

BASEBALL5

3-OFFICIAL MECHANICS

1. PRINCIPLES & OBJECTIVES OF ROTATIONS
2. OFFICIALS ROTATION ON THE FIELD



#PLAYEVERYWHERE

OFFICIALS ROTATIONS ON THE FIELD

PRINCIPLES – OBJECTIVES OF ROTATIONS



3-Official Mechanics

Remember that the game is very fast and that the runners reach bases quickly => Rotations in 3-offical system mechanics are essential!

The Official Crew rotates together in order to cover as much of the field for every play, missed bases, obstruction, interference ...

Distinction of 2 types of rotations depending on situation :

- **Immediate rotation:**

Officials must rotate as soon as the ball is in play, regardless of runners advance.

- **Delayed rotation:**

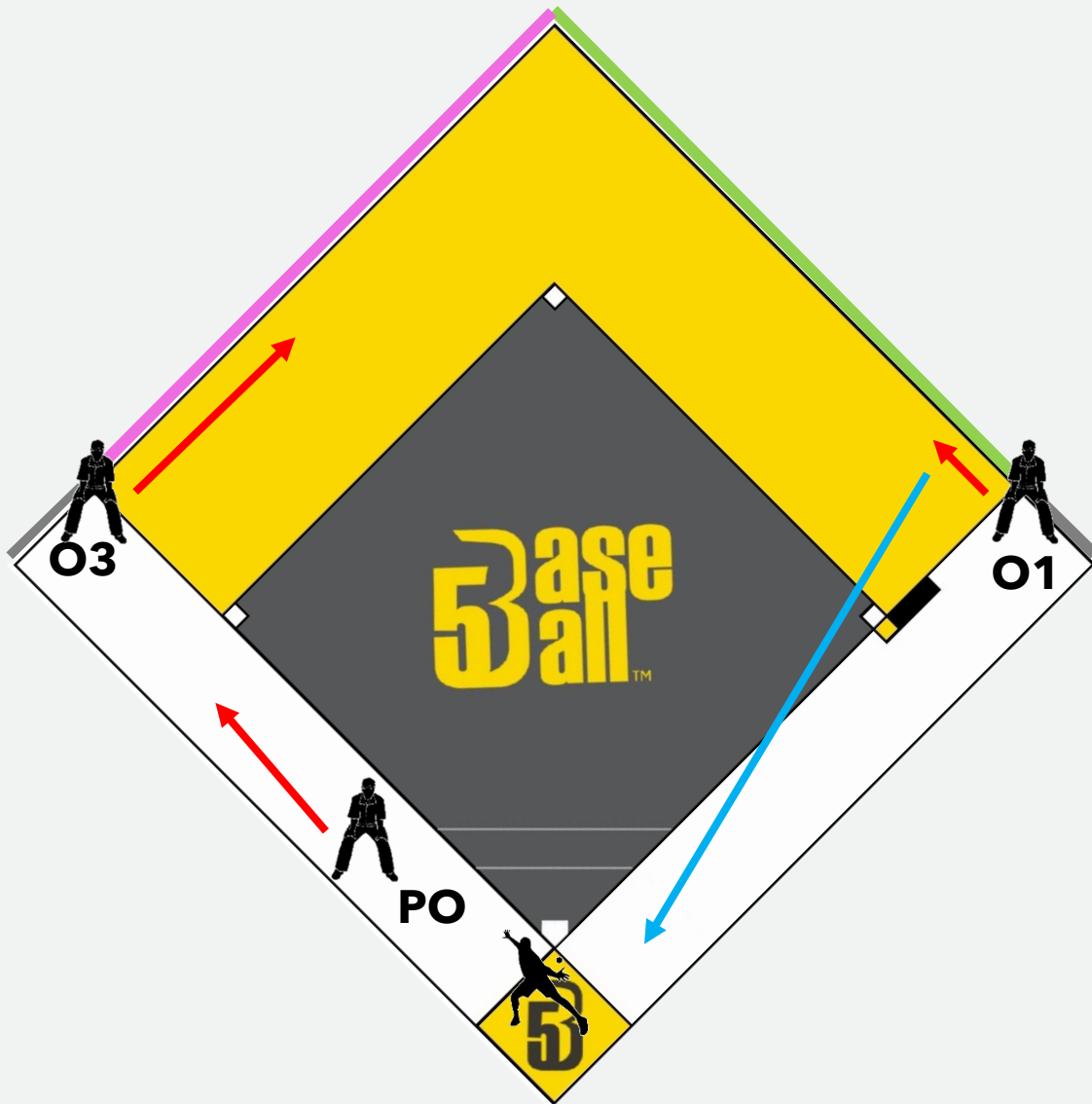
Officials rotate depending on the runner progress during a play.

