

Pre Pitch Planning(PPP) It's not just for players!



Team Members

- Jon Hand
 - Illinois UIC
- Steve Riswold
 - Region 8 UIC
- David Chandler
 - Northern Territory Deputy Director

Agenda

- PPP starts with Pre Game Discussions
- Considerations for PPP
- Typical PPP from different starting positions
- PPP during post game and beyond

PPP-We know when you do and when you don't!!



Pregame sets the stage for Pre Pitch Planning

Crewness at every level



Partner Pregame of PPP



PPP Expect the Unexpected



PPP as a part of Pre Game

- Keep all four elements in front of you when you are required to deviate.



PPP as a part of Pre Game

- Movement following the pitch to cover a steal



PPP as a part of Pre Game

- Consider difficult situations



PPP as a part of Pre Game

- Sportsmanship



PPP as a part of Pre Game

- Mechanics
 - Specifics for Plate Umpire
 - Specifics for Base Umpire
 - Fly ball responsibilities (Three Person Games)
 - Angles and Distances
- Check Swings
- Umpire-to-Umpire Signals
- Going for help



Pre Pitch Planning- Applying pregame thoughts to every pitch

Considerations for PPP

- Mechanics
 - Starting position
 - What to do when the pitch is not hit
 - What to do if ball hit to infield
 - What to do if base hit to outfield
 - What to do if fly ball
 - When to chase (coverage are 3 person)
 - What if partner chases (3 person)
 - What if I don't chase (Neither chase in 3 umpire)

Game Situation for PPP

- Number of outs
- Number of home runs vs limits (SP)
- Count
 - 2 strikes player is more likely to go toward middle(SP)
 - 2 strikes less likely to bunt(FP)
- Skill of players
- Tendencies
 - Team and Player
 - Pitcher
 - SP- knuckle ball, starting position, movement after release, etc.
 - MP- pushing limit of pitching rule
 - FP- speed, location, movement, throw inside at times, etc.

Other Considerations for PPP

- Game situation
 - Where runners are
 - Score / Inning
 - Previous issues/concerns
 - Temperature of the teams
- Level of play
- Knowledge of teams
 - Read defense for possible indications

Other Considerations for PPP

- Interference / Obstruction
 - Always on lookout for this
- Communication with partners
 - Visual and verbal
 - PUBGAR(P)- (P) is reminder to scan for partners
 - Prepare for response if crew has a breakdown in mechanics

Runner considerations for PPP

- Responsibilities for leaving base early
- Tag up / missed base appeals responsibilities
- Bases responsible for plays
- Heightened awareness of Interference /
Obstruction based on location and possible plays

Specifics for the base umpire



- What is the situation?
- What is the most likely play?
- What are other options for first play?
- What are options for the next play?
- Where are runners and what are my responsibilities?

Specifics for the plate umpire



- Where is the batter setting up in the box?
- Where is the catcher setting up?
- What is the count?
- What pitch do you anticipate being thrown?
- What inning is the game in and what is the score?
- Where are runners and what are my responsibilities?

Increase PPP every pitch

- Be a student of the game
 - Learn from every pitch and apply knowledge to next pitch
- Knowledge and tendencies of teams/players
 - Could have zero knowledge on first pitch
 - Each pitch you have more knowledge than the last pitch
 - PPP should get better every pitch of the game

PPP-

Detailed Mechanic Thoughts

PPP 2 Umpire-No runners on base Mechanics Thoughts

- Base Umpire

- Reset for next pitch
 - 18-21 ft back ready to walk the line
- Ground ball to infield
 - Position for play at 1B move to be 90° to throw
 - Prepare for overthrow and move to 2B
- Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have all 3 bases
- Fly ball
 - Might chase if overhead near 1B line
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have all 3 bases

- Plate Umpire

- Reset for next pitch
 - Deep breath and focus on plate mechanics
- Ground ball to infield
 - Position for fair/foul if needed
 - Trail batter-runner move to holding zone as they approach 2B, look for batter runner interference
- Ground ball to outfield
 - Position to see fair/foul if needed
 - Trail batter-runner move to holding zone as they approach 2B
- Fly ball
 - If BU chases take batter-runner
 - Otherwise position to see fair/foul, catch/no catch

