

A diagram of a baseball field with a green grass area and a tan infield. The text "2019 CBUA 3-MAN MECHANICS" is centered over the infield. The pitcher's mound is at the bottom center, and the bases are marked with white diamonds. The text is in a bold, black, sans-serif font.

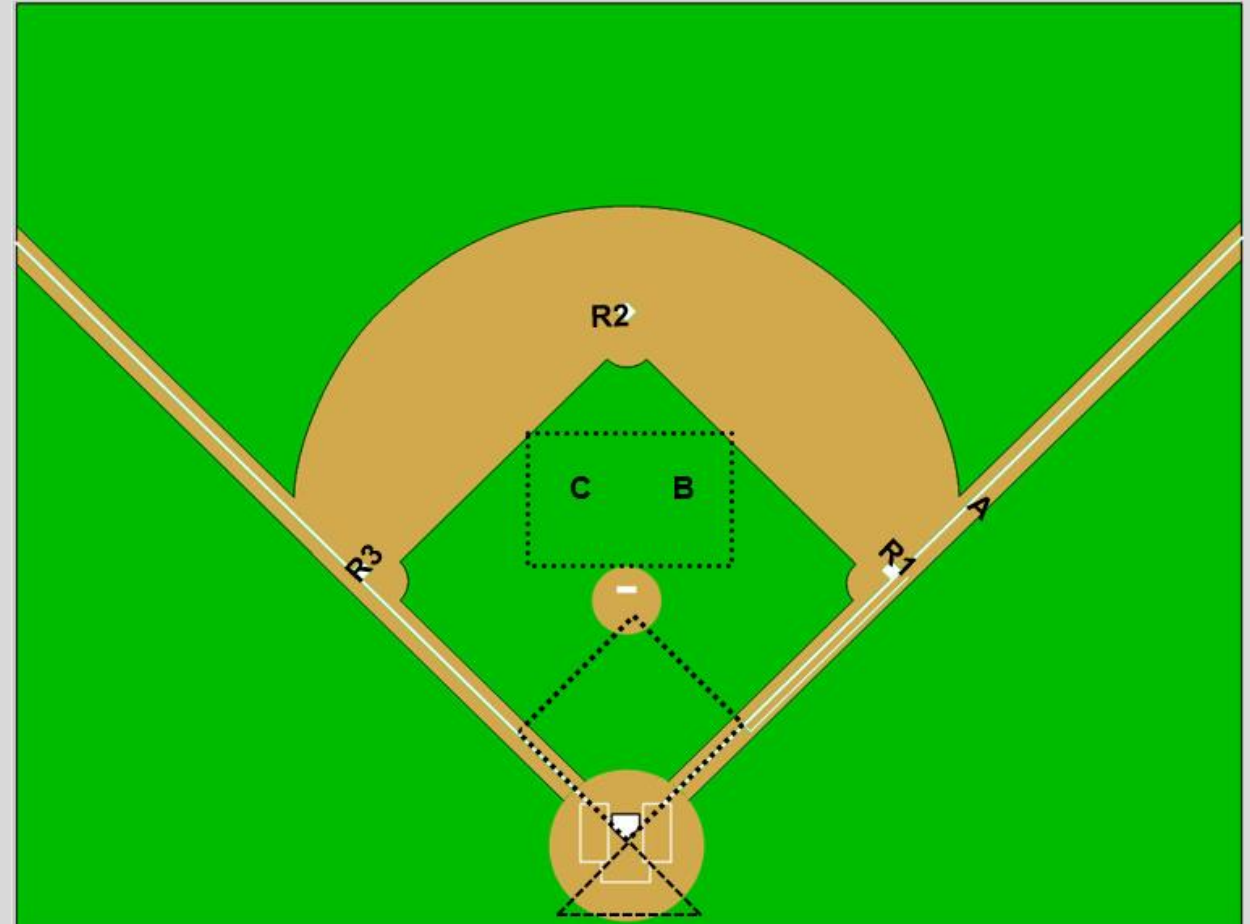
**2019 CBUA
3-MAN MECHANICS**

3-Man Mechanics: General Points of Emphasis

- HP Umpire will cover bases on 4 instances:
 - No runners on base; U1 goes out on a fly ball in their coverage area. HP will have touch responsibility of BR at 1st and all plays on the BR at 1st base.
 - No runners on base; ball in the gap where neither base umpire goes out. HP will have plays on the BR at 3rd base, (regular rotation.)
 - R1; R1 attempts to go from 1st to 3rd on a base hit. HP will have all plays on R1 at 3rd base.
 - If U1 has gone out, HP will also be responsible for plays on R1 and all other runners at home.
 - R1 & R2; Fly ball to the outfield where R2 tags and attempts to advance to 3rd base.
 - If U1 has gone out, HP will also be responsible for all plays on all runners at home.
 - If fly ball lands or is uncaught, HP will need to retreat to home for all plays at home plate.
 - HP **WILL NOT** rotate with R3 only or R1 & R3 regardless of the actions of either base umpire
- We **DO NOT** pause, read and react on fly balls
- A base umpire will go out on all fly balls in their coverage area when they are on the line.
- A base umpire will not go out from within the infield.
- 3-2 with 2 outs and a runner on 1st; HP will stay home.
- U3 will not position themselves on the 2nd base side of the infield. U3 will either be in C or Deep C position when positioned in the infield.
- U1 will always be on the foul line when there are 2 outs regardless of runner position.

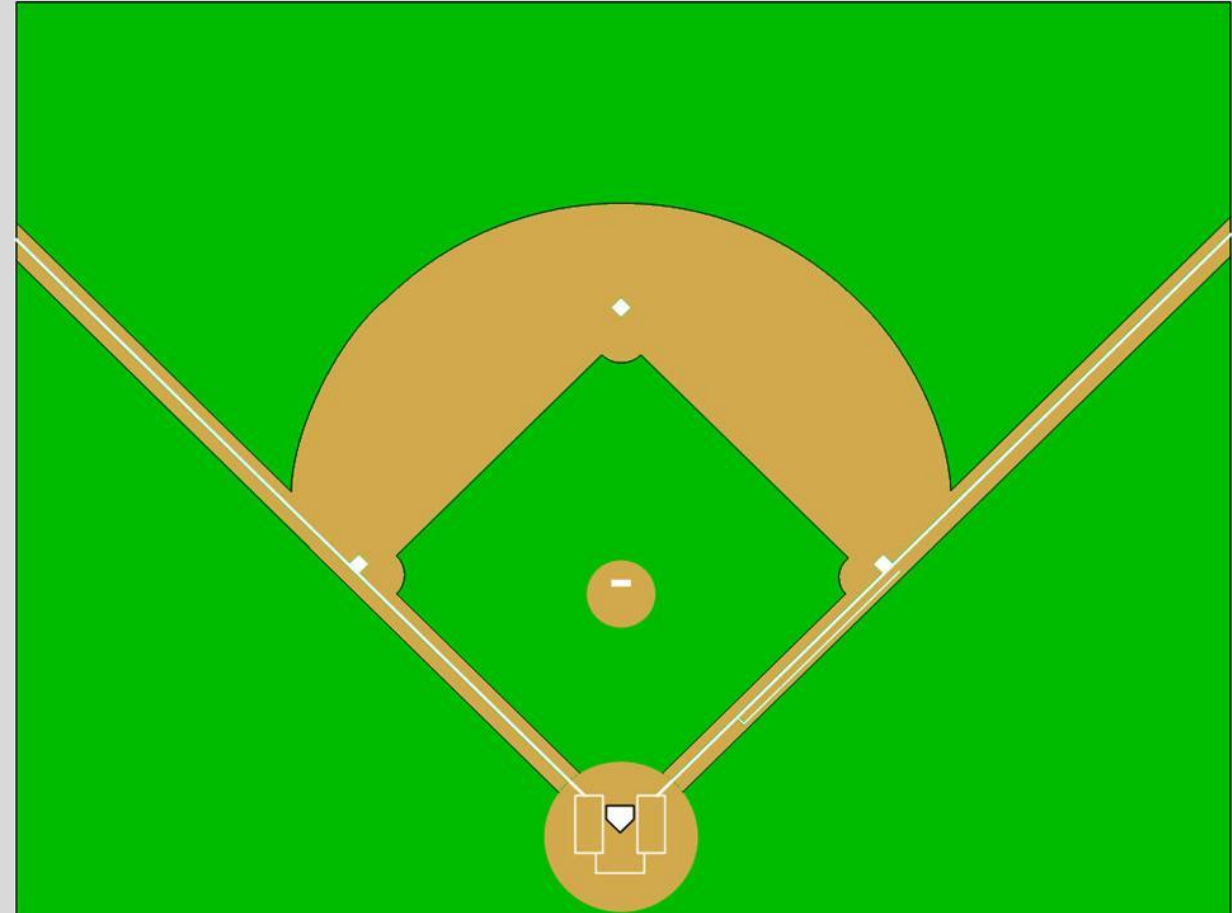
General Terminology

- HP: Plate Umpire
- U1: 1st Base Umpire
- U3: 3rd Base Umpire
- R1: Runner on 1st
- R2: Runner on 2nd
- R3: Runner on 3rd
- Working Area: The rectangular area behind the pitchers mound.
- Imaginary Box: The area from home plate to the pitchers mound extending to each baseline.
- Safety Triangle: The area behind home plate created by the baselines extended to the backstop.



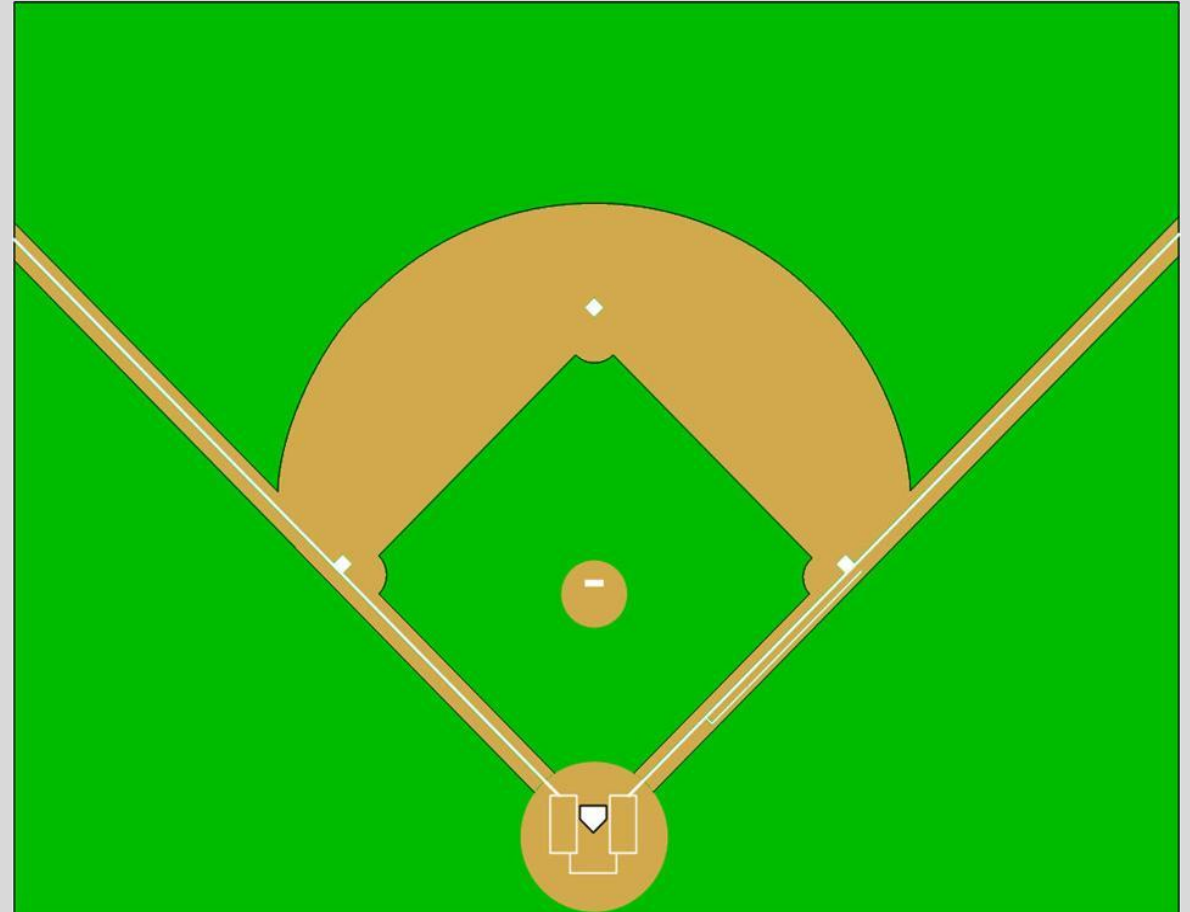
Basic Principles:

- **U1 is Quarterback:**
 - Initial fly ball reads with no runners on base, a runner on 3rd only or any time U3 is positioned in the infield will key off U1.
- **An umpire on the line will go out on all fly balls in their coverage area.**
- **Box'em In:**
 - Having the third umpire allows umpires to stay 1 umpire ahead of the runner and 1 umpire behind the runner.
 - **Not Always!**
- **Communication is Crucial:**
 - You have to know where your partners are and what they are doing in order to function as a unit.
- **Infield Umpires may not go out**
- **If an Umpire goes out he stays out.**



Basic Principles (Continued):

- **Only 3 plays will take the plate umpire to 3rd base (Regular Rotation)**
 - No one on base, base hit that does not require a base umpire to go out and the batter-runner attempts to or advances to 3rd base.
 - R1 only attempts to or advances to 3rd base on a base hit
 - R1 & R2; R2 tags and attempts to or advances to 3rd on a fly ball which is caught
- **What commits the plate umpire to 3rd base (rotation):**
 - If a base umpire is out (revert to 2-Man)
 - Ball **AND** Runner (play) will cause the rotation.
 - If neither base umpire has gone out
 - Runner **ONLY** will cause the rotation.



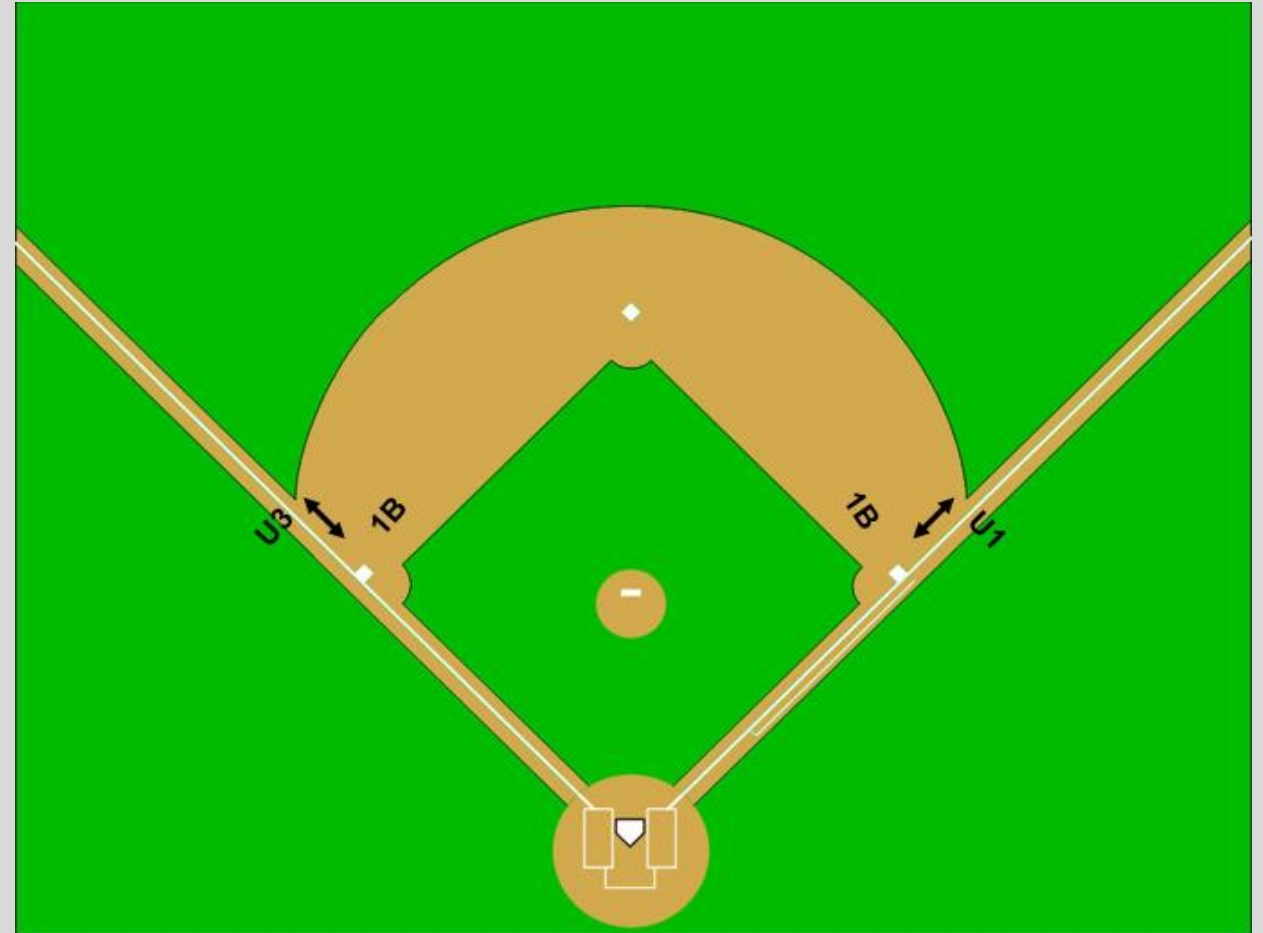
A diagram of a baseball field with a green outfield and a brown infield. The bases are marked with white diamonds. The pitcher's mound is a brown circle in the center of the diamond. The home plate area is a brown circle at the bottom with a white home plate and two white rectangular bases. The text "3-Man Mechanics:" is written in large black font across the center of the field.