OFFICIALS ROTATIONS ON THE FIELD

NO RUNNER



3-Official Mechanics



PO – 3B side –

Batter's box, No-Hit Zone & Catch/No Catch,

Ball on wall LF & RF foul territory –

Rotation to 3B if BR attempts to 2B => Play on 3B

O1 – A position –

Fair/Foul 1B-line & Right side of the fence – Play at 1B

Once BR attempts to 2B, O1 rotates to HP

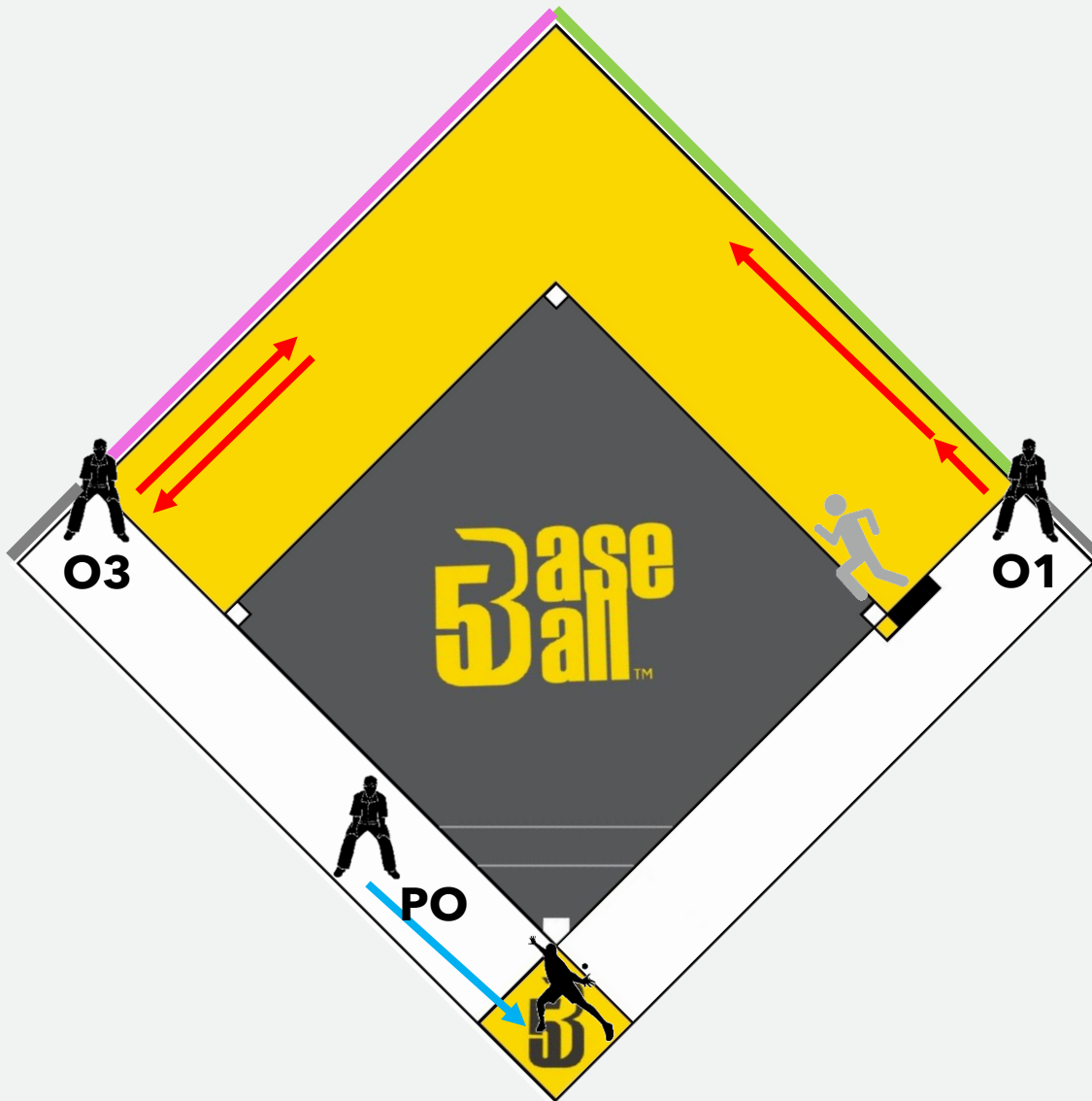
O3 – D position

Fair/Foul 3B-line & Left side of the fence

Move toward 2B once the ball is in play to make the call at 2B if BR attempts to advance

