



# Working Home Plate

*2020*





# Working the Plate

*The Basics*



# WHAT IS INVOLVED ?

- Maintain Game control
  - Pace of the game
  - Lineup cards
- Calling pitches
- Assisting partner
- Plays at the plate and occasionally the other bases





## Review of Game management - It all adds up:

- **Be on time**
  - Report in to home team
  - Be confident – not arrogant
  - Plate conference be at the plate and ready to go 5 mins before game time
- **Between innings is not a rest time**
  - Hustle to your between innings position
  - Keep players moving
  - Count pitches – 2 pitches left - 2 to catcher and 2 to on-deck hitter
  - DO NOT talk (idly) with coaches and don't talk with fans



# WORKING WITH YOUR CATCHERS

- You should make every effort to learn the catcher's first name.
- **Always give them time if they are hit by ball or bat**
- Building a rapport will help you in calling balls and strikes
- Never let a catcher turn around on you to discuss balls and strikes
- Don't allow the catcher to hold the ball
- A good way to discuss the above items, is to sweep the plate and look directly at him. This doesn't put the spotlight on anyone.
- Don't allow the coach to continually ask the catcher where the pitch was.







# Plate Stances

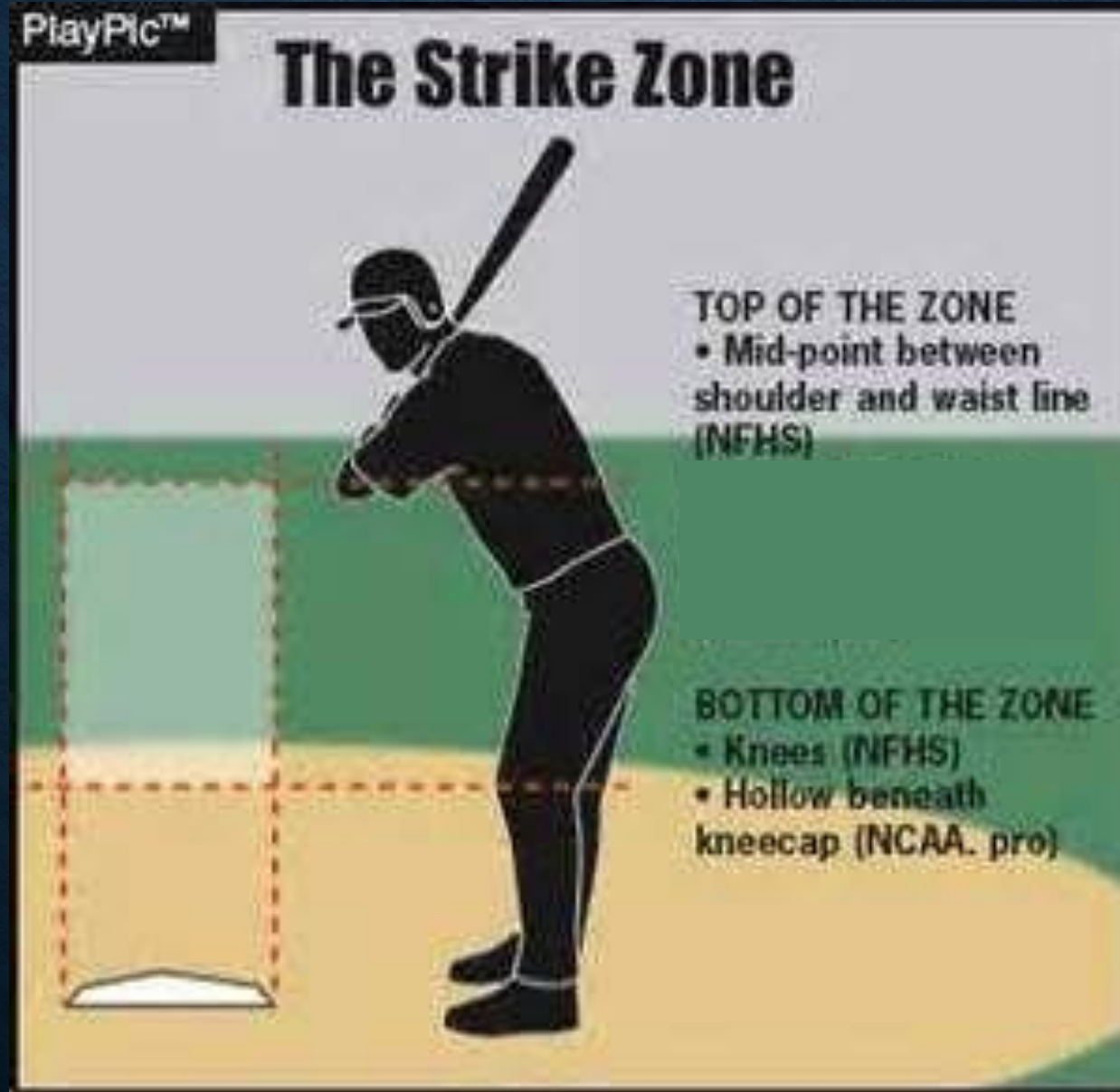


# DIFFERENT STANCES



- Must be able to see the glove and entire plate
  - Shoulders must be square to pitcher
- May have to adjust slightly if the catcher moves inside or up

