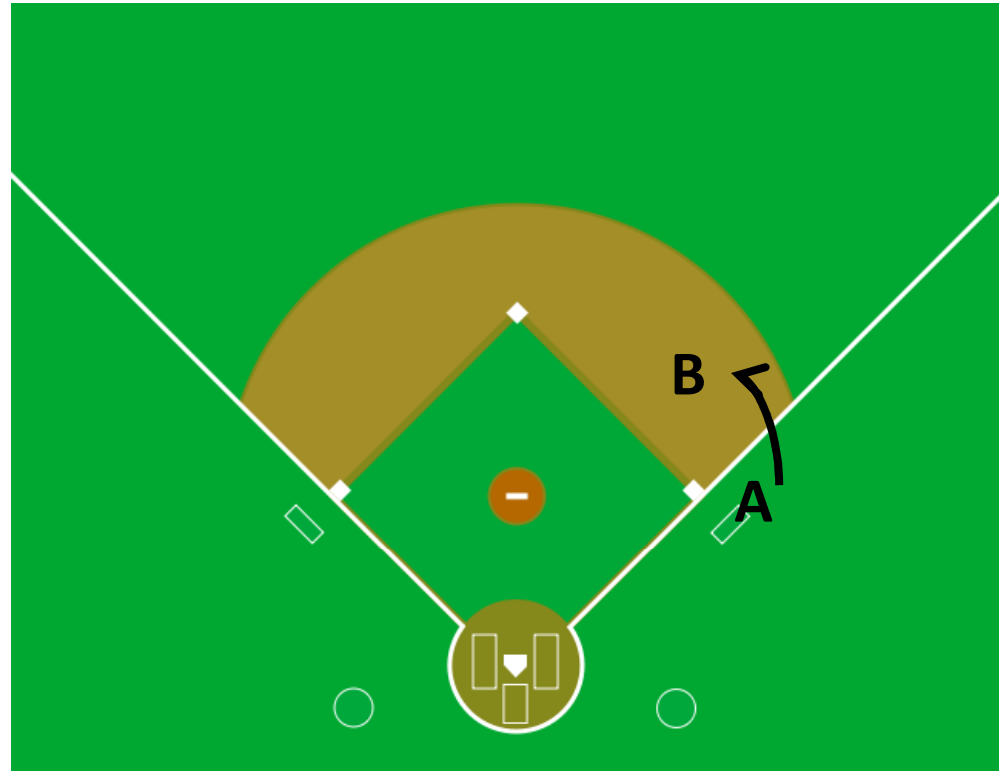


Mustang – Bases Empty

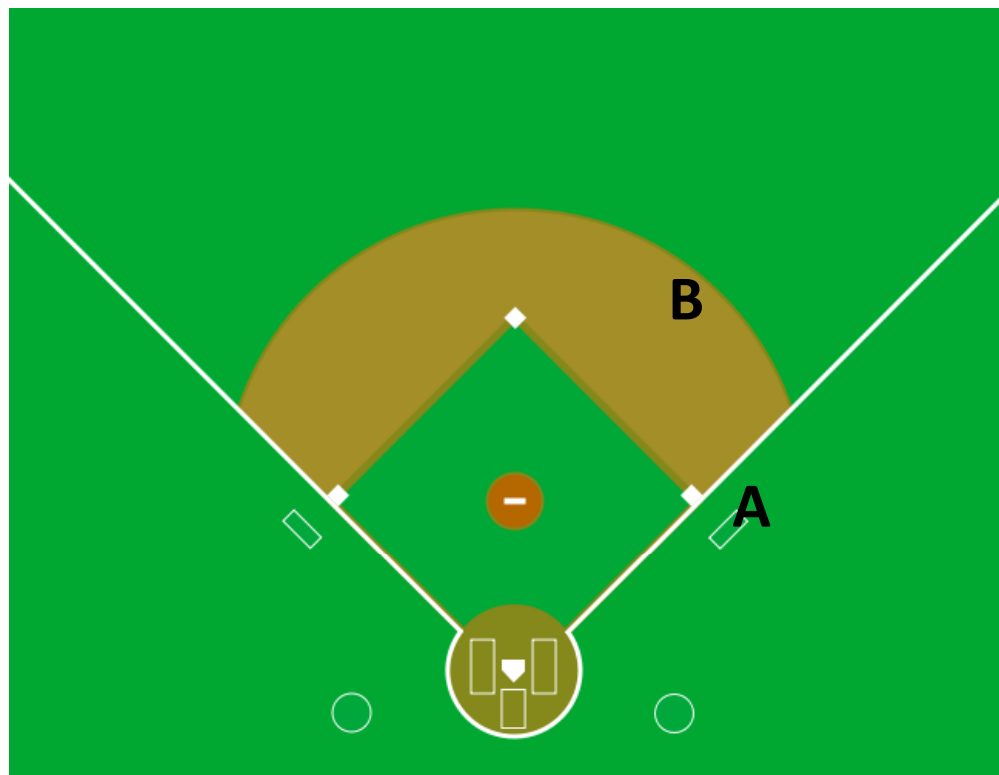


If the bases are empty the umpire is in position A. If the ball is hit on the ground the Umpire must hustle to position B so he can see the ball, the runner and the base.

NEVER should the umpire make the call on the play from position A. You must watch runner hit the base.