3-Man Mechanics:

No Runners on Base

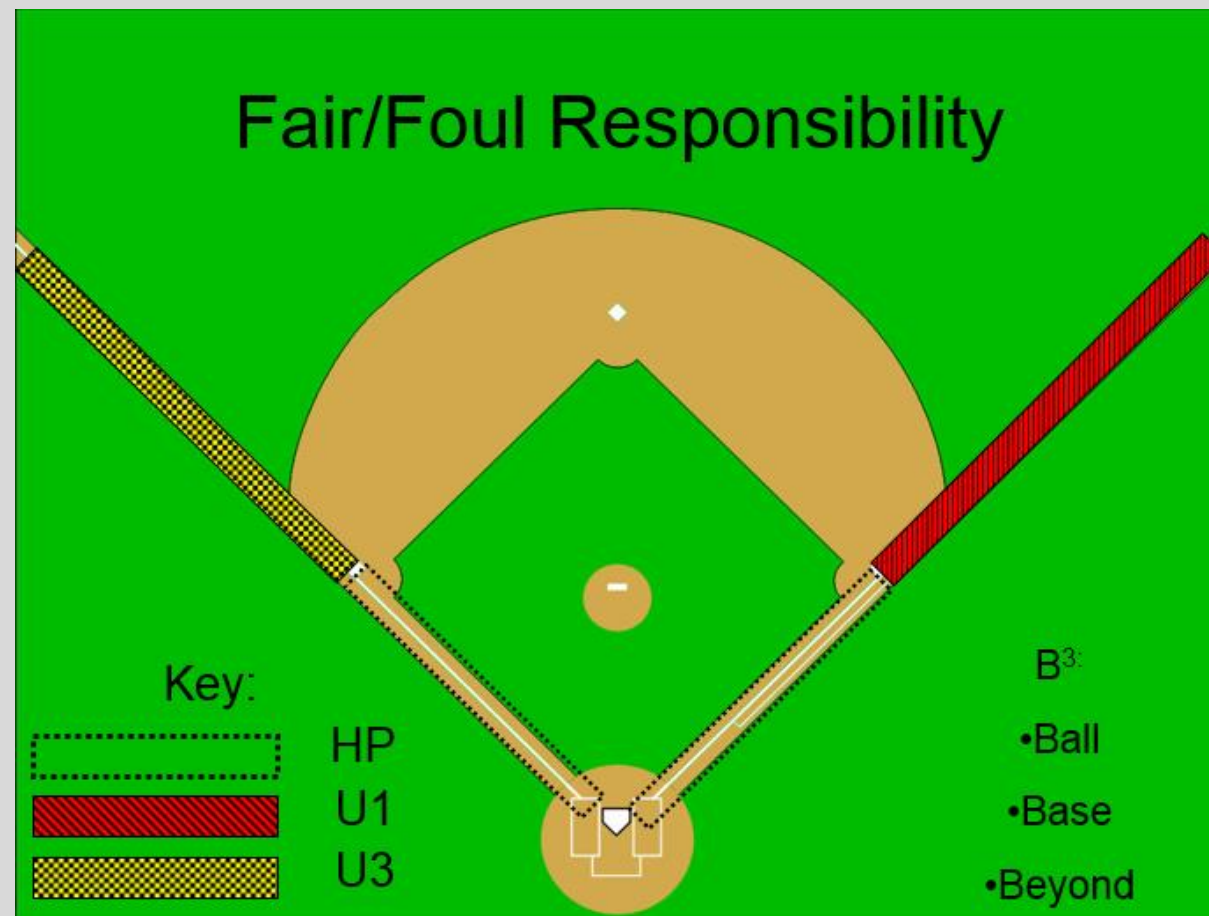
No Runners on Base: Positioning

- U1 & U3 shall be in foul territory.
- 10-15 feet behind 1B & 3B (mirroring 1B & 3B).
- Never getting closer than 10 from behind 1st or 3rd base.



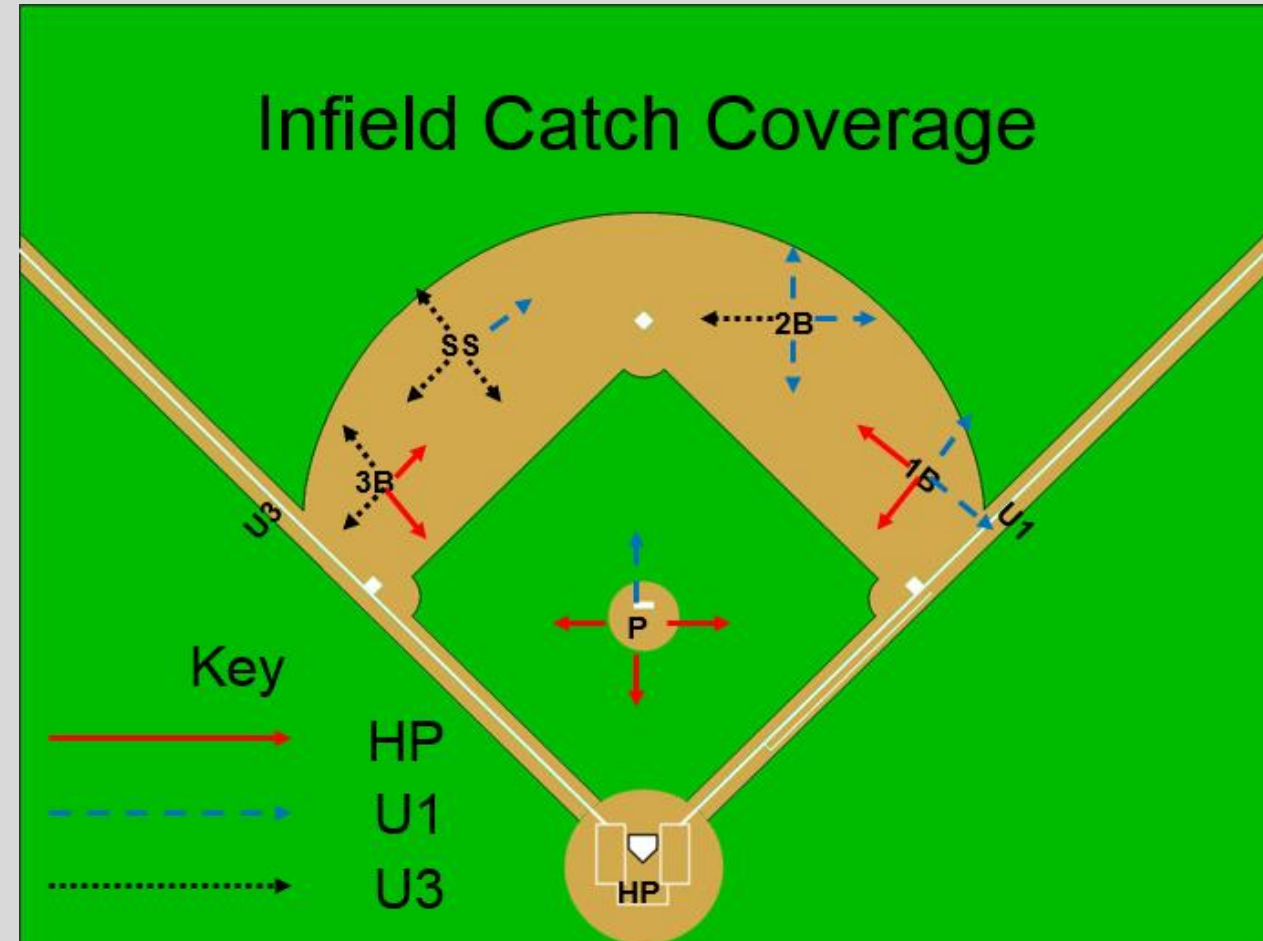
No Runners on Base: Fair/Foul Responsibility

- The home plate umpire will make all fair/foul decision on batted balls that are first touched or have stopped moving up to the front edge of 1st base or 3rd base.
- U1 will make all fair/decisions on batted balls from the front edge of 1st base to the right field foul pole.
- U3 will make all fair/foul decisions on batted balls from the front edge of 3rd base to the left field foul pole.



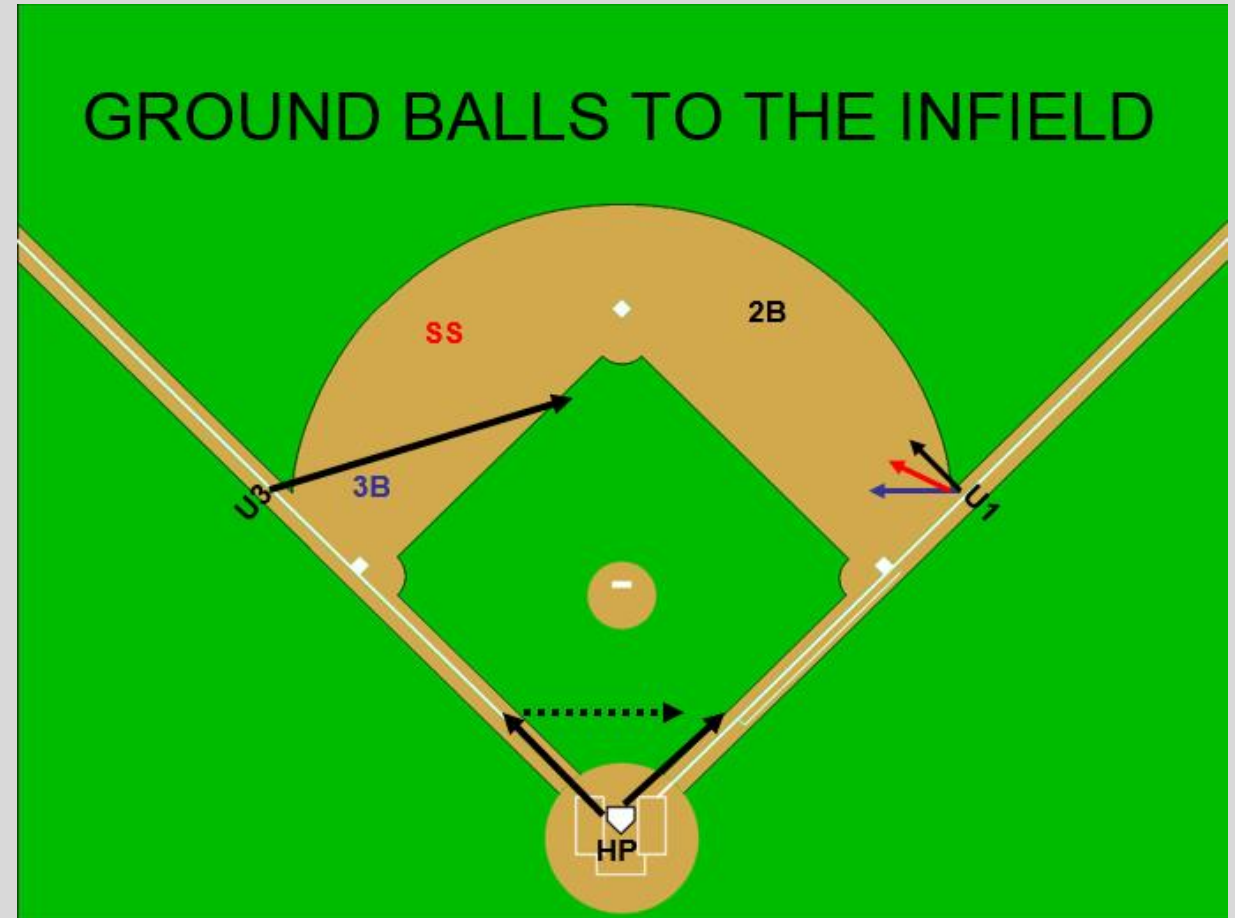
No Runners on Base: Infield Catch Responsibility

- HP has catches:
 - By the pitcher moving in, left or right.
 - By the 1st baseman moving in or to their right.
 - By the 3rd baseman moving in or to their left.
- U1 has catches:
 - By the 1st baseman moving back or towards the 1st base foul line
 - By the 2nd baseman moving back, forward or towards 1st base.
 - By the SS moving toward 2nd base.
 - By the P moving back.
- U3 has catches:
 - By the 3rd baseman moving back or towards the 3rd base foul line.
 - By the SS moving back, forward or towards 3rd base.
 - By the 2nd baseman moving towards 2nd base.



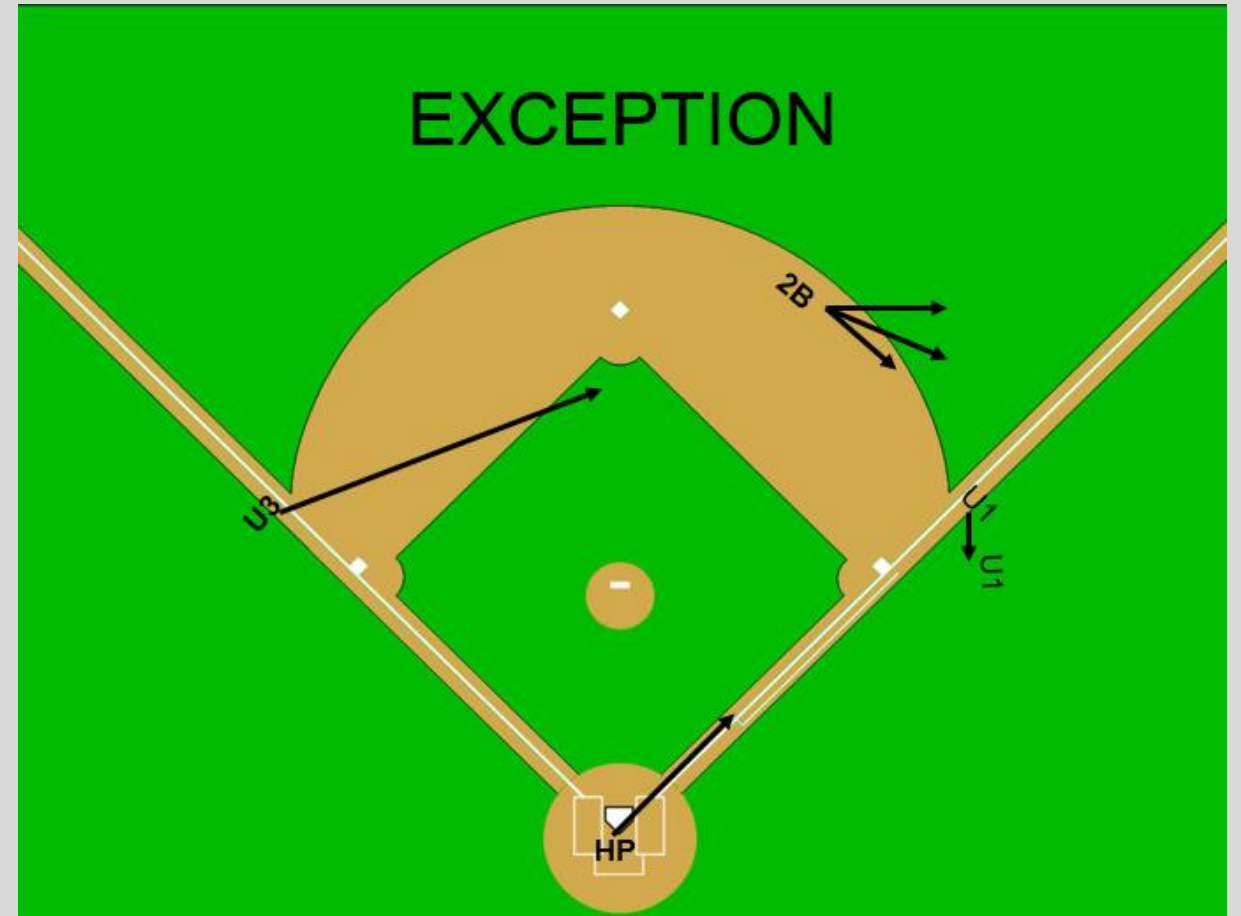
No Runners on Base: Ground Balls in the Infield

- HP clears catcher and moves up towards 45' line.
 - Can Assist with:
 - Pulled Foot.
 - Swipe Tag.
 - Obstruction/Interference.
- U1 will work for 90° angle from throw, approximately 12-15 feet from 1st base.
- U3 runs across the infield towards 2nd base in case of an over throw, base hit or any other reason that the BR might advance to 2nd base.



