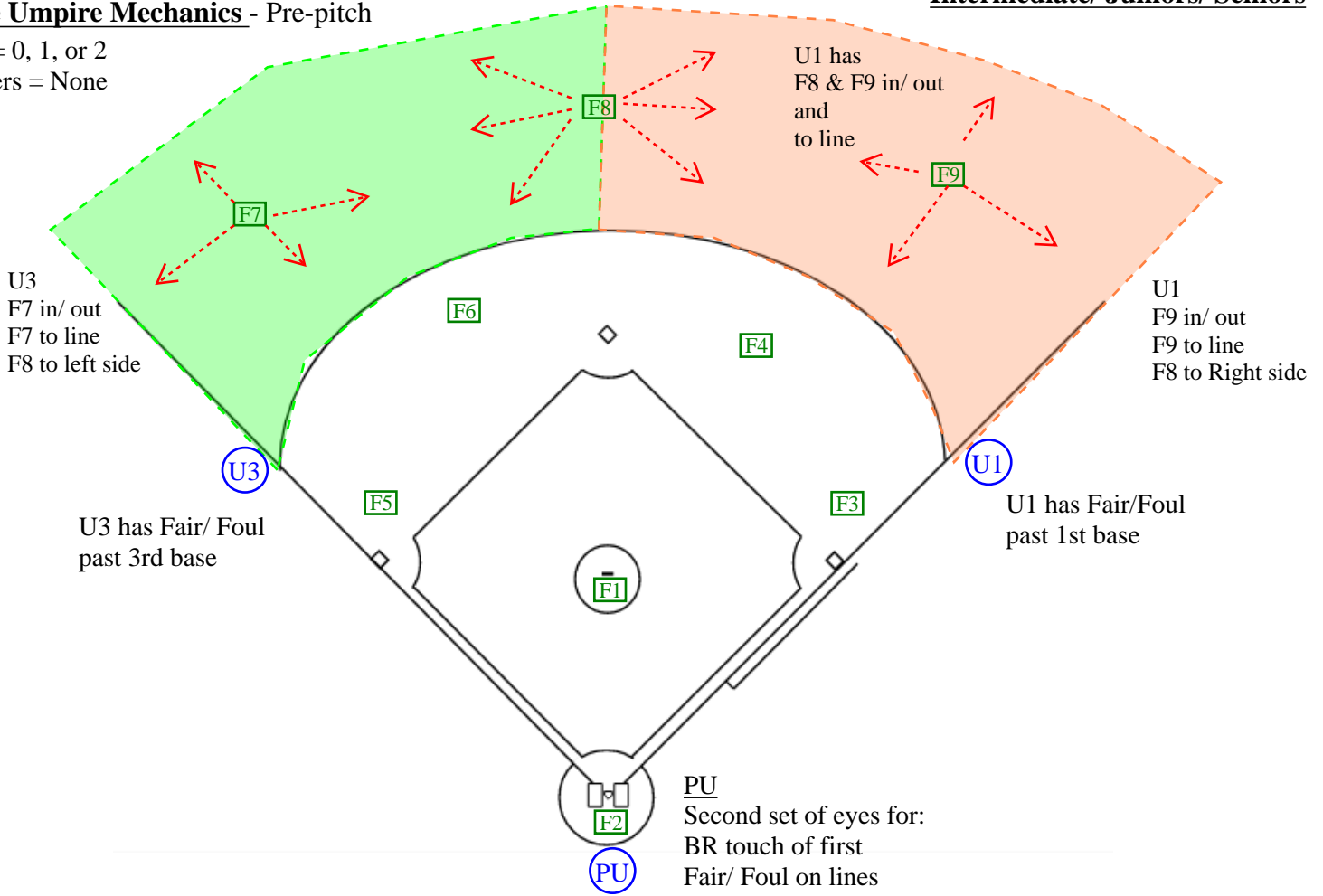


Three Umpire Mechanics - Pre-pitch

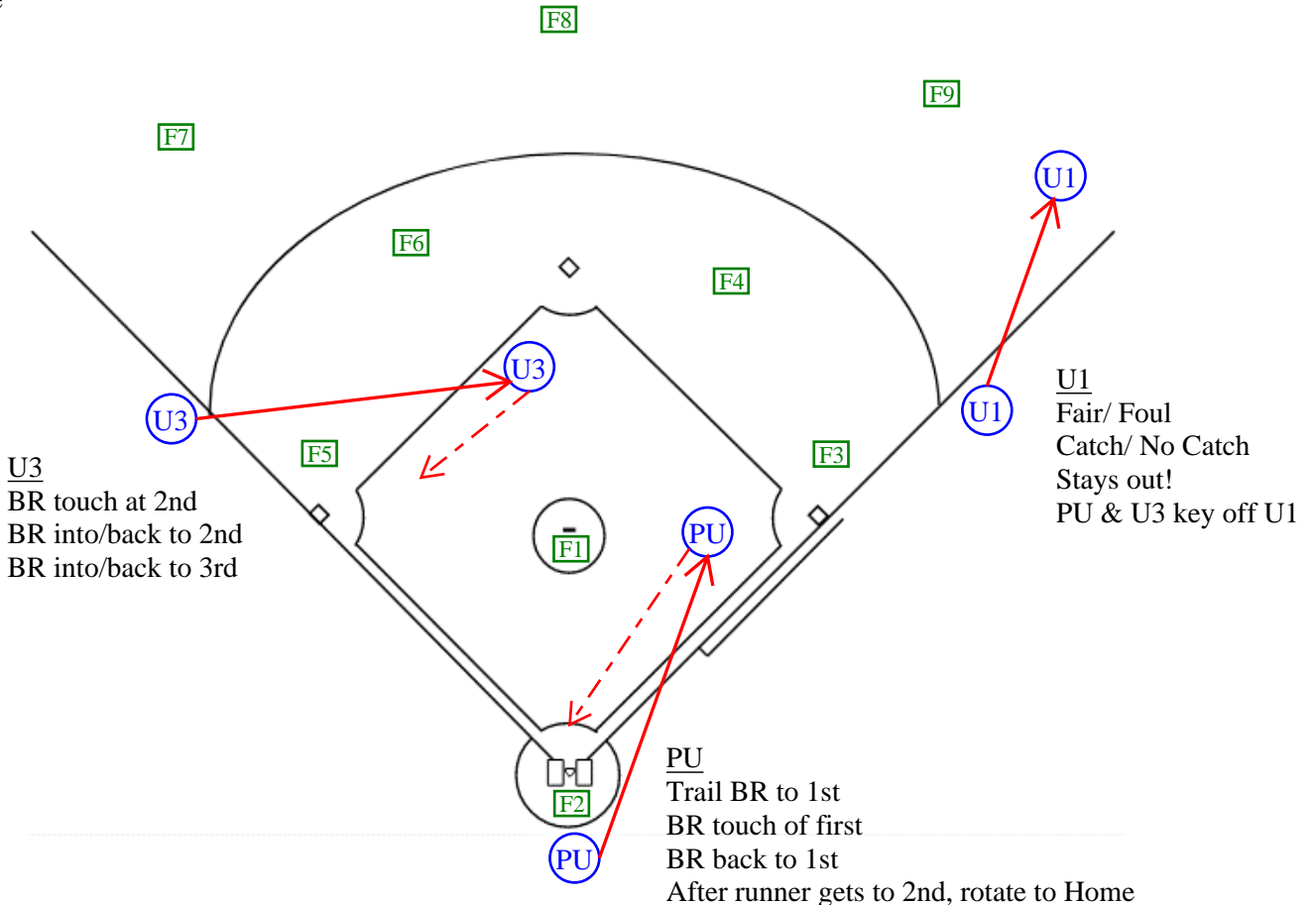
Intermediate/ Juniors/ Seniors

Outs = 0, 1, or 2
Runners = None



Three Umpire Mechanics- Rotation with U1 going out

Outs = 0, 1, or 2
Runners = None



Three Umpire Mechanics- Rotation with U3 going out

Intermediate/ Juniors/ Seniors

Outs = 0, 1, or 2

Runners = None

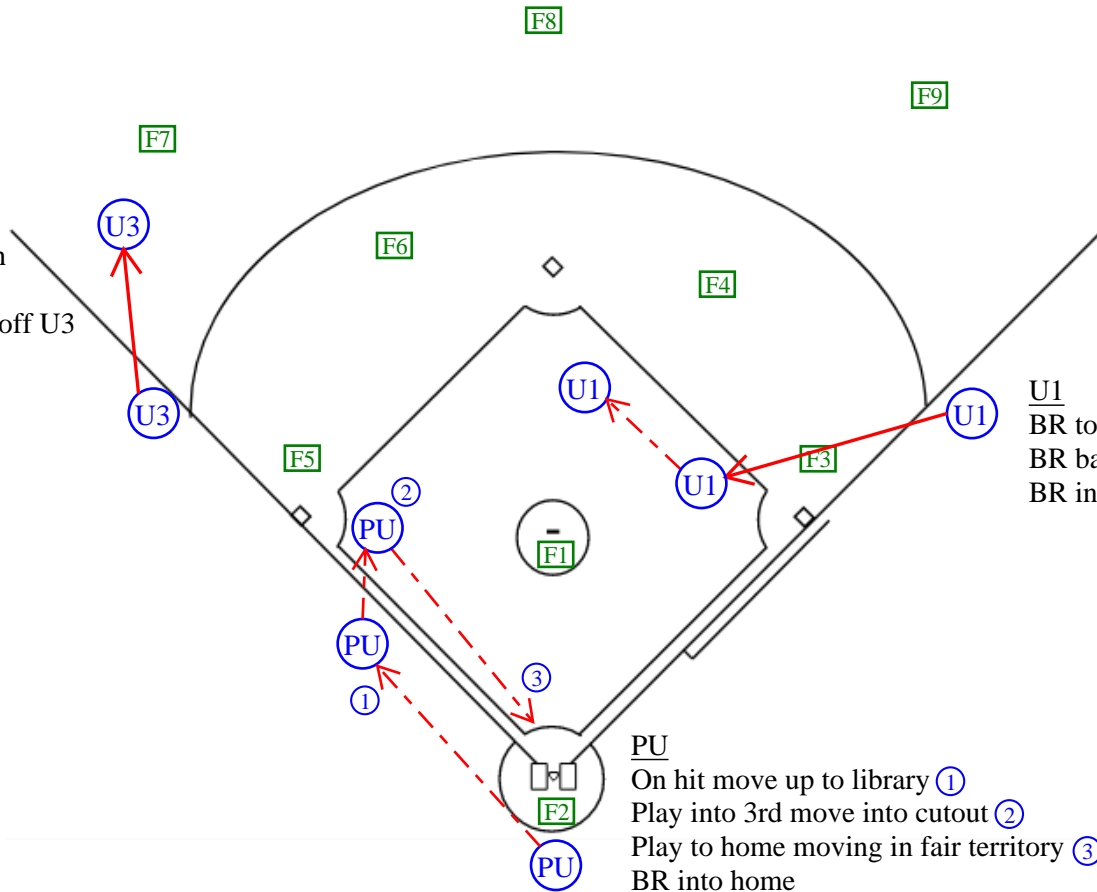
U3

Fair/ Foul

Catch/ No Catch

Stay out!

