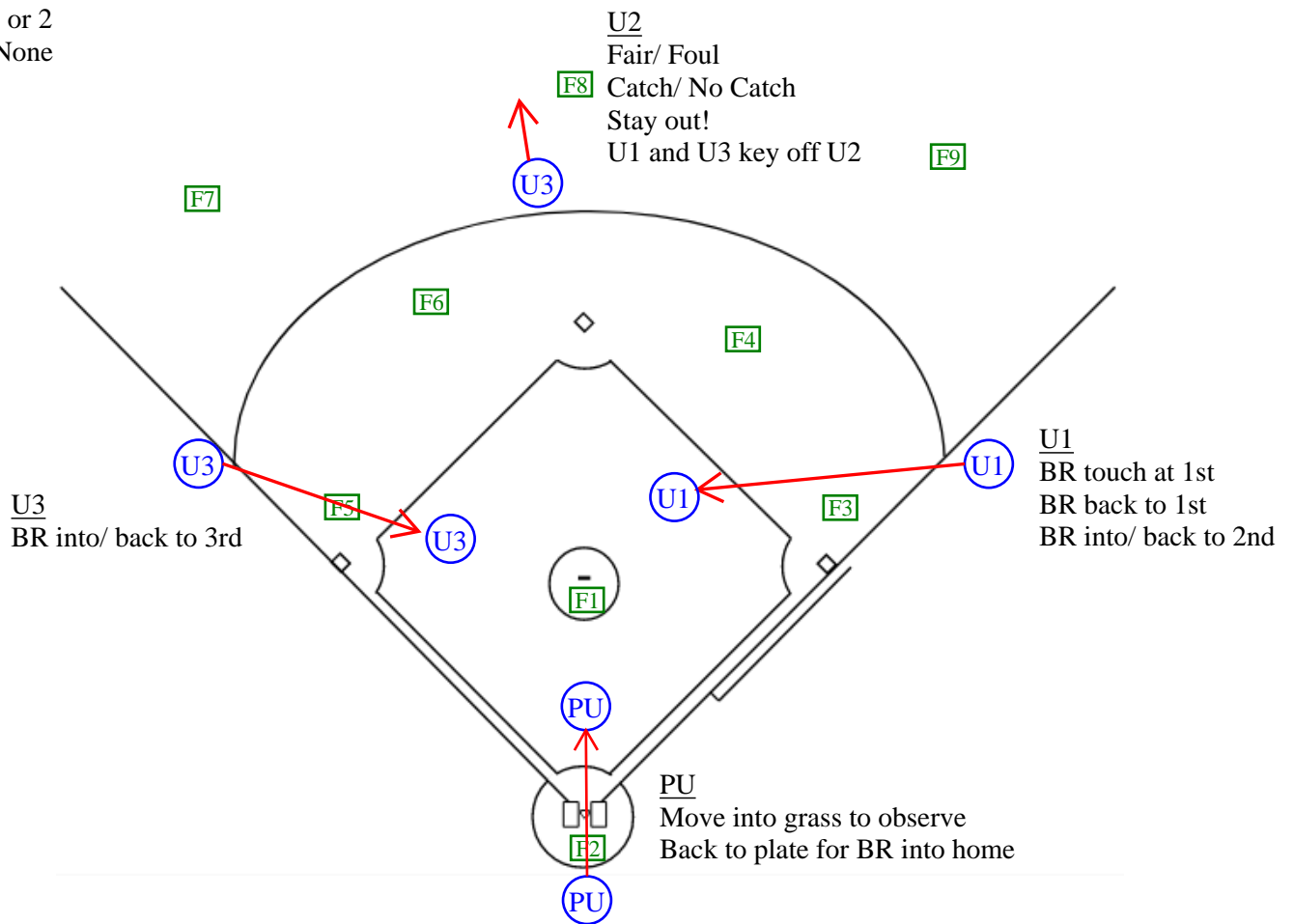


Four Umpire Mechanics- Rotation with U2 going out

Minor/ Majors

Outs = 0, 1, or 2

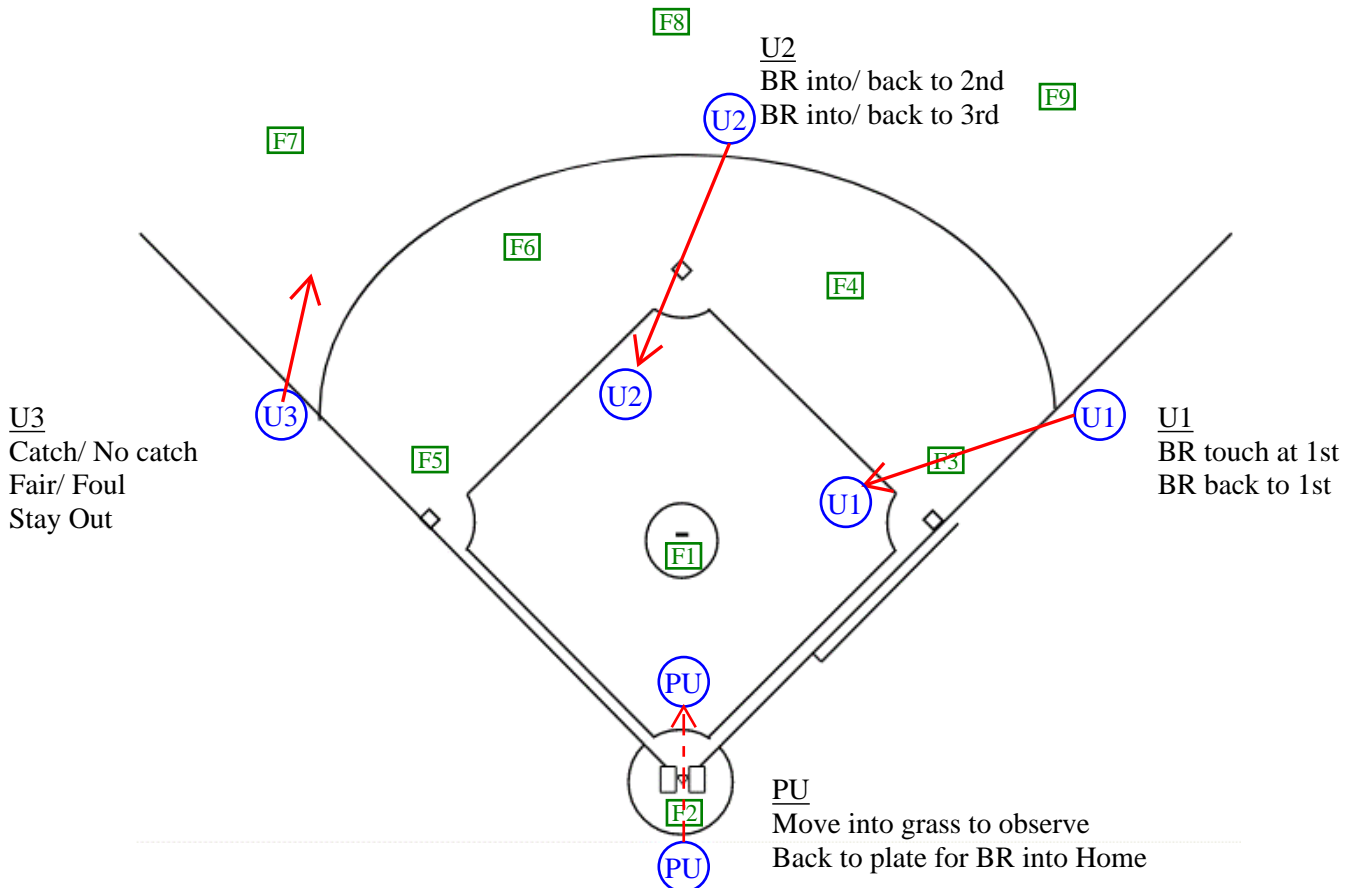
Runners = None



Four Umpire Mechanics- Rotation with U3 going out

Outs = 0, 1, or 2

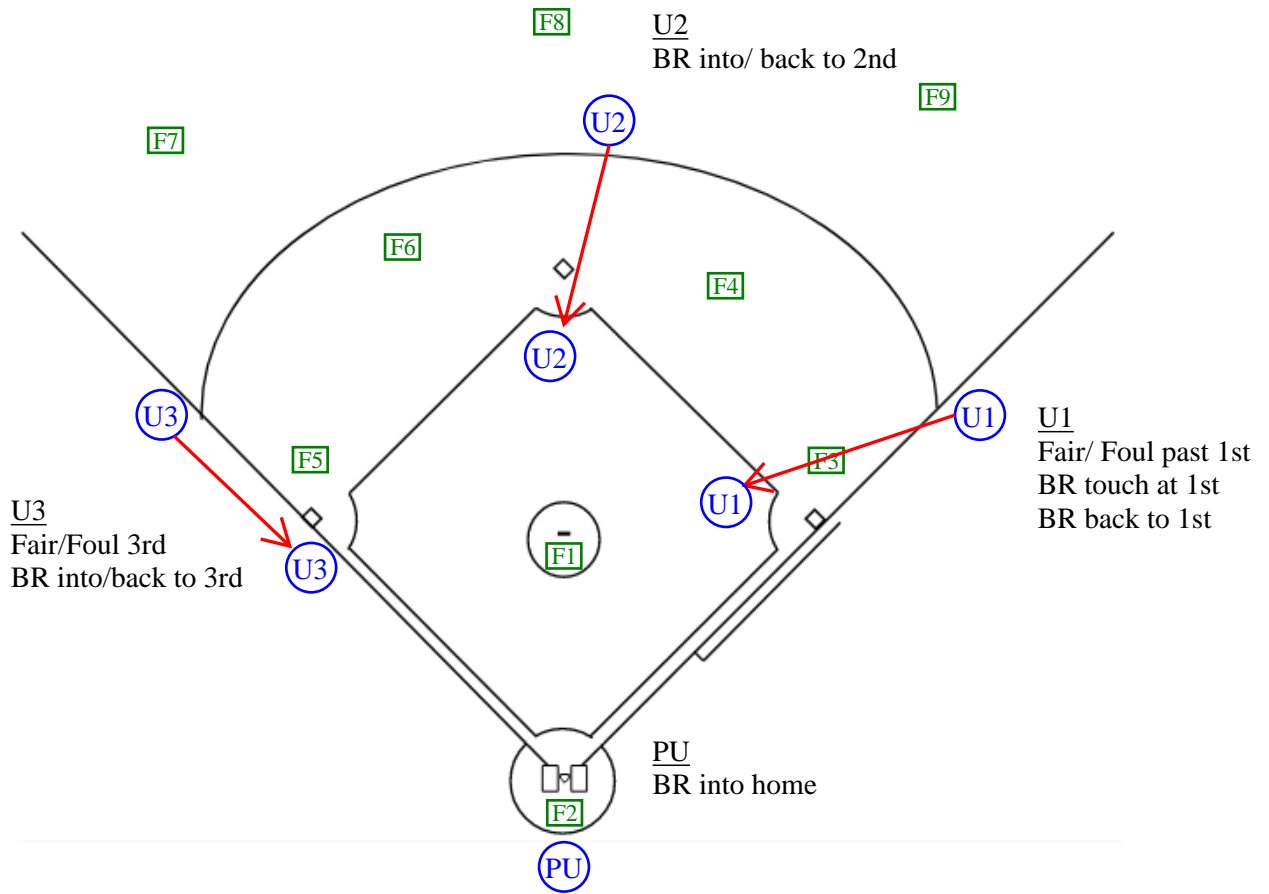
Runners = None