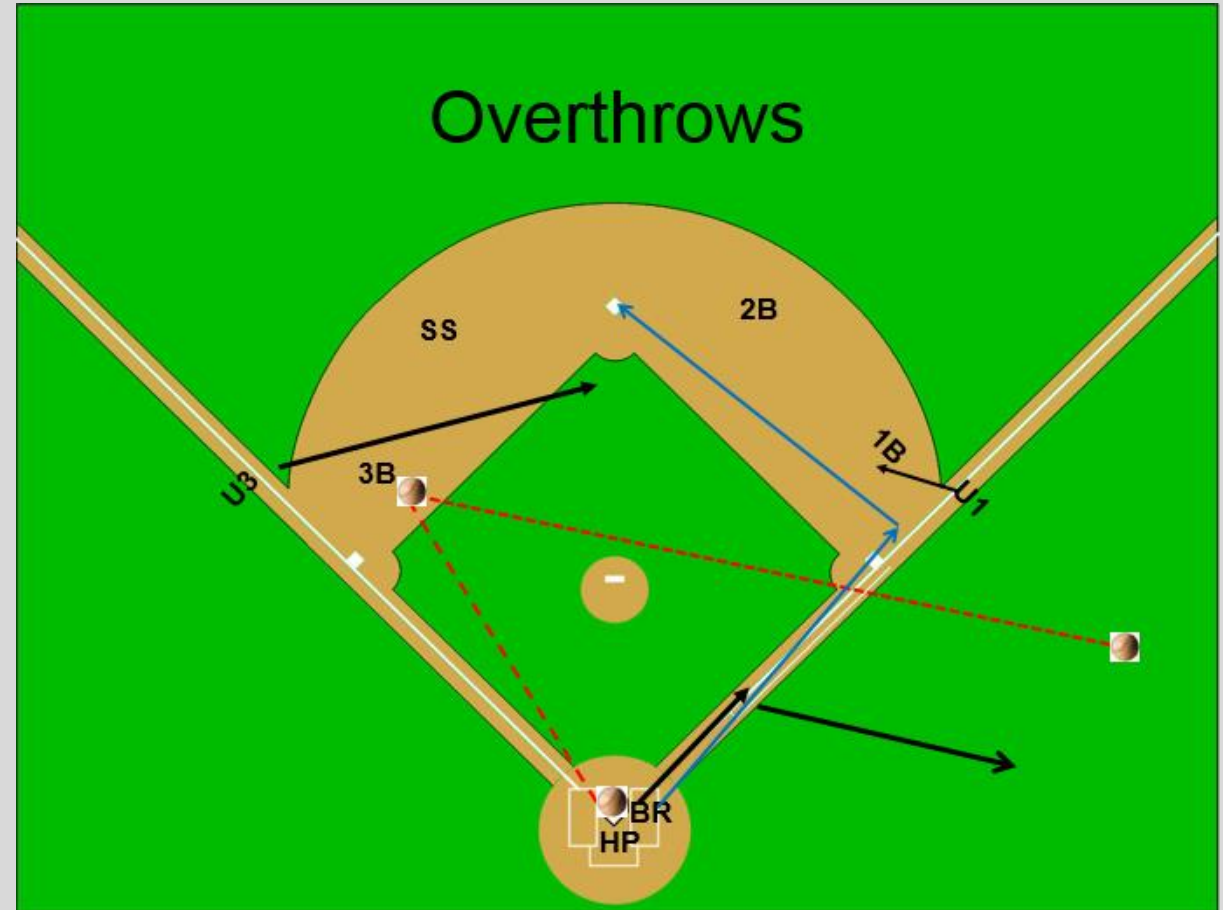
No Runners on Base: Ground Balls in the Infield

- When to take a play in foul territory:
 - It is permissible for U1 to move into foul territory if:
 - Pressure comes from 2B
 - Throw from a fielder will come from over or near U1's body.
 - Move 1 to 3 steps ONLY into foul territory.
 - Square up to 1st base for your call.



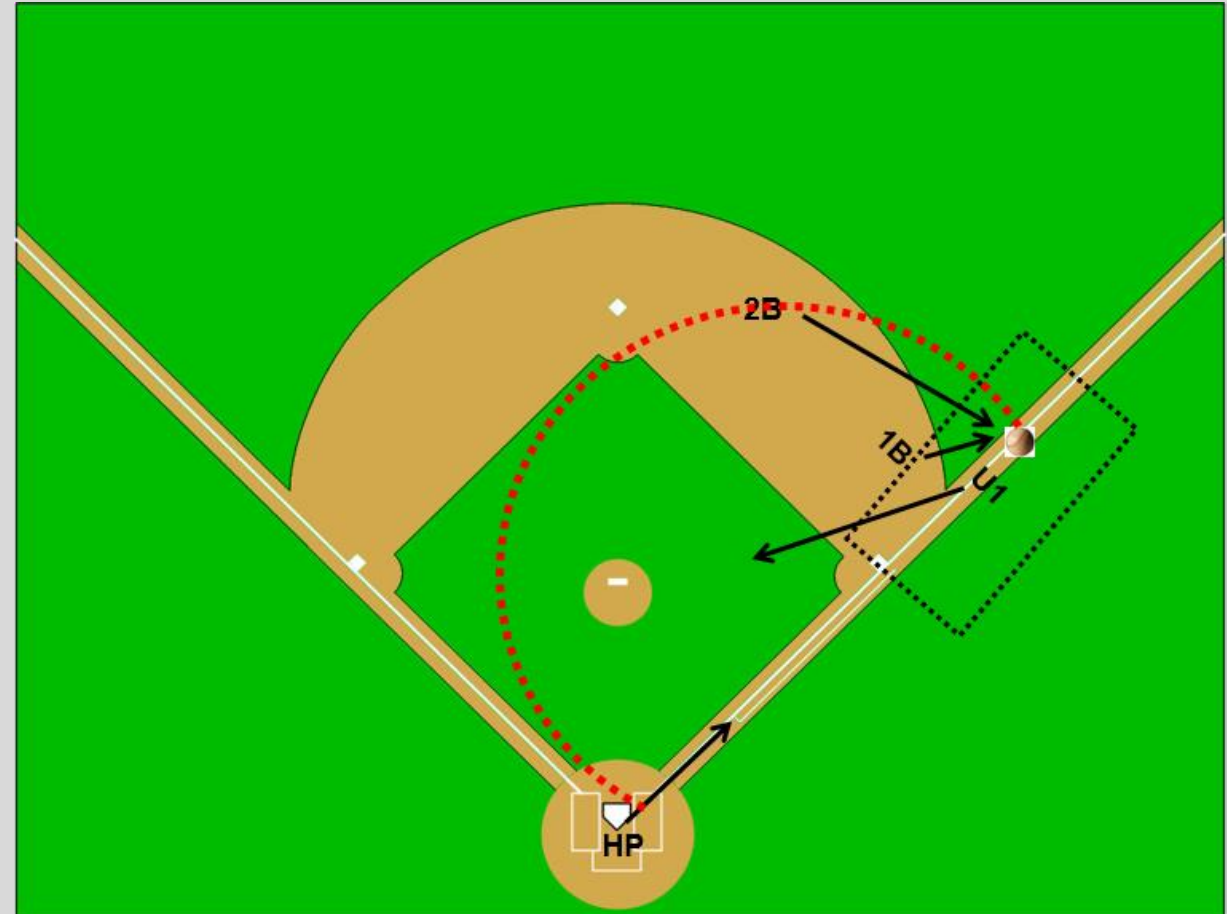
No Runners on Base: Overthrows

- HP comes up towards 45' lane.
- HP Observes the ball and rules if it enters dead-ball territory.
- HP moves into foul territory as necessary.
- U1 gets his 90° angle for play.
- U1 can assist HP visually watching the baseball.
- U3 has the BR into 2nd or to 3rd if he attempts to advance.



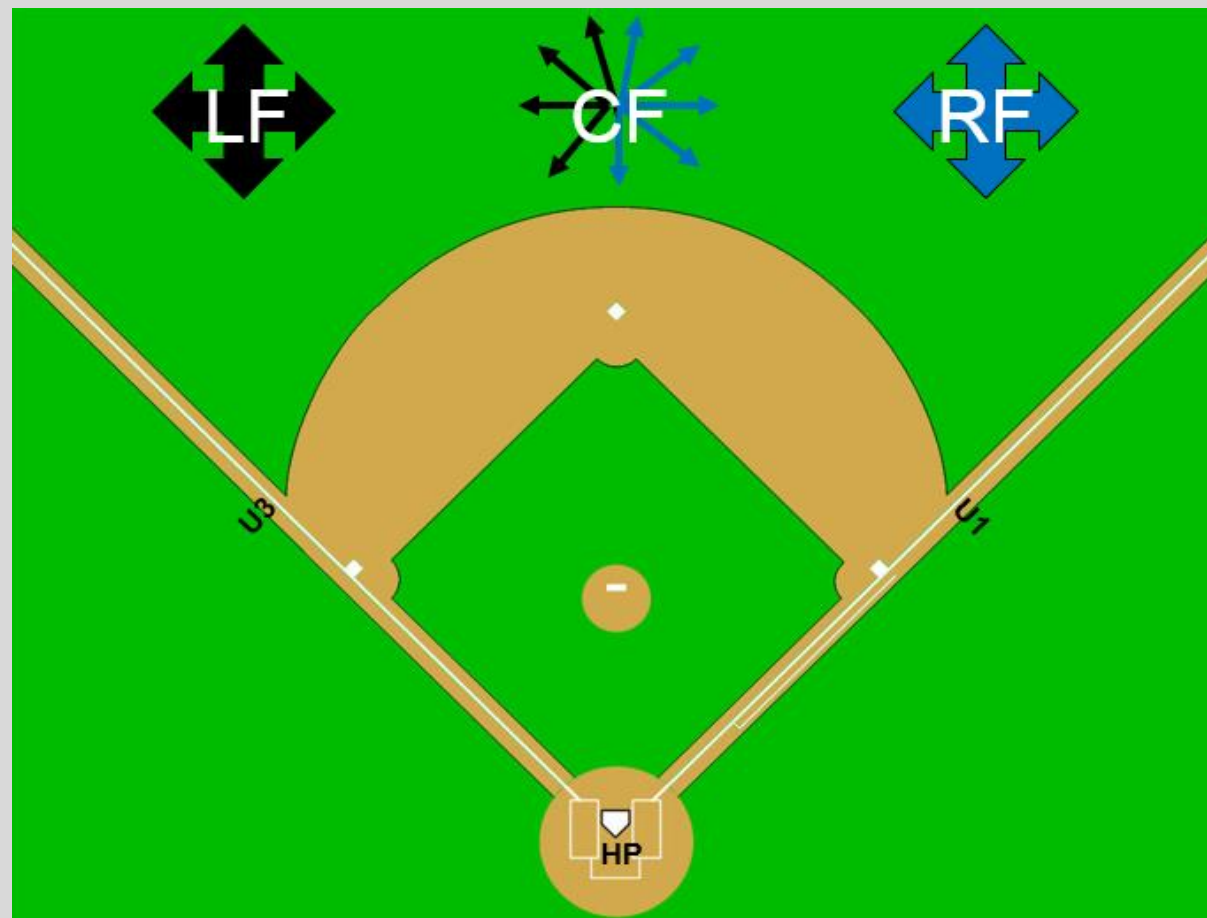
No Runners on Base: Ground Balls in the Infield

- Giving Up Fair/Foul
 - Pop Up = Pivot
 - It is not only permissible but recommended that U1 give HP fair/foul responsibility on any pop up that will be played in the general area where U1 is positioned.
 - U1 will come into the infield and handle all plays on the batter runner.



No Runners on Base: Outfield Fly Ball Coverage

- HP has NO fly ball responsibility with no runners on base.
- U1 is in the “A” position.
- U1 dictates the coverage. (Quarterback.)
- U1 has the CF straight in, towards RF and all balls to RF.
- U3 is in the “D” position.
- U3 has the CF moving towards the LF line and all balls to LF.
- CF straight back is dictated by which way he first turns his body and will belong to whichever umpire he first turns to.