# THE STRIKE ZONE

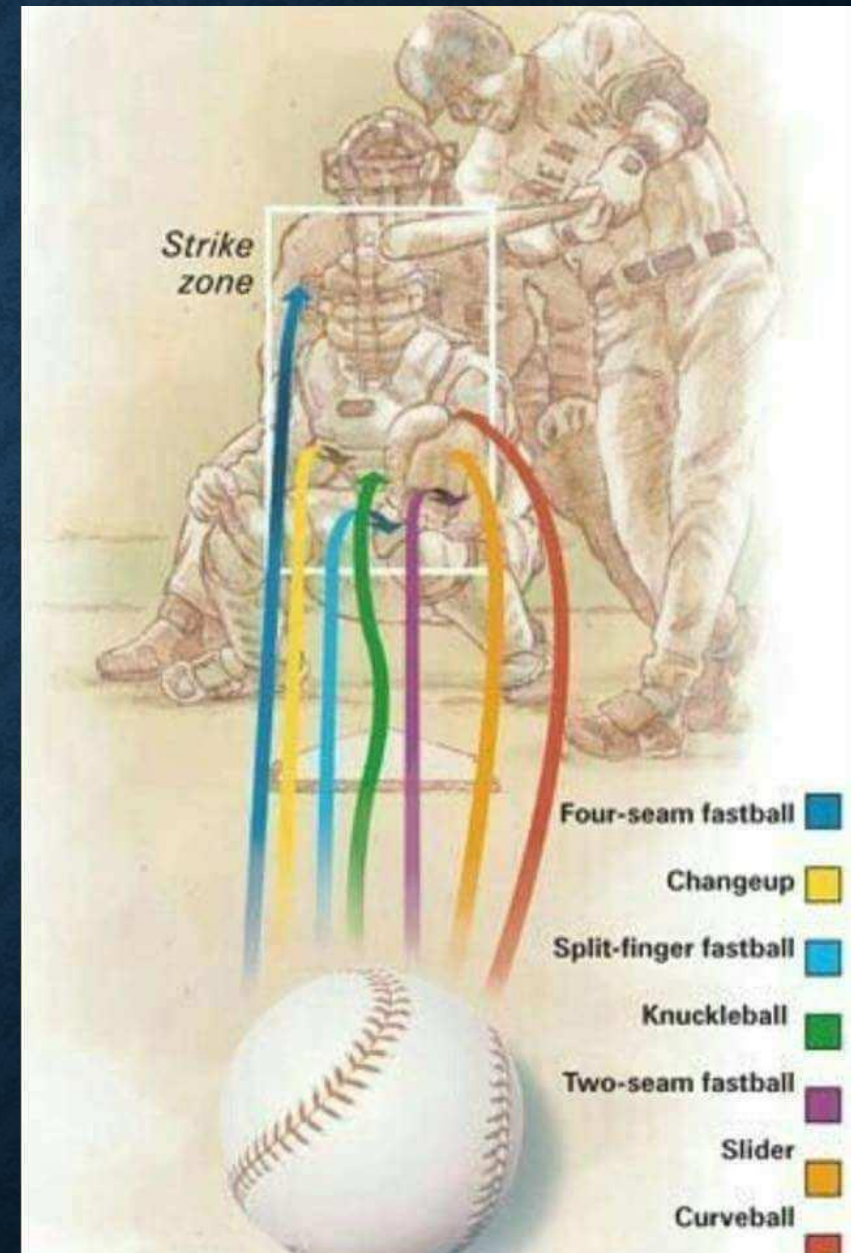




# *Tip* Tracking the pitches

As you can see here, there is no pitch that is designed to go absolutely straight.

You need to see the ball from the pitcher's hand all the way to the glove.