PPP 3 umpire-No runners on base U1 & U3 Mechanics Thoughts

- U1
 - Reset for next pitch
 - 18-21 ft back 1B line ready to walk the line
 - Ground ball to infield
 - Position for play at 1B move to be 90° to throw
 - Prepare for overthrow and be ready to start to rotate home if runner commits to 2B
 - Ground ball to outfield
 - Pick up ball as buttonhook inside
 - Check for U3 at 2B, if there start to rotate home when runner commits to 2B if not take runner to 2B
 - Fly ball
 - Chase area from center fielder to 1B line dead ball territory, notice depth and location of fielders, fair/foul and catch/no catch
 - If partner chases
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have all 3 bases
- U3
 - Reset for next pitch
 - 18-21 ft back 3B line ready to walk the line
 - Ground ball to infield
 - Move across the diamond to be inline with 1B side of 2B 10-12 feet back
 - Prepare for overthrow and be ready for runner at 2B, and 1B when U1 rotates home
 - Ground ball to outfield
 - Pick up ball as you move across the diamond to be inline with 1B side of 2B 10-12 feet back
 - Be ready for runner at 2B, and 1B when U1 rotates home
 - Check for PU at 3B, if not there take runner
 - Fly ball
 - Chase area from center fielder to 3B line dead ball territory, notice depth and location of fielders, fair/foul and catch/no catch
 - If partner chases
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have all 3 bases

PPP 3 Umpire-No runners on base PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
- Ground ball to infield
 - Position for fair/foul if needed
 - Trail batter runner, look for interference, move to 3B in fair territory as runner commits to 2B
- Ground ball to outfield
 - Position for fair/foul if needed
 - Trail batter runner, look for interference, move to 3B in fair territory as runner commits to 2B, look for U1 at home if not there take runner to home
- Fly ball
 - If a base umpire chases, trail batter runner, move to holding zone as runner commits to 2B
 - If no umpire chases take fair/foul, catch/no catch then move to 3B in fair territory as runner commits to 2B

PPP-No runners on base Other Thoughts

- Game Situation
- Batters past performance
- Fielders positioning
- What have I learned about the teams this game?

PPP-

Specific Starting Positions

PPP-R1 on 1B

- Mechanics
 - R1 concerns
- Game Situation
- Batters/Runners past performance
- Fielders positioning
- What have I learned about the teams this game?

PPP-R1 on 2B

- Mechanics
 - R1 concerns
- Game Situation
- Batters/Runners past performance
- Fielders positioning
- What have I learned about the teams this game?

PPP-R1 on 3B

- Mechanics
 - R1 concerns
- Game Situation
- Batters/Runners past performance
- Fielders positioning
- What have I learned about the teams this game?

PPP-R1 on 2B, R2 on 1B

- Mechanics
 - Runner concerns
- Game Situation
- Batters/Runners past performance
- Fielders positioning
- What have I learned about the teams this game?

PPP-R1 on 3B, R2 on 1B

- Mechanics
 - Runner concerns
- Game Situation
- Batters/Runners past performance
- Fielders positioning
- What have I learned about the teams this game?

PPP-R1 on 3B, R2 on 2B

- Mechanics
 - Runner concerns
- Game Situation
- Batters/Runners past performance
- Fielders positioning
- What have I learned about the teams this game?

USA
SOFTBALL™
UMPIRE PPP-R1 on 3B, R2 on 2B, R3 on 1B (Bases Loaded)

- Mechanics
 - Runner concerns
- Game Situation
- Batters/Runners past performance
- Fielders positioning
- What have I learned about the teams this game?

Post Game- First step in
applying learnings from this game
to your next game

Post Game-Adding PPP thoughts from this game into your next pre game



Post Game Topics

- What was I working on, did I improve, how did I make the crew better?
- What went right as a crew
- What went wrong as a crew
- Controversial plays
- Game Management

Post Game- More than just a crew debrief

Never leave a question unanswered

- Engage your mentor
- Contact a fellow umpire
- Discuss strange plays



- Numerous paths to improve
- Share knowledge with others
- What am I taking to my next game

Questions?