OFFICIALS ROTATIONS ON THE FIELD

RUNNER 1B



3-Official Mechanics

PO – 3B side

Batter's box, No-Hit Zone & Catch/No Catch

Ball on wall LF & RF foul territory –

Rotation to HP (point of plate -> 3B-line ext) if R1 attempts to 3B

O1 – A position

Fair/Foul 1B-line & Right side of fence

Play at 1B and 2B if overthrow BR attempt to advance

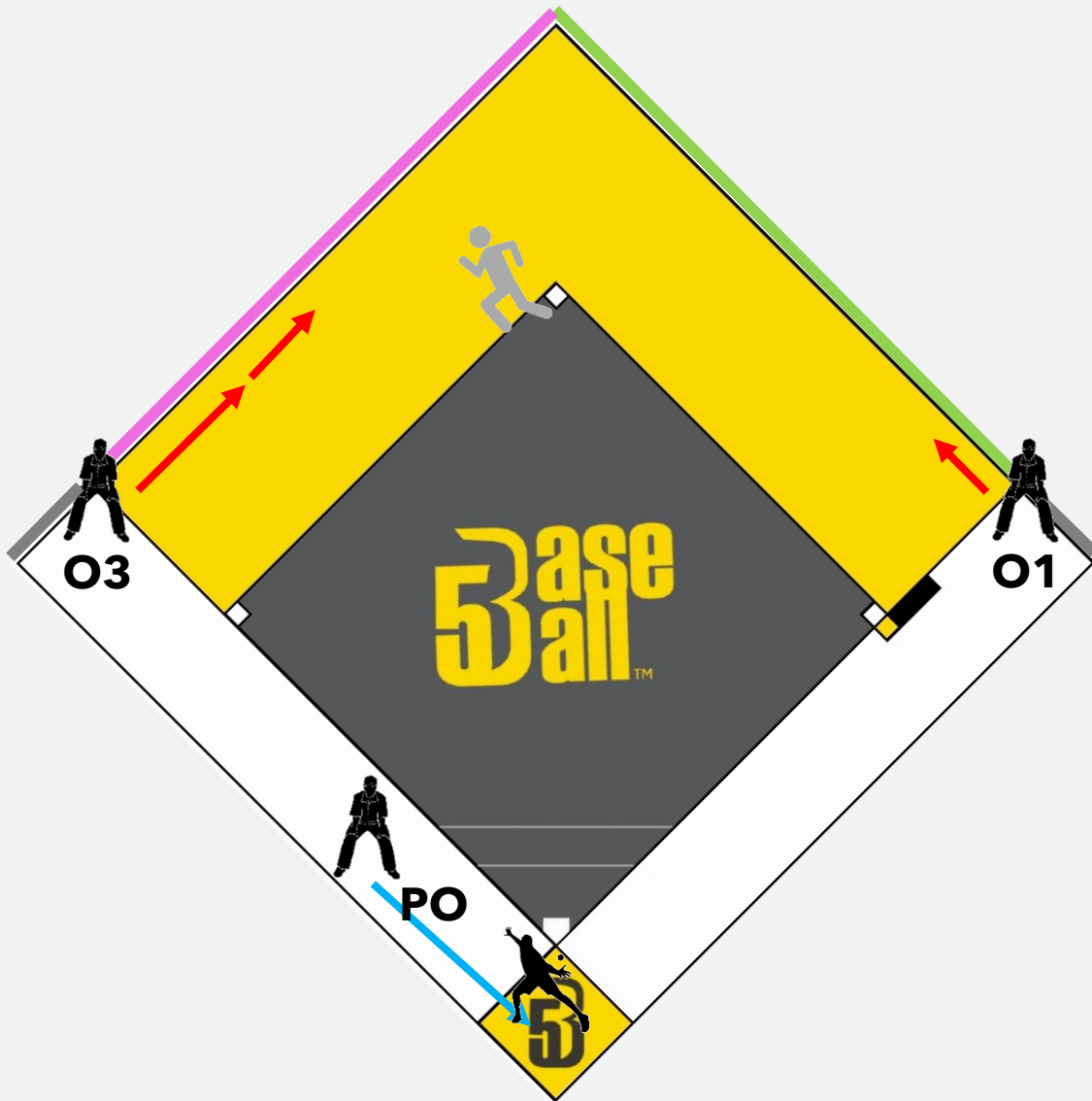
O3 – D position

Fair/Foul 3B-line & Left side of fence

Move once the ball is in play to make the call at 2B, move back to 3B if overthrow and R1 attempt to advance