If the ball goes to the outfield get to position B so you can see a play at 2nd or 1st.

Mustang – Runner on First and/or Second

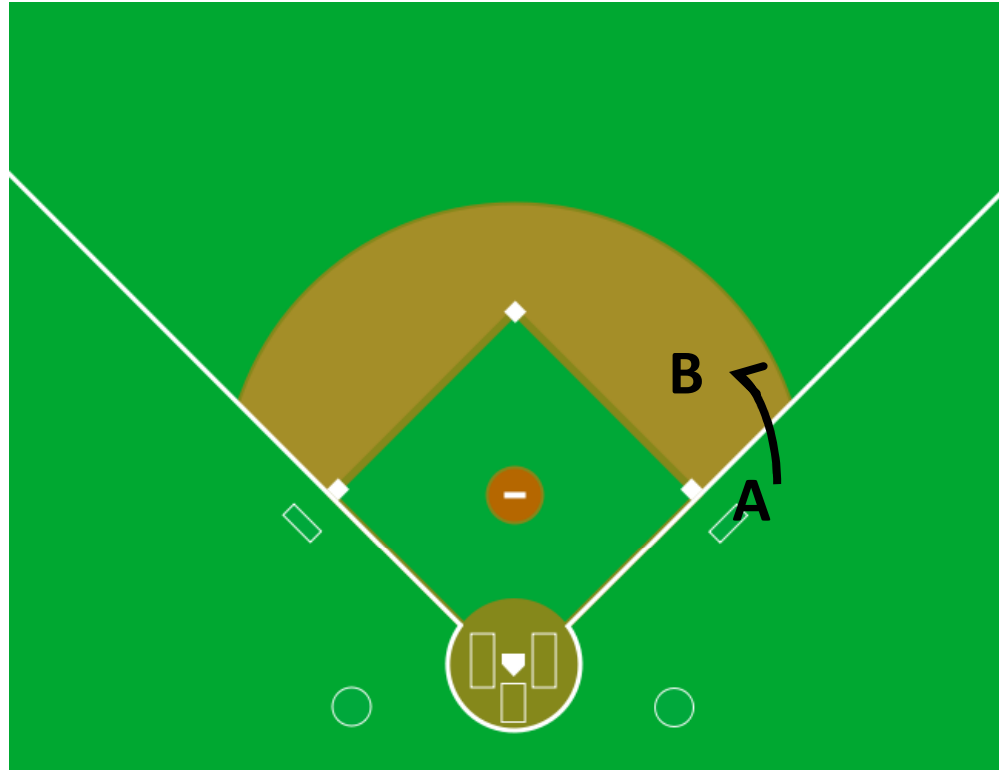


If there is a runner on first and/or second base the umpire is in position B and is behind the second baseman.