2023



**UIC
CLINIC**

USA SOFTBALL UMPIRES:
LEADING BY EXAMPLE

PPP- Two Umpire System Specific Starting Positions

PPP-R1 on 1B

Mechanics Thoughts

- Base Umpire
 - Reset for next pitch
 - Behind nearest fielders shading R1
 - Be prepared for R1 to steal 2B or pickoff
 - Ground ball to infield
 - Positioning for play at 1B or 2B move to best angle and distance as play develops
 - Prepare for double play, possible interference by R1
 - Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - Fly ball
 - Might chase if ball is trouble for PU
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and batter runner to 3B
- Plate Umpire
 - Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Look for steal and possible need to help BU
 - Ground ball to infield
 - Position for fair/foul if needed
 - Trail batter-runner move to holding zone as R1 approaches 2B, look for batter runner interference, has secondary play at 3B
 - Ground ball to outfield
 - Position to see fair/foul if needed
 - Trail batter-runner move to holding zone as R1 approaches 2B, be prepared for play on R1 at 3B or any play at the plate
 - Fly ball
 - If BU chases take batter-runner and R1
 - Otherwise position to see fair/foul, catch/no catch, move to holding zone, be prepared for play on R1 at 3B or any play at the plate

PPP-R1 on 2B

Mechanics Thoughts

- Base Umpire
 - Reset for next pitch
 - Behind nearest fielders shading R1
 - SP on 1B side, FP 3B side
 - Be prepared for R1 to steal 3B FP has call, SP watch to help PU if asked
 - Ground ball to infield
 - FP has first play in infield at any base
 - (SP & FP) Any play at 1B or 2B, last runner to 3B move to best angle and distance as play develops
 - Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - Fly ball
 - Might chase if ball is major trouble for PU
 - Pick up ball as buttonhook inside, have tag up at 2B if caught have R1 to 3B if not pickup batter runner
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
- Plate Umpire
 - Reset for next pitch
 - Deep breath and focus on plate mechanics
 - SP have call on steal at 3B move to get best angle and distance
 - FP look for steal to help BU if asked
 - Ground ball to infield
 - Position for fair/foul if needed
 - Move toward holding zone move into fair if play develops
 - SP has play on R1 at 3B and any play at the plate
 - FP has secondary play at 3B on R1 and any play at the plate
 - Ground ball to outfield
 - Position to see fair/foul if needed
 - Move to holding zone, be prepared for play on R1 at 3B or any play at the plate
 - Fly ball
 - If BU chases take batter runner and R1
 - Otherwise position to see fair/foul, catch/no catch, move to holding zone, be prepared for play on R1 at 3B or any play at the plate

PPP-R1 on 3B

Mechanics Thoughts

- Base Umpire
 - Reset for next pitch
 - FP-Behind nearest fielders shading R1
 - SP on 1B line and walk the line
 - Be prepared for pickoff at 3B FP has call, SP watch to help PU if asked
 - Ground ball to infield
 - FP has first play in infield at any base
 - (SP & FP) Any play at 1B or 2B, last runner to 3B move to best angle and distance as play develops
 - Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - Fly ball
 - Might chase if ball is major trouble for PU
 - Pick up ball as buttonhook inside move between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
- Plate Umpire
 - Reset for next pitch
 - Deep breath and focus on plate mechanics
 - SP have call on pickoff at 3B move to get best angle and distance
 - FP look for pickoff to help BU if asked
 - Ground ball to infield
 - Position for fair/foul if needed
 - Move toward holding zone move into fair if play develops
 - SP has play on R1 at 3B and any play at the plate
 - FP has secondary play at 3B on R1 and any play at the plate
 - Ground ball to outfield
 - Position to see fair/foul if needed
 - Move to holding zone, be prepared for play on R1 at 3B or any play at the plate
 - Fly ball
 - If BU chases take batter runner and R1
 - Otherwise position to see fair/foul, catch/no catch, move to holding zone, be prepared for play on R1 at 3B or any play at the plate

PPP-R1 on 2B, R2 on 1B Mechanics Thoughts

- Base Umpire

- Reset for next pitch
 - Behind nearest fielders shading R1
 - SP on 1B side, FP 3B side
 - Be prepared for R1 to steal 3B and R2 to steal 2B FP has call, SP watch to help PU if asked at 3B and make call at 2B
- Ground ball to infield
 - FP has first play in infield at any base
 - (SP & FP) Any play at 1B or 2B, last runner to 3B move to best angle and distance as play develops
 - Possible interference by runners
- Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
- Fly ball
 - Might chase if ball is major trouble for PU
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B