PU and U1 key off U3



Three Umpire Mechanics- Rotation with clean base hit

Outs = 0, 1, or 2

Runners = None

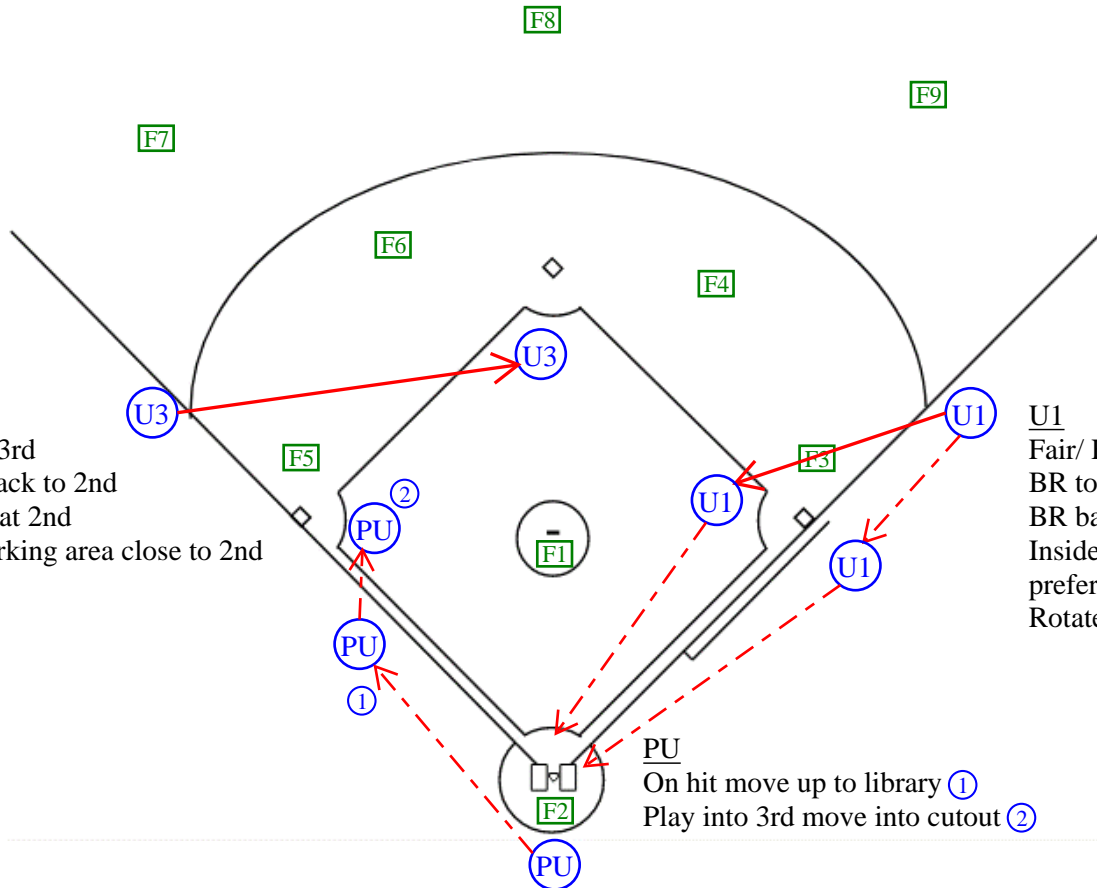
U3

Fair/Foul 3rd

BR into/back to 2nd

BR touch at 2nd

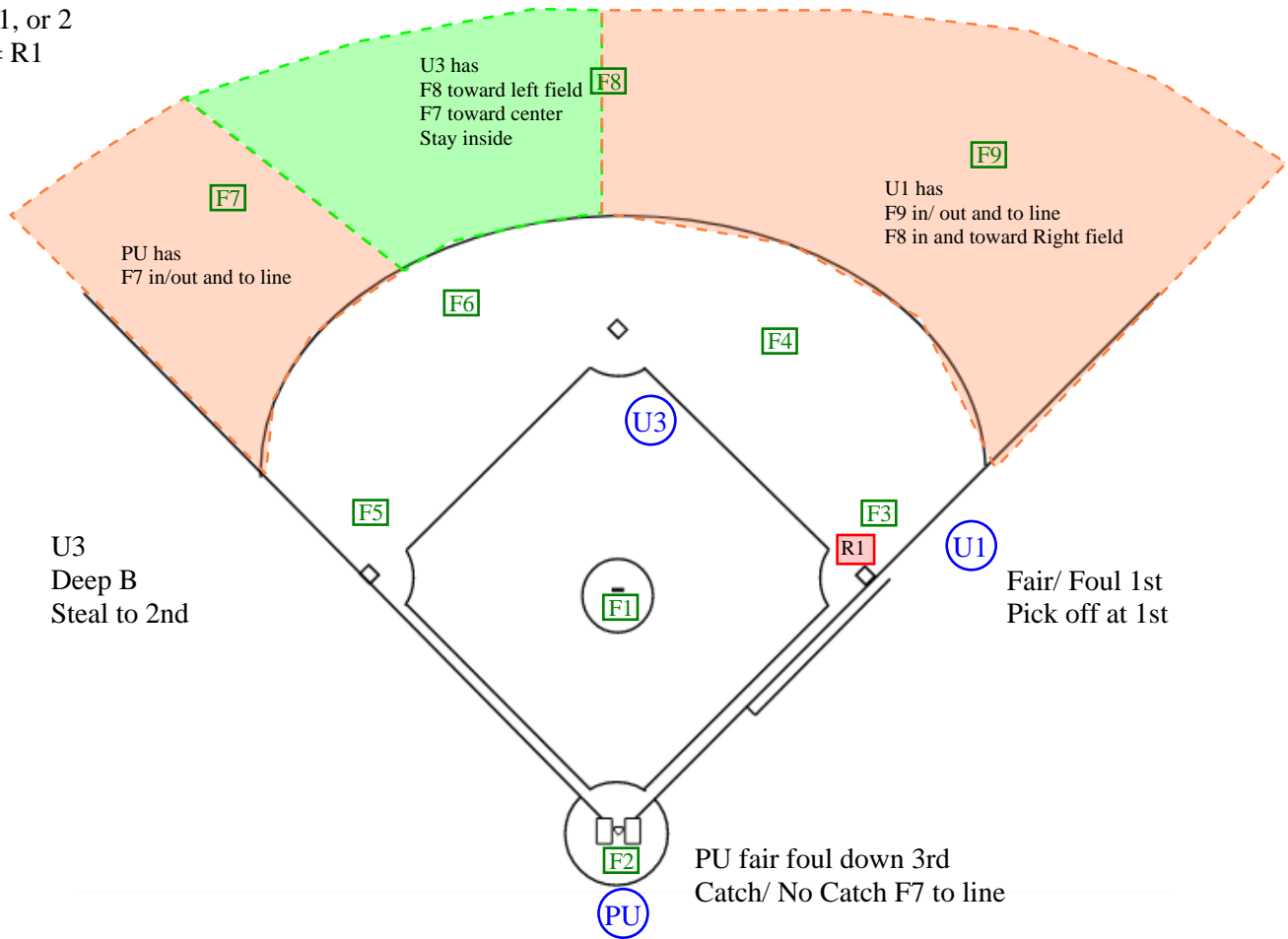
Get to working area close to 2nd



Three Umpire Mechanics - Pre-pitch

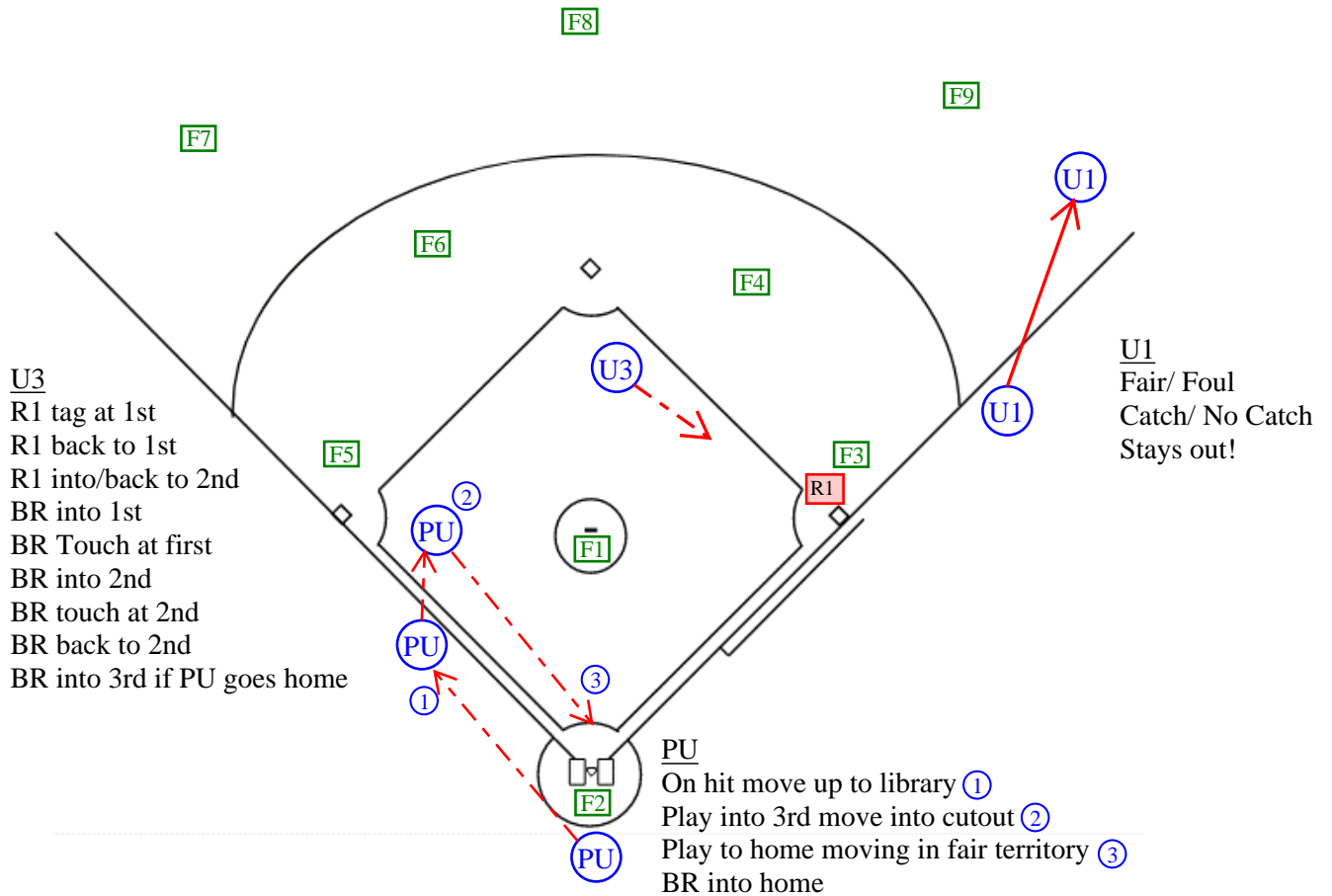
Intermediate/ Juniors/ Seniors

Outs = 0, 1, or 2
Runners = R1



