

Notify home game management that the crew has arrived
 Confirm start time
 Discuss
 Uniform (weather issues)
 Rules changes, points of emphasis, unusual plays/situations
 Communication among crew (signals, verbal cues, etc.)
 Help plays – getting the call right
 Pregame Responsibilities
 Examination of field
 Identify potential safety issues
 Check teams for illegal or unsafe equipment
 Pregame Meeting with Head Coach and Captains
 Exchange lineup cards
 Check for DH
 Check for possible errors
 Announcement of ground rules
 NJSIAA Sportsmanship Statement
 Verify that both teams are legally and properly equipped
 Field Coverage
 Fair/Foul Responsibilities
 Ground balls
 Fly balls and line drives

Obstruction/Interference
 Sacrifice situations
 Game Situations
 Inclement weather – NJSIAA 30 minute rule
 Calling “Time”
 Foul tip vs. Foul ball
 Infield Fly rule
 Awarding bases
 Check swings responsibilities and mechanics
 Pickoffs
 Steal plays
 Tag plays
 Swipe tag and pulled foot mechanics
 Rundowns
 Balks
 Trap/Catch on third strike
 Outs and count
 Eye contact
 Difficult Situations
 Handling dugouts
 Bench jockeying
 Arguing balls and strikes
 Location of coaches & players
 Arguments
 Fights
 Ejections

Catch/No catch responsibilities

Live ball/dead ball responsibilities
 We are both responsible for:
 Anything in the box
 Balks
 Infield flies
 In “A”, base man has the base and beyond
 In “B” & “C” plate man has lines
 If baseman goes out, stay out or come in behind
 Work the “W”
 Plate man has balls to the lines
 1st & 2nd less than 2 outs, plate man takes lead lead
 Base man has 1st & 2nd play in the infield
 Batter/runner triple, plate man has third, base man covers plate

Double plays – force play slide rule

2nd play in infield mechanics
 1st & 3rd rotation & signal
 Timing play & signal
 Infield fly & signal
 Touches at third
 Tag ups at third
 1st base pulled foot/swipe tag help, nobody on & rotation situation
 Rundown coverage
 Baseman in “B” or “C”, ball down right field line switch
 Foul/Dead ball plate/base switch
 Check swing help mechanics