- Plate Umpire

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - SP have call on steal at 3B move to get best angle and distance
 - FP look for steal to help BU if asked
- Ground ball to infield
 - Position for fair/foul if needed
 - Move toward holding zone move into fair if play develops
 - SP has play on R1 at 3B and any play at the plate
 - FP has secondary play at 3B on R1 and any play at the plate
- Ground ball to outfield
 - Position to see fair/foul if needed
 - Move to holding zone, be prepared for play on R1 or R2 at 3B or any play at the plate, extra base hit watch R's touch from holding zone if no play at the plate
- Fly ball
 - If BU chases take batter runner, R1 and R2
 - Otherwise position to see fair/foul, catch/no catch and tag up at 2B, move to holding zone, be prepared for play on R1 or R2 at 3B or any play at the plate, extra base hit watch R's touch from holding zone if no play at the plate

PPP-R1 on 3B, R2 on 1B

Mechanics Thoughts

- Base Umpire
 - Reset for next pitch
 - Behind nearest fielders shading lead runner
 - SP shading R2 near 1B, FP shading R1 nearer 3B
 - Be prepared for pickoff of R1 or R2 and R2 to steal
2B FP has call on both, SP watch to help PU if asked at 3B and make call at 1B or 2B
 - Ground ball to infield
 - FP has first play in infield at any base
 - (SP & FP) Any play at 1B or 2B, last runner to 3B move to best angle and distance as play develops
 - Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - Fly ball
 - Might chase if ball is major trouble for PU
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
- Plate Umpire
 - Reset for next pitch
 - Deep breath and focus on plate mechanics
 - SP have call on pickoff at 3B move to get best angle and distance
 - FP look for steal or pickoff to help BU if asked
 - Ground ball to infield
 - Position for fair/foul if needed
 - Move toward holding zone move into fair if play develops
 - SP has play on R1 at 3B and any play at the plate
 - FP has secondary play at 3B on R1 and any play at the plate
 - Ground ball to outfield
 - Position to see fair/foul if needed
 - Move to holding zone, be prepared for play on R1 or R2 at 3B or any play at the plate, extra base hit watch R's touch from holding zone if no play at the plate
 - Fly ball
 - If BU chases take all runners
 - Otherwise position to see fair/foul, catch/no catch and tag up at 3B, move to holding zone, be prepared for play on R1 or R2 at 3B or any play at the plate, extra base hit watch R's touch from holding zone if no play at the plate

PPP-R1 on 3B, R2 on 2B

Mechanics Thoughts

- Base Umpire

- Reset for next pitch
 - Behind nearest fielders shading lead runner
 - SP shading R2 near 2B, FP shading R1 near 3B
 - Be prepared for pickoff of R1 or R2 FP has call on both, SP watch to help PU if asked at 3B and make call at 2B
- Ground ball to infield
 - FP has first play in infield at any base
 - (SP & FP) Any play at 1B or 2B, last runner to 3B move to best angle and distance as play develops
- Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
- Fly ball
 - Might chase if ball is major trouble for PU
 - Pick up ball as buttonhook inside, have tag up at 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B

- Plate Umpire

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - SP have call on pickoff at 3B move to get best angle and distance
 - FP look for steal at home or pickoff to help BU if asked
- Ground ball to infield
 - Position for fair/foul if needed
 - Move toward holding zone if no play at plate, move into fair if play develops
 - SP has play on R1 at 3B and any play at the plate
 - FP has secondary play at 3B on R1 or R2 and any play at the plate
- Ground ball to outfield
 - Position to see fair/foul if needed
 - Move to holding zone, be prepared for play on R1 or R2 at 3B or any play at the plate, extra base hit watch R1 touch from holding zone
- Fly ball
 - If BU chases take all runners
 - Otherwise position to see fair/foul, catch/no catch and tag up at 3B, move to holding zone, be prepared for play on R1 or R2 at 3B or any play at the plate, extra base hit watch R1 touch from holding zone