When U1 Goes Out

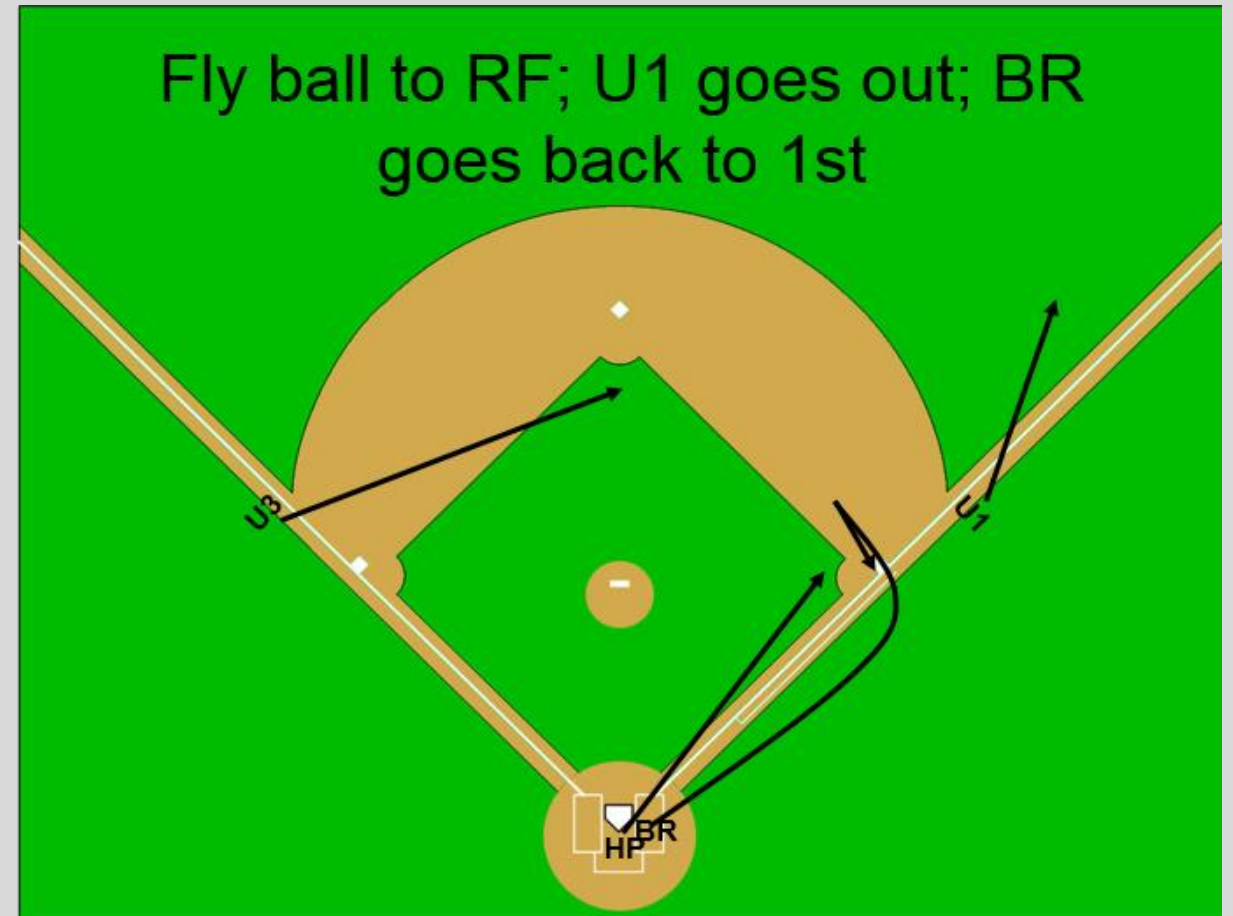
U3

U1

HP

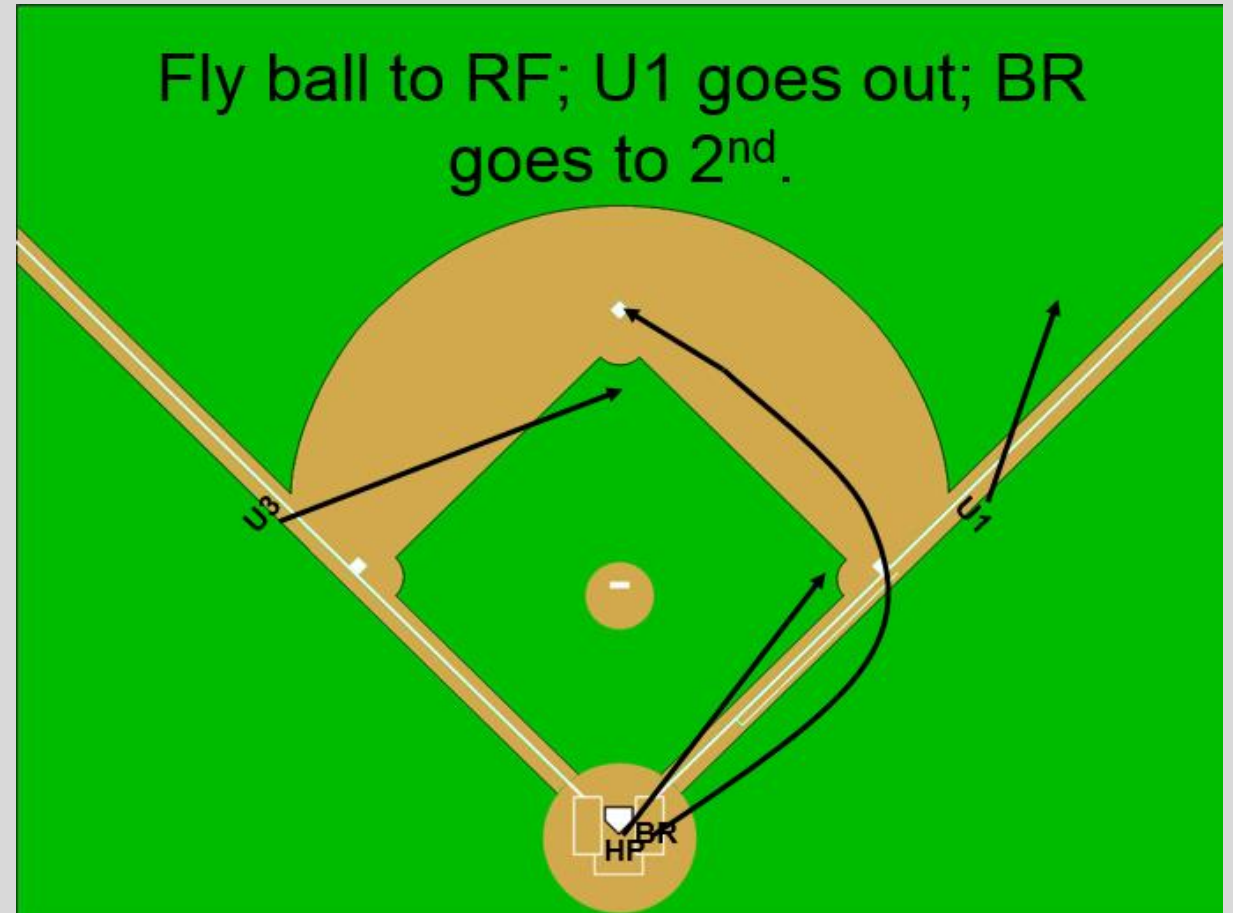
No Runners on Base: When U1 Goes Out

- HP will move up and observe the BR touching 1st base.
- HP will have any play on the BR back into 1st base.
- After the BR has obtained 2nd, HP needs to return to HP for any possible play on the BR at home.
- HP also has any overthrow.
- U1 goes out as far as he can being stopped for his call.
- U1 will rule on Fair/Foul Catch/No Catch as it applies.
- U3 runs across infield towards 2nd base.
- U3 has any play on the BR into 2nd base.
- U3 also has the BR if he attempts to advance to 3rd.



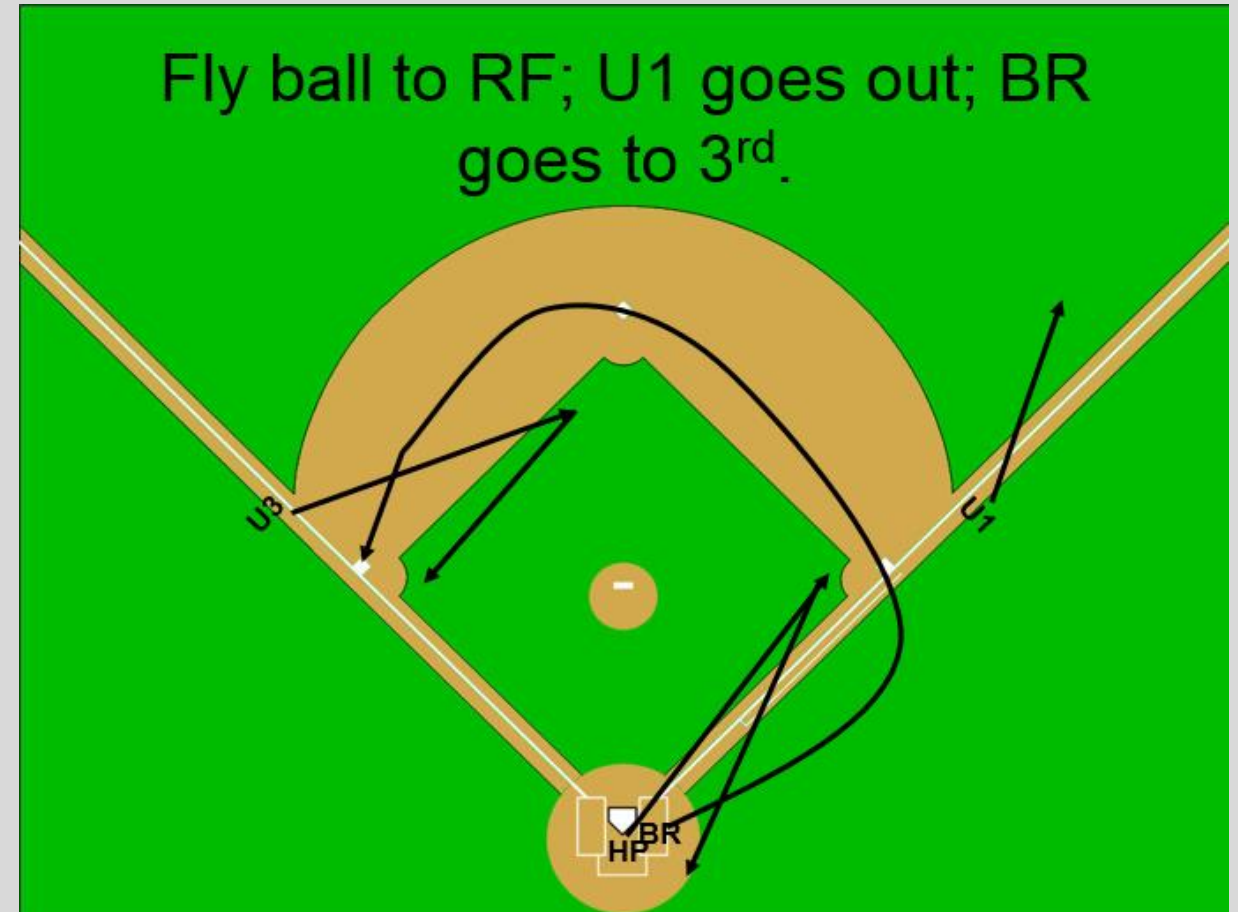
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- U3 runs across infield towards 2nd base.
- U3 has any play on the BR into 2nd base.
- U3 also has the BR if he attempts to advance to 3rd.



No Runners on Base: When U1 Goes Out

- HP will move up and observe the BR touching 1st base.
- HP will have any play on the BR back into 1st base.
- After the BR has obtained 2nd, HP needs to return to HP for any possible play on the BR at home.
- HP also has any overthrow.
- U1 goes out as far as he can being stopped for his call.
- U1 will rule on Fair/Foul Catch/No Catch as it applies.
- U3 runs across infield towards 2nd base.
- U3 has any play on the BR into 2nd base.
- U3 also has the BR if he attempts to advance to 3rd.





When U3 Goes Out

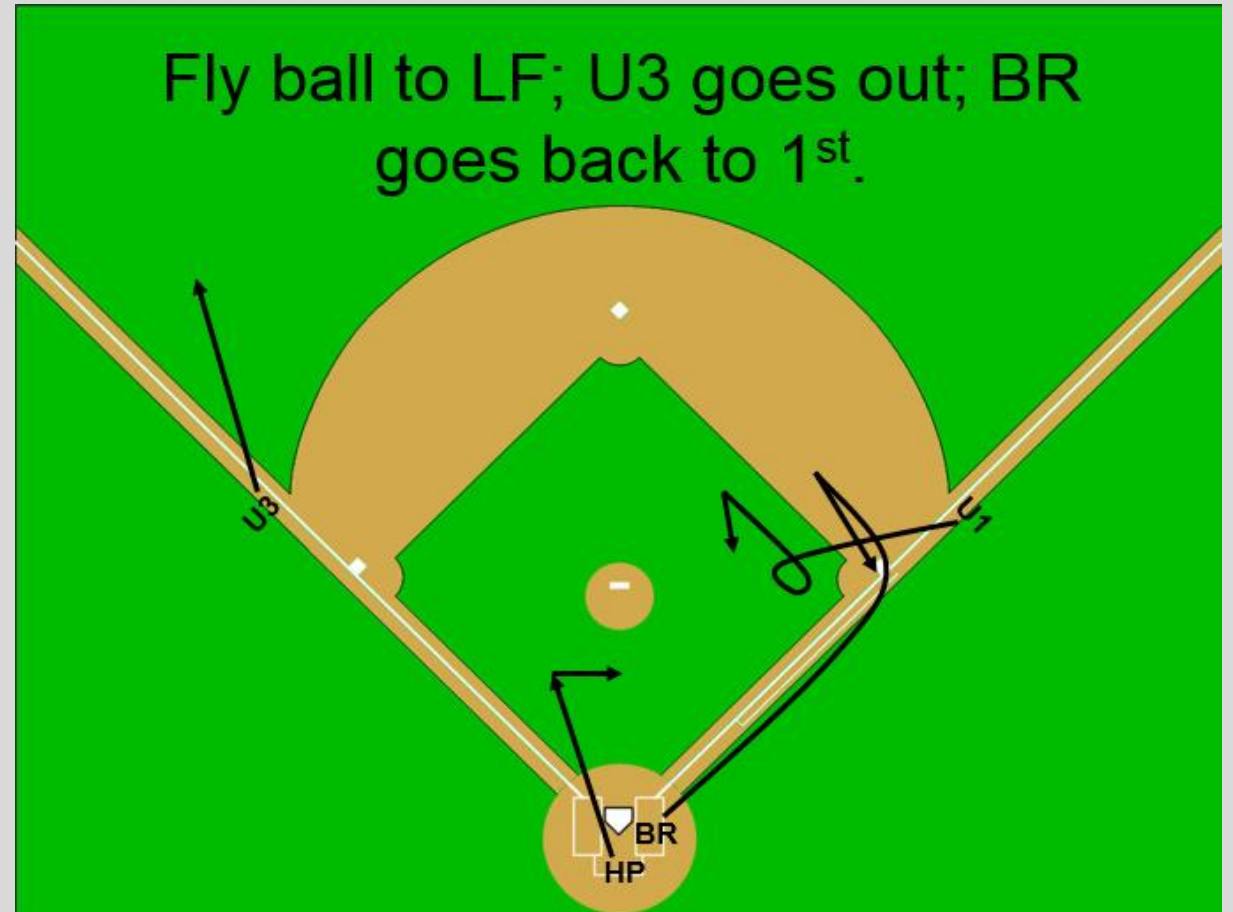
U3

U1

HP

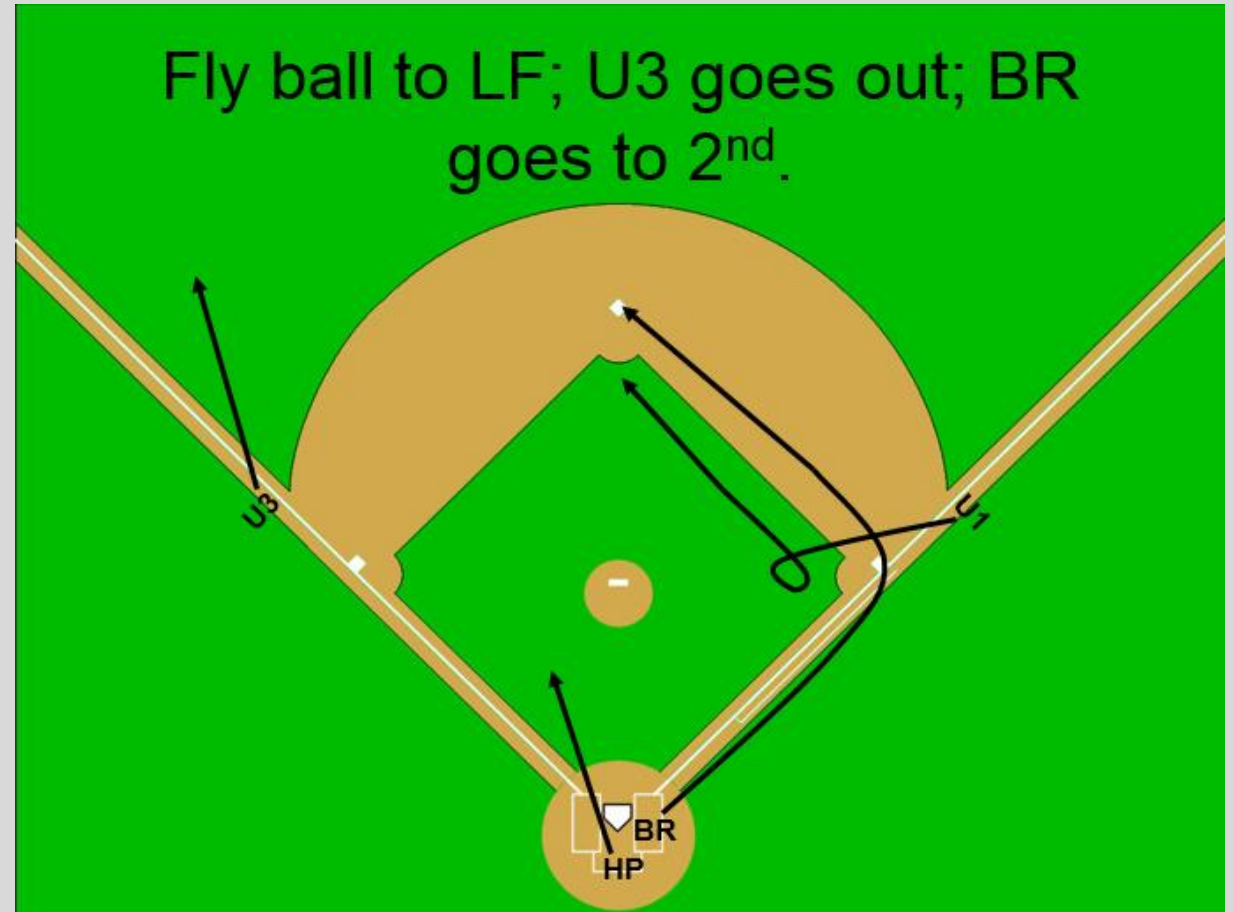
No Runners on Base: When U3 Goes Out

- HP will move out into the infield in the direction of the baseball.
- HP will have any play on the BR at home.
- HP has all overthrow responsibilities.
- U1 will move into the infield allowing U3 to P.R.R. (If Applicable)
- U1 will have all plays on the BR at 1st, 2nd, or 3rd base.
- U3 goes out as far as he can being stopped for his call.
- U3 will rule on Fair/Foul Catch/No Catch as it applies.



