

# Umpire Positioning Diagrams

The following Diagrams are  
derived from the publication  
“The Umpire in Little League”

The “KEY” below is used on the  
following Diagrams:

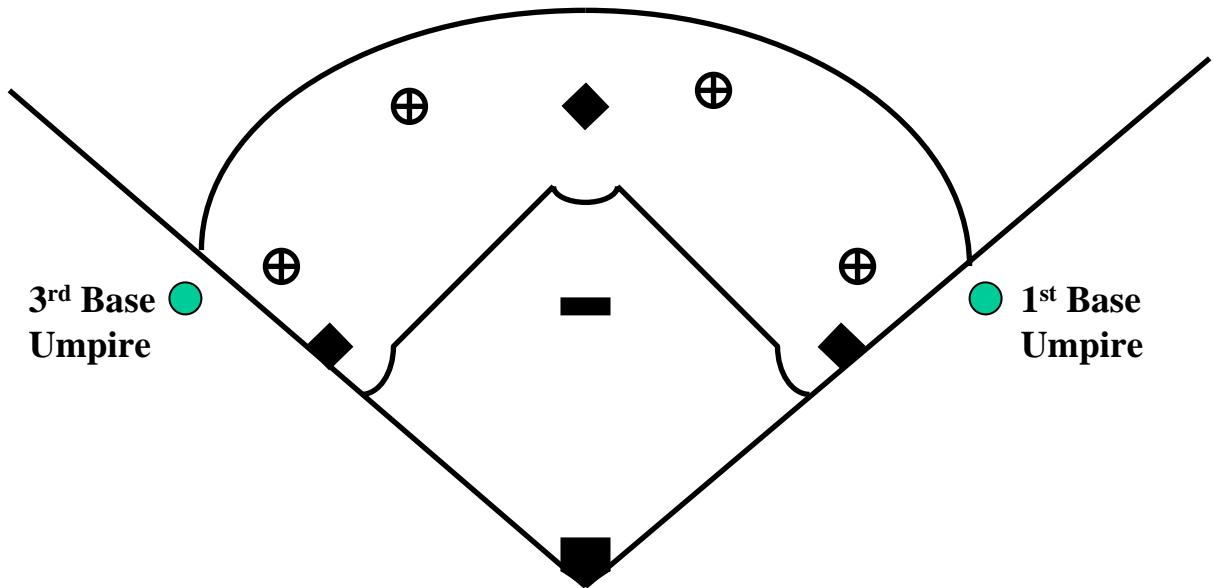
 Umpire

 Infielder

----- Line of Vision

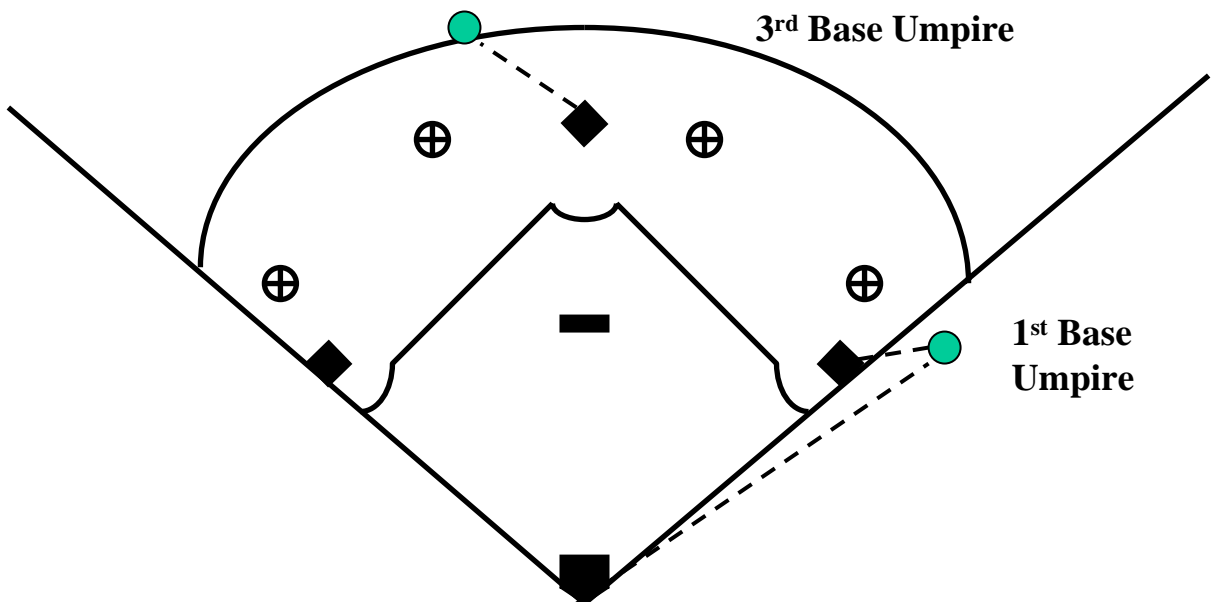
*NOTE: You may need to “adjust” your position in order to see “around” an infielder. Allow the infielder to take his/her position and then adjust your position accordingly – do not ask the fielder to “move”.*