PPP-R1 on 3B, R2 on 2B, R3 on 1B (Bases Loaded) Mechanics Thoughts

- Base Umpire

- Reset for next pitch
 - Behind nearest fielders shading lead runner
 - SP shading R2 near 2B, FP shading R1 near 3B
 - Be prepared for pickoff FP has call on all R's, SP watch to help PU if asked at 3B and make call at 1B or 2B
- Ground ball to infield
 - FP has first play in infield at any base
 - (SP & FP) Any play at 1B or 2B, last runner to 3B move to best angle and distance as play develops
- Ground ball to outfield
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
- Fly ball
 - Might chase if ball is major trouble for PU
 - Pick up ball as buttonhook inside, have tag up at 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B

- Plate Umpire

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - SP have call on pickoff at 3B move to get best angle and distance
 - FP look for steal at home or pickoff to help BU if asked
- Ground ball to infield
 - Position for fair/foul if needed
 - Move toward holding zone if no play at plate, move into fair if play develops
 - SP has play on R1 at 3B and any play at the plate
 - FP has secondary play at 3B on lead runners and any play at the plate
- Ground ball to outfield
 - Position to see fair/foul if needed
 - Move to holding zone, be prepared for play on lead runners at 3B or any play at the plate, extra base hit watch R's touch from holding zone if no play at plate
- Fly ball
 - If BU chases take all runners
 - Otherwise position to see fair/foul, catch/no catch and tag up at 3B, move to holding zone, be prepared for play on R1 or R2 at 3B or any play at the plate, extra base hit watch R's touch from holding zone if no play at plate

PPP- Three Umpire System Specific Starting Positions

PPP-No runners on base

U1 & U3 Mechanics Thoughts

- U1
 - Reset for next pitch
 - 18-21 ft back 1B line ready to walk the line
 - Ground ball to infield
 - Position for play at 1B move to be 90° to throw
 - Prepare for overthrow and be ready to start to rotate home if runner commits to 2B
 - Ground ball to outfield
 - Pick up ball as buttonhook inside
 - Check for U3 at 2B, if there start to rotate home when runner commits to 2B if not take runner to 2B
 - Fly ball
 - Chase area from center fielder to 1B line dead ball territory, notice depth and location of fielders, fair/foul and catch/no catch
 - If partner chases
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have all 3 bases
- U3
 - Reset for next pitch
 - 18-21 ft back 3B line ready to walk the line
 - Ground ball to infield
 - Move across the diamond to be inline with 1B side of 2B 10-12 feet back
 - Prepare for overthrow and be ready for runner at 2B, and 1B when U1 rotates home
 - Ground ball to outfield
 - Pick up ball as you move across the diamond to be inline with 1B side of 2B 10-12 feet back
 - Be ready for runner at 2B, and 1B when U1 rotates home
 - Check for PU at 3B, if not there take runner
 - Fly ball
 - Chase area from center fielder to 3B line dead ball territory, notice depth and location of fielders, fair/foul and catch/no catch
 - If partner chases
 - Pick up ball as buttonhook inside
 - PUBGAR(P) and move parallel have all 3 bases

PPP-No runners on base PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
- Ground ball to infield
 - Position for fair/foul if needed
 - Trail batter runner, look for interference, move to 3B in fair territory as runner commits to 2B
- Ground ball to outfield
 - Position for fair/foul if needed
 - Trail batter runner, look for interference, move to 3B in fair territory as runner commits to 2B, look for U1 at home if not there take runner to home
- Fly ball
 - If a base umpire chases, trail batter runner, move to holding zone as runner commits to 2B
 - If no umpire chases take fair/foul, catch/no catch then move to 3B in fair territory as runner commits to 2B

PPP-R1 on 1B

U1 & U3 Mechanics Thoughts

- U1

- Reset for next pitch
 - 12-15 ft back on 1B line square to plate going set on pitch
 - Be prepared for steal/pickoff with play at 1B, start to rotate home if R1 commits to 2B
- Ground ball to infield
 - Position for play at 1B move to be 90° to throw
 - Prepare for overthrow and be ready to start to rotate home if R1 commits to 2B
- Ground ball to outfield
 - Pick up ball as buttonhook inside
 - Watch batter runner touch 1B, start to rotate home when R1 commits to 2B
- Fly ball
 - Chase area from right fielder to 1B line dead ball territory, fair/foul and catch/no catch look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) watch batter runner touch 1B, start to rotate home when R1 commits to 2B rotate through foul territory to right hand batters box keep eyes on field