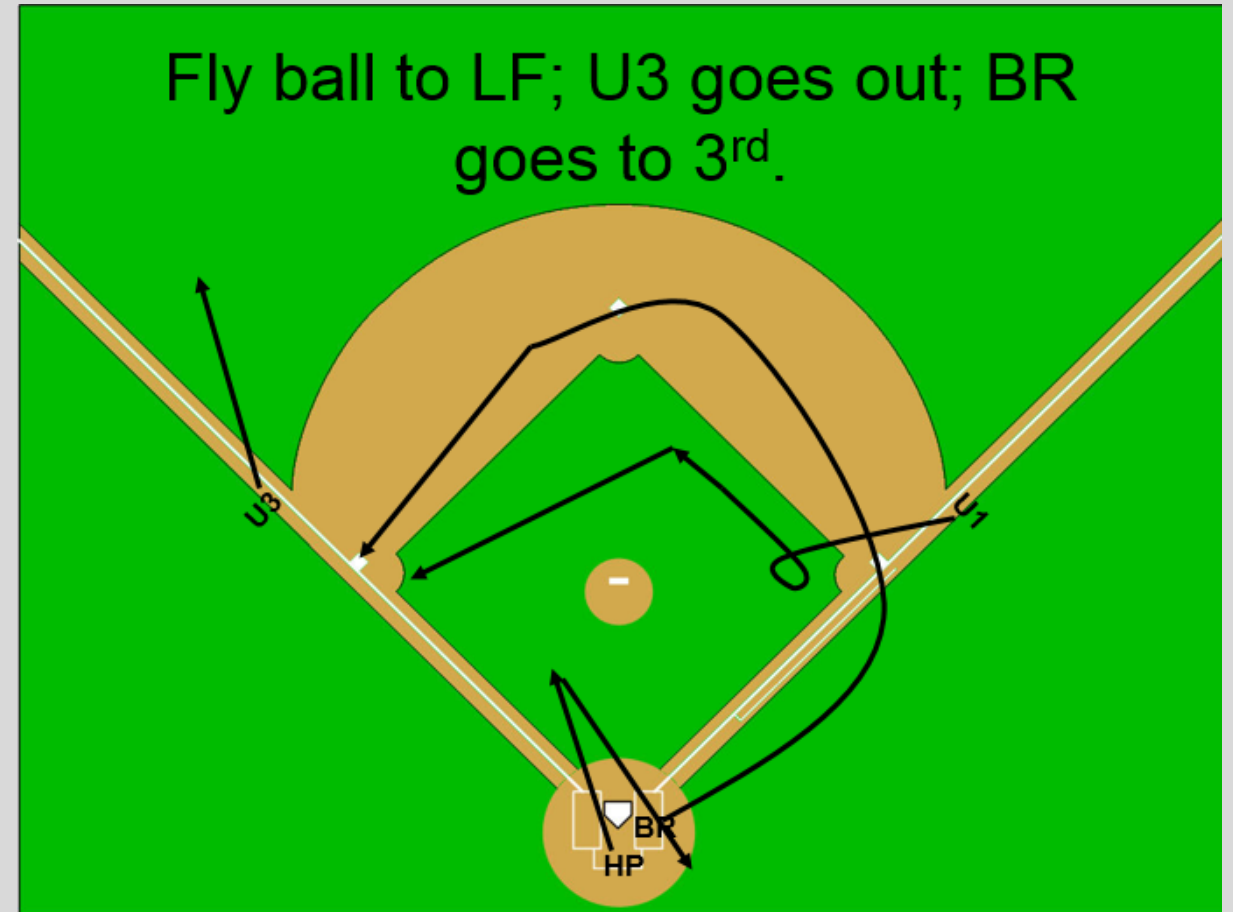
No Runners on Base: When U3 Goes Out

- HP will move out into the infield in the direction of the baseball.
- HP will have any play on the BR at home.
- HP has all overthrow responsibilities.
- U1 will move into the infield allowing U3 to P.R.R. (If Applicable)
- U1 will have all plays on the BR at 1st, 2nd, or 3rd base.
- U3 goes out as far as he can being stopped for his call.
- U3 will rule on Fair/Foul Catch/No Catch as it applies.



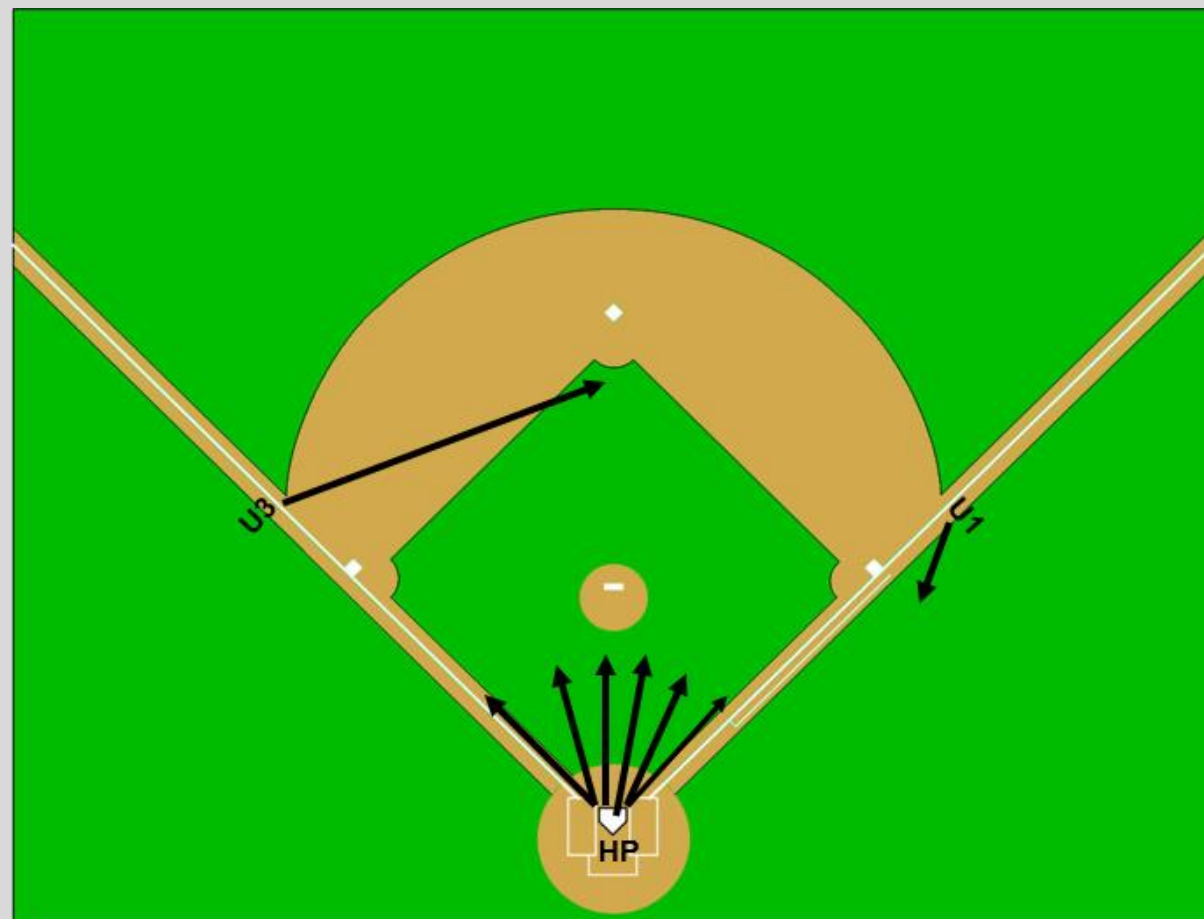
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- HP will have any play on the BR at home.
- HP has all overthrow responsibilities.
- U1 will move into the infield allowing U3 to P.R.R. (If Applicable)
- U1 will have all plays on the BR at 1st, 2nd, or 3rd base.
- U3 goes out as far as he can being stopped for his call.
- U3 will rule on Fair/Foul Catch/No Catch as it applies.



No Runners on Base: Base Hit to the Outfield

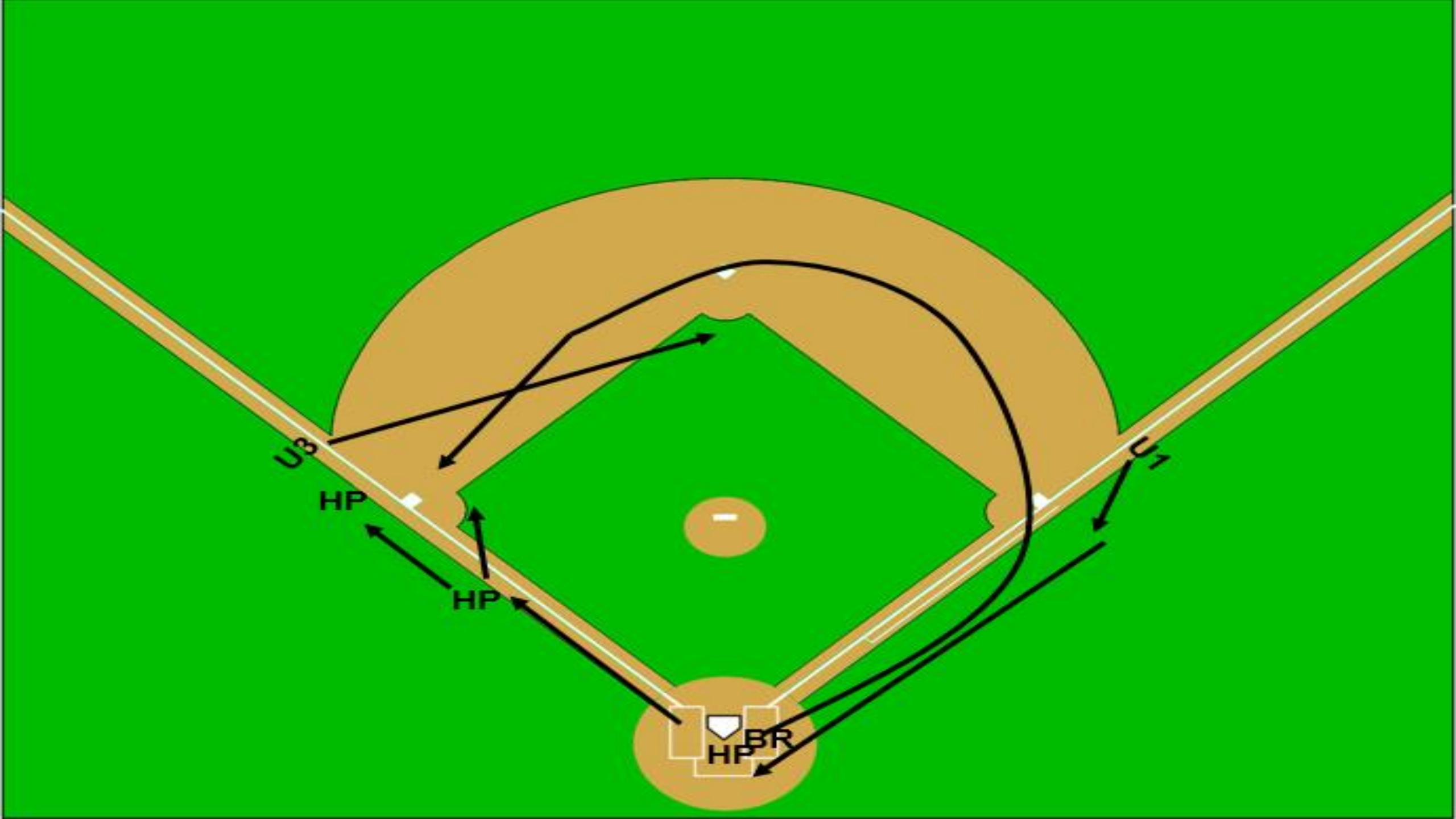
- HP goes out into the infield and reads the ball.
- HP has any play on the BR at 3rd.
- U1 watches BR touch 1st base.
- U1 will rotate to home once the BR commits to 3rd.
- U3 runs across infield towards 2nd base.
- U3 has all plays on the BR at 2nd.



A diagram of a baseball field with a green outfield and a brown infield. The bases are marked with white diamonds. The pitcher's mound is a brown circle in the center of the diamond. At the bottom of the field, there is a white home plate and two white rectangular boxes representing the batter's box. The text "No Runners on Base" is centered in the upper part of the infield. Below it, "BR Advances to 3rd Base." is written, with "BR" positioned to the left of "Advances". "Regular Rotation" is written in the lower part of the infield.

No Runners on Base
BR Advances to 3rd Base.