Three Umpire Mechanics- Rotation with U1 going out

Outs = 0, 1, or 2
Runners = R1

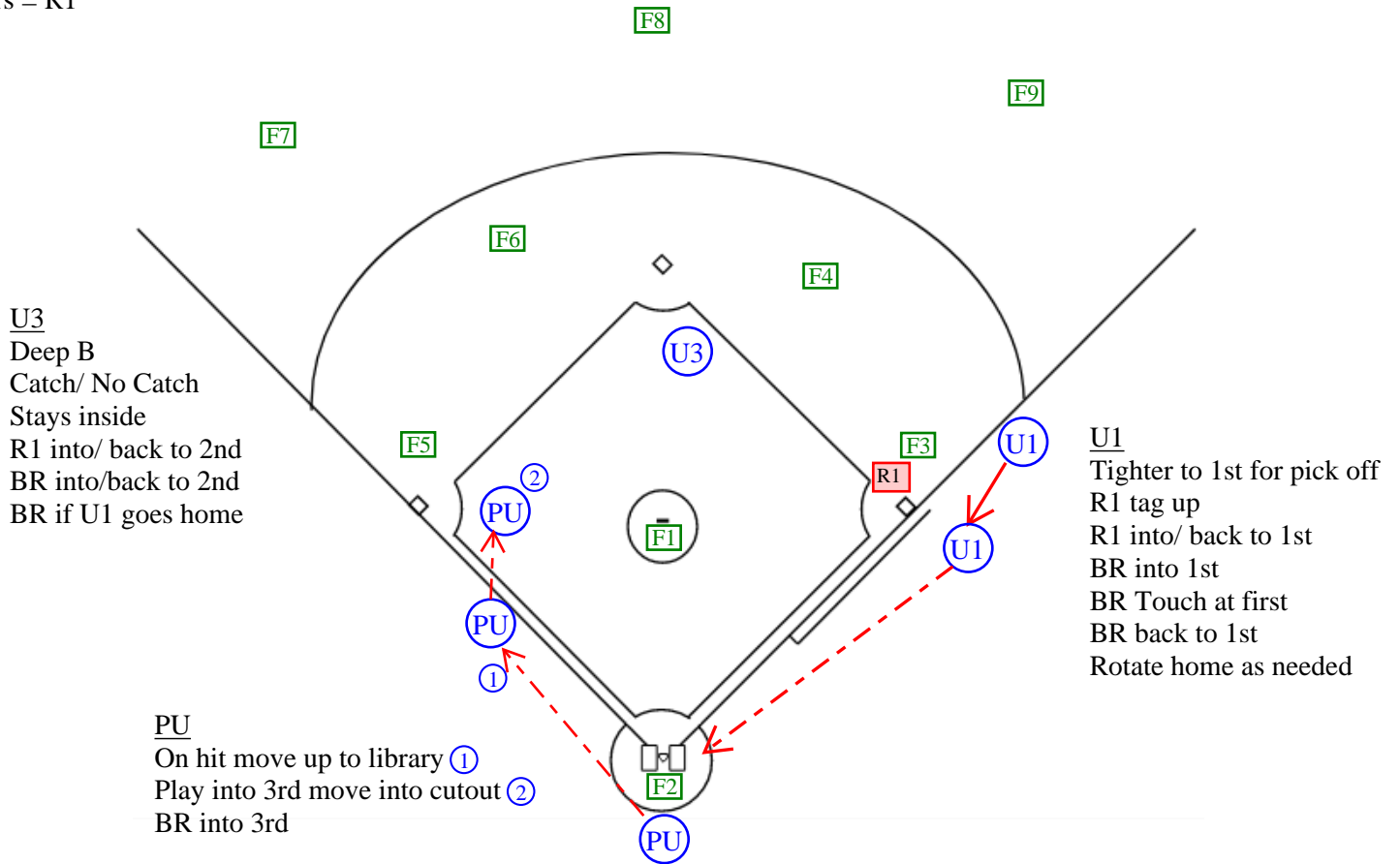


Three Umpire Mechanics- Rotation with U3 area

Intermediate/ Juniors/ Seniors

Outs = 0, 1, or 2

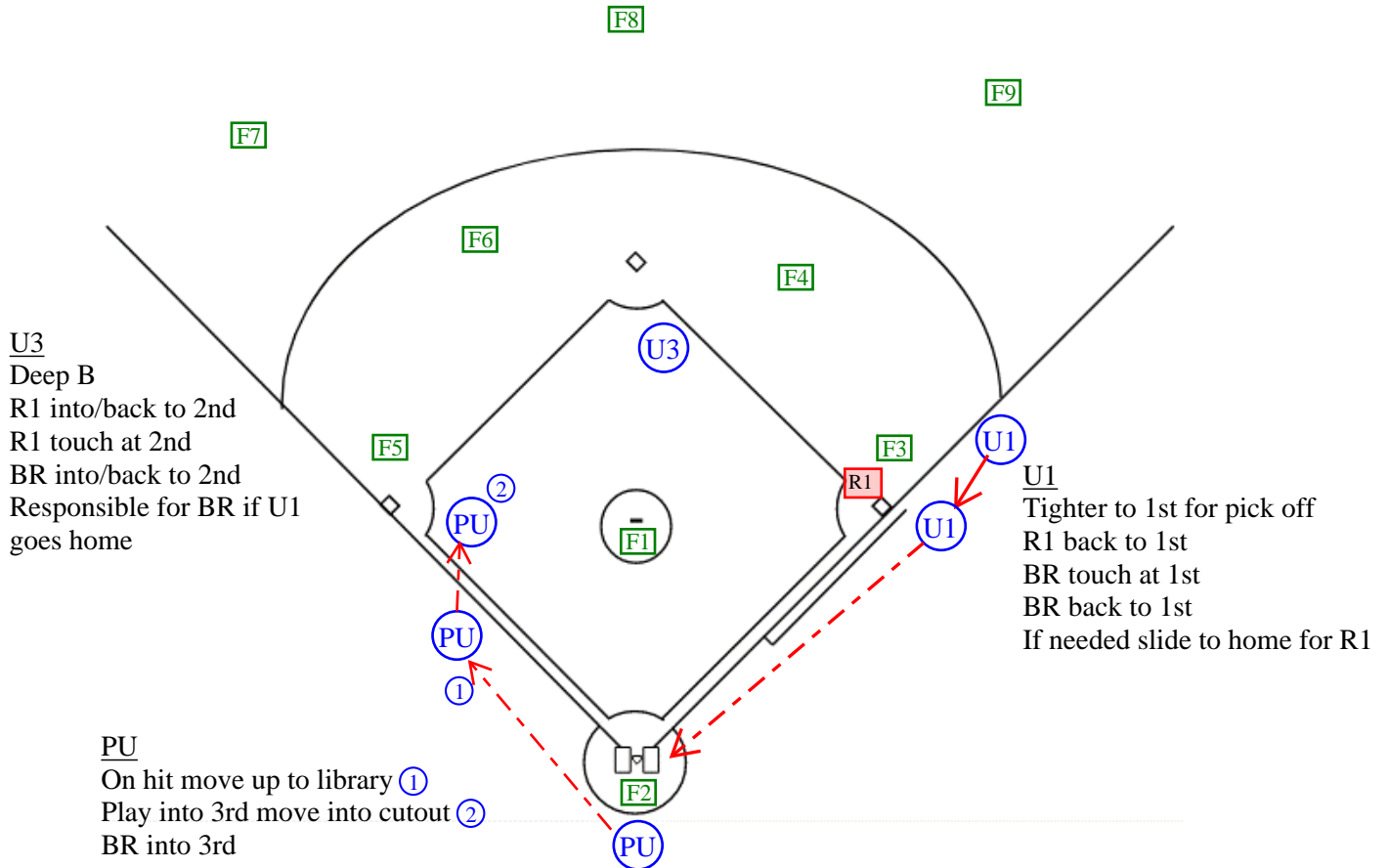
Runners = R1



Three Umpire Mechanics- Rotation on clean base hit

Outs = 0, 1, or 2

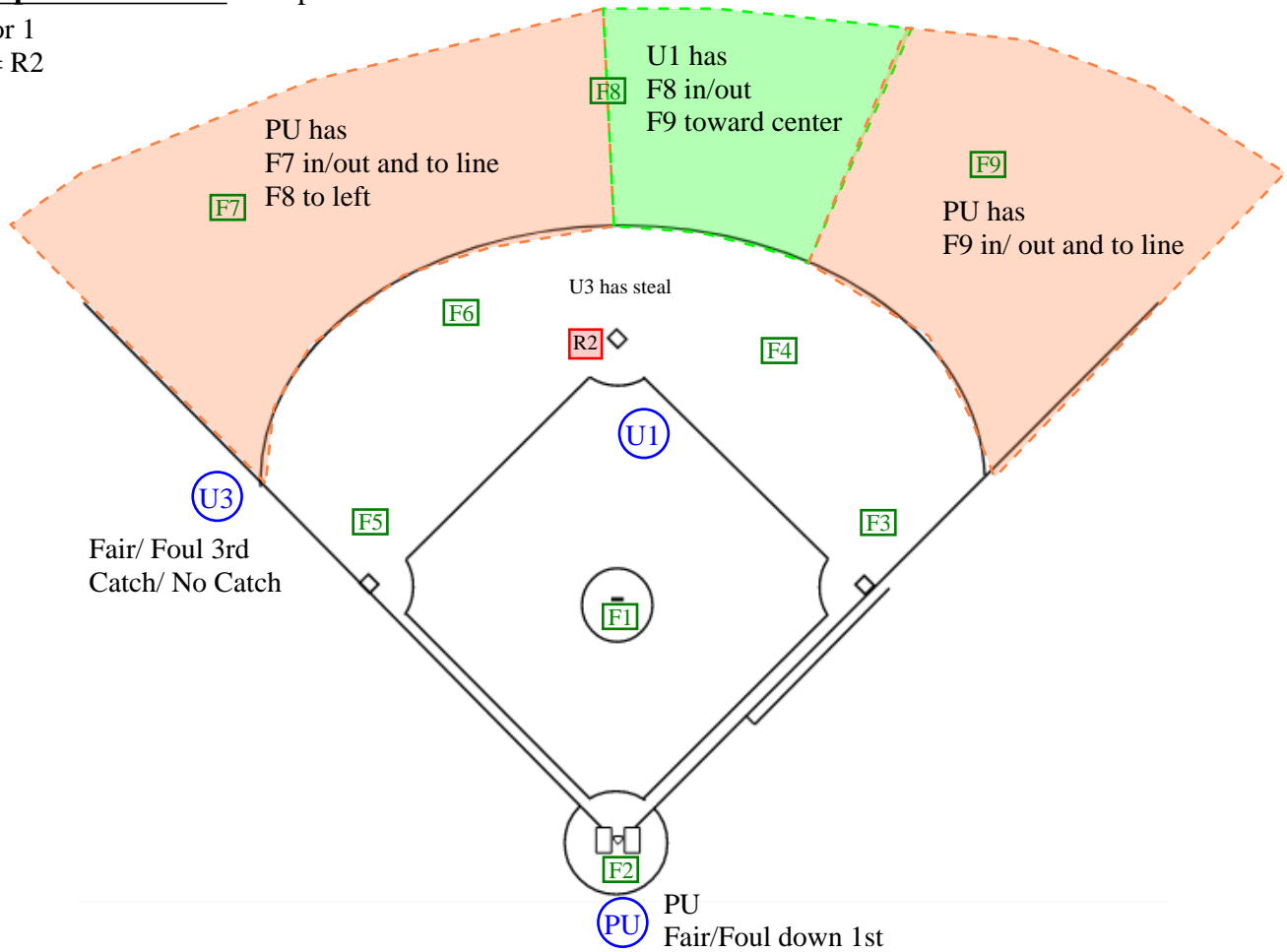
Runners = R1



Three Umpire Mechanics - Pre-pitch