- U3

- Reset for next pitch
 - 12-15 ft behind 2B square to plate going set on pitch
 - Be prepared for steal at 2B
- Ground ball to infield
 - Prepare for play at 2B, look for interference by R1 on double play
 - Be ready to cover 1B if U1 rotates home
- Ground ball to outfield
 - Pick up ball as buttonhook inside
 - Prepare for play at 2B, and 1B when U1 rotates home
 - Check for PU at 3B, if not there take runner
- Fly ball
 - Chase area from right fielder to left fielder coming toward center, catch/no catch look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and batter runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside
 - PUBGAR(P) have any play at 2B and 1B when U1 rotates home

PPP-R1 on 1B

PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Be prepared to start rotating to 3B if R1 steals 2B
- Ground ball to infield
 - Position for fair/foul if needed
 - Trail batter runner, look for interference, move to 3B in fair territory as R1 commits to 2B
- Ground ball to outfield
 - Position for fair/foul if needed
 - Trail batter runner, look for batter runner interference, move to 3B in fair territory as R1 commits to 2B, look for U1 at home if not there take runner to home
- Fly ball
 - If a base umpire chases, trail batter runner, move to holding zone as R1 commits to 2B, have R1 at 3B and any play at the plate
 - Responsible for area from left fielder to dead ball territory down 3B line fair/foul, catch/no catch then be prepared to rotate to 3B if R1 commits to 2B
 - If no umpire chases take fair/foul, catch/no catch then move to 3B in fair territory as R1 commits to 2B

PPP-R1 on 2B

U1 & U3 Mechanics Thoughts

- U1
 - Reset for next pitch
 - Behind nearest fielders shading 2B square to plate going set on pitch
 - Be prepared for pickoff with play at 2B
 - Ground ball to infield
 - Position for play at 1B or 2B move to best angle and distance as play develops
 - Ground ball to outfield
 - Pick up ball as buttonhook inside between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B
 - Fly ball
 - Chase area from right fielder to left fielder moving toward center, catch/no catch, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 2B, if caught take R1 to 3B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, have tag up at 2B
 - PUBGAR(P) and move parallel have any play at 1B and 2B
- U3
 - Reset for next pitch
 - 12-15 ft behind 3B square to plate going set on pitch
 - Be prepared for steal at 3B
 - Ground ball to infield
 - Move into fair territory prepare for play at 3B
 - Ground ball to outfield
 - Pick up ball as buttonhook inside
 - Prepare for play at 3B
 - Fly ball
 - Chase area from left fielder to 3B line dead ball territory, catch/no catch, fair/foul, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 2B, if caught take R1 to 3B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, near 3B
 - PUBGAR(P) have any play at 3B

PPP-R1 on 2B

PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to infield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to outfield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Fly ball
 - If a base umpire chases, move to holding zone, have R1 at 3B and any play at the plate
 - Responsible for area from right fielder to dead ball territory down 1B line, fair/foul, catch/no catch then be prepared for any play at the plate
 - If no umpire chases take fair/foul, catch/no catch then be prepared for any play at the plate