Regular Rotation



3-Man Mechanics

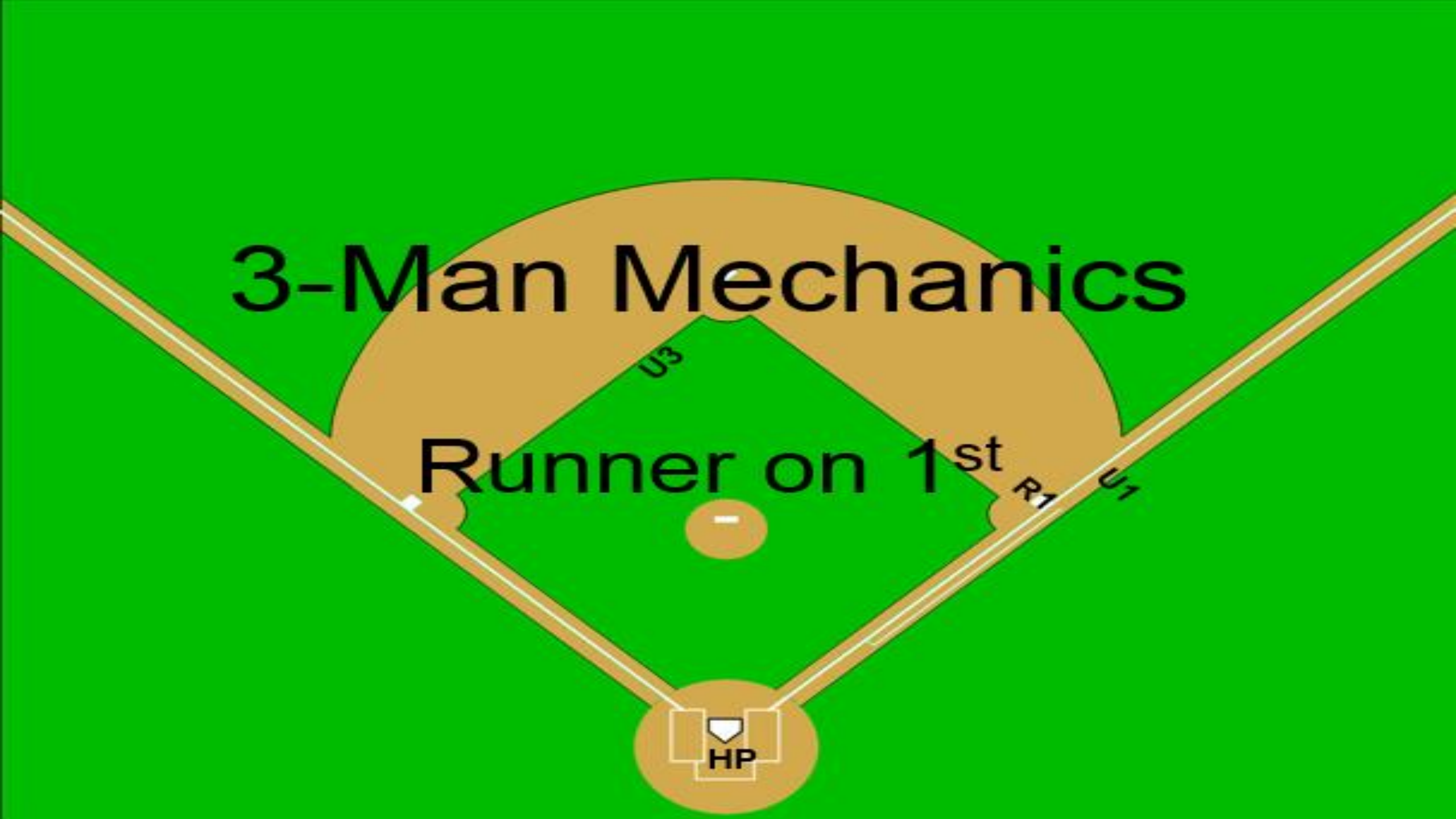
Runner on 1st

U3

R1

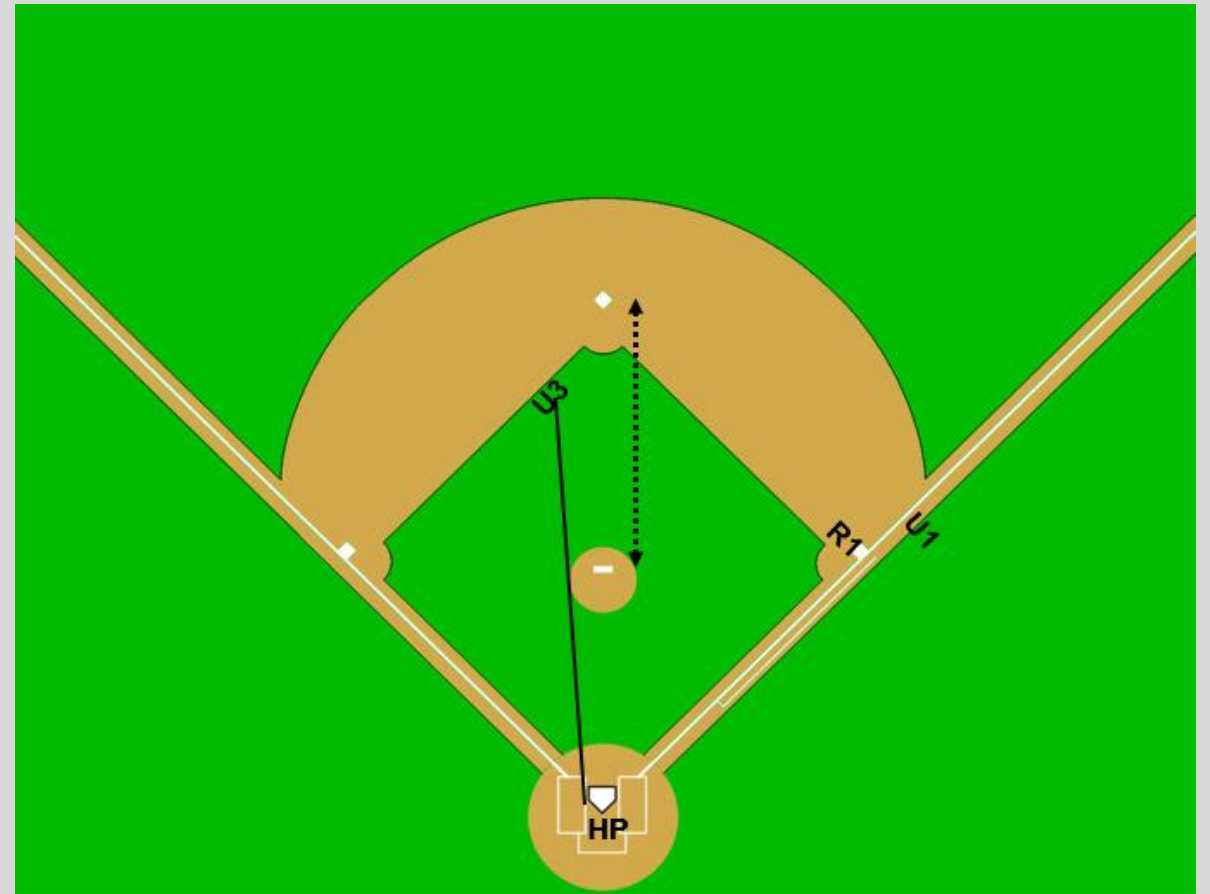
U1

HP



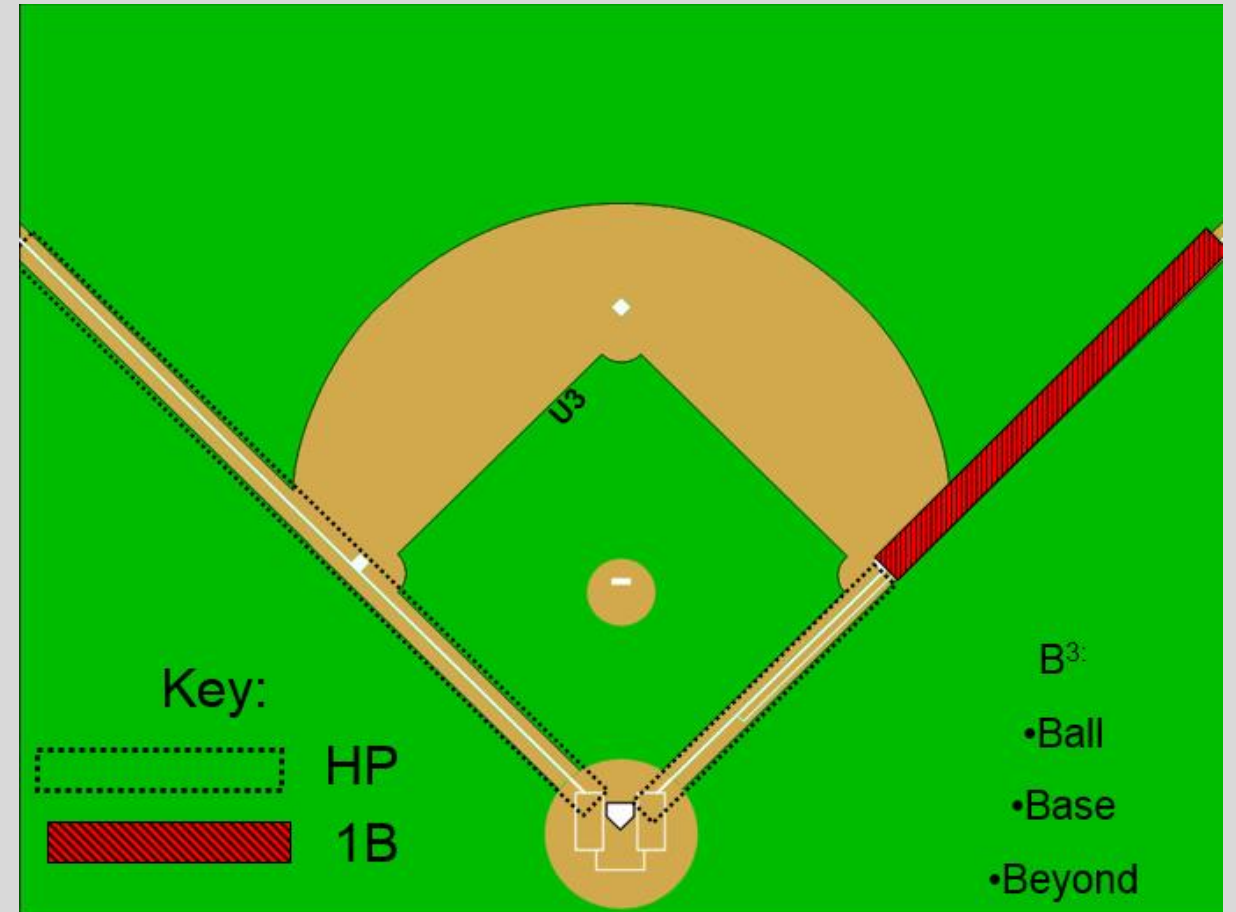
Runner on 1st: Positioning of Base Umpires

- U1 is in the A position.
 - 10-12 feet behind the 1st base bag.
 - This will optimize distance and angle for pick off plays.
 - His shoulders and body shall be squared to home plate.
- U3 is in the deep C position.
 - His body should be squared to Home Plate, or to the 1st base line.



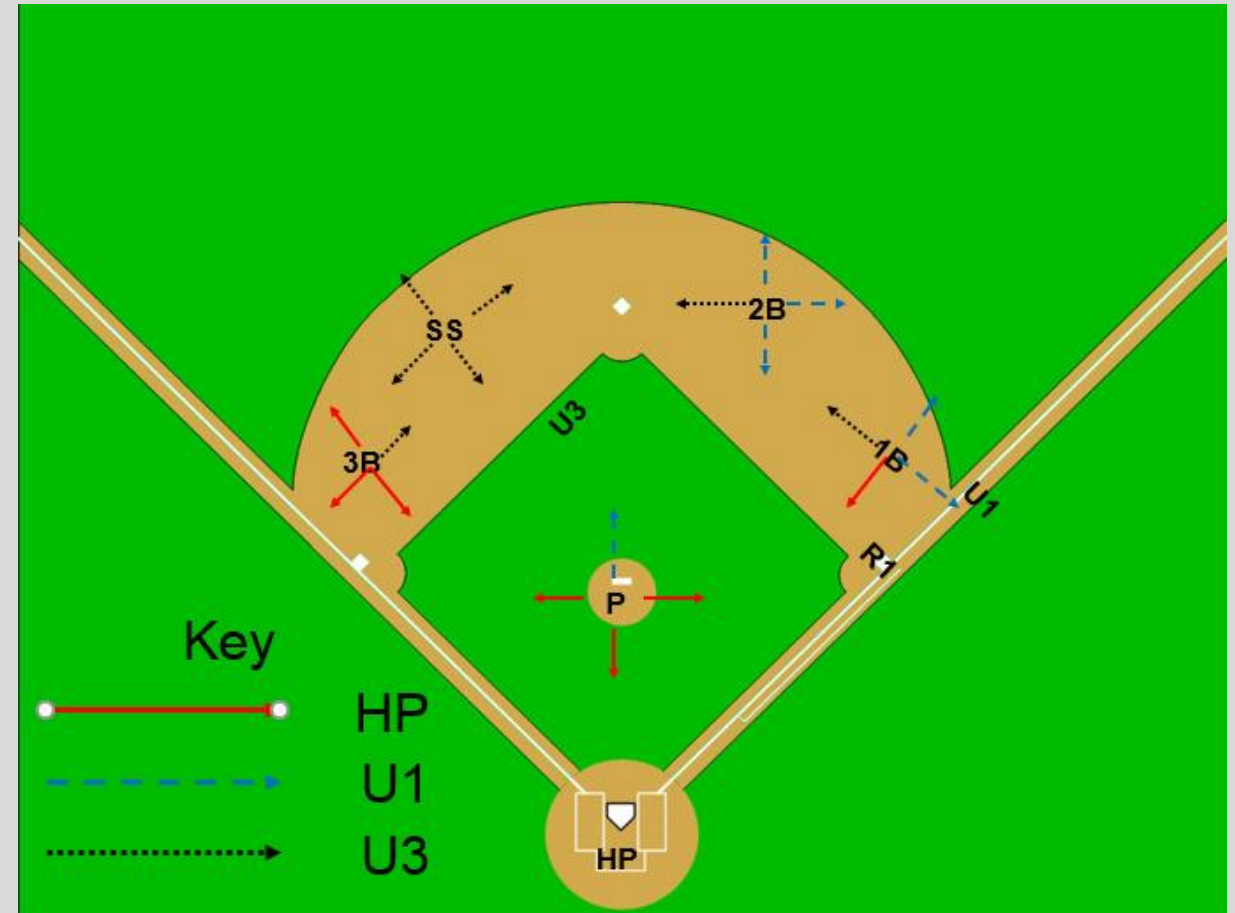
Runner on 1st: Fair/Foul Responsibility

- The home plate umpire will make all fair/foul decisions on batted balls down the 3rd base line.
- The home plate umpire will make all fair/foul decision on batted balls that are first touched or have stopped moving up to the front edge of 1st base.
- U1 will make all fair/foul decisions on batted balls from the front edge of 1st base to the right field foul pole.
- U3 has no fair/foul responsibility



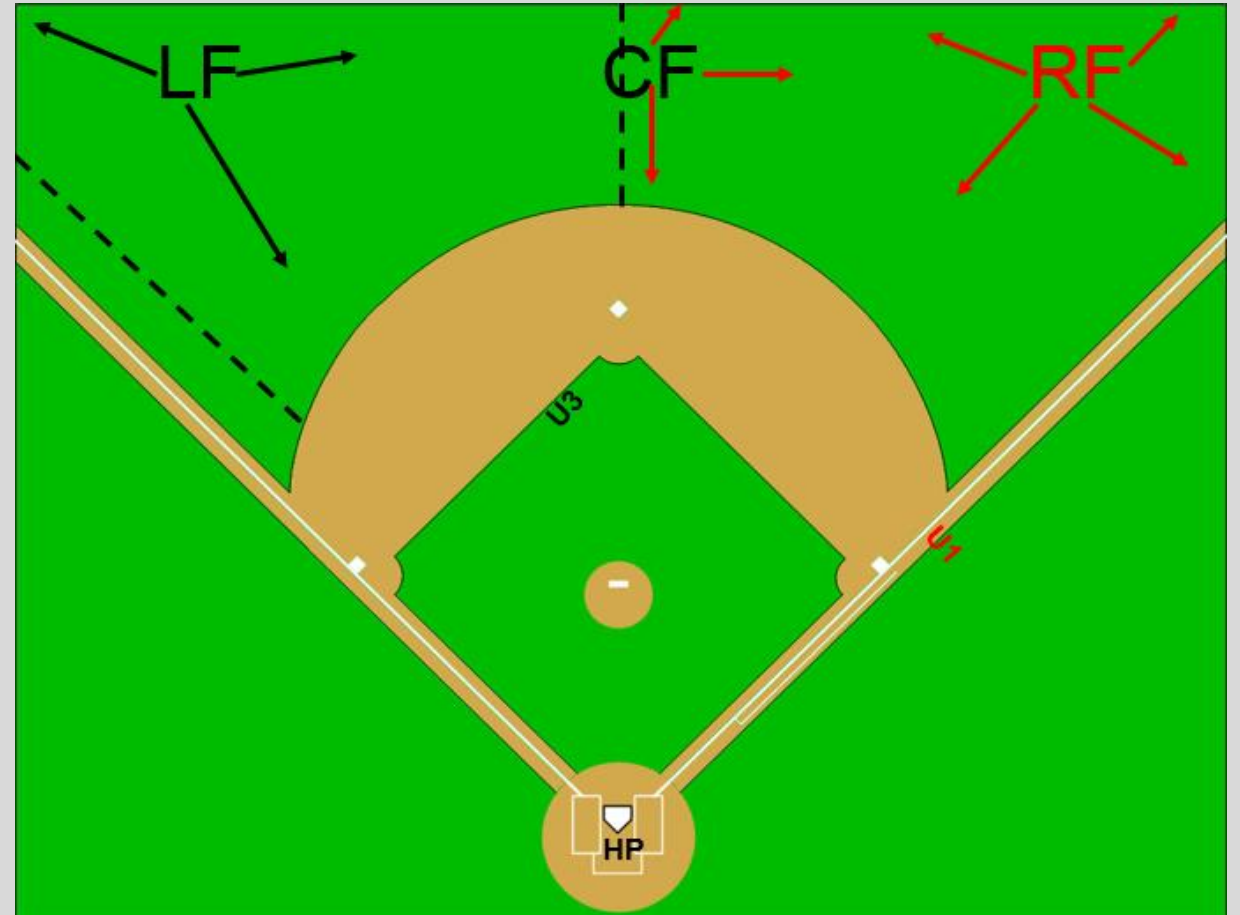
Runner on 1st: Infield Catch Responsibility

- HP Has Catches:
 - By the pitcher moving in, left or right.
 - By the 3rd baseman moving in, back or toward the foul line.
 - By the 1st baseman moving straight in only.
- U1 Has Catches:
 - By the 2nd baseman moving in, back or to his left.
 - By the 1st baseman moving in or towards the foul line.
 - By the pitcher moving back.
- U3 Has Catches:
 - The 3rd baseman moving towards the infield.
 - The shortstop moving in all directions.