Four Umpire Mechanics- Rotation with clean base hit

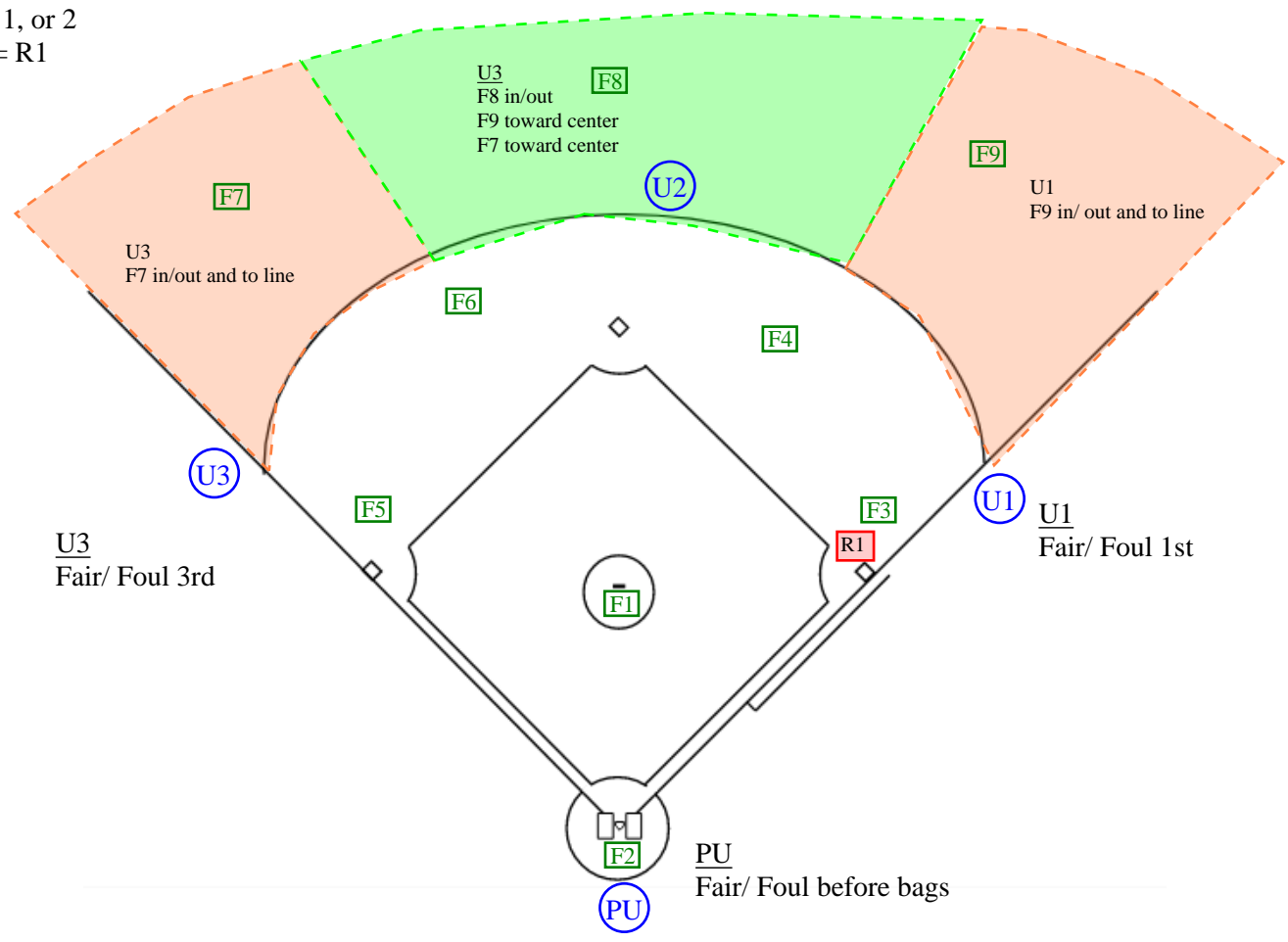
Outs = 0, 1, or 2

Runners = None



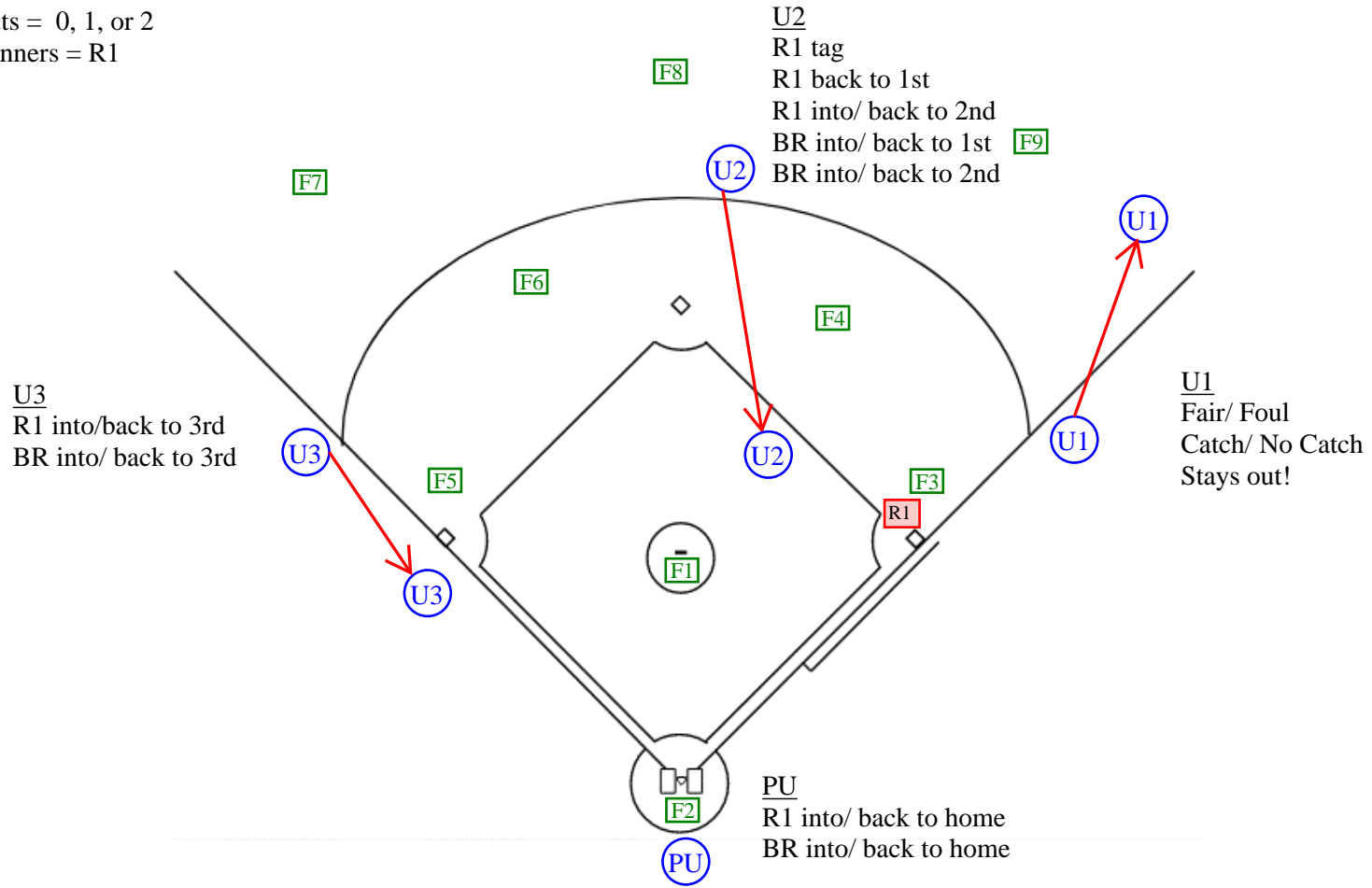
Four Umpire Mechanics - Pre-pitch

Outs = 0, 1, or 2
Runners = R1



Four Umpire Mechanics- Rotation with U1 going out

Outs = 0, 1, or 2
Runners = R1

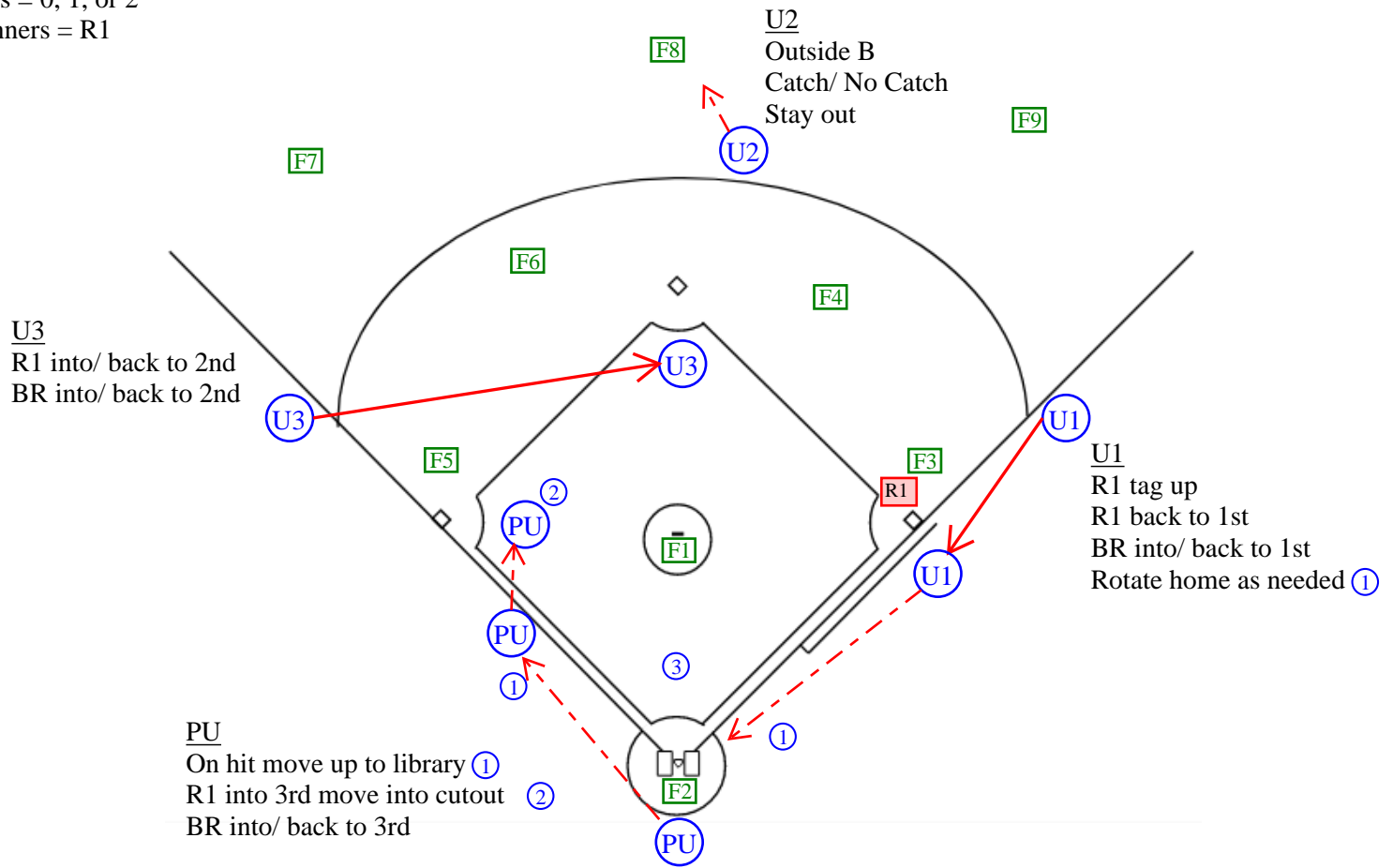