*If a runner violates the rule by “leaving the base too soon”, be sure to drop your signal flag (hat) immediately indicating what has happened. Continue to move to position yourself to properly call the ensuing play.  
After the play is completed, “time” should be called by raising your hands overhead. The violation should then be announced and the batter and base runner(s) should be sent to their appropriate bases.  
Make sure your signal flag (hat) is retrieved.*



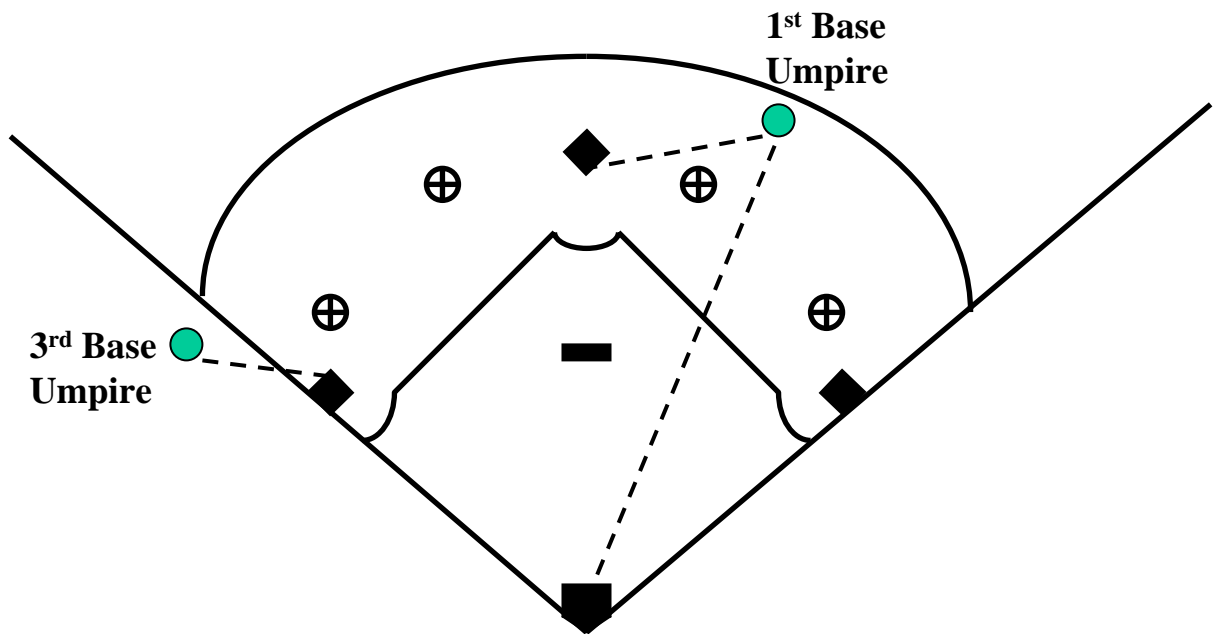
### **Two Base Umpires – Bases Empty**

The 1<sup>st</sup> Base Umpire is stationed in foul territory just back of 1<sup>st</sup> base.  
 The 3<sup>rd</sup> Base Umpire is stationed in foul territory just back of 3<sup>rd</sup> base.