# THE SLOT

INCORRECT

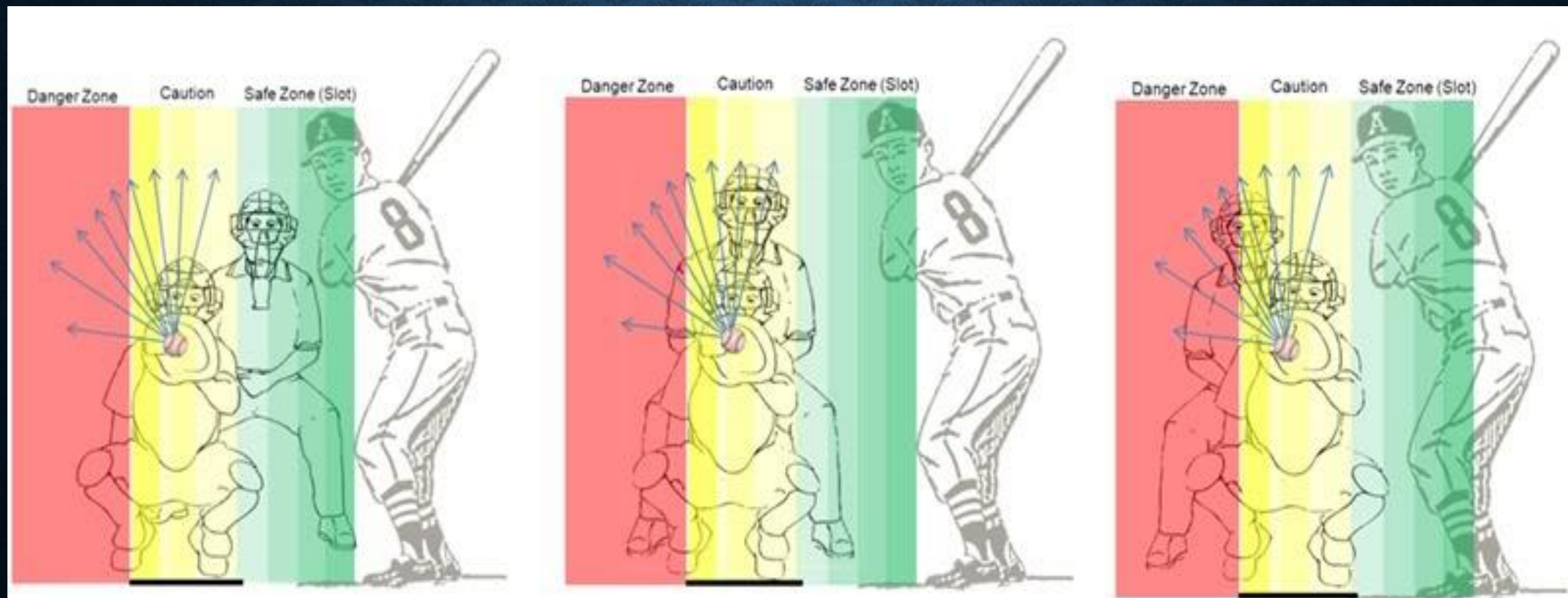


CORRECT





# WHY DO WE USE THE SLOT?



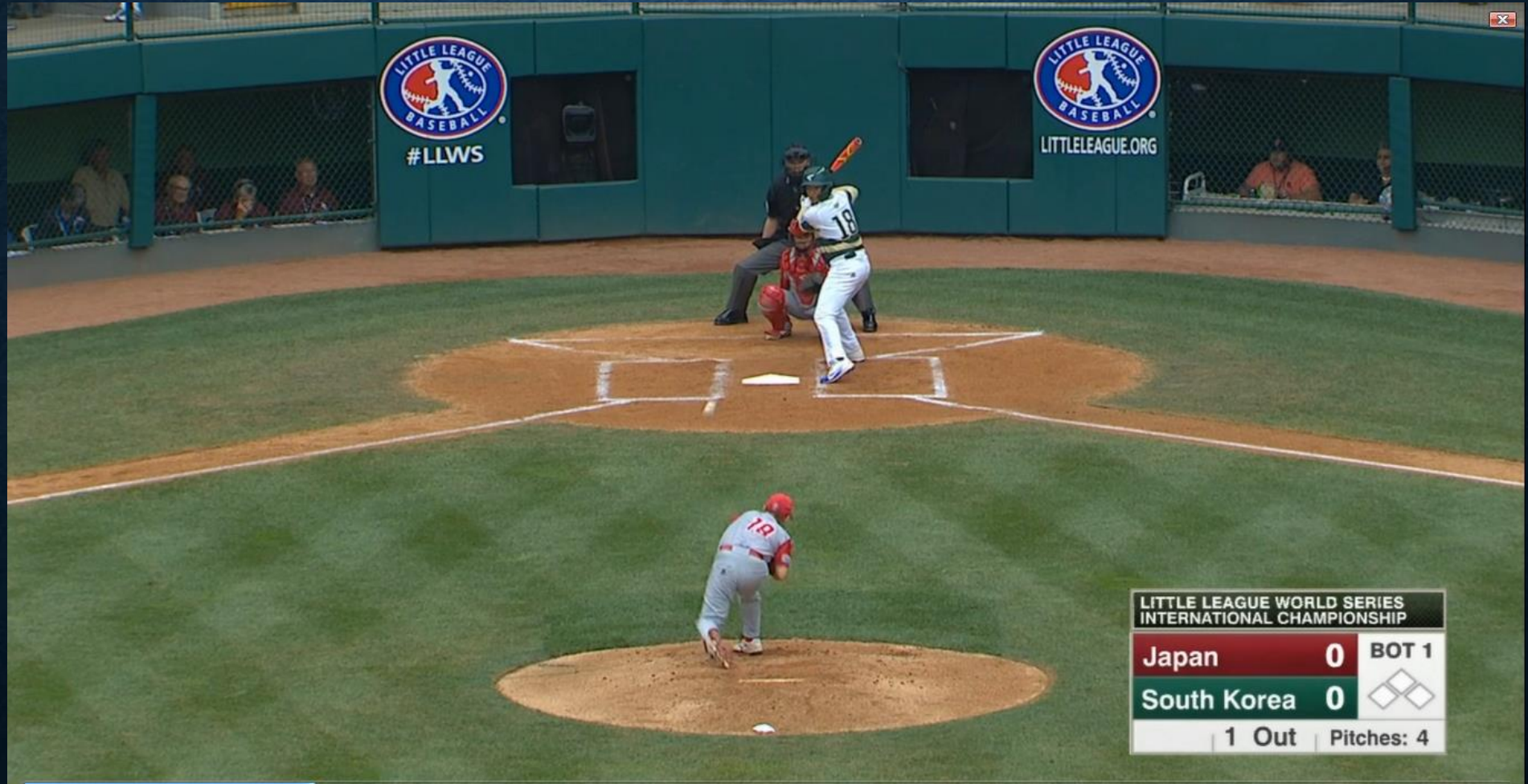


# Head Height





# MAKING ADJUSTMENTS



26:50





## Things to think about and practice to track the pitch:

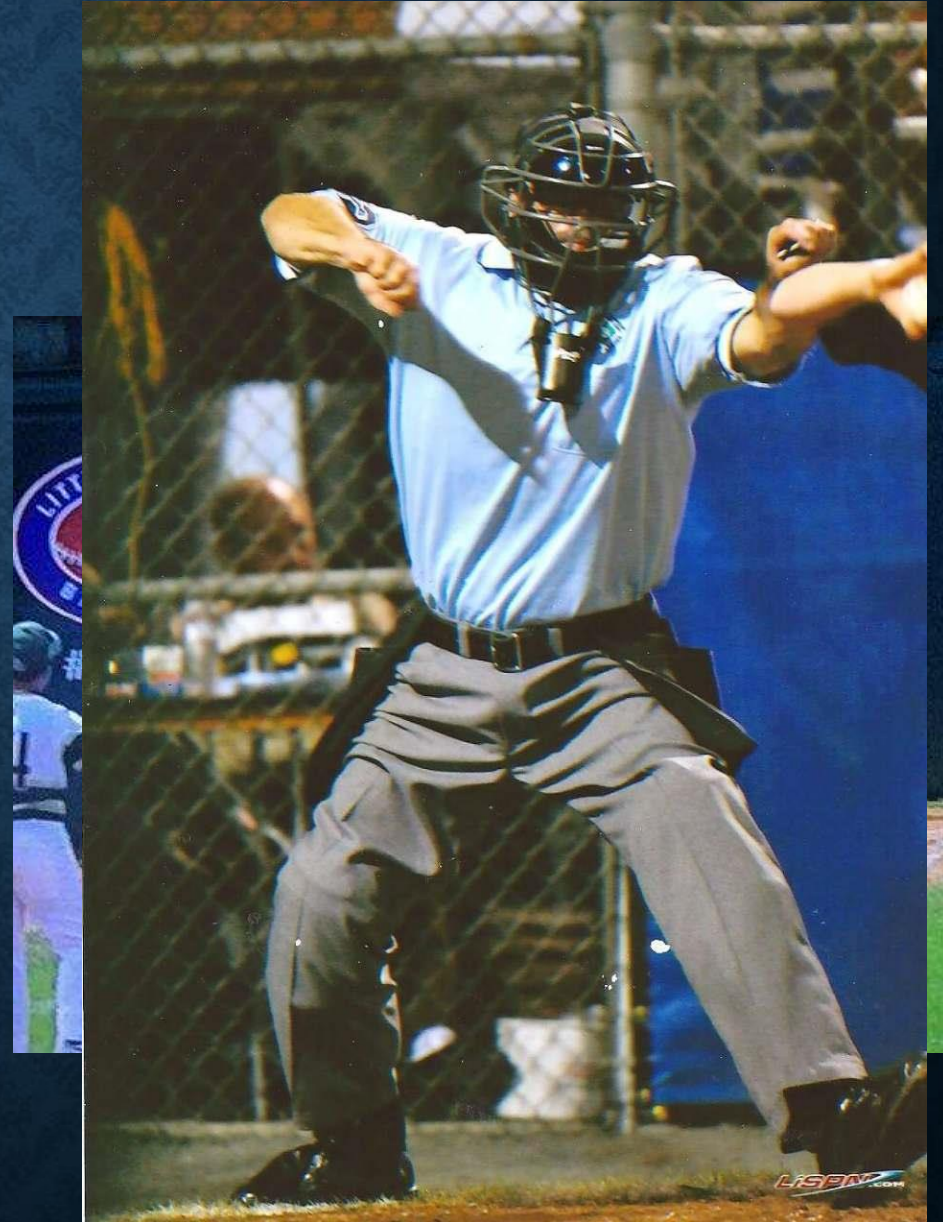


- What is a comfortable stance for you?
- Head height
- Shoulders square
- Be in the slot
- Follow the ball with your eyes all the way to the mitt – don't blink
- See the entire pitch
- Timing – Timing – Timing
- Stay down until you make the call



