

## Umpire Signals:



### **PLAY or PLAY BALL:**

Point with either hand directly at the pitcher. Call forcefully, "Play ball."



**TIME:** Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Time!" Remember, in any dead ball situation, the ball must be put back into play.



**BALL:** On a pitch that is a ball, stay in your stance and verbalize, "Ball." There is no signal for a pitch that is a ball. Verbalize a ball so that your voice can be heard in both dugouts.

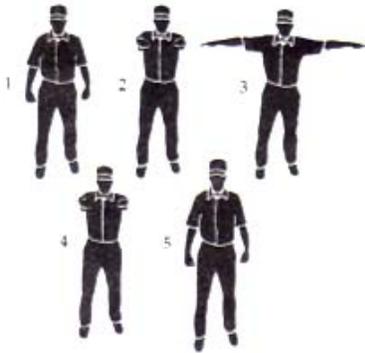


**STRIKE:** As PU, stand up from your stance and step back away from the catcher. Continue watching the ball, normally in the catcher's possession; bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90 degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Declare loudly, "Strike!" as you pound the nail. Then, relax as you prepare for the next pitch. Verbalize a strike so that your voice can be heard in the outfield. When BU responds to PU's question about a check-swing, the strike signal is used to indicate that a batter did swing.

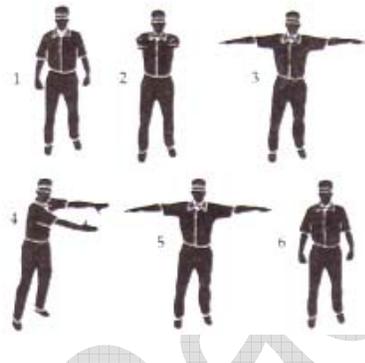
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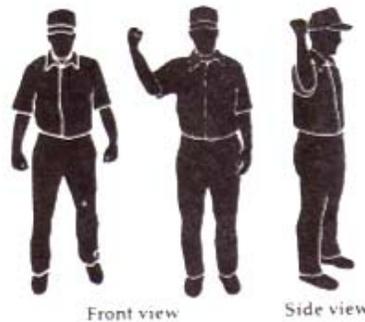
**Check swing:** Plate umpire steps out from behind catcher, points to base umpire with left hand, and asks, "Did he go?"



**SAFE:** Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders. Call, "Safe!" (not "He's safe!") as you sweep your arms. Return your arms, still parallel to the ground, in front of your chest. Drop your arms to your sides and resume a set position. When BU responds to UIC's question about a check swing, the safe signal is used to indicate that a batter did not swing.



**SAFE - FIELDER OFF THE BASE:** Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders. Call, "Safe!" (not "He's safe!") as you sweep your arms. Return your arms, still parallel to the ground, in front of your chest. Next, with both arms chest high, "sweep" the arms together in a sideways motion indicating the direction in which a fielder lost contact with the base as you declare, "He's off the base!" Then, repeat the safe signal and again say, "Safe!" Finally, resume a set position.

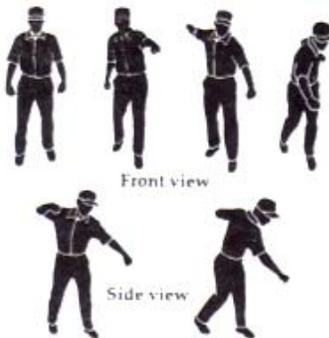


**OUT:** Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90 degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Declare loudly, "He's out." as you pound the nail. Return to a set position.

## Umpire Signals:



**OUT ON A TAG:** Begin in a set position. Stand upright, take at least one step forward and point with your left hand at the location where the tag occurred. Declare, "On the tag..." Next, signal out: Bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90 degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Notion your right forearm forward and then back, as if pounding a nail. Complete your declaration with, "...he's out."



**OUT - SELL:** To sell an out call on a difficult catch, simply extend your right arm fully and exaggerate the standard "pounding a nail" motion described above. To sell a close play on the bases, begin in a set position. Stand with your shoulders square to the play, keeping your head still. Instead of bringing your right arm up extended and parallel to the ground (as in a standard out signal), draw your right fist straight up toward your armpit (elbow fully bent). Simultaneously, extend your left arm toward the play, left fist clenched. Take one full step toward the play with your left foot and thrust your right fist toward the play as if throwing an overhand punch. Declare loudly, "He's out", as you "throw" the "punch" signal. Finally, return to your set position.