If the ball is hit on the ground the umpire must hustle to be in position to clearly see second base and then turn to see first base to make the call at one or both bases.

You must make sure each runner touches each base. Glance over to the base as they get close.

Bronco – Bases Empty

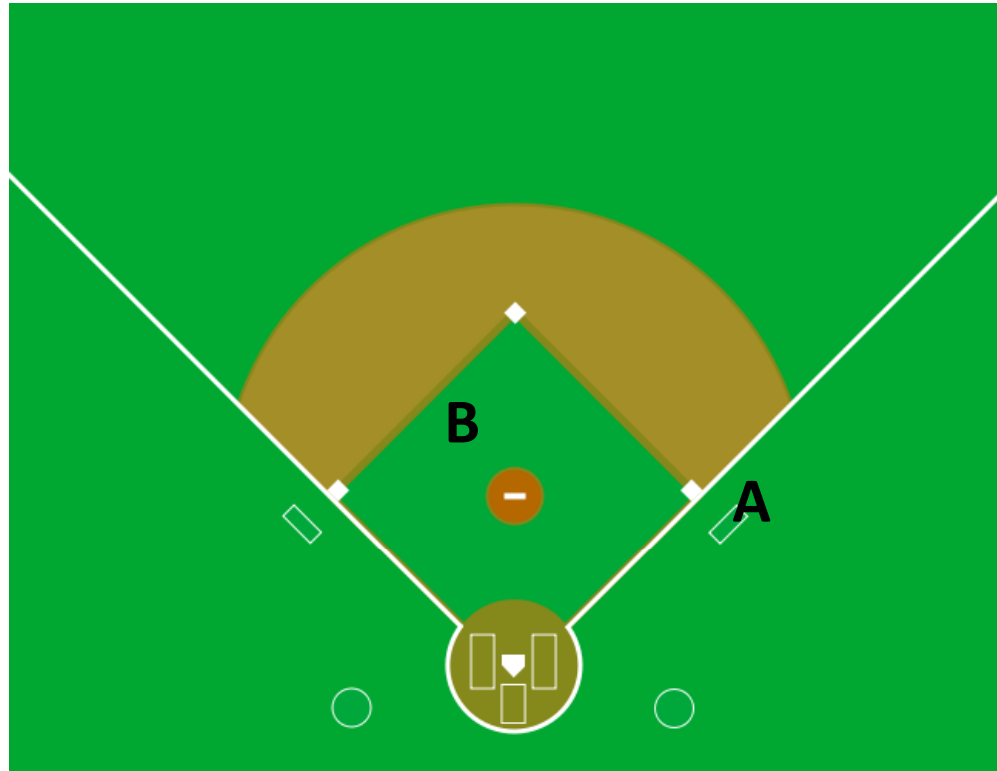


If the bases are empty the umpire is in position A. If the ball is hit on the ground the Umpire must hustle to position B so he can see the ball, the runner and the base.

NEVER should the umpire make the call on the play from position A. You must watch runner hit the base.

If the ball goes to the outfield get to position B so you can see a play at 2nd or 1st.

Bronco – Runner on Second and/or Third



If there is a runner on 2nd or 3rd base the umpire is in position B, behind the pitcher and in front of the baseline. (Stay out of the shortstop's view.)

If the ball is hit on the ground the umpire is in position to clearly see second base and or 3rd base. If there is a Play at first base the umpire needs to move toward first base to be in good position to make the call.

If there is a steal attempt or pick-off play you are in position to make the call at second or third.

You must make sure each runner touches each base. Glance over to the base as they get close.