Four Umpire Mechanics- Rotation with U2 area

Minor/ Majors

Outs = 0, 1, or 2

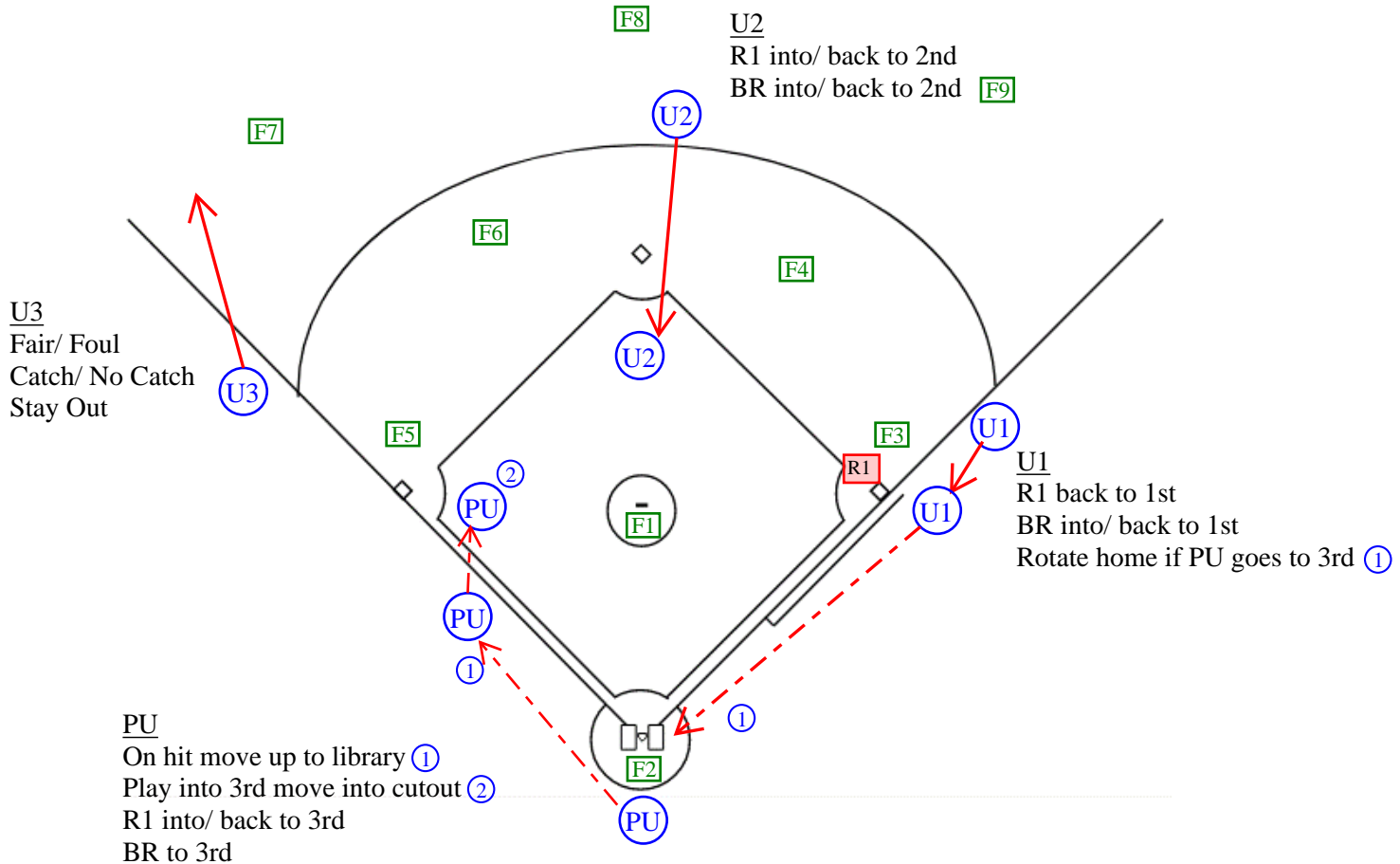
Runners = R1



Four Umpire Mechanics- Rotation with U3 going out

Outs = 0, 1, or 2

Runners = R1

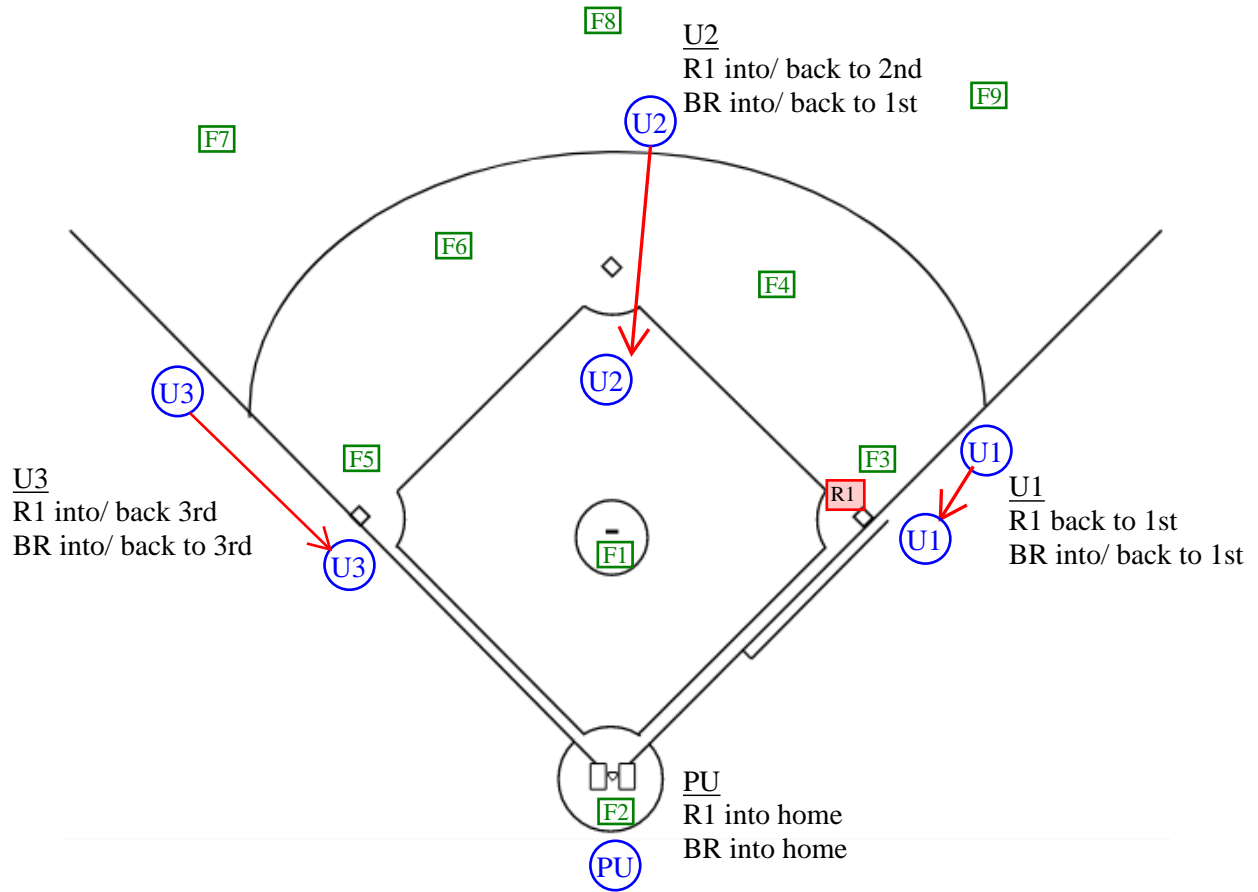


Four Umpire Mechanics- Rotation on clean base hit