OFFICIALS ROTATIONS ON THE FIELD

RUNNER 2B



3-Official Mechanics

PO – 3B side

Batter's box, No-Hit Zone & Catch/No Catch

Ball on wall LF & RF foul territory –

Rotate to HP (point of plate -> 3B-line ext)

O1 - A Position

Fair/Foul 1B-line & Right side of fence

Play at 1B and 2B if overthrow BR attempt to advance

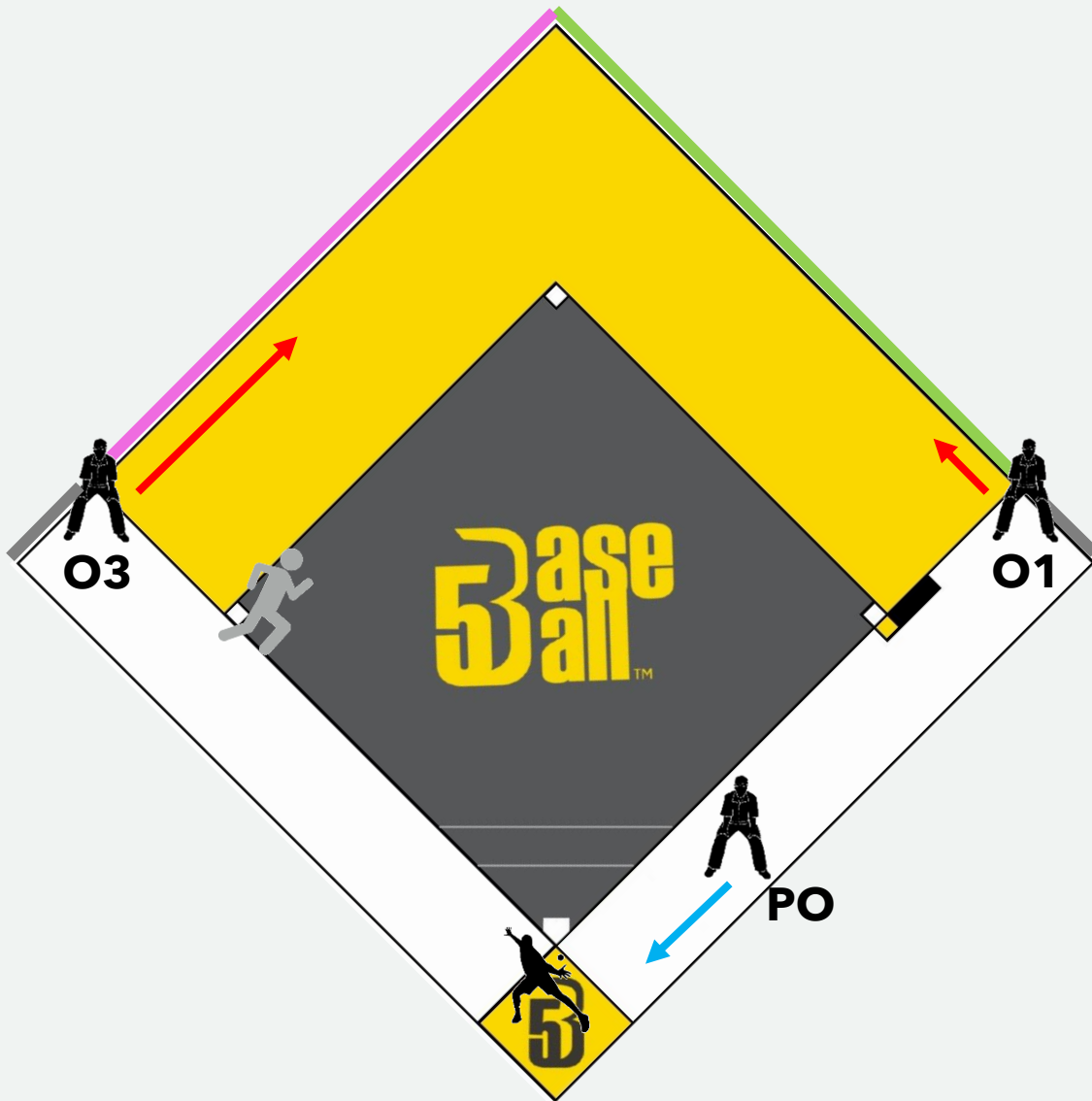
O3 – B position

Fair/Foul 3B-line & Left side of fence

Move once the ball is in play step into fair territory if play at 3B, step toward 2B if overthrow and R1 attempt to advance, back to 3B if needed