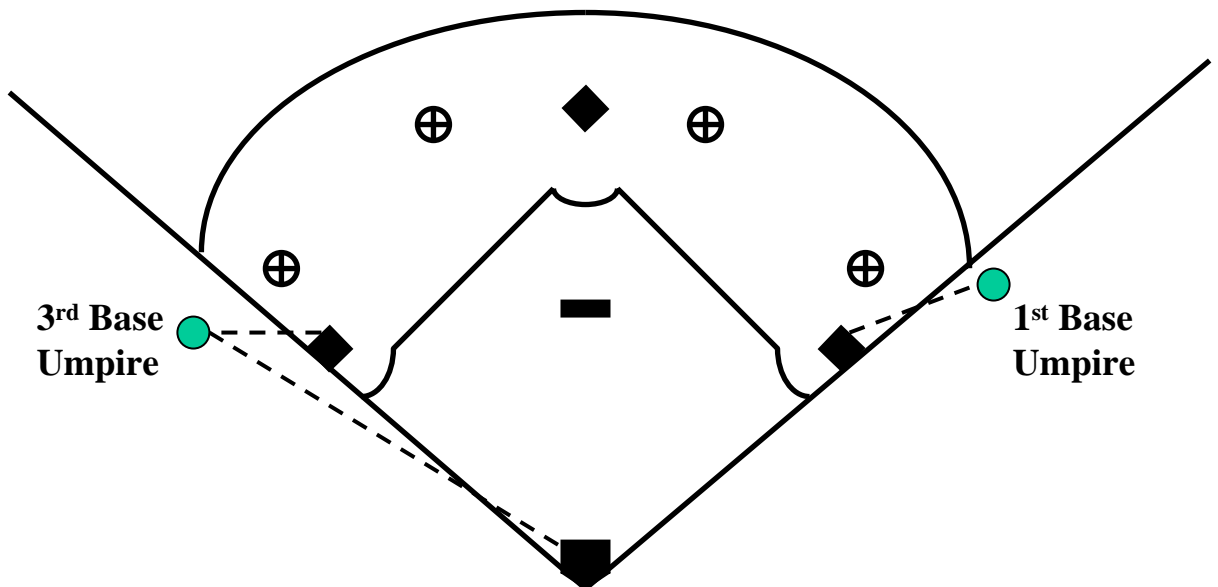
### **Two Base Umpires – Runner on 1st**

The 3<sup>rd</sup> Base Umpire moves over between 2<sup>nd</sup> and 3<sup>rd</sup> to cover any play at 2<sup>nd</sup>.  
 The 1<sup>st</sup> Base Umpire is stationed in foul territory behind 1<sup>st</sup> to see the pitched ball reach the batter and also keep an eye on the runner on 1<sup>st</sup>.



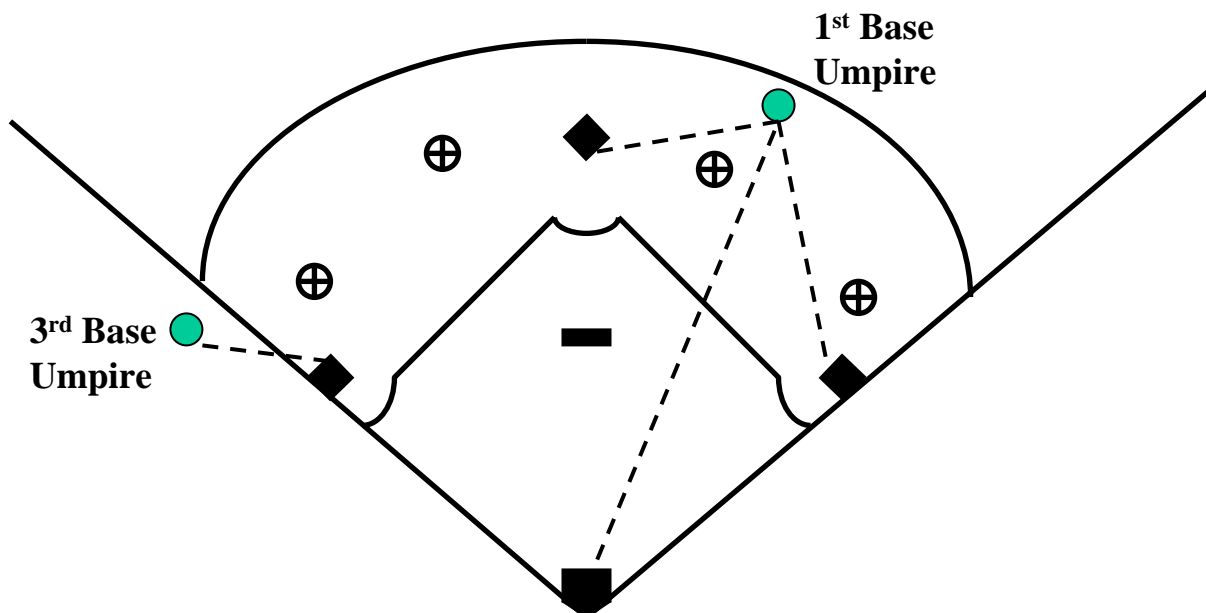
### **Two Base Umpires – Runner on 2<sup>nd</sup>**