Minor/ Majors

Outs = 0, 1, or 2

Runners = R1

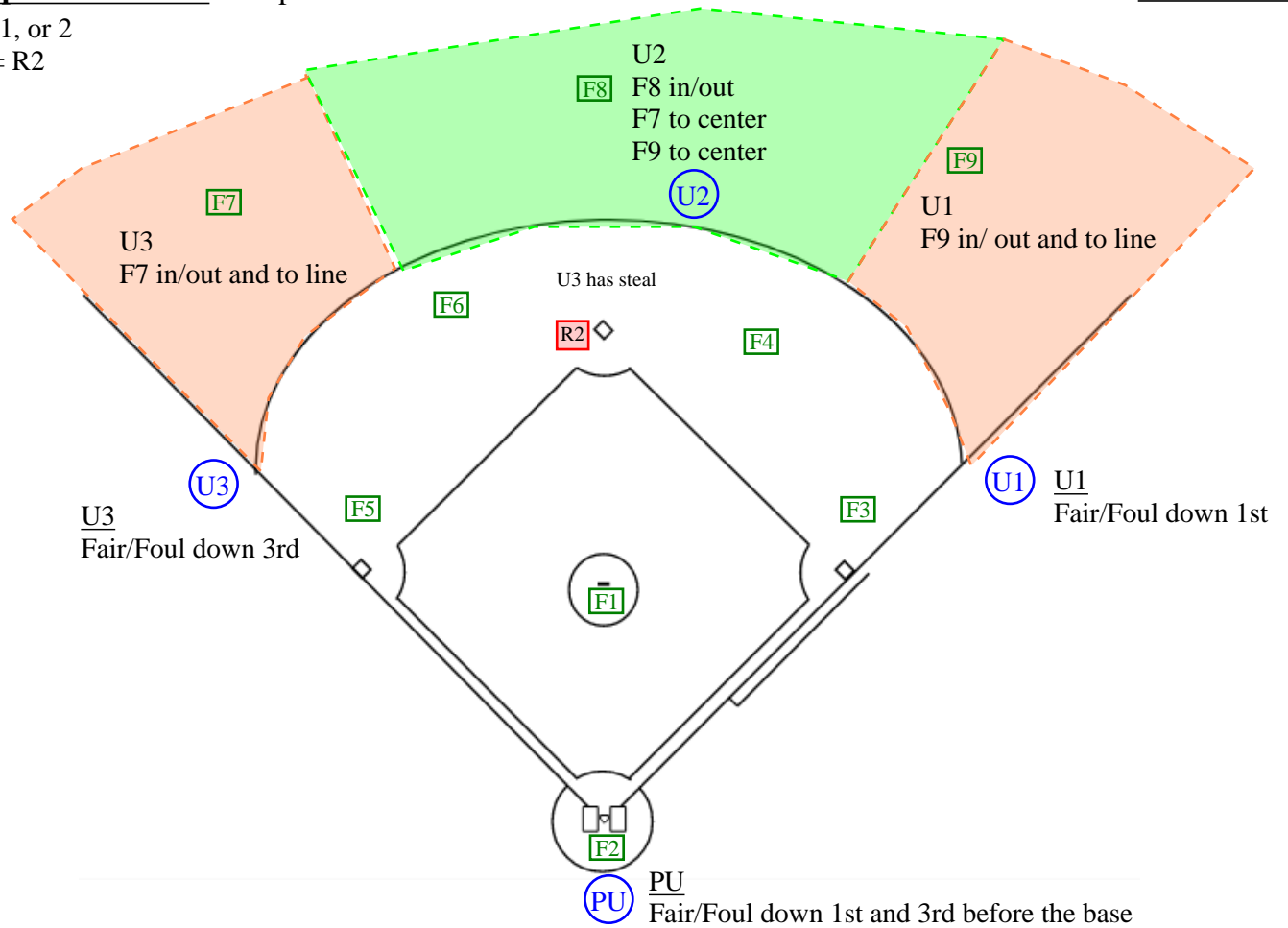


Four Umpire Mechanics - Pre-pitch

Minors/ Majors

Outs = 0, 1, or 2

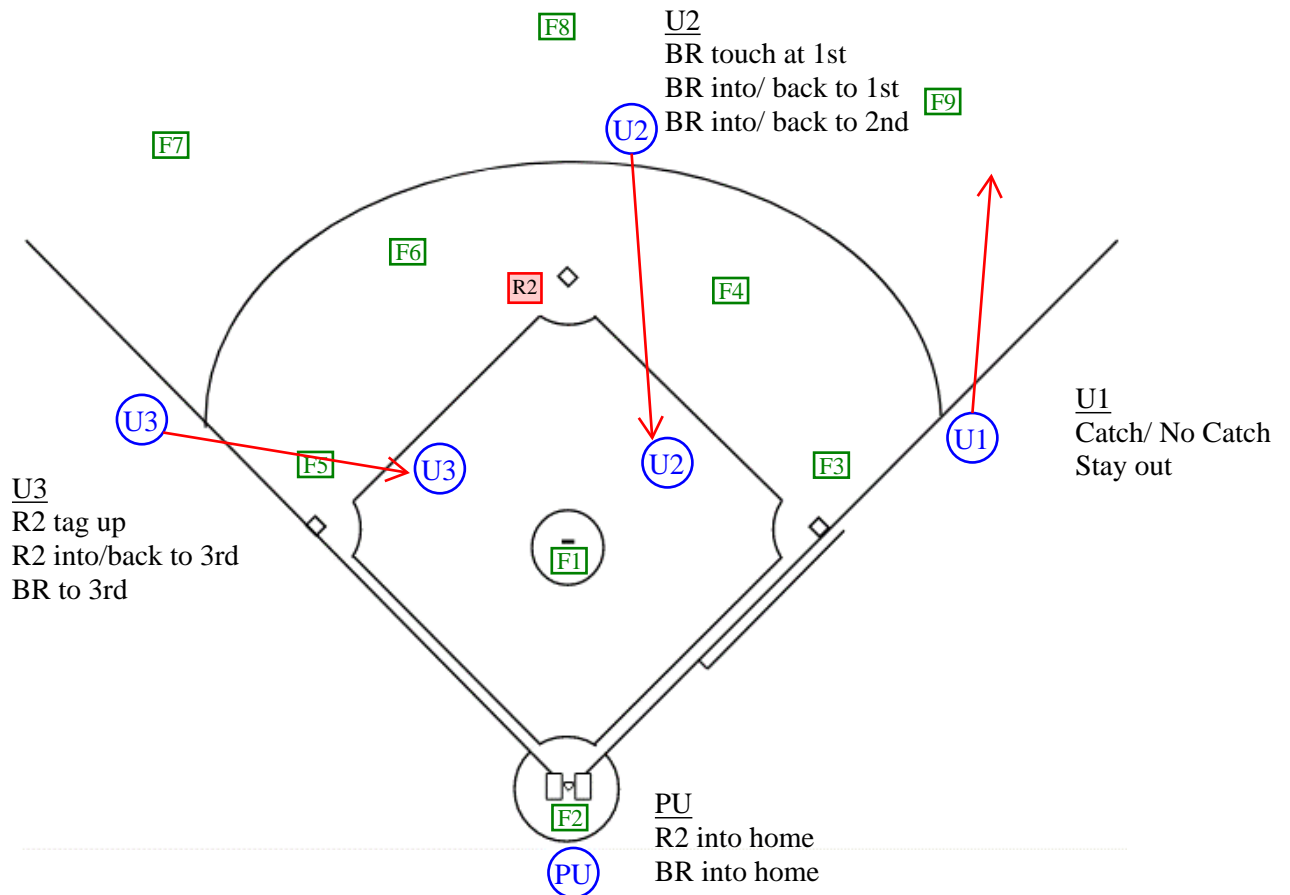
Runners = R2



Four Umpire Mechanics- Rotation with fly to U1 area

Outs = 0 or 1

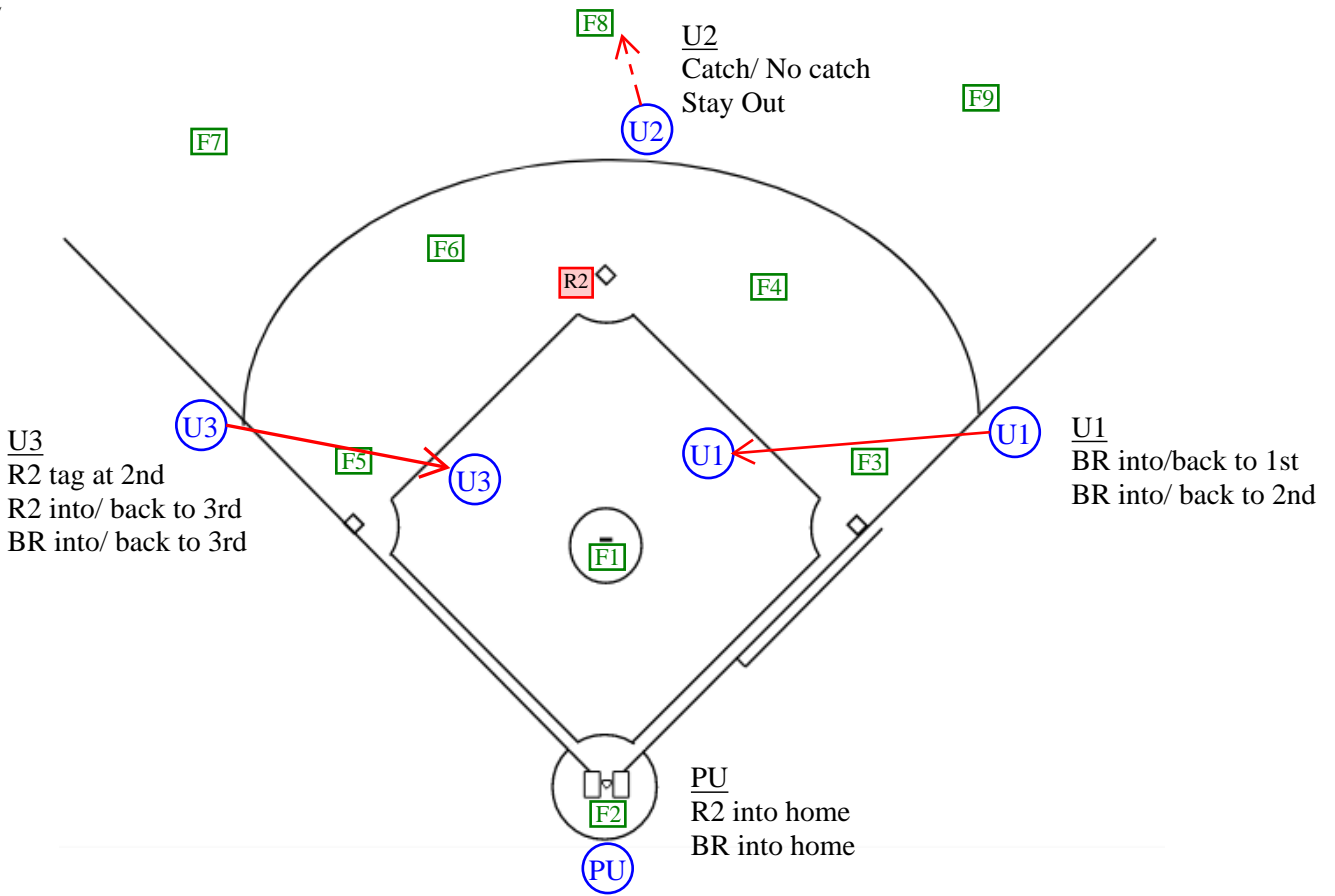