PPP-R1 on 3B

U1 & U3 Mechanics Thoughts

- U1
 - Reset for next pitch
 - 12-15 ft behind 1B square to plate going set on pitch
 - Ground ball to infield
 - Position for play at 1B move to be 90° to throw
 - Prepare for overthrow and be ready to move to 2B if U3 has not rotated to 2B
 - Ground ball to outfield
 - Pick up ball and partner as buttonhook inside near 1B
 - Watch batter runner touch 1B, ensure U3 has rotated to 2B if not move to 2B, start to rotate home when batter runner commits to 2B
 - Fly ball
 - Chase area from center fielder to 1B line dead ball territory, notice depth and location of fielders, fair/foul and catch/no catch
 - If partner chases
 - Pick up ball as buttonhook inside between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside near 1B
 - PUBGAR(P) and watch batter runner touch 1B, ensure U3 has rotated to 2B if not move to 2B, if U3 is at 2B start to rotate home when batter runner commits to 2B
- U3
 - Reset for next pitch
 - 12-15 ft behind 3B square to plate going set on pitch
 - Be prepared for pickoff at 3B
 - Ground ball to infield
 - Prepare for play on R1 at 3B
 - If R1 commits to home, rotate to be inline with 1B side of 2B 10-12 feet back
 - Ground ball to outfield
 - Pick up ball as move inside, if R1 does not advance, stay at 3B for any play, if R1 commits to home, rotate to be inline with 1B side of 2B 10-12 feet back
 - Prepare for play on R1 at 3B, or any play at 2B when rotated also 1B if U1 has rotated home
 - Fly ball
 - Chase area from center fielder to 3B line dead ball territory, catch/no catch, fair/foul, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside near 3B, have tag up at 3B
 - PUBGAR(P) and if R1 does not advance, stay at 3B for any play, if R1 commits to home, rotate to be inline with 1B side of 2B 10-12 feet back
 - Prepare for play on R1 at 3B, or any play at 2B when rotated also 1B if U1 has rotated home

PPP-R1 on 3B

PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to infield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, once R1 scores rotate to 3B in fair territory as batter runner commits to 2B
- Ground ball to outfield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, once R1 scores rotate to 3B in fair territory as batter runner commits to 2B
- Fly ball
 - If a base umpire chases, move to holding zone, have tag up at 3B, R1 at 3B and any play at the plate
 - If no umpire chases take fair/foul, catch/no catch then be prepared for any play at the plate, once R1 scores rotate to 3B in fair territory as batter runner commits to 2B

PPP-R1 on 2B, R2 on 1B U1 & U3 Mechanics Thoughts

- U1
 - Reset for next pitch
 - Behind nearest fielders shading 2B square to plate going set on pitch
 - Be prepared for pickoff with play at 1B or 2B or steal at 2B
 - Ground ball to infield
 - Position for play at 1B or 2B move to best angle and distance as play develops
 - Ground ball to outfield
 - Pick up ball as buttonhook inside between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B
 - Fly ball
 - Chase area from right fielder to left fielder moving toward center, catch/no catch, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have any play at 1B and 2B
- U3
 - Reset for next pitch
 - 12-15 ft behind 3B square to plate going set on pitch
 - Be prepared for steal at 3B
 - Ground ball to infield
 - Move into fair territory and prepare for play at 3B
 - Ground ball to outfield
 - Pick up ball as buttonhook inside near 3B
 - Prepare for play at 3B
 - Fly ball
 - Chase area from left fielder to 3B line dead ball territory, catch/no catch, fair/foul, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, near 3B have tag up at 2B
 - PUBGAR(P) have any play at 3B

PPP-R1 on 2B, R2 on 1B PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to infield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to outfield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Fly ball
 - If a base umpire chases, move to holding zone, have tag up at 2B, lead R's at 3B and any play at the plate
 - Responsible for area from right fielder to dead ball territory down 1B line, fair/foul, catch/no catch then be prepared for any play at the plate
 - If no umpire chases take fair/foul, catch/no catch then be prepared for any play at the plate

PPP-R1 on 3B, R2 on 1B U1 & U3 Mechanics Thoughts

- U1

- Reset for next pitch
 - Behind nearest fielders shading 1B square to plate going set on pitch
 - Be prepared for pickoff with play at 1B or steal at 2B
- Ground ball to infield
 - Position for play at 1B or 2B move to best angle and distance as play develops
- Ground ball to outfield
 - Pick up ball as buttonhook inside between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B
- Fly ball
 - Chase area from right fielder to left fielder moving toward center, catch/no catch, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have any play at 1B and 2B

- U3

- Reset for next pitch
 - 12-15 ft behind 3B square to plate going set on pitch
 - Be prepared for pickoff at 3B
- Ground ball to infield
 - Move into fair territory and prepare for play at 3B
- Ground ball to outfield
 - Pick up ball as buttonhook inside near 3B
 - Prepare for play at 3B
- Fly ball
 - Chase area from left fielder to 3B line dead ball territory, catch/no catch, fair/foul, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, near 3B have tag up at 3B
 - PUBGAR(P) have any play at 3B