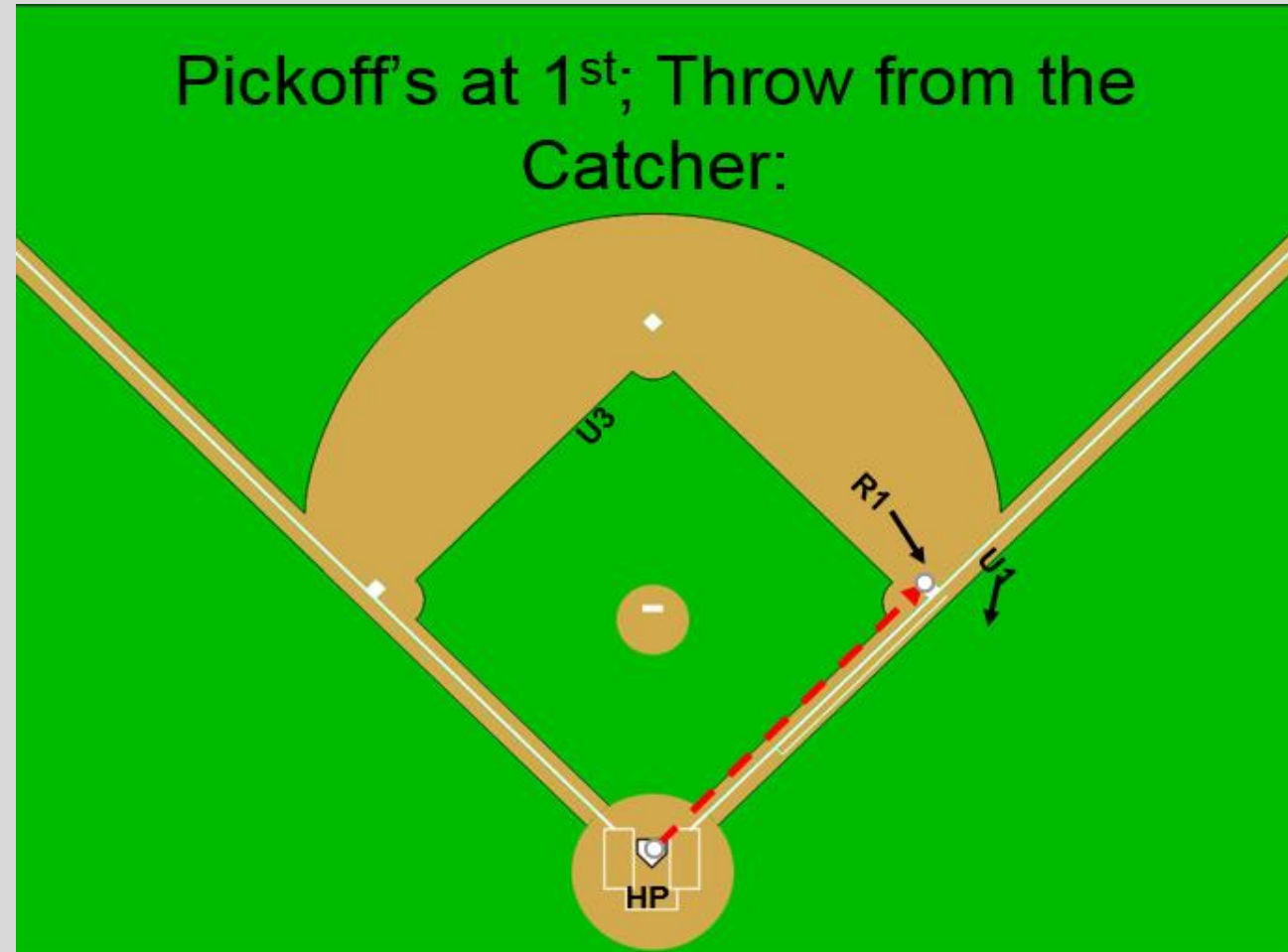
Runner on 1st: Fly Ball Coverage

- HP has all fly balls that take the LF towards the left field line.
- HP Must Communicate to U3, “I’m on the line,” or “I’ve got the ball,” when the ball is in his coverage area.
- U1 has all fly balls from the CF straight in to the RF out of play.
- U3 has fly balls from the CF straight back, (opening towards left field,) to the LF coming straight in.
- Rule of Thumb:
 - U1 is still the quarterback and should take any fly ball to the CF that is in that “grey area.”
 - When a base umpire goes out with runners on base revert back to the 2-man system.



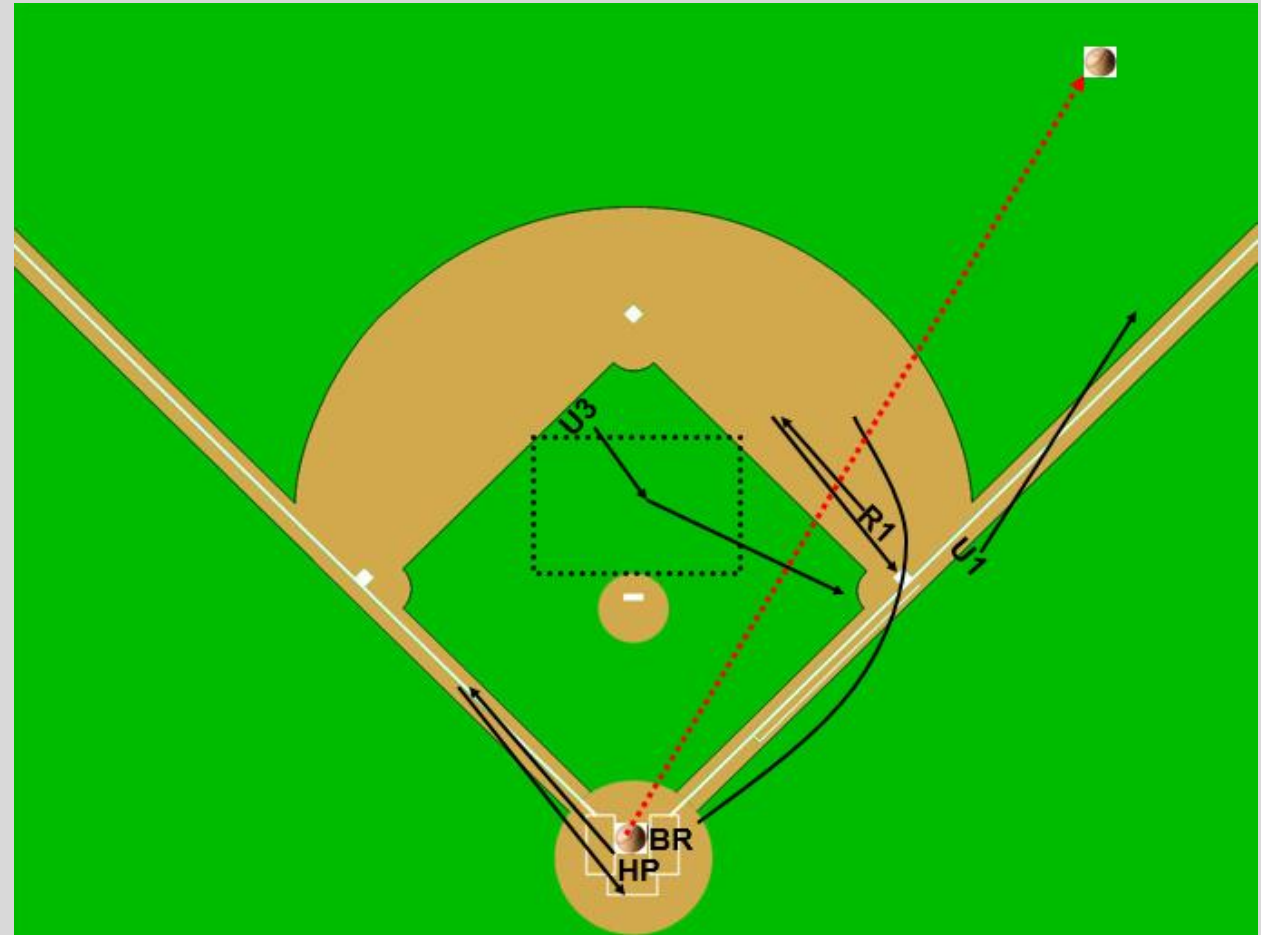
Runner on 1st: Pickoffs at 1st ; Throw from the Catcher

- U1 should watch the catchers hips which should indicate a throw coming to 1st.
- U1 will take a few steps towards the coaches box to achieve the proper angle for the play back into 1st base.
- HP will watch the throw from the catcher and the actions of the batter to make sure that there is not interference.



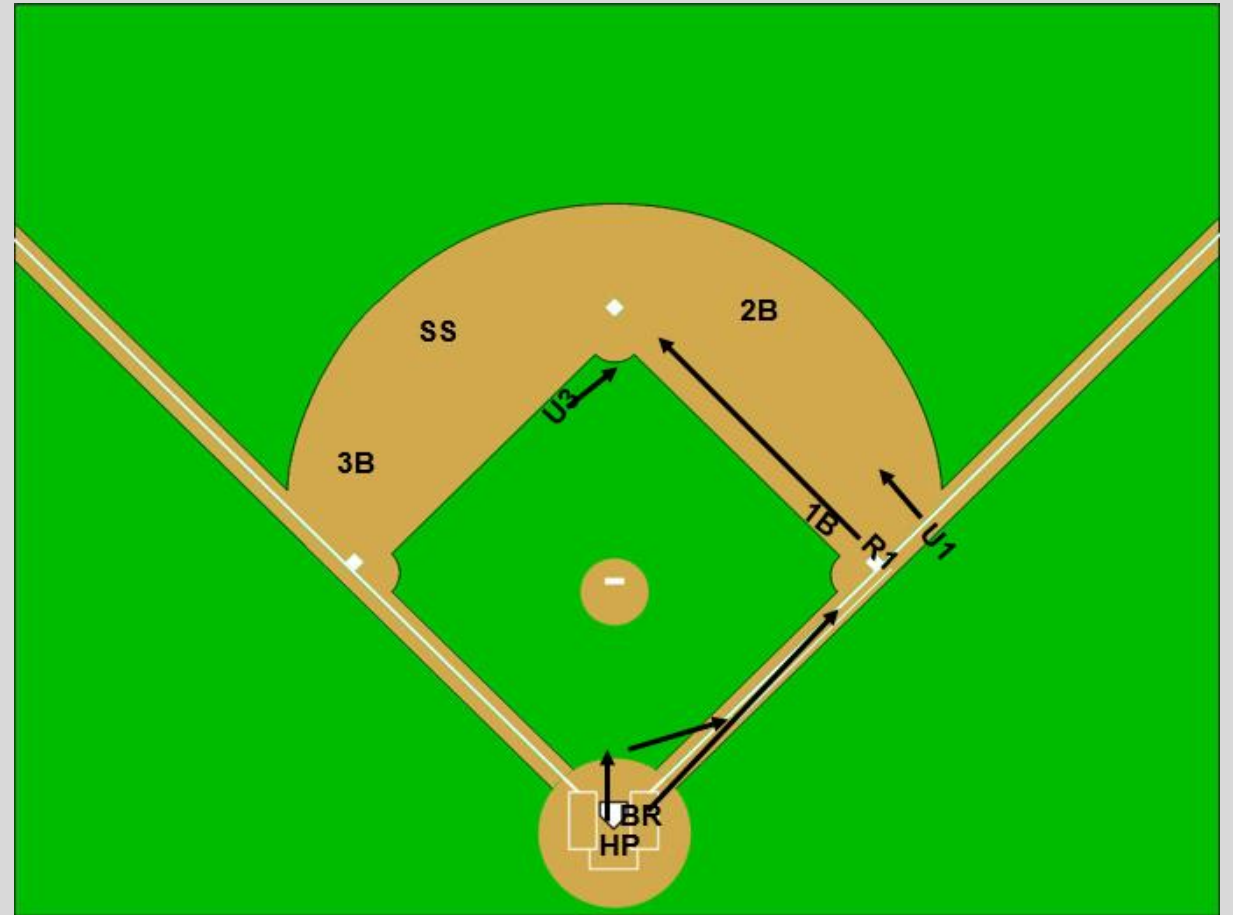
Runner on 1st: Fly ball to the outfield; U1 goes out:

- HP is responsible for R1's tag on a fly ball.
- HP will move towards 3rd base for a any play on R1.
- HP will return towards the plate if the ball is caught or if R1 will acquire 3rd with no possible play.
- U1 will go as far as he can being set for his play.
- U1 will work for an angle remembering angle is primary to distance.
- U3 will slide into the working area and have the same responsibilities as he would in the 2-man system.
- U3 will have the retouch of R1 on a fly ball.



Runner on 1st: Ground balls in the infield Double Play

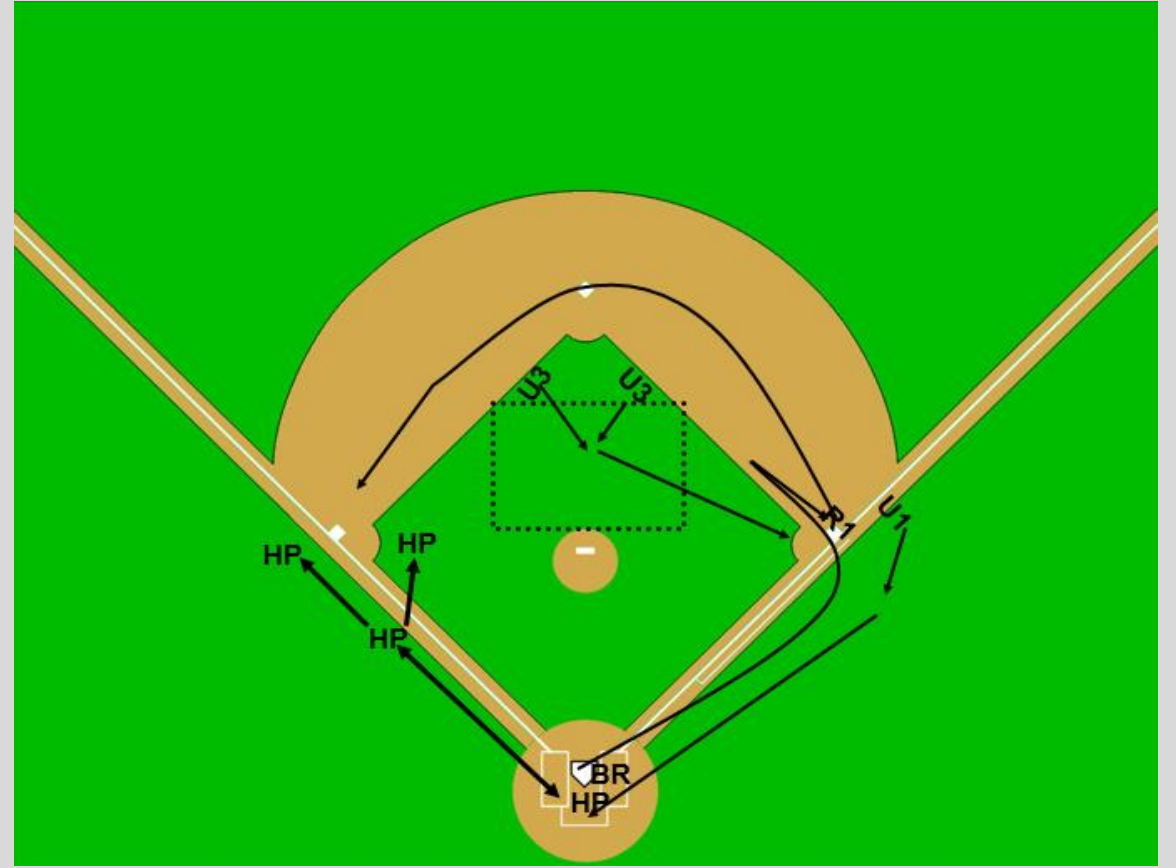
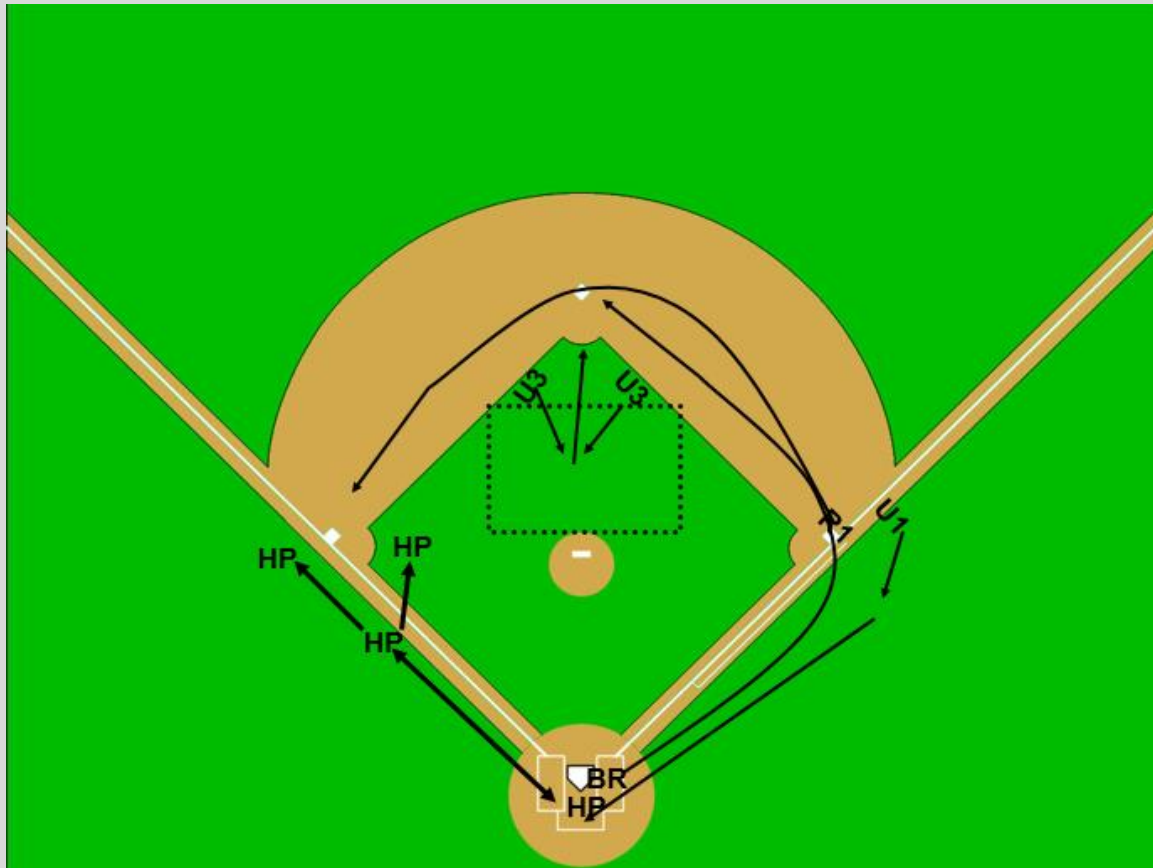
- HP moves out into infield
- If the ground ball is fielded by an infielder, HP will move up the 1st base line towards the 45' line.
- HP is prepared to rotate to 3rd on a base hit through the infield.
- U1 will develop his 90° from the throw coming from 2nd base being mindful to gain distance from 1st base when developing angle.
- U3 will step up with his ball side foot and face the fielder.
- U3 will watch the play at 2nd base.
- U3 will remain watching 2nd base for interference, etc.
- U3 **Must Not** turn away from 2nd base to watch the play at 1st.