Runners = R2



Four Umpire Mechanics- Rotation with U2 going out

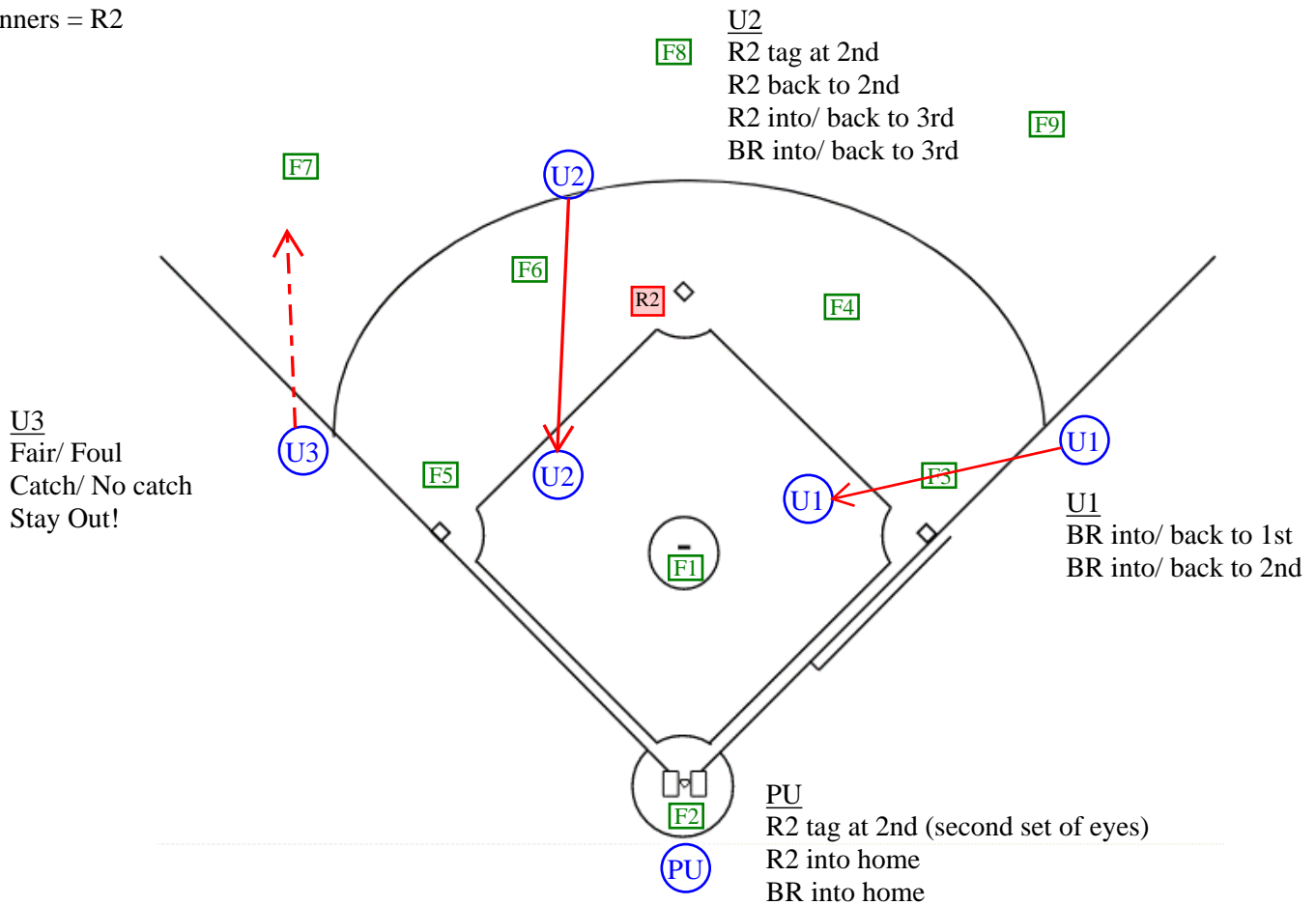
Minors/ Majors

Outs = 0 or 1
Runners = R2



Four Umpire Mechanics- Rotation on U3 going out

Outs = 0 or 1
Runners = R2

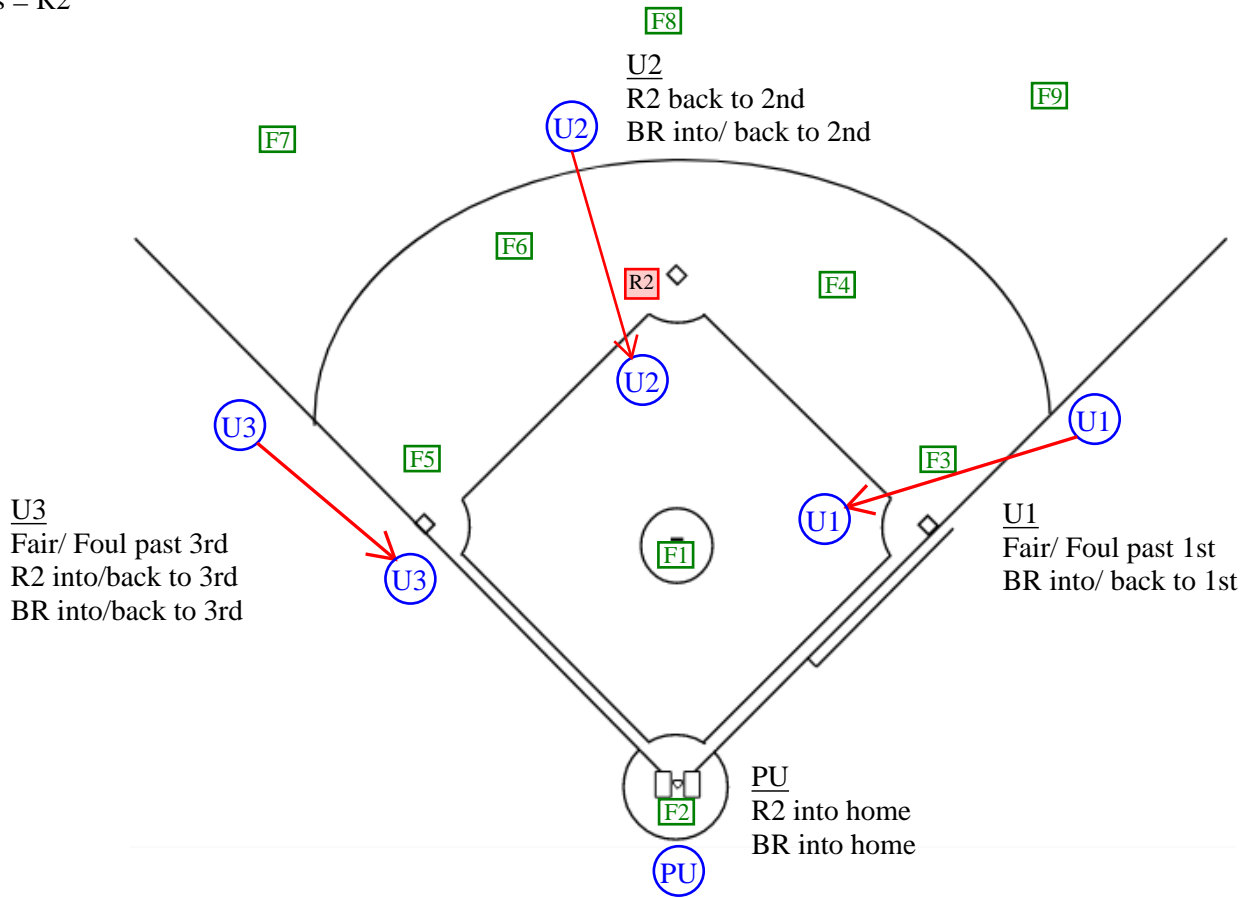


Four Umpire Mechanics- Rotation with clean base hit