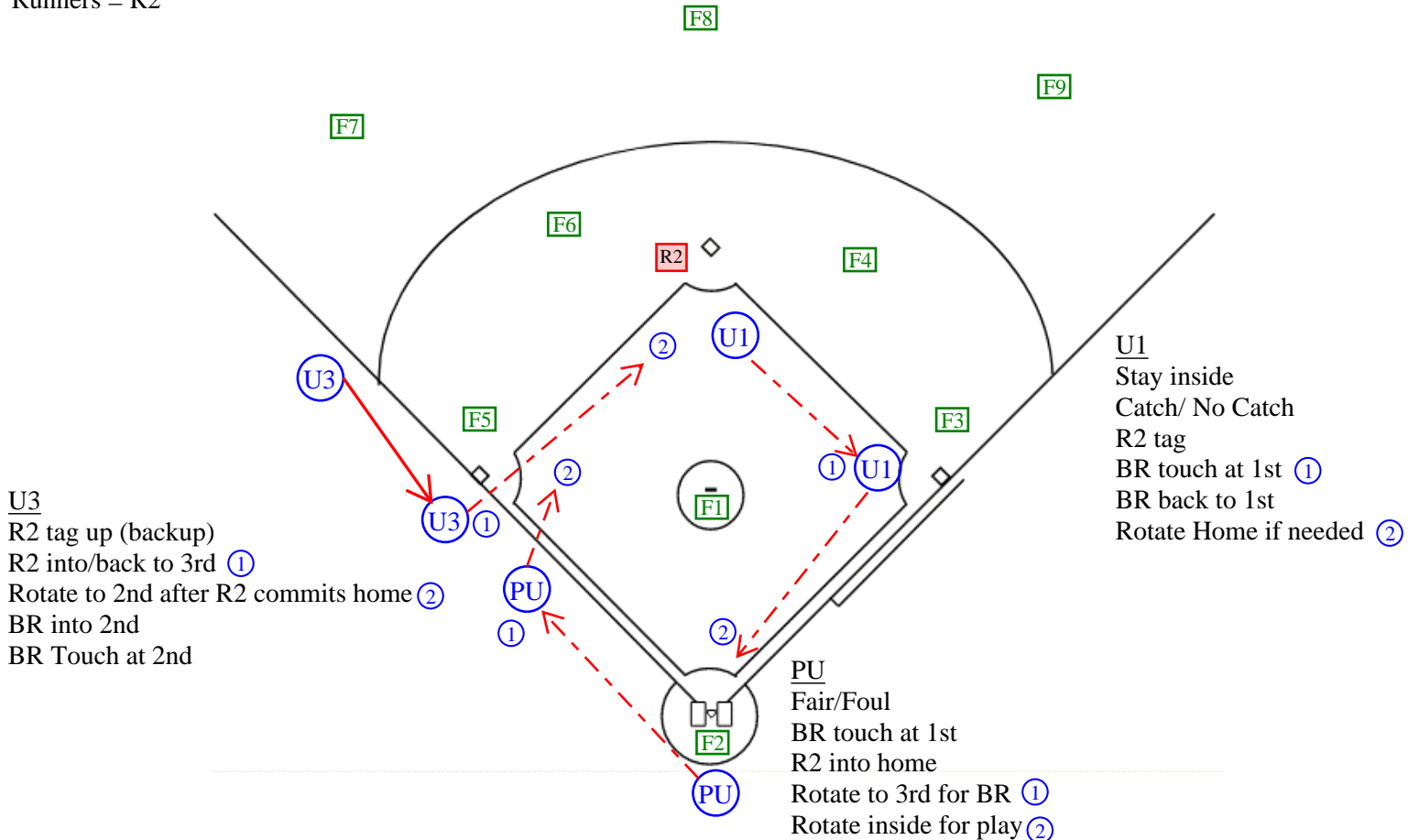
Intermediate/Juniors/Seniors

Outs = 0 or 1
Runners = R2



Three Umpire Mechanics- Rotation with fly to U1 area

Outs = 0 or 1
Runners = R2

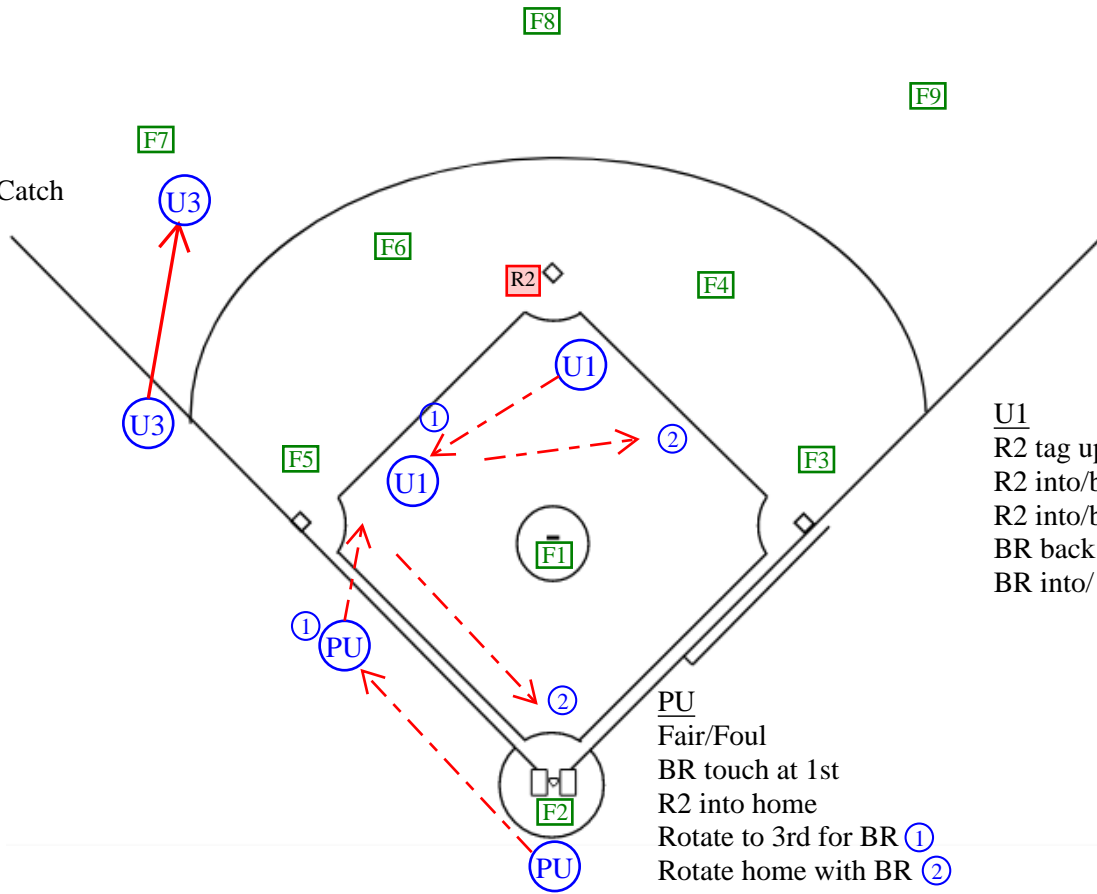


Three Umpire Mechanics- Rotation with U3 going out

Intermediate/Juniors/Seniors

Outs = 0 or 1
Runners = R2

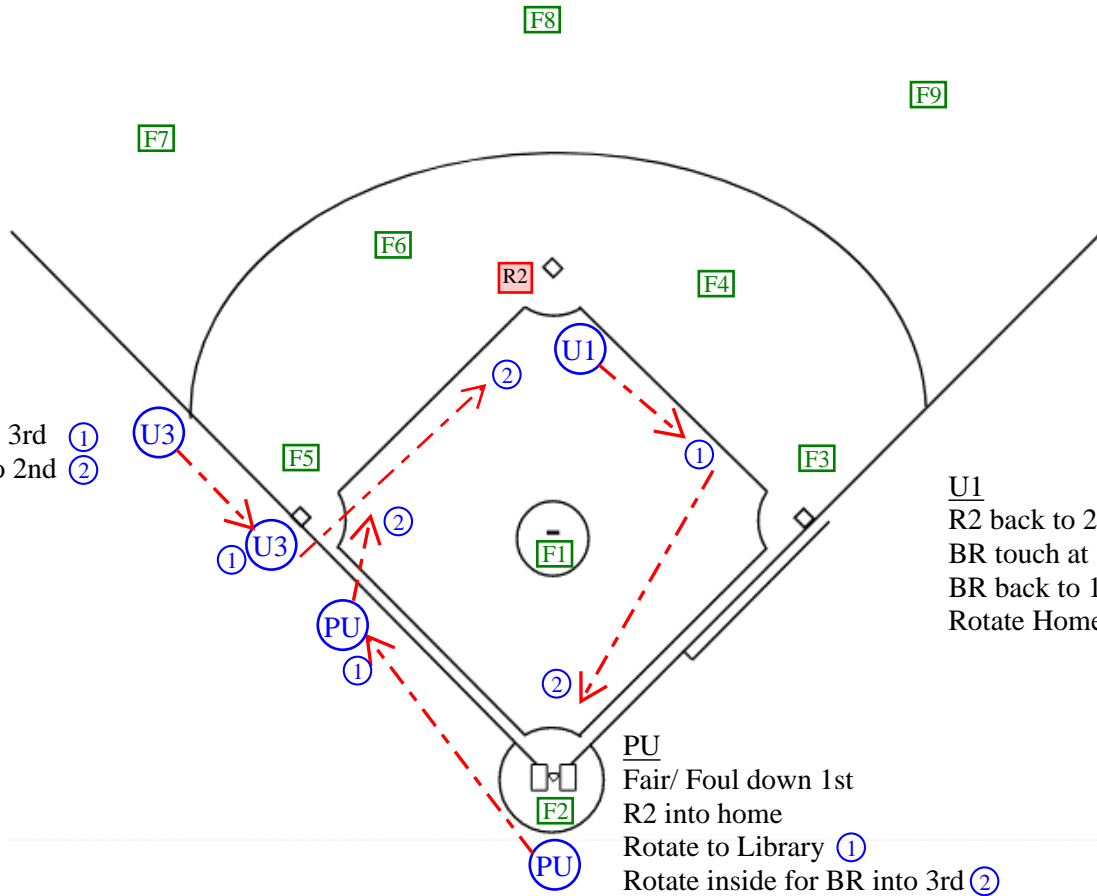
U3
Fair/ Foul
Catch/ No Catch
Stays out!