The 1<sup>st</sup> Base Umpire moves over between 1<sup>st</sup> and 2<sup>nd</sup> to see the pitched ball reach the batter and also keep an eye on the runner on 2<sup>nd</sup>. The 3<sup>rd</sup> Base Umpire is stationed in foul territory behind 3<sup>rd</sup> base to cover any play at 3<sup>rd</sup>.



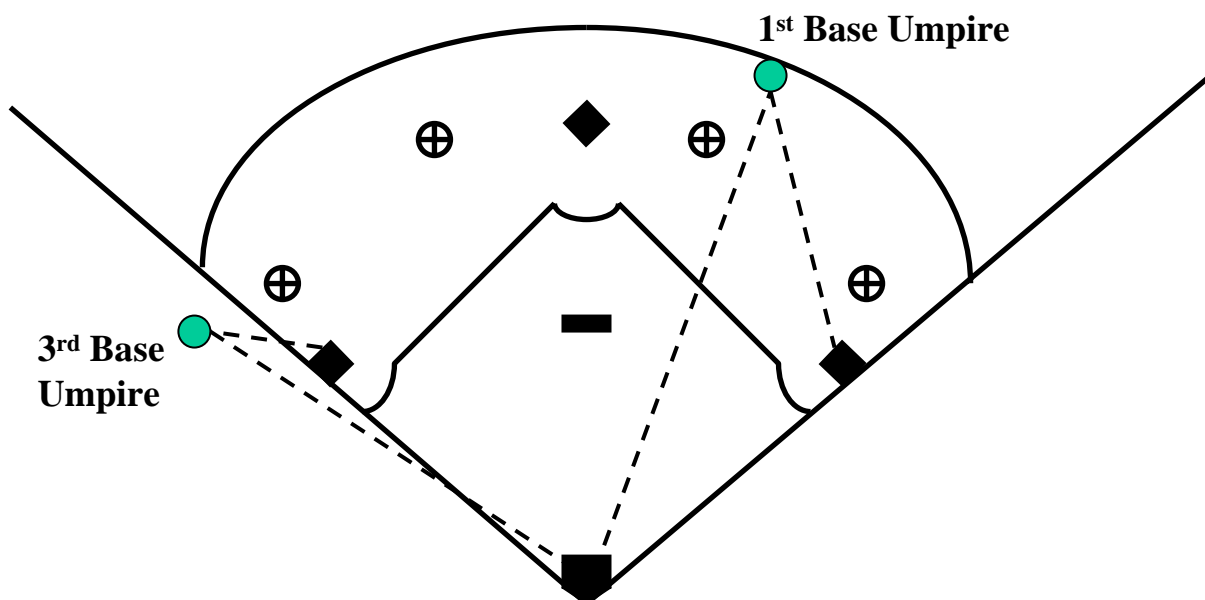
### **Two Base Umpires – Runner on 3<sup>rd</sup>**

The 1<sup>st</sup> Base Umpire is stationed in foul territory behind 1<sup>st</sup> base to cover any play at 1<sup>st</sup>. The 3<sup>rd</sup> Base Umpire is stationed in foul territory behind 3<sup>rd</sup> base to see the pitched ball reach the batter and also keep an eye on the runner on 3<sup>rd</sup>.