Minors/ Majors

Outs = 2

Runners = R2

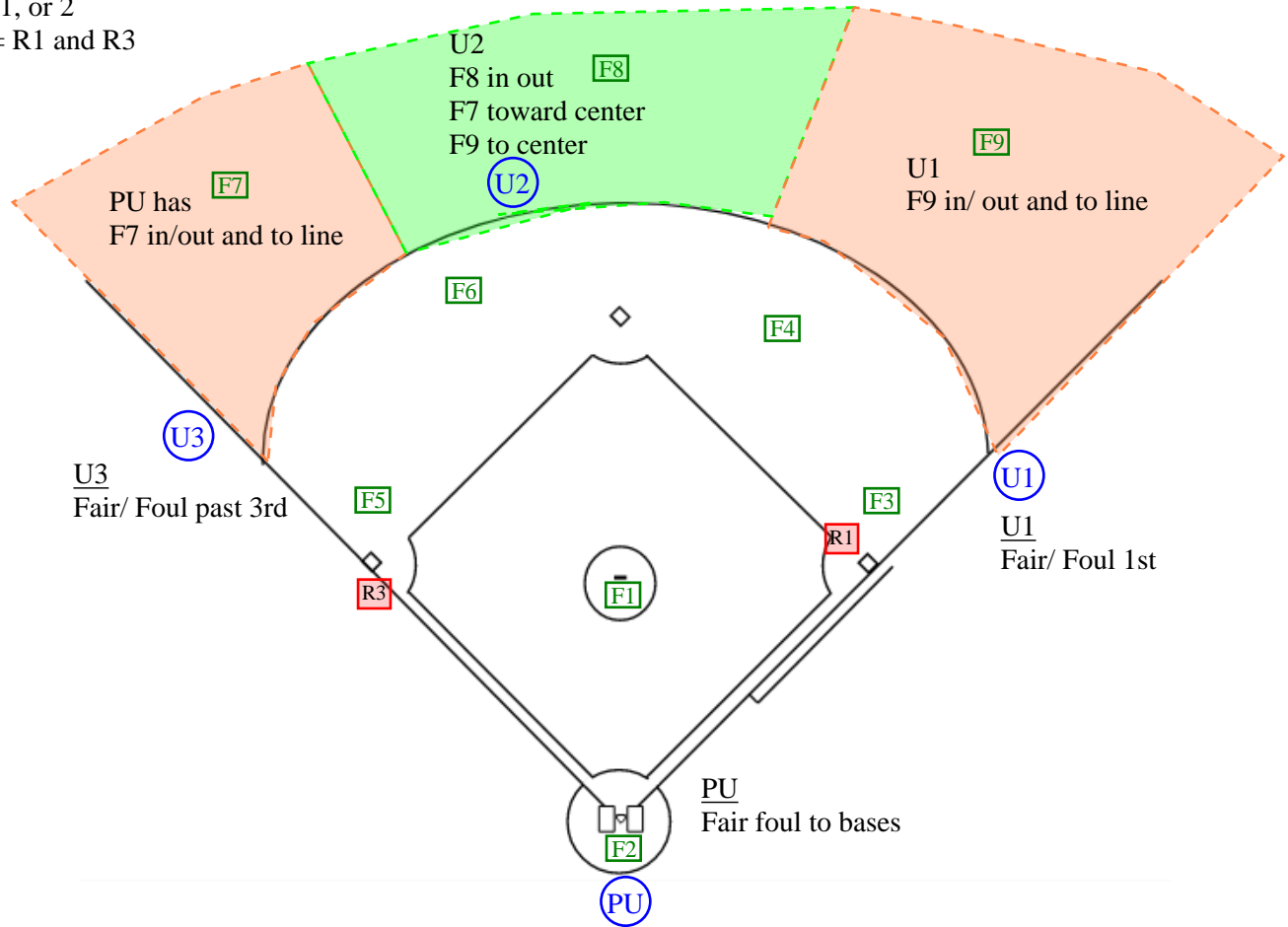


Four Umpire Mechanics - Pre-pitch

Minors/ Majors

Outs = 0, 1, or 2

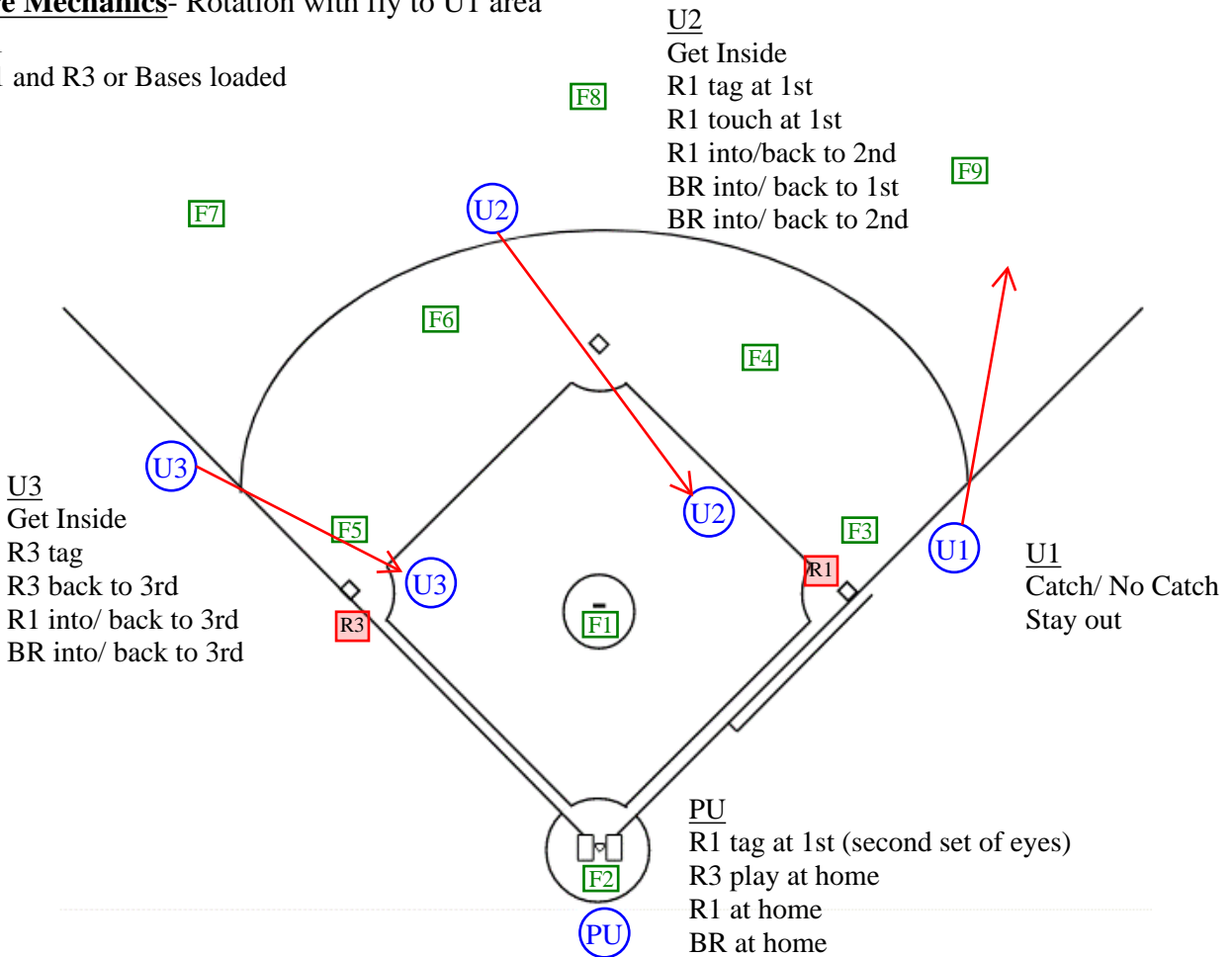
Runners = R1 and R3



Four Umpire Mechanics- Rotation with fly to U1 area

Outs = 0 or 1

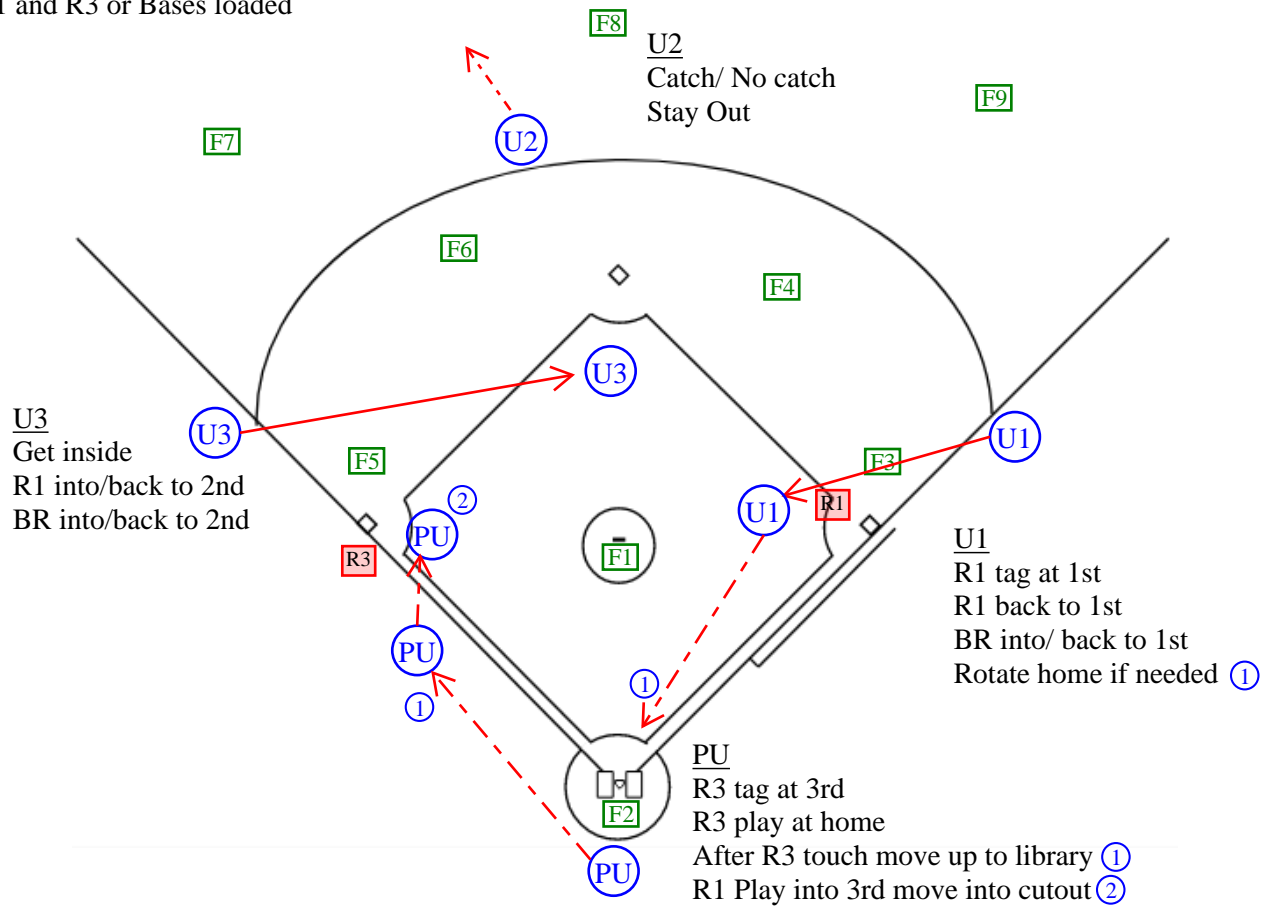