Three Umpire Mechanics- Rotation on clean base hit

Outs = 0 or 1
Runners = R2

U3
R2 into/back to 3rd ①
BR into/back to 2nd ②

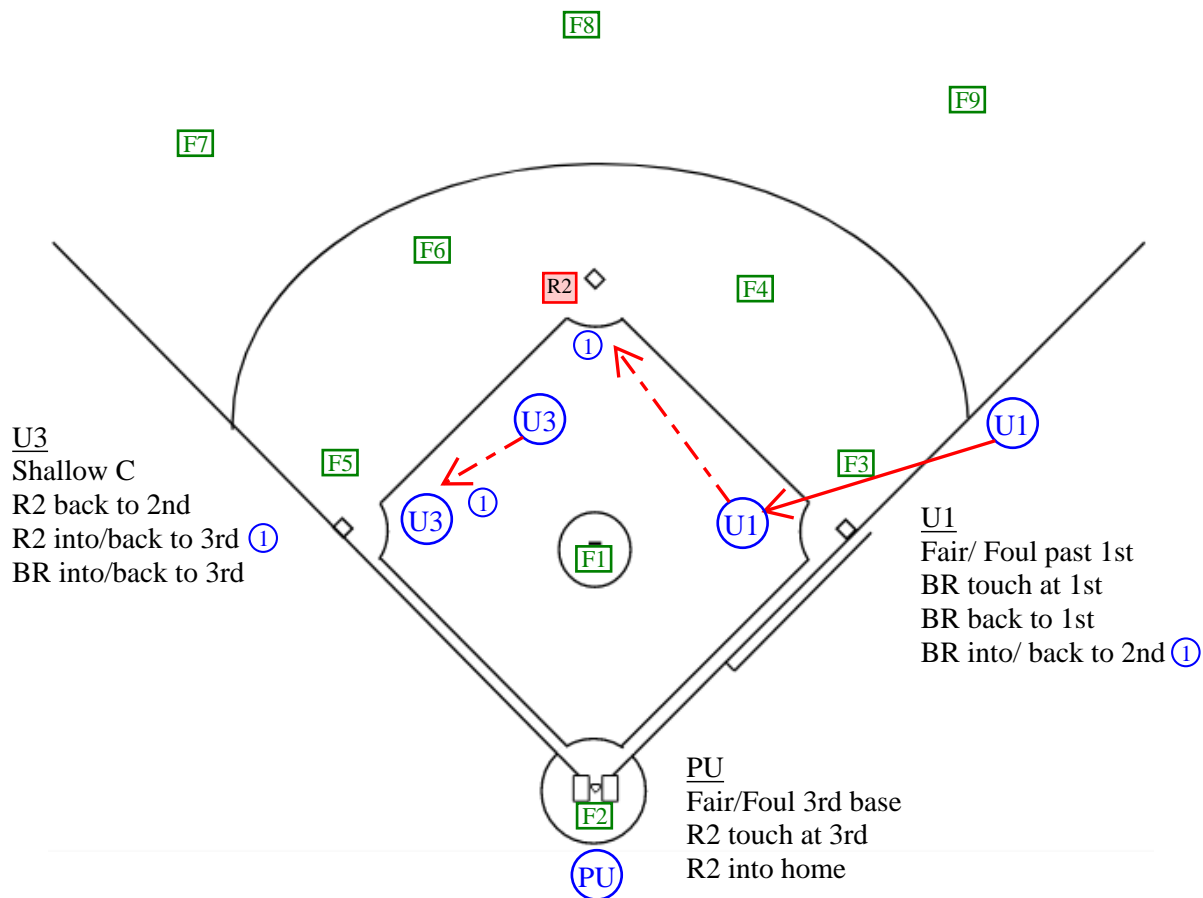


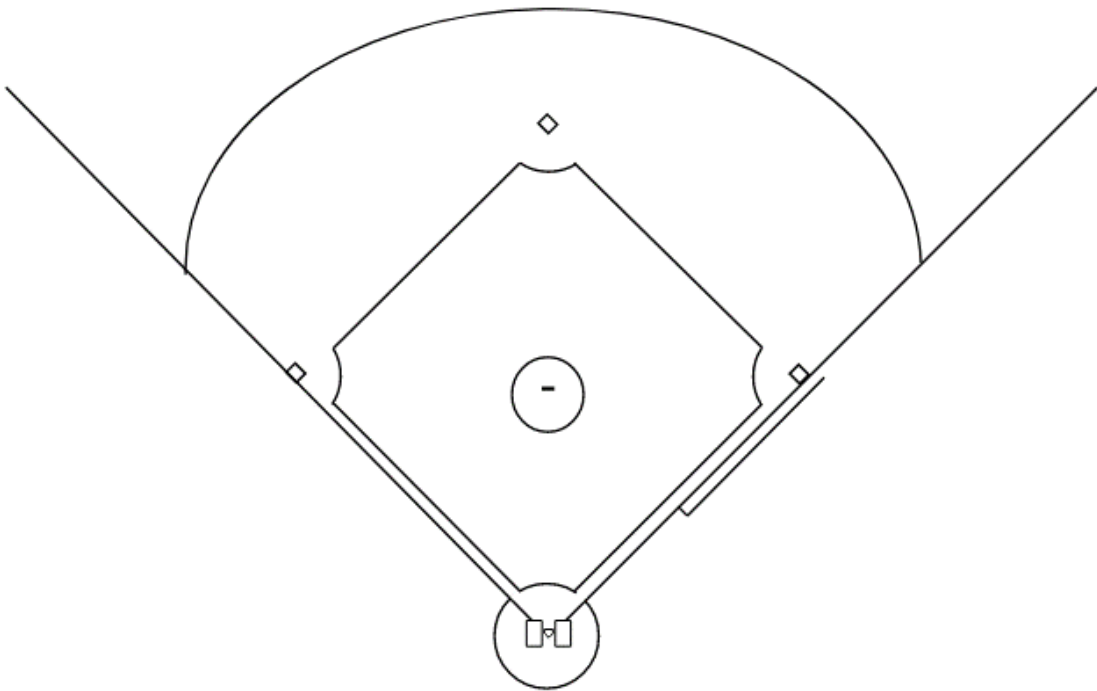
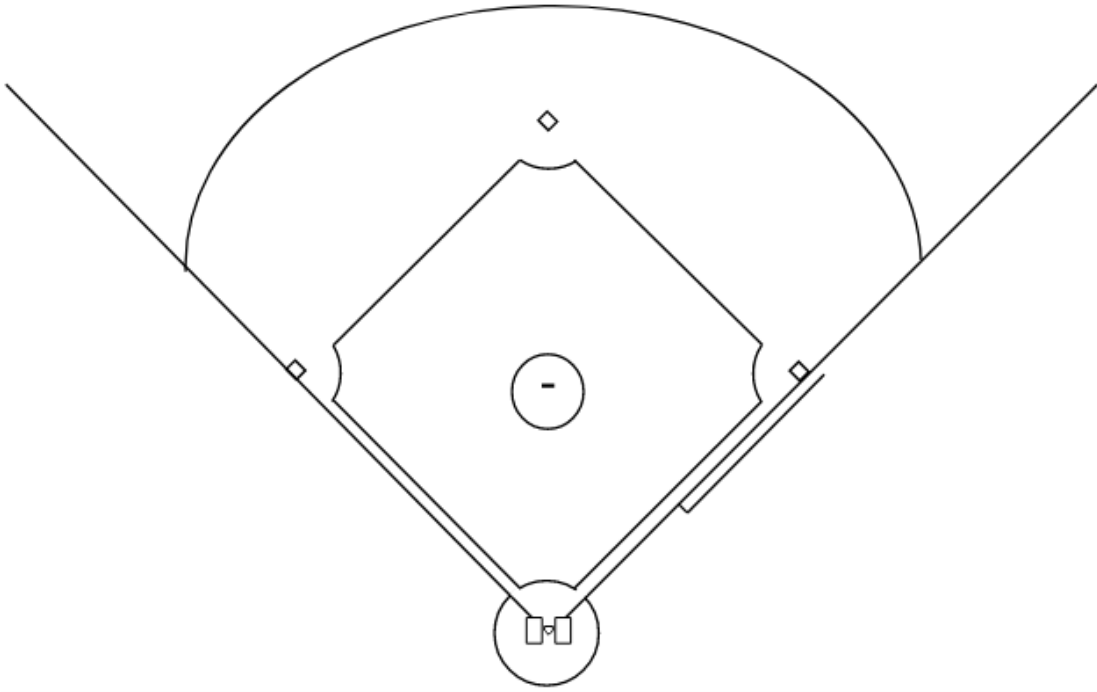
Three Umpire Mechanics- Rotation with clean base hit