OFFICIALS ROTATIONS ON THE FIELD

RUNNER 3B



3-Official Mechanics

PO – 1B side (R3)

Batter's box, No-Hit Zone & Catch/No Catch

Ball on wall LF & RF foul territory –

Play at / R3 touch of HP

O1 – A position

Fair/Foul 1B-line & Right side of fence

Play at 1B

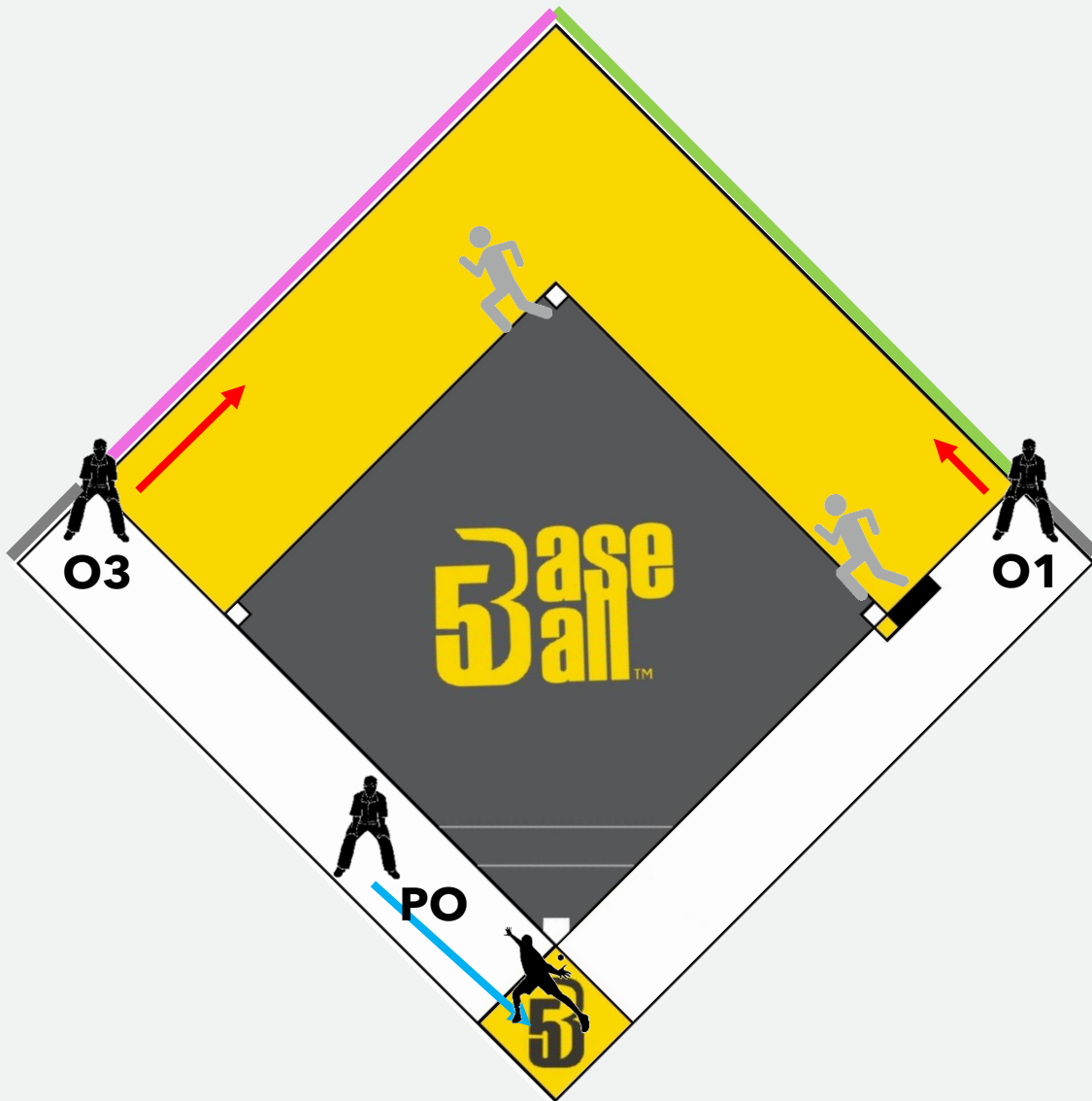
O3 – D position

Fair/Foul 3B-line & Left side of fence

Play back at 3B, rotate to 2B if overthrow

OFFICIALS ROTATIONS ON THE FIELD

RUNNER 1B & 2B



3-Official Mechanics

PO – 3B side

Batter's box, No-Hit Zone & Catch/No Catch

Ball on wall LF & RF foul territory –

Rotate to HP (point of plate -> 3B-line ext)