Runners = R1 and R3 or Bases loaded



Four Umpire Mechanics- Rotation with U2 going out

Outs = 0 or 1

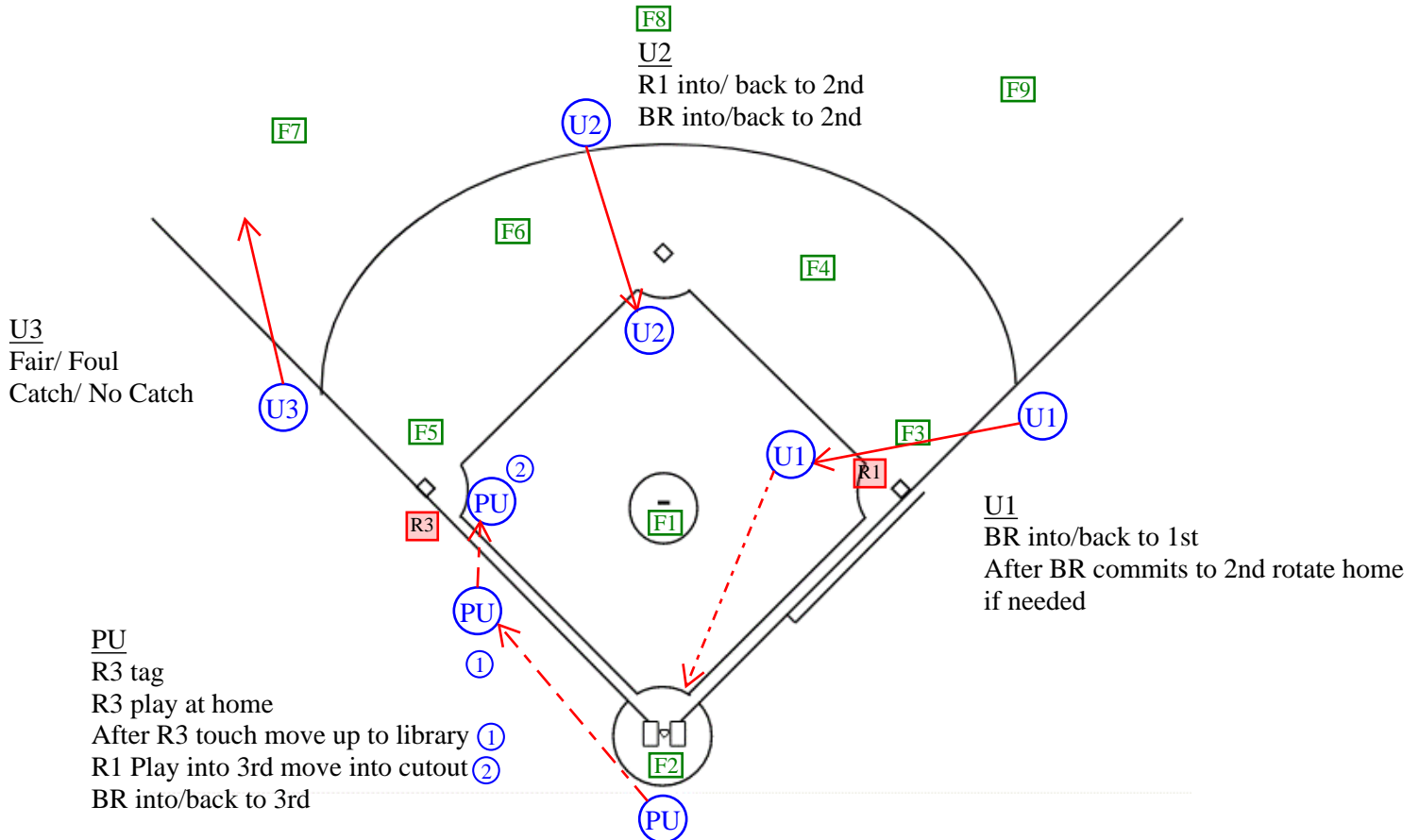
Runners = R1 and R3 or Bases loaded



Four Umpire Mechanics- Rotation with U3 going out

Outs = 0 or 1

Runners = R1 and R3 or Bases loaded

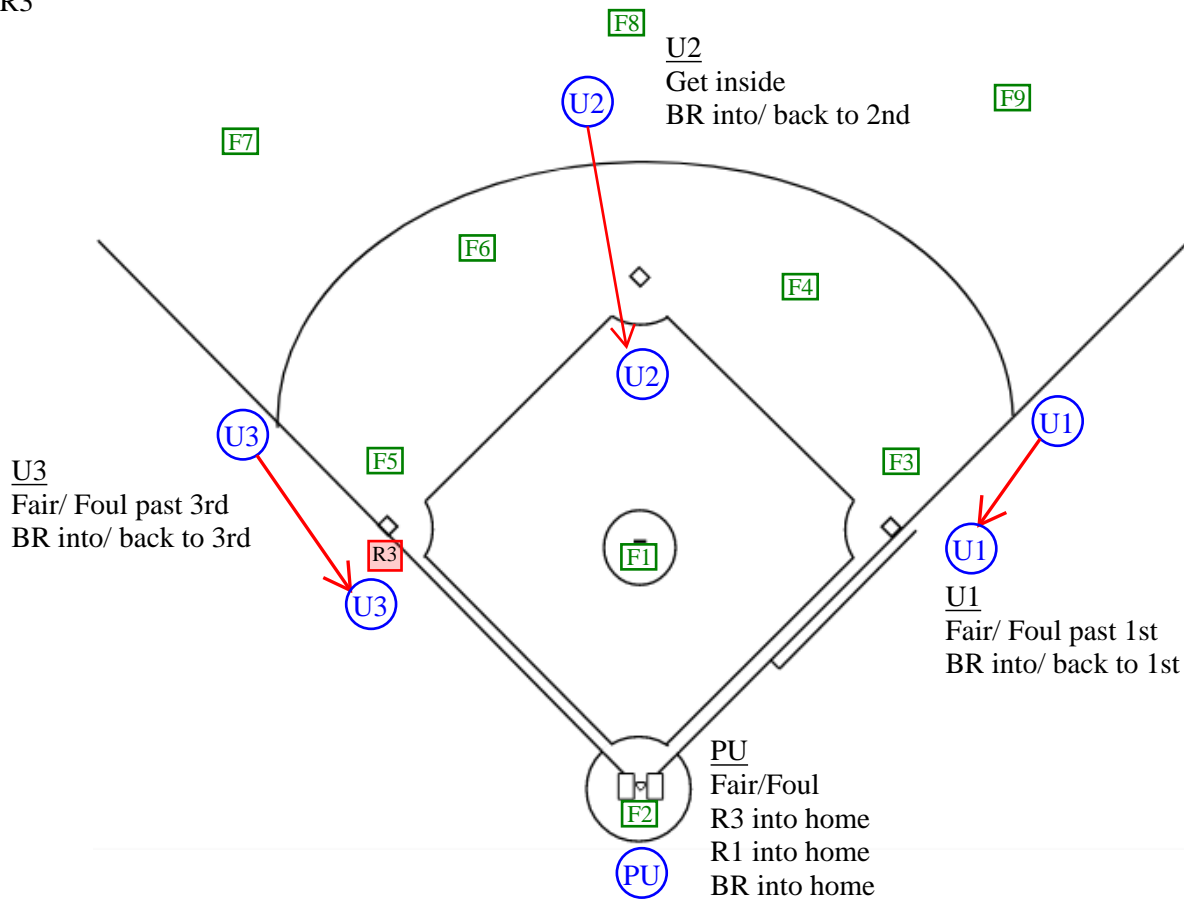