Intermediate/Juniors/Seniors

Outs = 2

Runners = R2

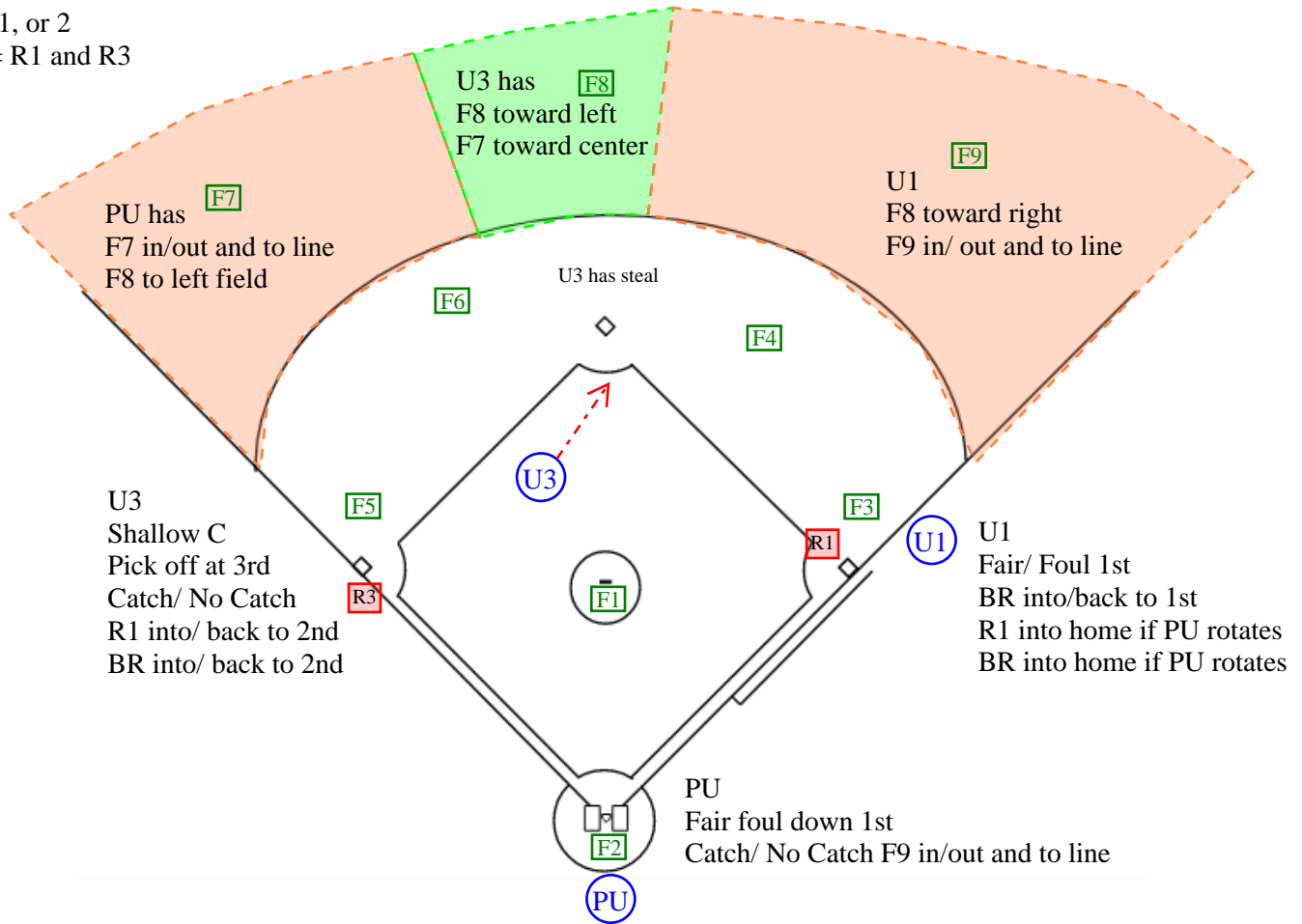




Three Umpire Mechanics - Pre-pitch

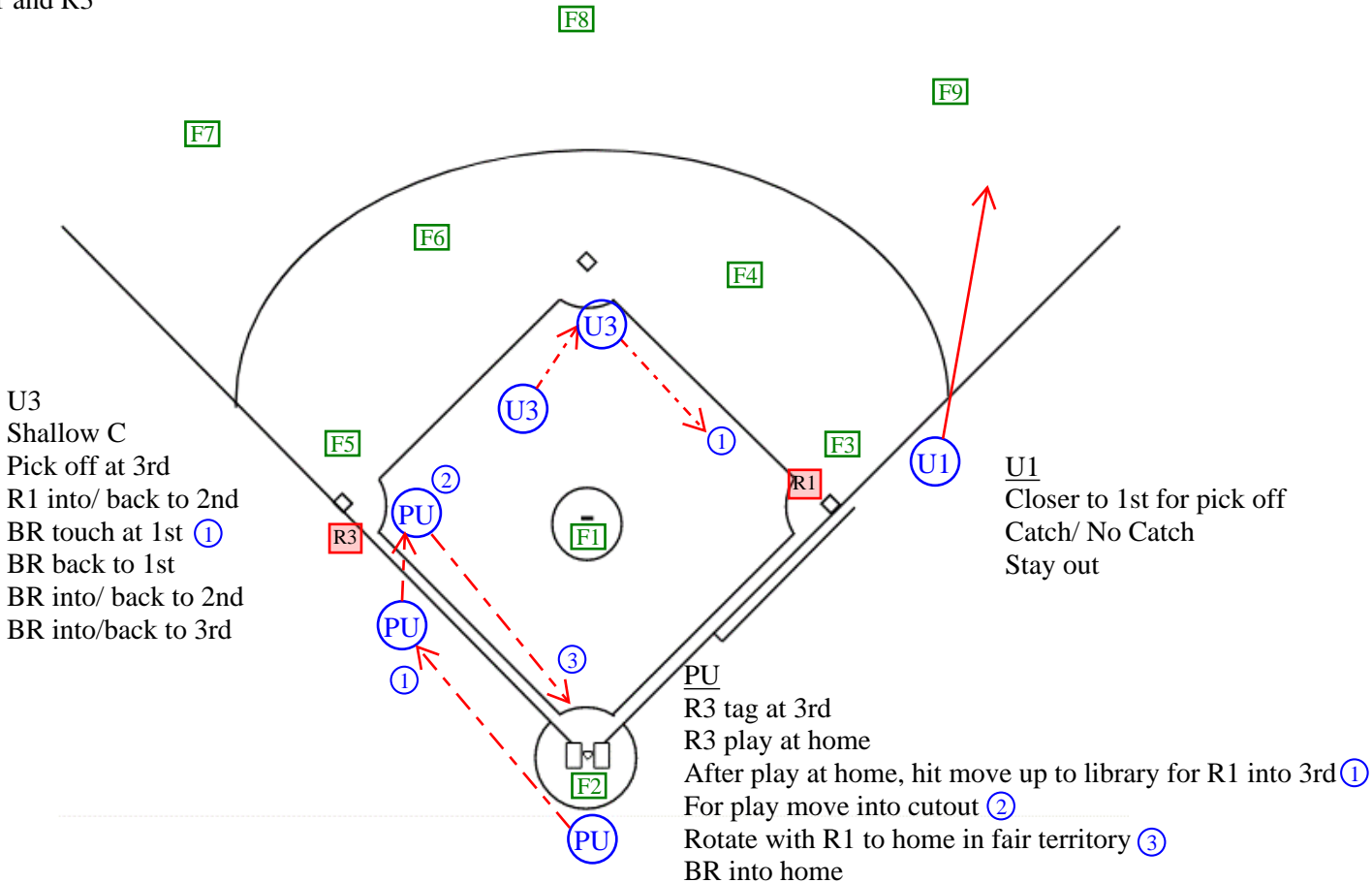
Intermediate/Juniors/Seniors

Outs = 0, 1, or 2
Runners = R1 and R3



Three Umpire Mechanics- Rotation with fly to U1 area

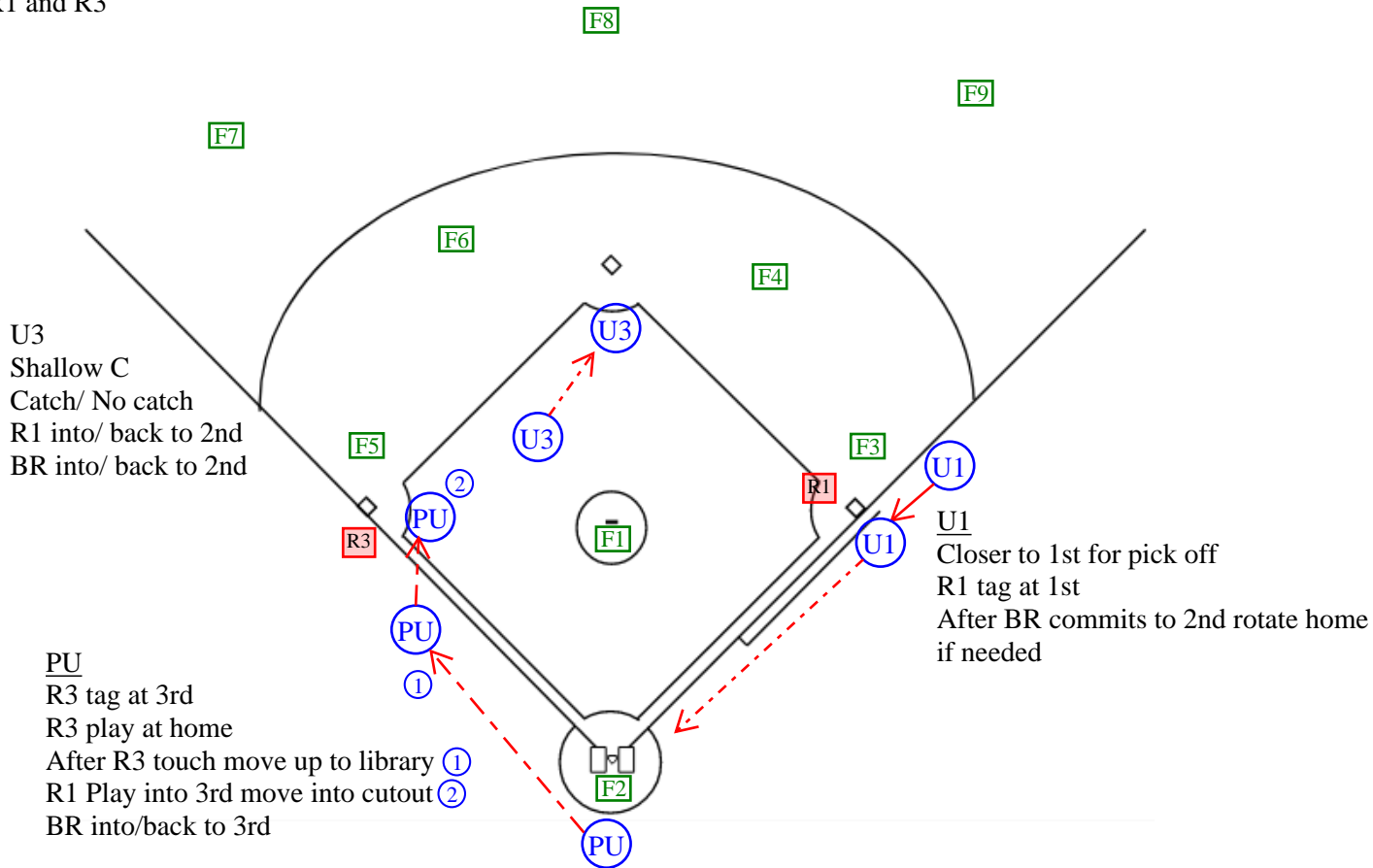
Outs = 0 or 1
Runners = R1 and R3