O1 – A position

Fair/Foul 1B-line & Right side of fence

Play at 1B

O3 – D position

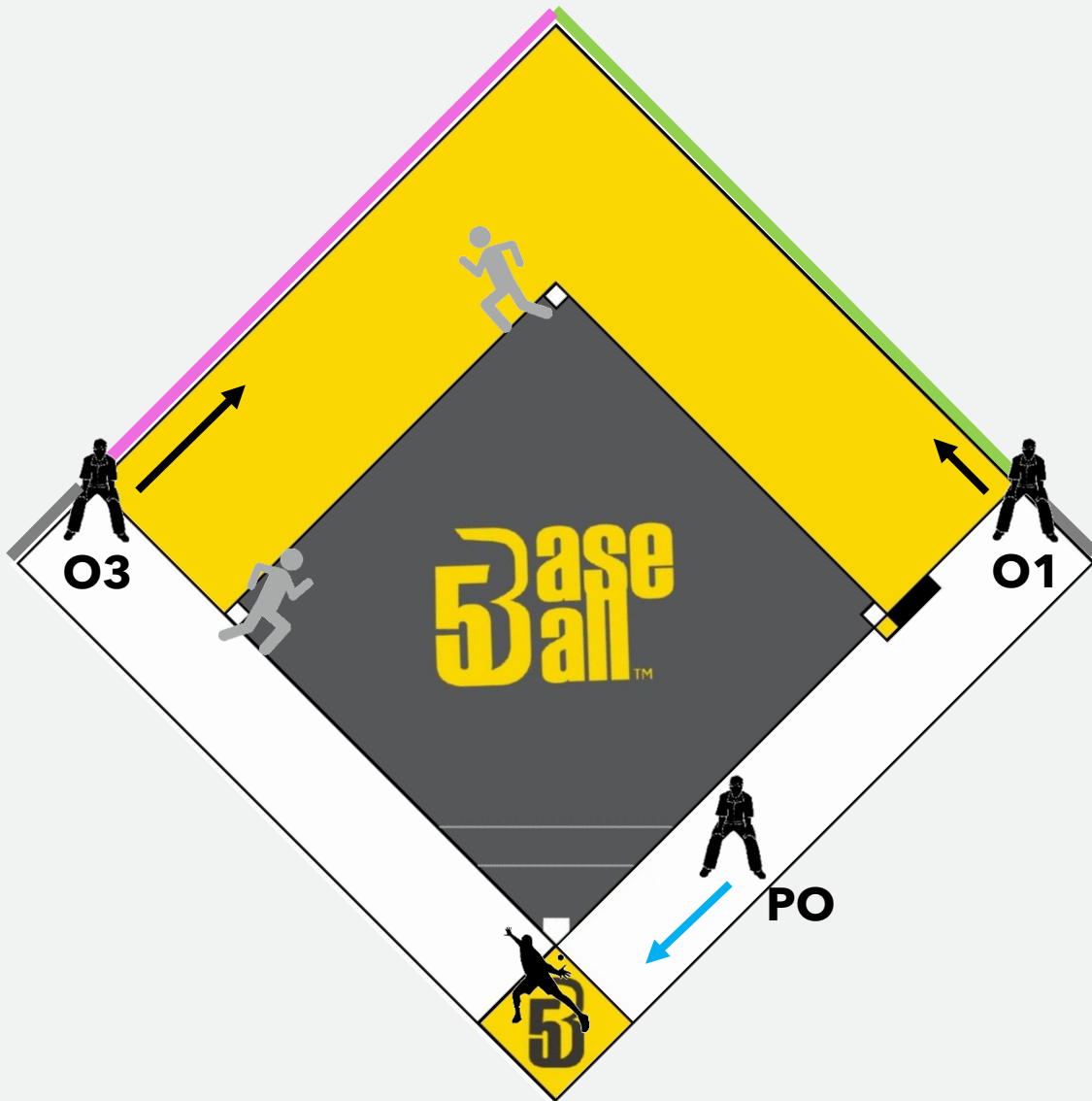
Fair&/Foul 3b-line & Left side of fence

Play at 3B (step inside fair territory) and 2B

(extra step toward 2B)

OFFICIALS ROTATIONS ON THE FIELD

RUNNER 2B & 3B



3-Official Mechanics

PO – 1B side (R3)

