

MFOA 3-Man Pre-game Mechanics on "1" Page

Remember: Anytime 'U1'/'U3' goes out * remaining crew will revert to 2-man mechanics.

***** ROTATIONS ARE ON BASEBALLS HIT TO THE OUTFIELD ONLY!! *****

Starting Positions-

'U1' will ALWAYS start in 'A' with a runner on 1st base, runner on 3rd base only.

'U1' will ALWAYS start in Deep 'B' with a runner on 2nd base, 2nd and 3rd. 'U1' does have the Option of "A" or "B" with 2 outs. ****What you choose as a crew in pre-game is what you do throughout the game.****

'U3' will start in Deep 'B' with a runner on 1st base only. **** 3-2 count with 2-outs 'U3' moves to "C" ** Why? Runner on 1st will be off on the pitch. Gets you position you will be going to. Not required.****

'U3' will be in Standard 'C' position with runners on 1st and 2nd, runners on 1st and 3rd, or Bases Loaded.

Fly Ball Coverage-

With 'U1'/'U3' starting in the 'A' or 'D' position, 'U1'/'U3' will go [^] out on "trouble" balls: 'U1'/'U3' will have the option not to go out on cans of corns. ERROR on going out. 'U1'/'U3' DO NOT GO OUT on sharply hit line drives that obviously will drop before being caught by an outfielder. 'U1'/'U3' when going [^] out will announce to their crew they are "GOING [^] OUT" and point up as they go [^] out. When 'U1'/'U3' are in the 'B' or 'C' position Never cross the clay, 'U1'/'U3' are still responsible for all catch/no catches in their area of the outfield from the CF to the wing outfielder; unless 'U1'/'U3' when on the line elects to go [^] out on a Fair/Foul issue or troubled balls from CF towards them. If 'U1' goes [^] out, 'Plate Umpire' covers the BR to 1st base being ready to make all calls on BR at 1st. 'Plate Umpire' retreats to 'Home' only when the BR commits to 2nd base. Note: When 'U1'/'U3' start in 'B' or 'C' they will have the responsibility of BR at 1st if either wingman goes out when starting on line. If 'U1'/'U3' goes [^] out, 'U1'/'U3' takes the BR all the way to 3rd base on all triples. 'Plate Umpire' stays Home'. 'Plate Umpire' will call fair/foul and catch/no catch on the unattended foul line.

Rotations are only done on Baseballs hit to the "Outfield"

Not on overthrows or Errors in the "Infield" U1 stay Home U1 & U3 has infield covered

When 'U1'/'U3' start in 'A' and 'D' or 'A' and 'B' [always with runner on 1st base only] positions, the Entire Crew will standard rotate ←. 'U1' will wait for the BR to touch 1st base in foul territory (coach's box area). When BR commits to go to 2nd base, only then, will 'U1' start rotating to 'Home' in foul territory. 'U1' making call at 'Home' getting 3rd base extended if a play develops at 'Home'. 'U1' - Mirroring the runner going 2nd to 3rd. Note 'U1': If BR comes back to 1st you have that call coming back into 1st on BR before committing to go home. 'Plate Umpire' rotates to 3rd base if a play develops at 3rd and makes the call in foul territory (coach's box area). Therefore: With runners on 1st, 1st and 3rd, or 3rd base only, base hits to the Outfield, Crew will Standard rotate ← if neither wingman goes out.

Reverse Rotations → (AKA "the Push/Slide") on clean base hits into the outfield

When 'U1'/'U3' start in the 'A' and 'C' positions:

'U3' takes all plays on the lead runner(s) from 1st (and 2nd) into 3rd base.

'U1' takes the BR all the way into 2nd base.

Plate Umpire stays 'Home' watching touch of 3rd base by runner starting at 2nd base and all plays at 'Home'.

Rotation based on the Infield Fly Situation-

Infield Fly NO ROTATION: Rotation is exactly the same as in the two-umpire system

A fly ball hit into the outfield with runners on 1st and 2nd base with less than two outs, that will be caught, requires the crew to standard rotate ←. 'Plate Umpire' rotates to 3rd base announcing "I'm at 3rd if he goes" getting into area of 3rd base coaching box to make call if play develops at 3rd. 'U1' rotates to 'Home' if a play develops at 3rd base. If 'U1' goes [^] out crew reverts to 2 man coverage. PU will make call at 3rd in cut out area.

Special Note: Crews can use whatever you decide to use as signals. Whatever you decide use them so you look like you are communicating every time situation changes. You never know who is watching you from the stands to move on to the next level.