PPP-R1 on 3B, R2 on 1B PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to infield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to outfield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Fly ball
 - If a base umpire chases, move to holding zone, have tag up at 3B, lead R's at 3B and any play at the plate
 - Responsible for area from right fielder to dead ball territory down 1B line, fair/foul, catch/no catch then be prepared for any play at the plate
 - If no umpire chases take fair/foul, catch/no catch then be prepared for any play at the plate

PPP-R1 on 3B, R2 on 2B

U1 & U3 Mechanics Thoughts

- U1

- Reset for next pitch
 - Behind nearest fielders shading 2B square to plate going set on pitch
 - Be prepared for pickoff at 2B
- Ground ball to infield
 - Position for play at 1B or 2B move to best angle and distance as play develops
- Ground ball to outfield
 - Pick up ball as buttonhook inside between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B
- Fly ball
 - Chase area from right fielder to left fielder moving toward center, catch/no catch, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, have tag up at 2B
 - PUBGAR(P) and move parallel have any play at 1B and 2B

- U3

- Reset for next pitch
 - 12-15 ft behind 3B square to plate going set on pitch
 - Be prepared for pickoff at 3B
- Ground ball to infield
 - Move into fair territory and prepare for play at 3B
- Ground ball to outfield
 - Pick up ball as buttonhook inside near 3B
 - Prepare for play at 3B
- Fly ball
 - Chase area from left fielder to 3B line dead ball territory, catch/no catch, fair/foul, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, near 3B have tag up at 3B
 - PUBGAR(P) have any play at 3B

PPP-R1 on 3B, R2 on 2B PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to infield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to outfield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Fly ball
 - If a base umpire chases, move to holding zone, have tag up at 3B, lead R's at 3B and any play at the plate
 - Responsible for area from right fielder to dead ball territory down 1B line, fair/foul, catch/no catch then be prepared for any play at the plate
 - If no umpire chases take fair/foul, catch/no catch then be prepared for any play at the plate

PPP-R1 on 3B, R2 on 2B, R3 on 1B (Bases Loaded) U1 & U3 Mechanics Thoughts

- U1
 - Reset for next pitch
 - Behind nearest fielders shading 2B square to plate going set on pitch
 - Be prepared for pickoff at 1B or 2B
 - Ground ball to infield
 - Position for play at 1B or 2B move to best angle and distance as play develops
 - Ground ball to outfield
 - Pick up ball as buttonhook inside between 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B
 - Fly ball
 - Chase area from right fielder to left fielder moving toward center, catch/no catch, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, have tag up at 1B and 2B
 - PUBGAR(P) and move parallel have any play at 1B and 2B
- U3
 - Reset for next pitch
 - 12-15 ft behind 3B square to plate going set on pitch
 - Be prepared for pickoff at 3B
 - Ground ball to infield
 - Move into fair territory and prepare for play at 3B
 - Ground ball to outfield
 - Pick up ball as buttonhook inside near 3B
 - Prepare for play at 3B
 - Fly ball
 - Chase area from left fielder to 3B line dead ball territory, catch/no catch, fair/foul, look at depth and location of fielders
 - If partner chases
 - Pick up ball as buttonhook inside, have tag up at 1B and 2B
 - PUBGAR(P) and move parallel have 1B and 2B and last runner to 3B
 - PU covers fly ball
 - Pick up ball as buttonhook inside, near 3B have tag up at 3B
 - PUBGAR(P) have any play at 3B

PPP-R1 on 3B, R2 on 2B, R3 on 1B (Bases Loaded)

PU Mechanics Thoughts

- Reset for next pitch
 - Deep breath and focus on plate mechanics
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to infield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Ground ball to outfield
 - Position for fair/foul if needed
 - Be prepared for any play at the plate, watch field to help BU's if needed
- Fly ball
 - If a base umpire chases, move to holding zone, have tag up at 3B, lead R's at 3B and any play at the plate
 - Responsible for area from right fielder to dead ball territory down 1B line, fair/foul, catch/no catch then be prepared for any play at the plate
 - If no umpire chases take fair/foul, catch/no catch then be prepared for any play at the plate