Four Umpire Mechanics- Rotation with clean base hit

Minors/ Majors

Outs = 0, 1, or 2

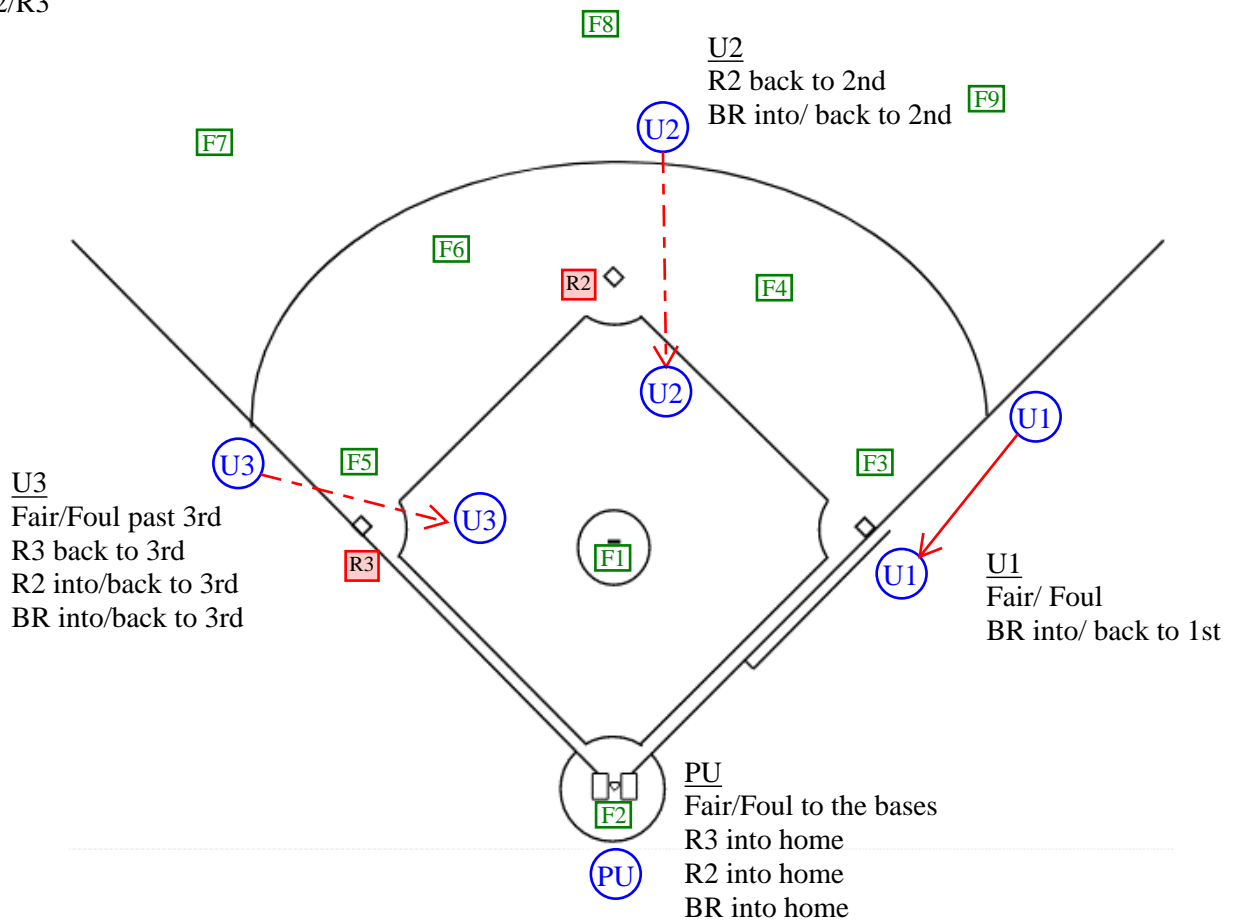
Runners = R3



Four Umpire Mechanics- Rotation with clean base hit

Outs = 0,1, or 2

Runners = R2/R3



Four Umpire Mechanics- Rotation with clean base hit

Minors/ Majors

Outs = 0, 1, in 2

Runners = Bases Loaded