Batter's box, No-Hit Zone & Catch/No Catch

Ball on wall LF & RF foul territory –

Play at / R3 touch of HP

O1 – A position

Fair/Foul 1B-line & Right side of fence

Play at 1B

O3 – D position

Fair/Foul 3B-line & Left side of fence

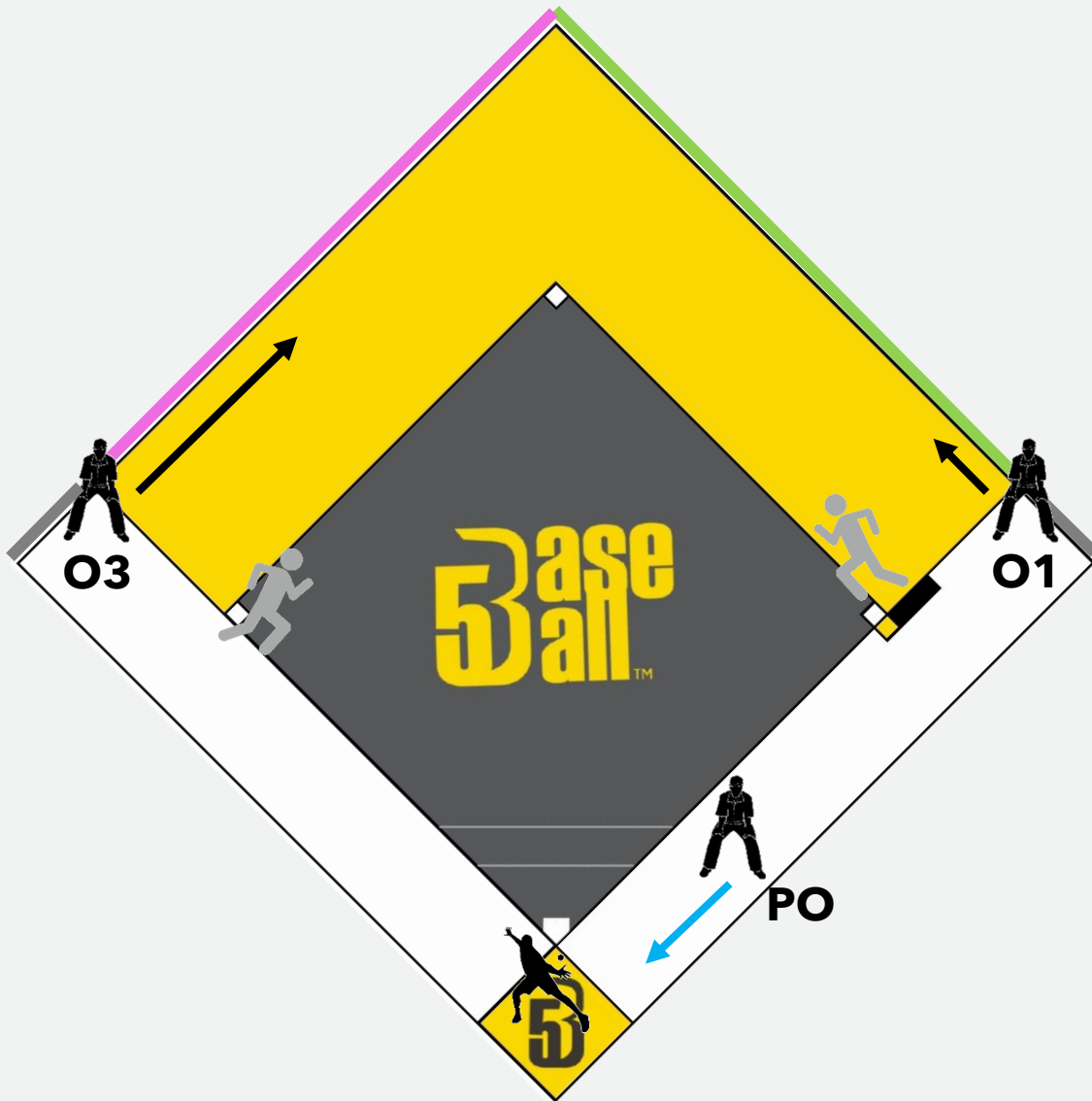
Play at 3B and at 2B if overthrow

OFFICIALS ROTATIONS ON THE FIELD

RUNNER 1B & 3B



3-Official Mechanics



PO – 1B side (R3)