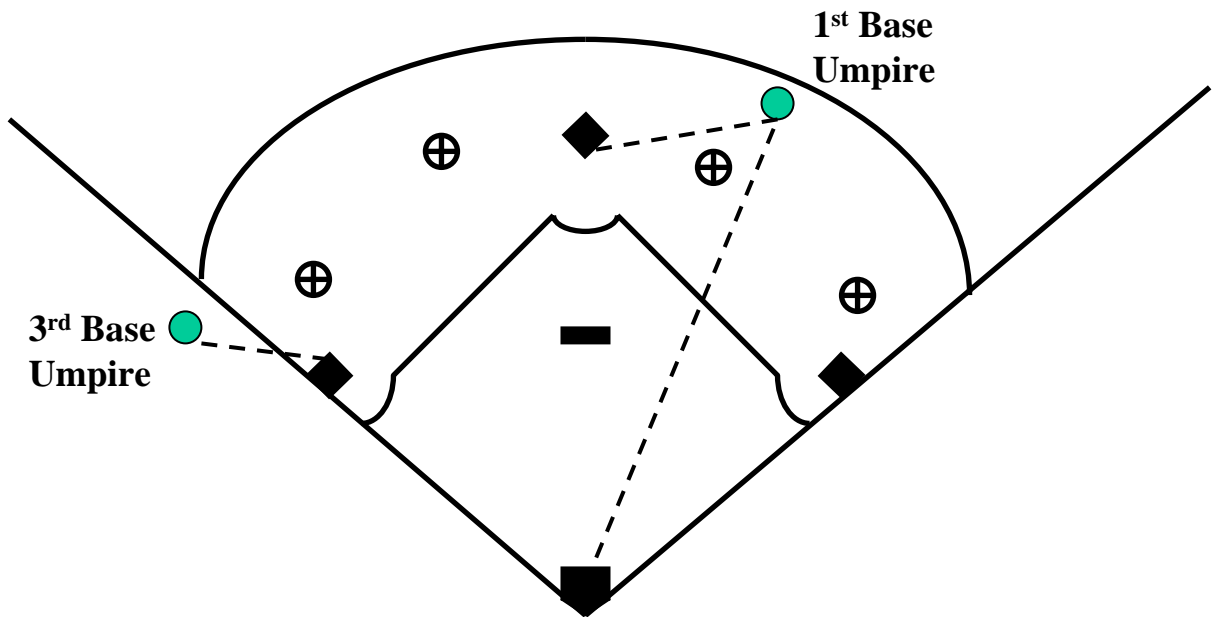
### Two Base Umpires – Runners on 1<sup>st</sup> and 2<sup>nd</sup>

The 1<sup>st</sup> Base Umpire is stationed between 1<sup>st</sup> and 2<sup>nd</sup> to see the pitched ball reach the batter and keep an eye on the runners on 1<sup>st</sup> and 2<sup>nd</sup>. The 3<sup>rd</sup> Base Umpire is stationed in foul territory behind 3<sup>rd</sup> base to cover any play at 3<sup>rd</sup>.



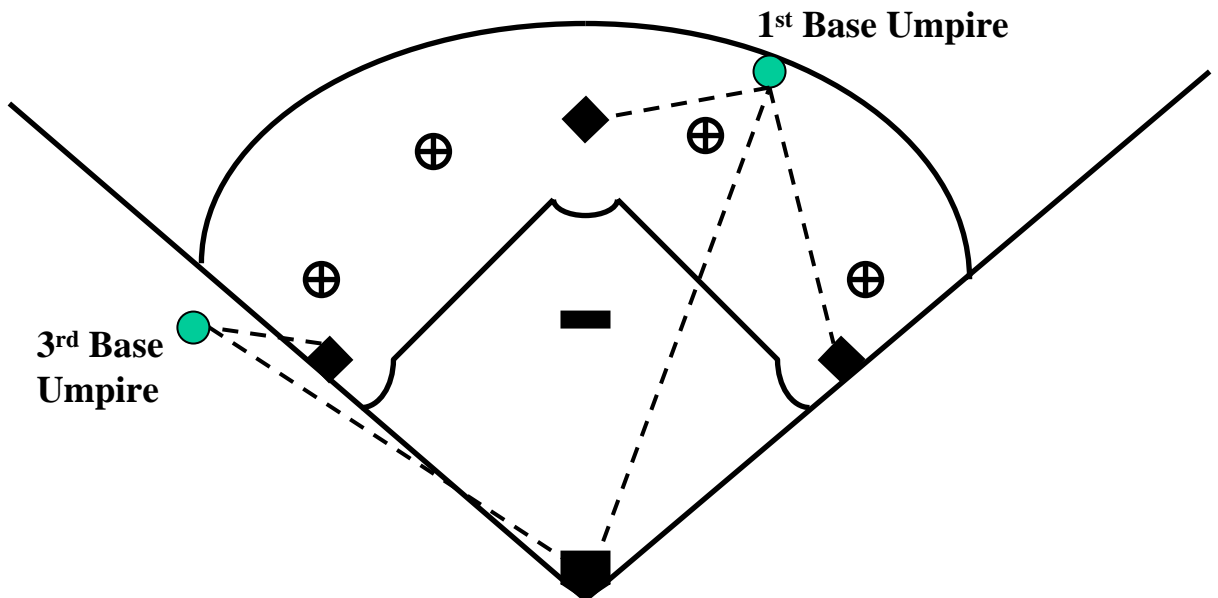
### Two Base Umpires – Runners on 1<sup>st</sup> and 3<sup>rd</sup>