# CALLING BALLS AND STRIKES

- **Watch the ball all the way into the mitt. Make sure it is over the plate and of proper height for each batter.**
- **A verbal call is made for a ball.**
- **A physical signal is given on a strike. With a verbal on a called strike, and by a physical signal only on a swinging strike.**
- **Make the call loud enough for both dugouts to hear.**
- **Give count as needed.**
- **Don't call the obvious foul balls**
- **A called strike 3 can be your own style** (keep eye on field)







## **TIP**

# **DEALING WITH FLINCHING**

- **This is an erratic problem. It can irritate you more than effect your call.**
- **It can make you miss pitches as you may blink. The pitch can be faster than the blink.**
- **Flinches can be seen by players, coaches and fans**
- **How to fix?**
  - **Go into stance right before the pitch**
  - **Rest your eyes before the pitch.**
  - **Trust in your protective equipment**
  - **Exhale as you go into your stance**
  - **Experience should help the flinching. As the players get older, the catchers generally get better and protect you better.**



# TIP

## GET INTO A RHYTHM





# TIP

## CLEARING THE PASSED / FOUL BALL





**WHEN THE BALL IS  
PUT IN PLAY BY THE  
OFFENSE**



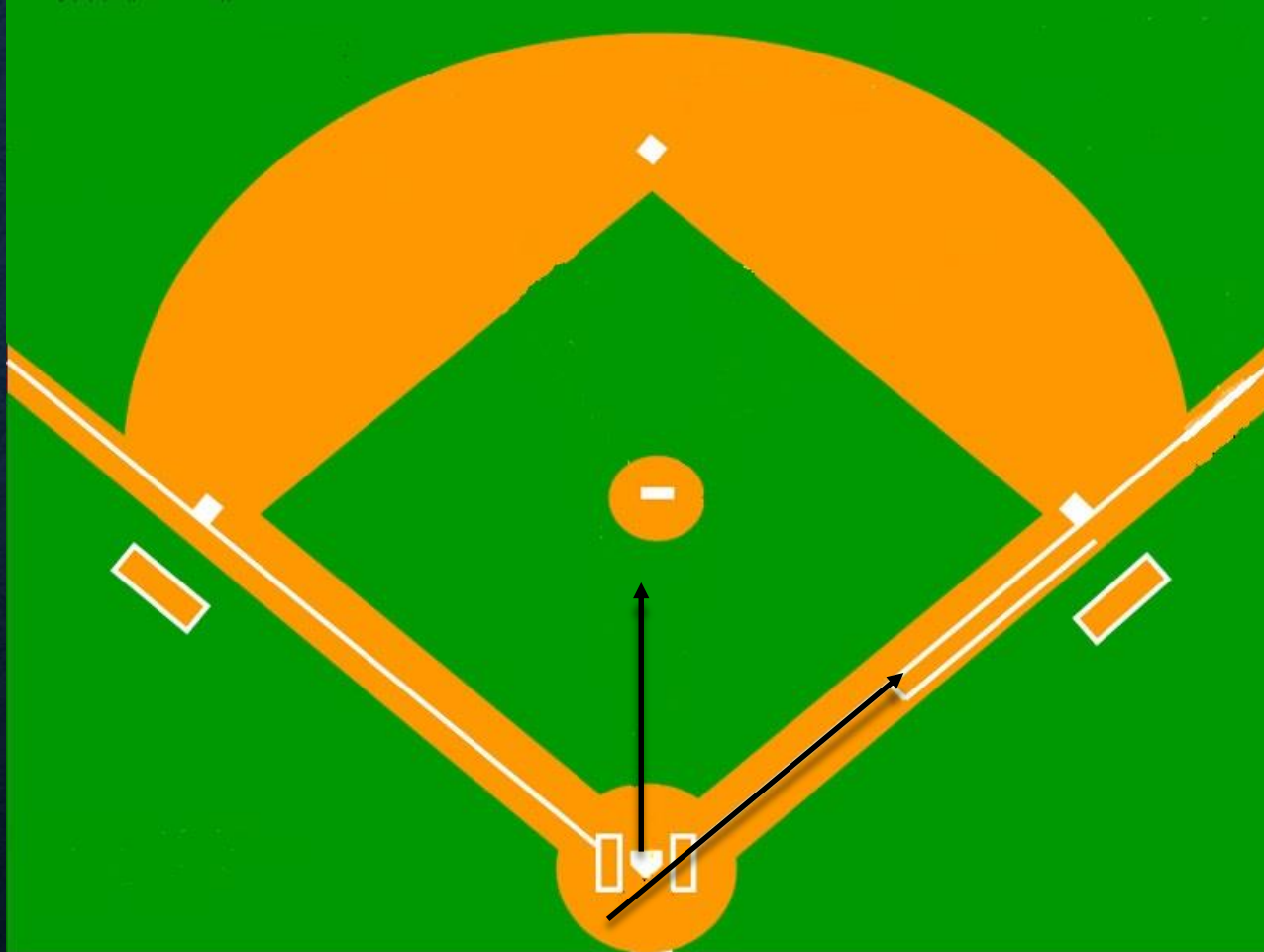
# A HIT BALL

- **Plate umpire is responsible for:**
  - **Fair foul – up to 1<sup>st</sup> base (Base ump in A) or to foul poles if umpire is in B or C**
  - **All outfield balls (unless base umpire goes out)**
  - **All plays at home plate**
  - **Assist base umpire if you can**
- **Trail the runner to 1<sup>st</sup> base (if no one in scoring position)**
  - **Look for pulled foot**
  - **Swipe tags**
  - **Runners lane issues**
  - **Interference / obstruction**