Batter's box, No-Hit Zone & Catch/No Catch

Ball on wall LF & RF foul territory –

Play at / R3 touch of HP

O1 – A position

Fair/Foul 1B-line & Right side of fence

Play at 1B

O3 – D position

Fair/Foul 3B-line & Left side of fence

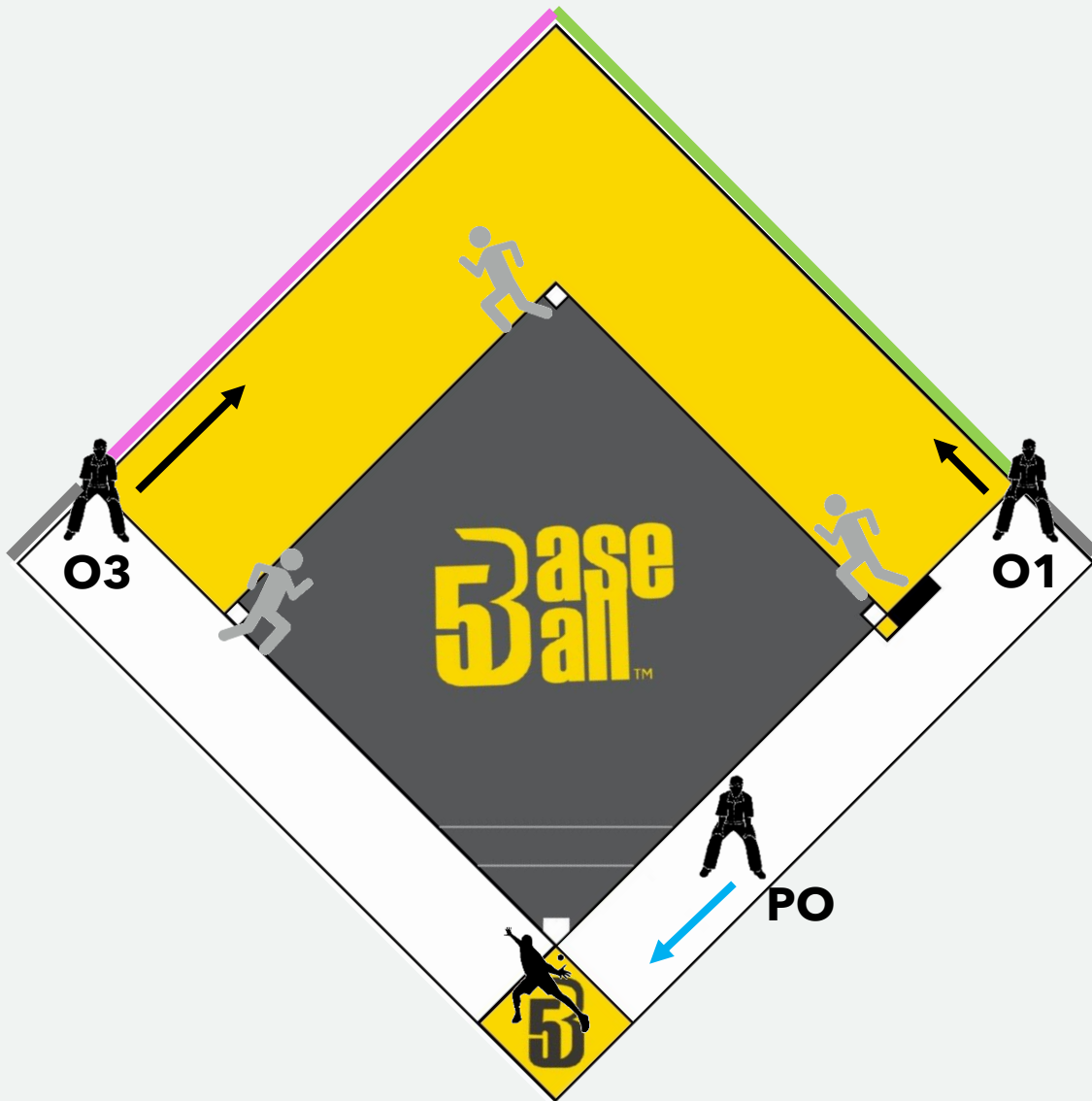
Play at 3B and at 2B

OFFICIALS ROTATIONS ON THE FIELD

RUNNER 1B, 2B & 3B



3-Official Mechanics



PO – 1B side (R3)

Batter's box, No-Hit Zone & Catch/No Catch

Ball on wall LF & RF foul territory –

Play at / R3 touch of HP

O1 – A position

Fair/Foul 1B-line & Right side of fence

Play at 1B

O3 – D position

Fair/Foul 3B-line & Left side of fence

Play at 3B and at 2B