**FAIR BALL:** Move as close to the ball as safety and the play will allow, then straddle the foul line. Come to a standing set position before the play happens. Point to fair territory with the hand and arm on that side of your body.

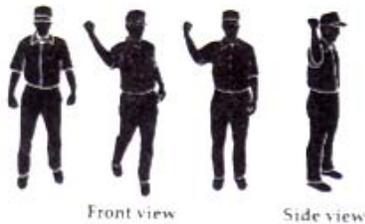


**FOUL BALL:** Move as close to the ball as safety and the play will allow, then straddle the foul line. Come to a standing set position before the play happens. Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Foul!" Then, point to foul territory with the hand and arm on that side of your body.

# Umpire Signals:



**Foul Tip:** This is a non-verbal call used with a "strike" hand motion.



**CATCH:** Begin from a set position. To signal a catch for an out, stand with your shoulders square to the play, keeping your head still. Raising your right arm up, arm extended and parallel to the ground. Bend the elbow 90 degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and hold the position momentarily, as if you have just hit a nail with a hammer. Declare, "Catch! That's a catch!"



**NO CATCH:** Begin from a set position. To signal the absence of a catch, stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders and hold the position momentarily. Declare, "No catch! No catch!"



**Ball Out of Play:** Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Time!" Remember, in any dead ball situation, the ball must be put back into play.



**“That’s obstruction”:** It is called by plate or base umpire. Call it loud and clear. Point at offender and let play continue. Any base awards are done after play concludes and time is called.



**Time! That’s obstruction”:** It is called by plate or base umpire. It is called loud and clear. Base awards are done immediately.



**“Time ... That’s interference”:** It is called by plate or base umpire. It is called immediately when it happens. Follow up verbally with any base awards.



**INFIELD FLY:** Begin in a set position; when the ball is hit, pause, read and react; step up, turn and face the fielder(s) and the play. When the ball is descending and you are convinced the batted ball is an infield fly, point straight up with your right hand and declare, "Infield fly! The batter is out." If the batted ball is near foul territory, the verbal call is, "Infield fly! The batter is out, if fair!" If the batted ball is fair but uncaught, signal an out and declare, "He's out! He's out! The batter is still out!" If the batted ball becomes an un-caught foul ball, signal and declare a foul ball.



**COUNT THE RUN:** When one runner scores just before a teammate is retired to end an inning, the plate umpire will "count" the run by pointing emphatically and repeatedly directly at home plate and announcing for all to hear, "Count the run!" "Count the run!" "That run scores!" As he makes the announcement, the umpire should look to the press box or the official scorer to insure that the run is credited in the score book.



**NO RUN SCORES:** When one runner approaches the plate but fails to score as a teammate is retired to end an inning, the plate umpire will "wipe off" the run by waving with both arms emphatically and repeatedly toward the press box or the official scorer and announcing for all to hear, "No run". "No run". "That runner does not score." The physical signal resembles a basketball referee canceling a basket.



**Home Run:** It indicates that the hit ball went over the fence.



**Number of outs:**  
It is done with every new batter when runner(s) are on base(s).

## Umpire Signals:



**Infield Fly Possible:** On a regional basis, there are a number of signals used by crews to remind partners that an infield fly situation exists. The most popular signal is still an open right hand placed across the chest; among professional baseball umpires, the most common is a simple touch of the bill of the cap, using a closed fist to simultaneously indicate no outs or an extended forefinger to indicate one out; a few areas still have umpires pat the top of their heads. Which "infield fly possible" signal is used is not important; the fact that one is used and recognized is very important.



**Timing Play Situation:** It indicates to your partner that you both must be aware the timing between when a runner reaches home plate and when the third out is made.



**What is the count?**

Discretely asks your partner to tell you what they have for the current count of ball and strikes.



**The count is ...** Discretely tells your partner what you have as the current count of balls and strikes.

## Umpire Signals:



**Plate umpire will cover 3<sup>rd</sup>:** It indicates to the base umpire that the plate umpire will handle any calls at third base.



**Plate umpire will stay at home plate:** It indicates that the plate umpire intends to only cover home plate.



**Clap:** Tells your partner that you think they did a good job or made a good call.