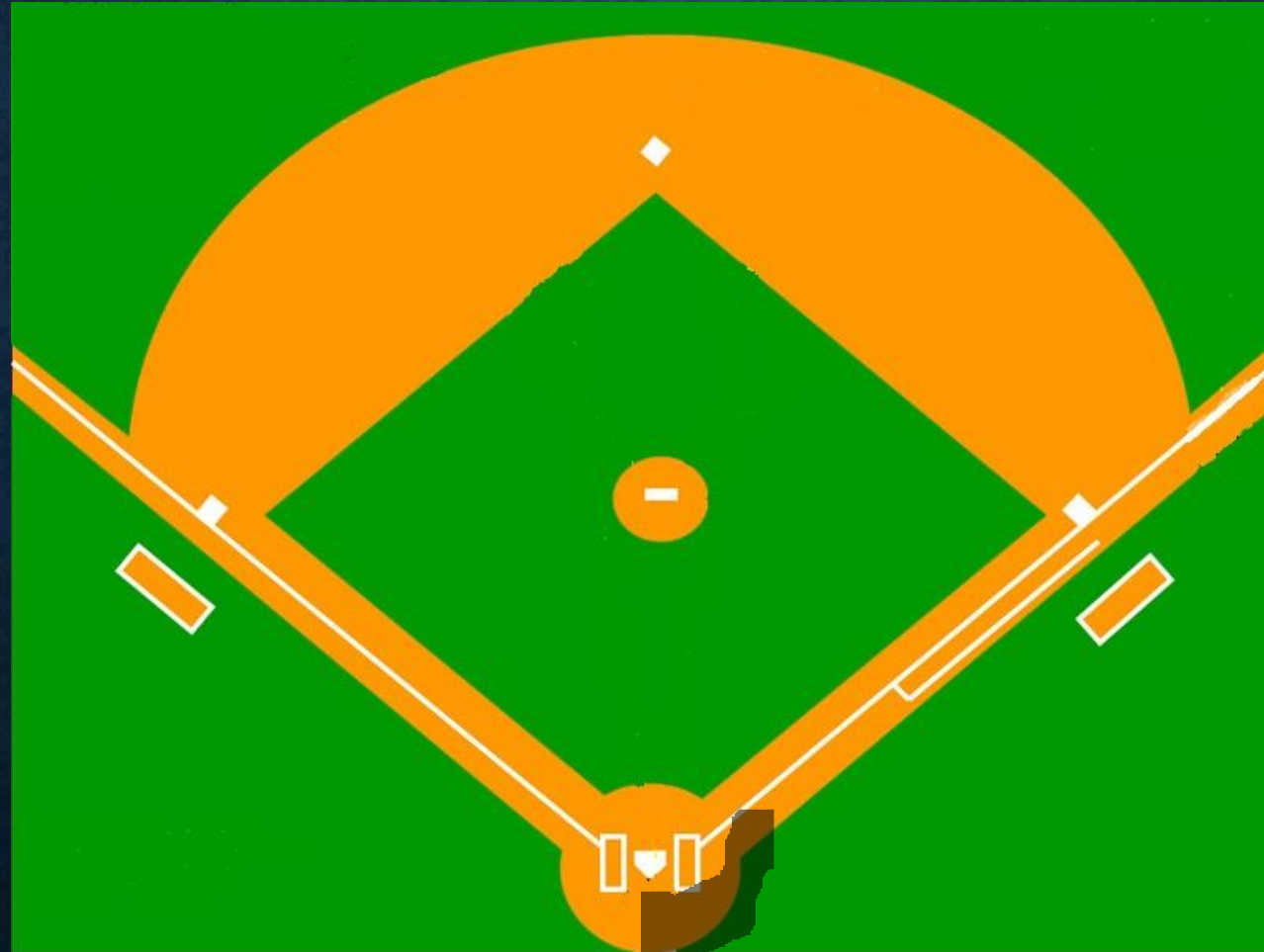


# A HIT BALL





# TAKING PLAYS AT THE PLATE

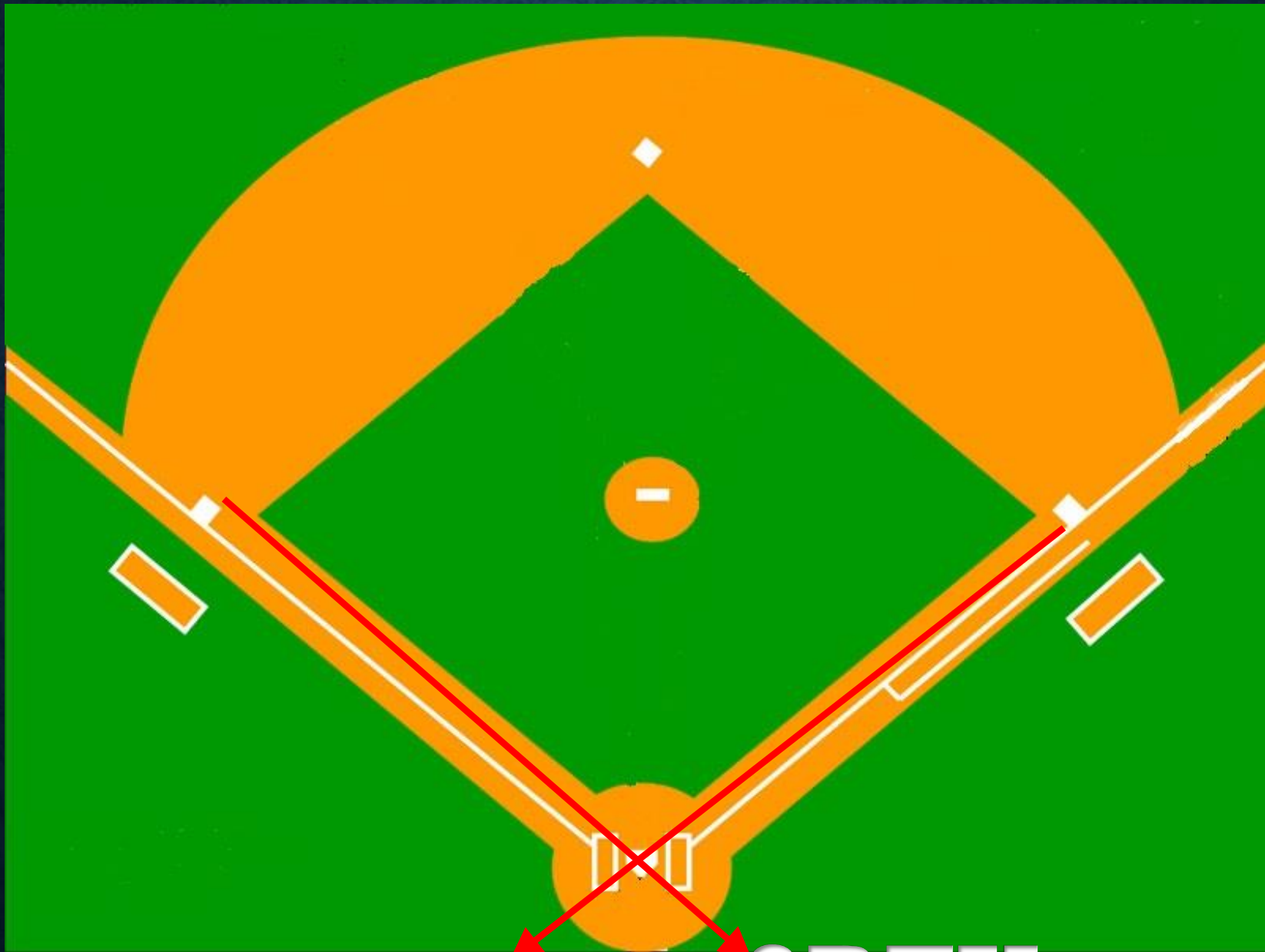




# BASIC PRINCIPLES

- See the tag play without any obstructions
- Start from point of the plate
- Rotate with the catcher and the play to get the best angle
- You are actually going to be closer to the play than you think.