Three Umpire Mechanics- Rotation with fly to U3 area

Outs = 0 or 1

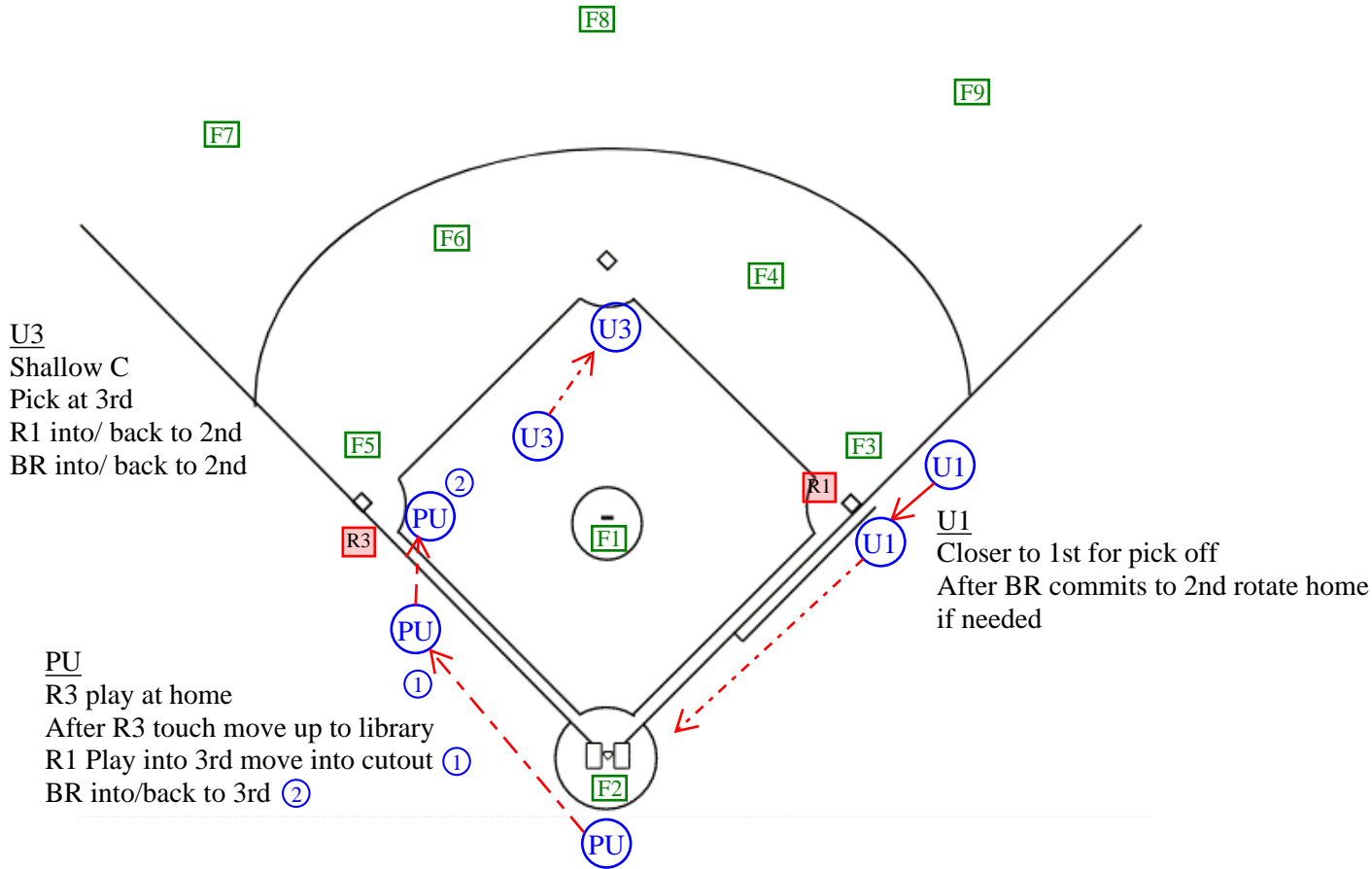
Runners = R1 and R3



Three Umpire Mechanics- Rotation on clean base hit

Outs = 0 or 1

Runners = R1 and R3

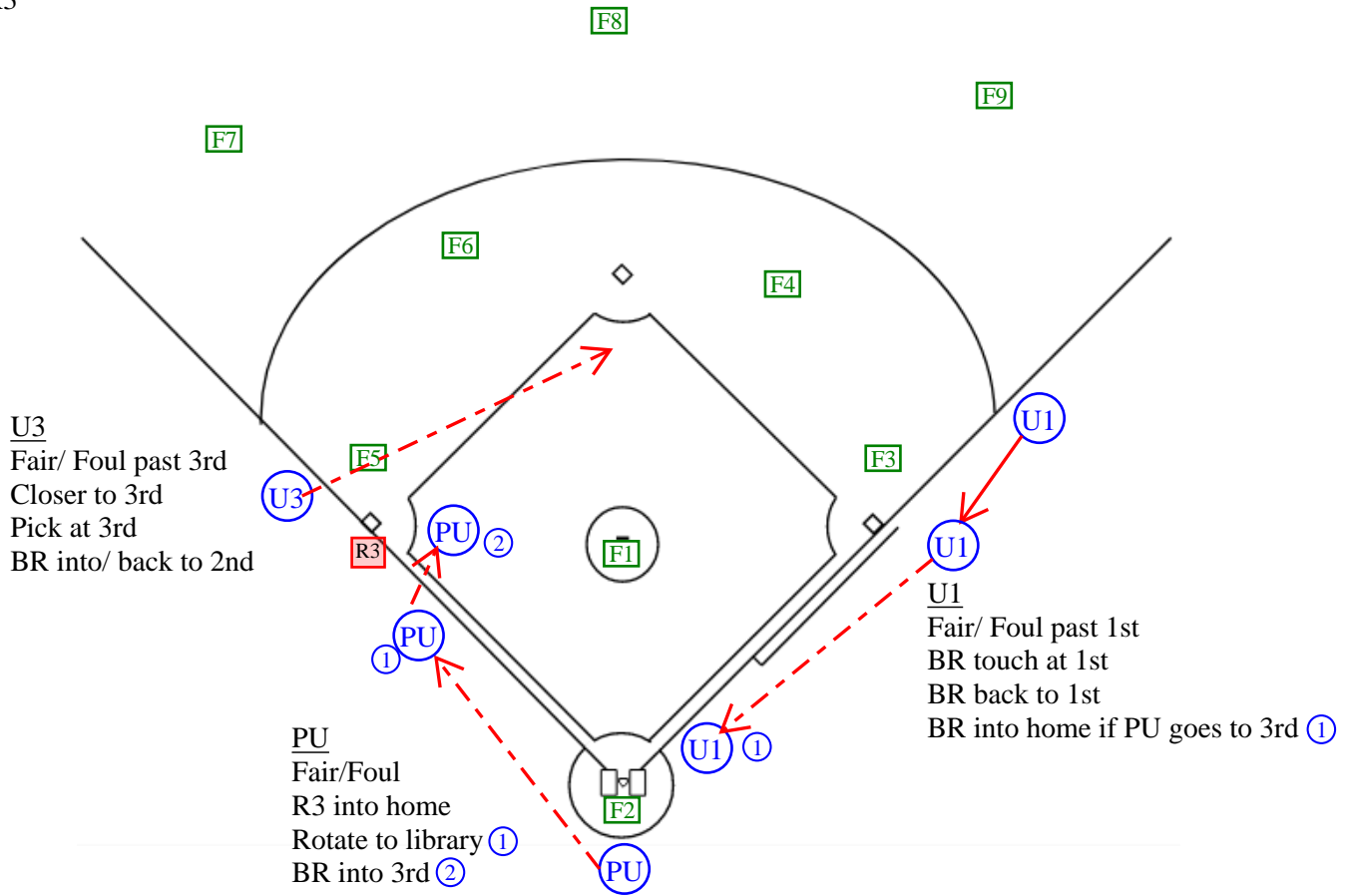


Three Umpire Mechanics- Rotation with clean base hit

Intermediate/Juniors/Seniors

Outs = 2