The 1<sup>st</sup> Base Umpire is stationed between 1<sup>st</sup> and 2<sup>nd</sup> to see the pitched ball reach the batter and watch the runner on 1<sup>st</sup>. The 3<sup>rd</sup> Base Umpire is stationed in foul territory behind 3<sup>rd</sup> base to see the pitched ball reach the batter and watch the runner at 3<sup>rd</sup>.



### Two Base Umpires – Runners on 2<sup>nd</sup> and 3<sup>rd</sup>

The 1<sup>st</sup> Base Umpire is stationed between 1<sup>st</sup> and 2<sup>nd</sup> to see the pitched ball reach the batter and watch the runner on 2<sup>nd</sup>. The 3<sup>rd</sup> Base Umpire is stationed in foul territory behind 3<sup>rd</sup> base to see the pitched ball reach the batter and watch the runner on 3<sup>rd</sup>.

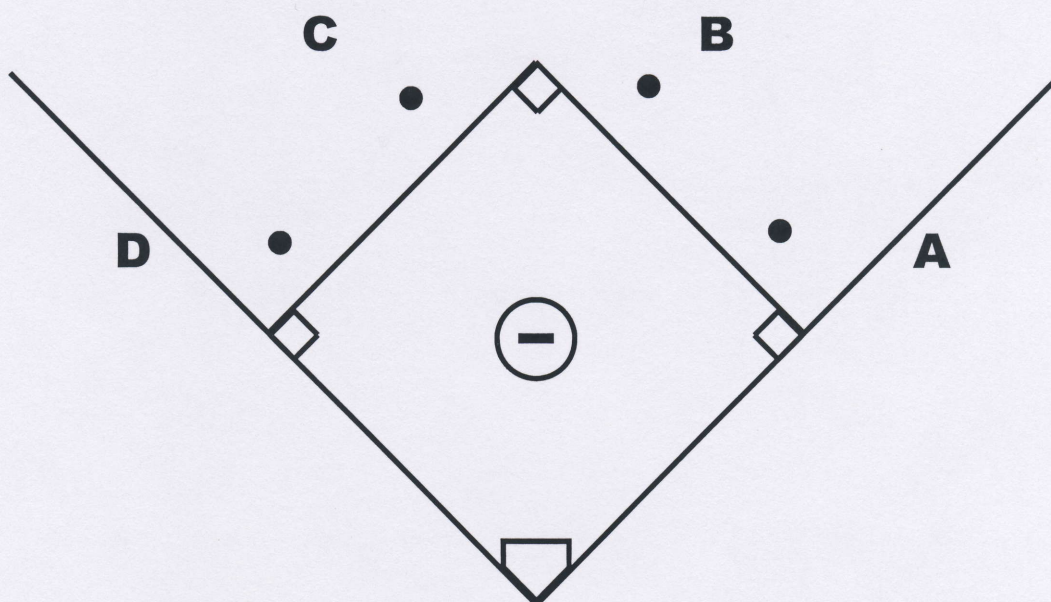


### Two Base Umpires – Bases Full

The 1<sup>st</sup> Base Umpire is stationed between 1<sup>st</sup> and 2<sup>nd</sup> to see the pitched ball reach the batter and watch the runners on 1<sup>st</sup> and 2<sup>nd</sup>. The 3<sup>rd</sup> Base Umpire is stationed in foul territory behind 3<sup>rd</sup> base to see the pitched ball reach the batter and watch the runner at 3<sup>rd</sup>.



# FIELD POSITIONS FOR THE LITTLE LEAGUE BASE UMPIRE



SITUATION	2 - MAN	3 - MAN	3 - MAN
	FIELD UMP	1ST BASE UMP	3RD BASE UMP
BASES EMPTY	A	A	D
RUNNER ON 1ST BASE	B	A	C
RUNNER ON 2ND BASE	C	B	D
RUNNER ON 3RD BASE	C	A	D
RUNNERS ON 1ST & 2ND BASE	C	B	D
RUNNERS ON 2ND & 3RD BASE	C	B	D
RUNNERS ON 1ST & 3RD BASE	C	B	D
BASES LOADED	C	B	D