**1BEX PP 3BEX**



# First Base Extended (1BE) Problems?





# Taking plays at the plate

## Best Option



## Working the WEDGE

- Catchers are now moving out to avoid obstruction calls



# Working the WEDGE – why we do it:

- The swipe tag
- See the crash play
- You can see the block play
- You can see the dropped ball
  
- **You cannot stand in one place**
- You may end up in fair territory
  
- This technique works at any base



## **Working the WEDGE - How to do it:**

- The wedge is created by the runners line and the flight of the ball.
- You move with the catcher. It has also been termed – be the catcher's backpack or to be on his left hip.
- Stay 3-5 feet from the catcher and rotate with him/her.
- Be ready to take an adjustment step to see the tag





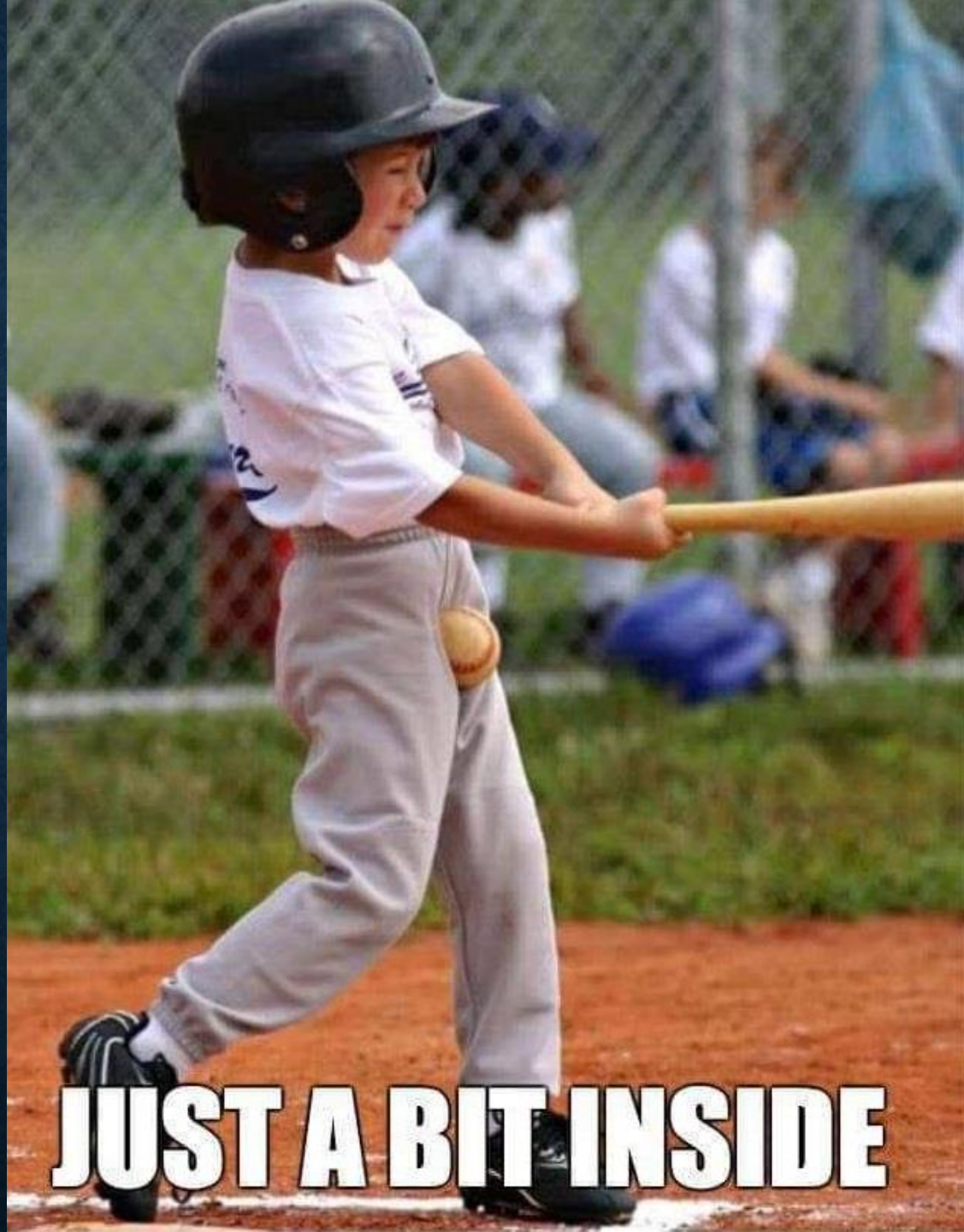
LITTLE LEAGUE WORLD SERIES  
OPENING ROUND

South Korea	2	TOP 8
Puerto Rico	2	
1 - 0	1 Out	Pitches: 1









**JUST A BIT INSIDE**



**PLEASE REVIEW THE PLATE UMPIRE  
INFORMATION IN YOUR MECHANICS  
MANUAL. IT IS ON PAGES 11 – 25.**

**I WILL BE SENDING SOME OTHER  
INFORMATION BY E-MAIL TO YOU AS WELL.**

***This program will be posted on  
our web site if you want to  
review it.***