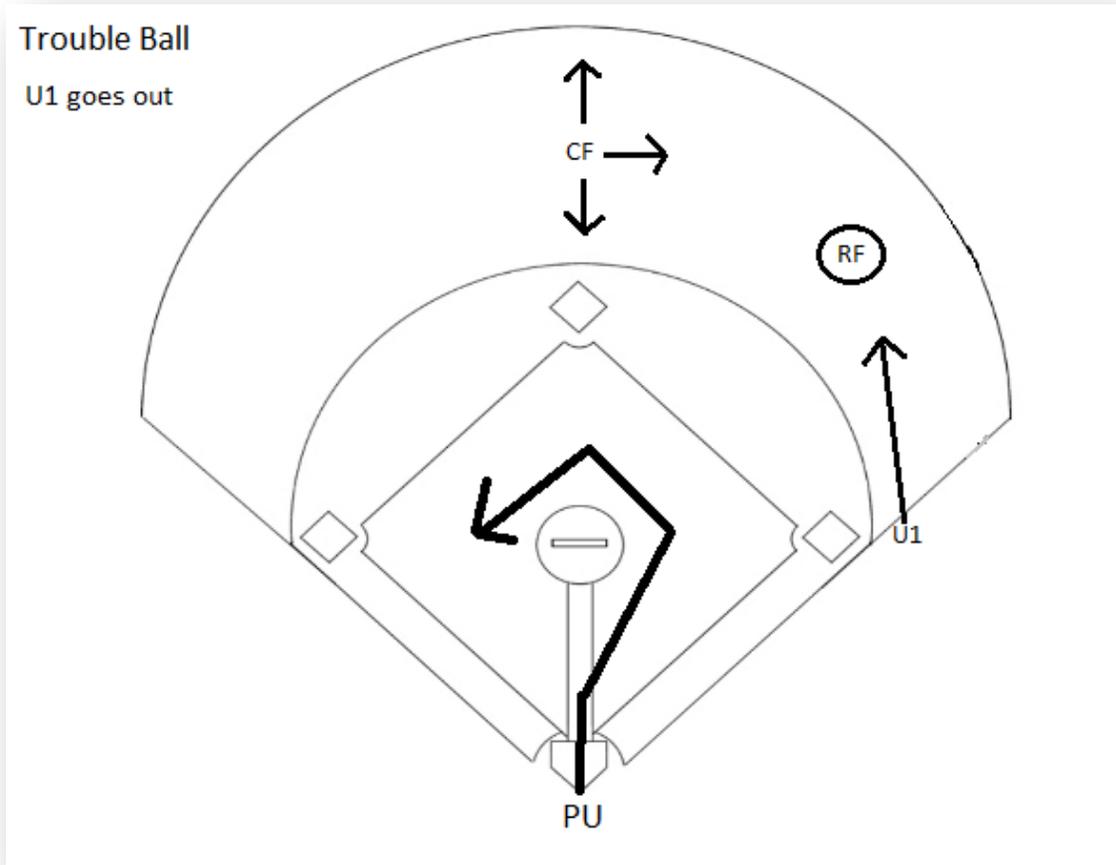


Trouble Ball Rotations



When there are no runners on and U1 (Field Umpire) is in A position, there is more to plays than simply coming in to the cut on any ball hit. A **Trouble Ball** is a ball that a fielder is going to have to make a tough play on (diving catch, shoe string catch, leaping catch, against the wall, near an obstacle, etc). Basically, if it is not a routine play, then it is likely a trouble ball.

Field Umpire - On a trouble ball to the Right fielder (in any direction) or to the Center fielder in which he has to go STRAIGHT BACK, STRAIGHT FORWARD or towards RIGHT field, U1 needs to go out towards the play to see a CATCH/NO CATCH or if the ball hits the wall, ground, obstacle, etc. Basically, you need to see what happens. Upon reading that the ball is a Trouble Ball, U1 should run straight out towards the play to try to get the best angle he can. When the ball is about to be caught or attempted to be caught, U1 should have his feet set and body still to avoid head movement and see the play clearly. After this, the ONLY responsibility U1 could have is at home plate. "Once you're out, you're out." You should not try to come back in to the infield to try to make a call. This will result in a double call if the plate umpire is not expecting you to intervene. You may only come back in to possibly make a call at home plate. ALSO- U1 may elect to go out on FAIR/FOUL down the first base line.

The Plate Umpire – When the PU reads that U1 has "gone out" (U1 should also indicate verbally that he is going out), the PU must assume responsibility for the batter-runner. This includes any play at any base and all touches. PU must come out from behind the plate and follow the runner around using the working area (See above). PU is responsible for all calls at this point unless the runner makes it all the way to home plate.