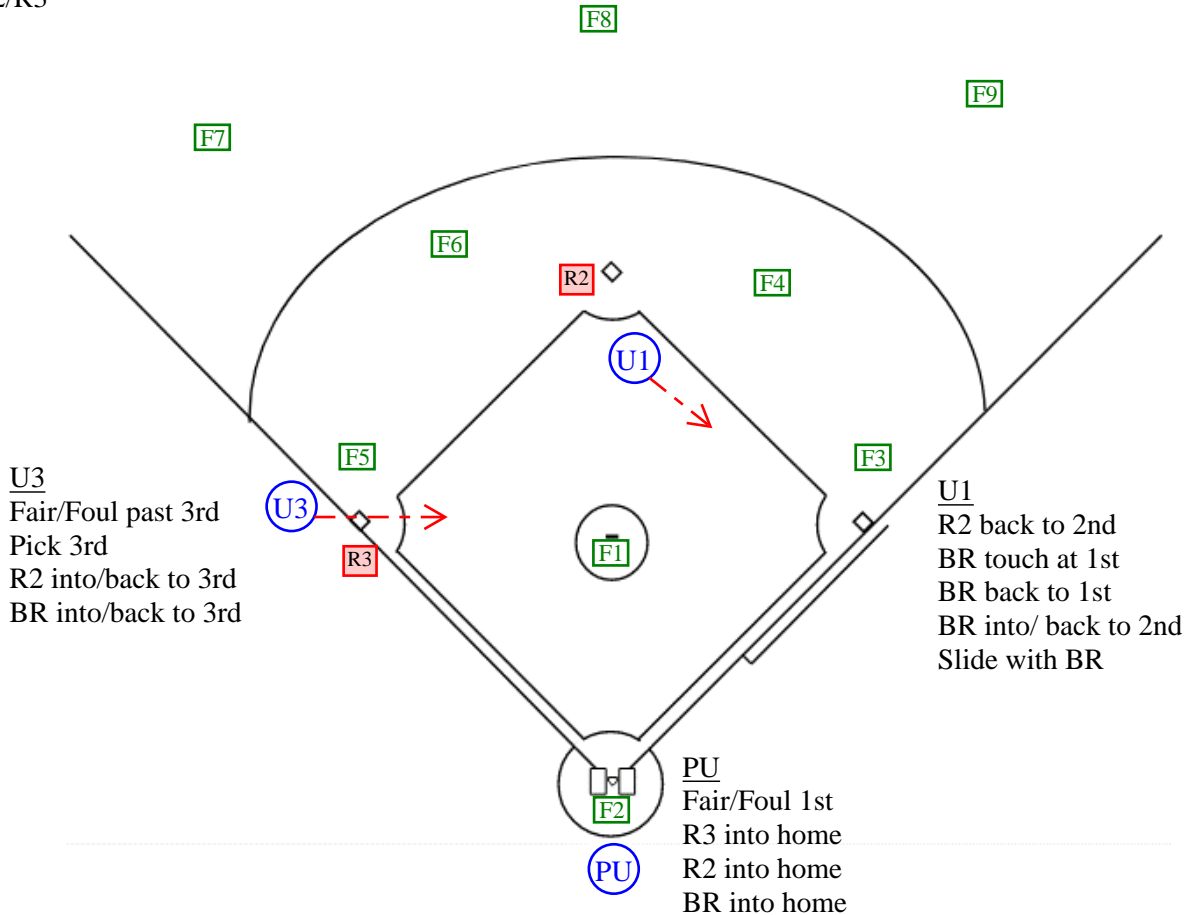
Runners = R3



Three Umpire Mechanics- Rotation with clean base hit

Outs = 1,2

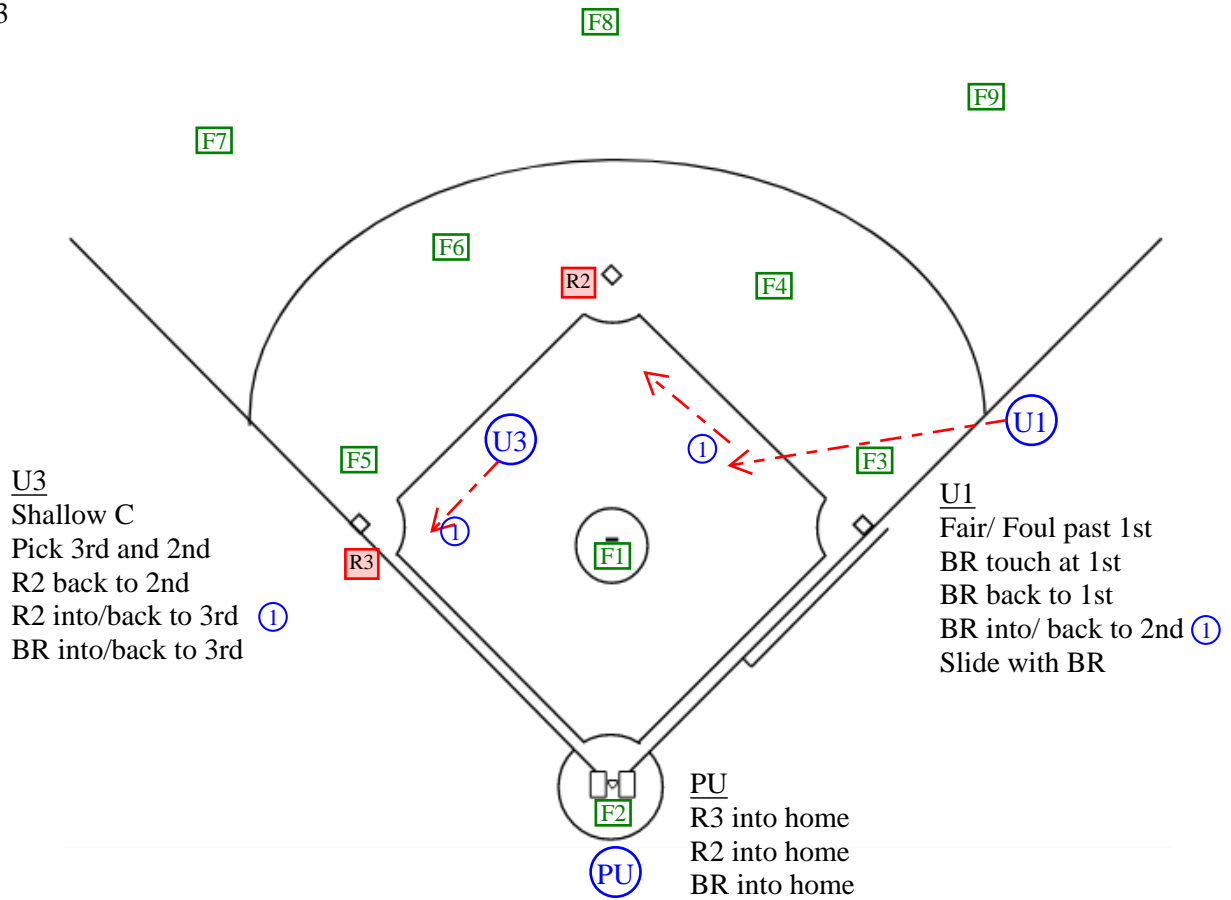
Runners = R2/R3



Three Umpire Mechanics- Rotation with clean base hit

Intermediate/Juniors/Seniors

Outs = 2
Runners = R3



Three Umpire Mechanics- Rotation with clean base hit

Outs = 1,2, or 3
Runners = Bases Loaded