Runner on 1st: Base hit to the outfield “Regular Rotation”

- HP moves 2/3 of the way down the 3rd baseline.
- HP moves into the cutout at 3rd when R1 commits to 3rd.
- HP will have all plays on R1 at 3rd base.
- Ball and runner is no longer needed for this to occur.
- U1 will slide into foul territory to observe the BR touch 1st base.
- U1 has all plays on the BR at 1st unless R1 commits to 3rd.
- U1 will move to the point of home plate if R1 commits to third.
- U1 will assume the role of the plate umpire and have all plays at home plate as well as overthrow responsibilities.
- U3 will observe R1 touching 2nd base.
- U3 will have all plays on R1 back into 2nd base.
- U3 will slide over and pick up the BR if R1 commits to 3rd base.
- U3 will have all plays on the BR at 2nd base or back into 1st if R1 has committed to 3rd.
- It is permissible for HP to stay on the outside to take a regular rotation at 3rd base.
- This is a good mechanic because it allows the plate umpire to have ball and runner coming to him and he remains out of throwing lanes.

Runner on 1st:
Base hit to the outfield
“Regular Rotation”

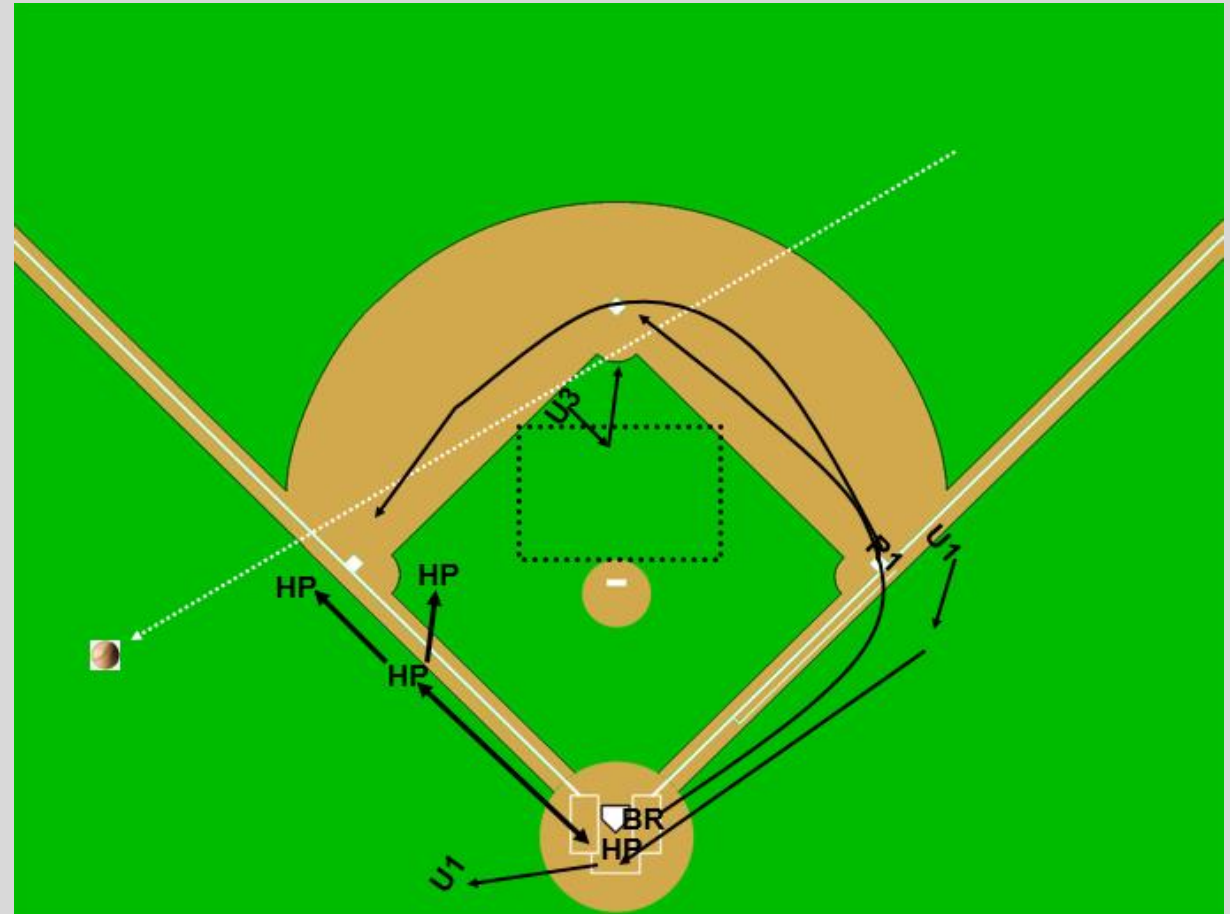


Runner on 1st: Base hit to the outfield “Regular Rotation” Overthrow Responsibilities

- HP will stay on the inside of the infield or outside if optional mechanic is used and no longer has over throw responsibility.
- HP will observe all runners touching 3rd base
- HP will have any plays on any runner at 3rd base.
- U1 will rotate to home plate and assume all responsibilities of the plate umpire in regards to overthrows.
- U1 will be responsible for BR at and touching 1st and any play at home plate.
- U3 will be responsible for all runners touching 2nd and any play at 2nd base.
- U3 will slide over and pick up responsibility of the BR once R1 commits to 3rd base,
- U3 will have any play on the BR back into 1st or at 2nd base.

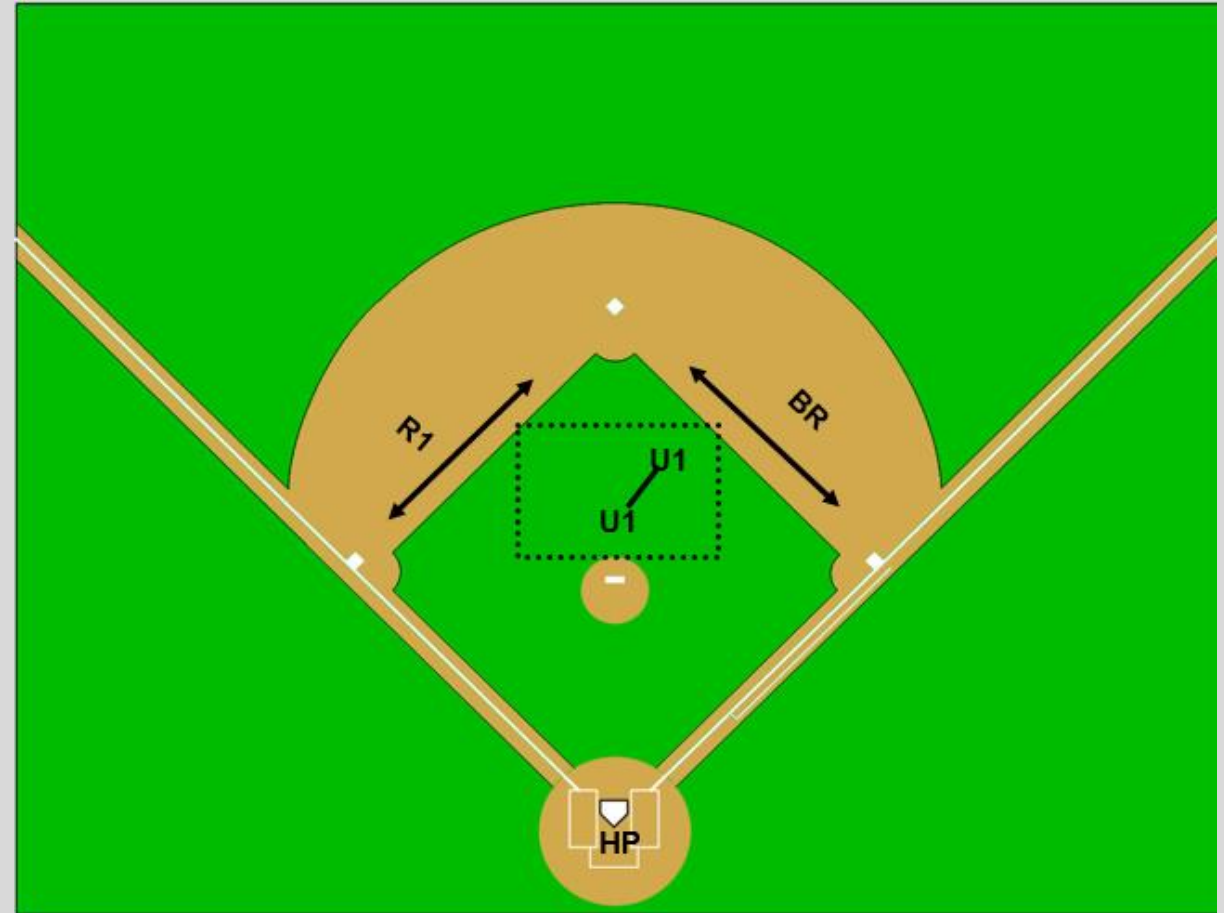
NOTE: This situation only occurs when neither base umpire goes out.

NOTE: If U1 goes out, 2-Umpire Mechanics will govern overthrows.



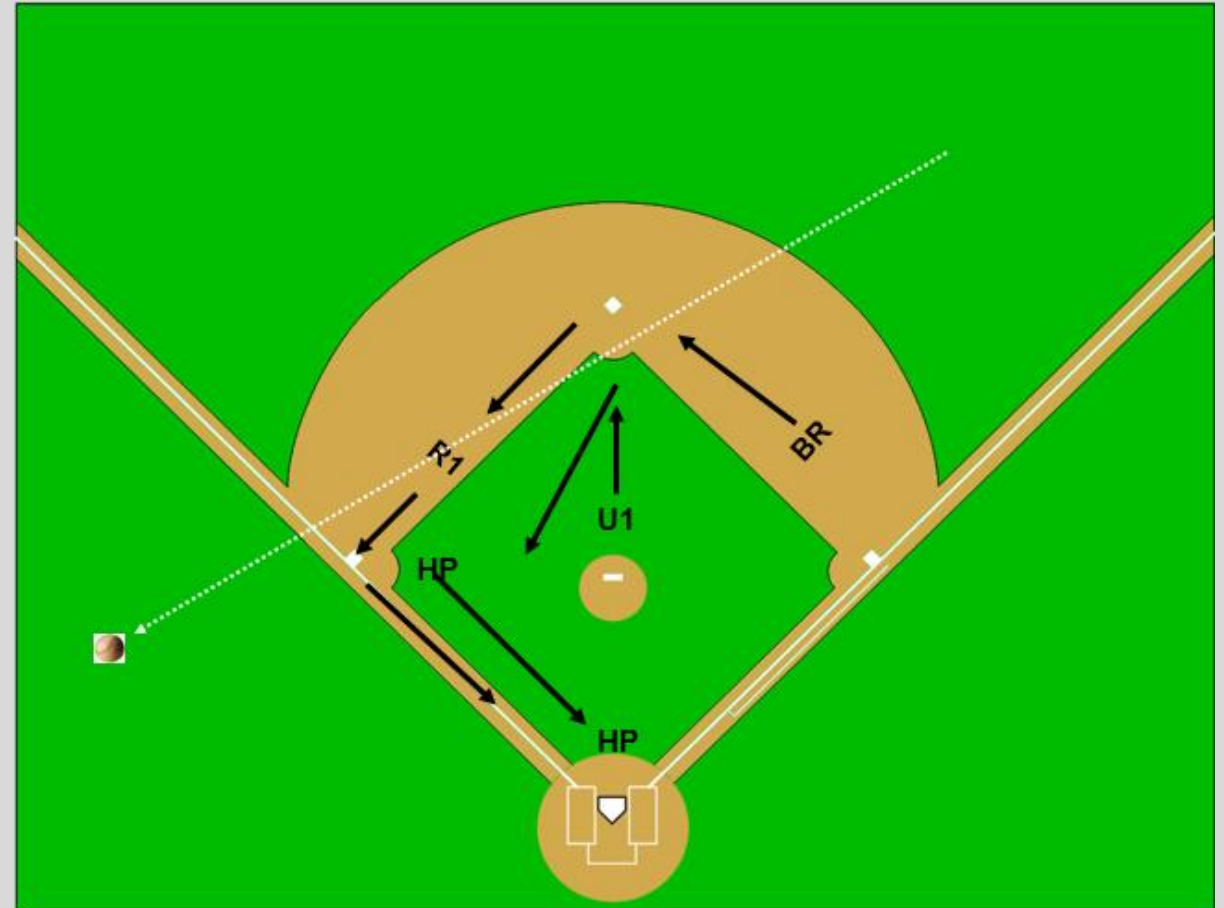
Runner on 1st: Base Hit: 3 Balls 2 Strikes 2 Outs

- HP WILL NOT rotate.
- U1 slides back into the “working area”.
- U1 watches runners touch bases.
- U1 adjust to any possible play at any base.



Runner on 1st: Overthrow at 3rd:

- HP will stay on the inside of the infield.
- HP will move back towards home plate.
- HP will observe R3 touching 3rd as well as the status of the baseball.
- HP will get into position for a play either back at 3rd or a play at Home.
- U1 will be responsible for BR at and touching 1st, 2nd, or 3rd base.
- U1 will have all calls on the BR.



3-Man Mechanics

Runners on 1st & 2nd

R2

U3

R1

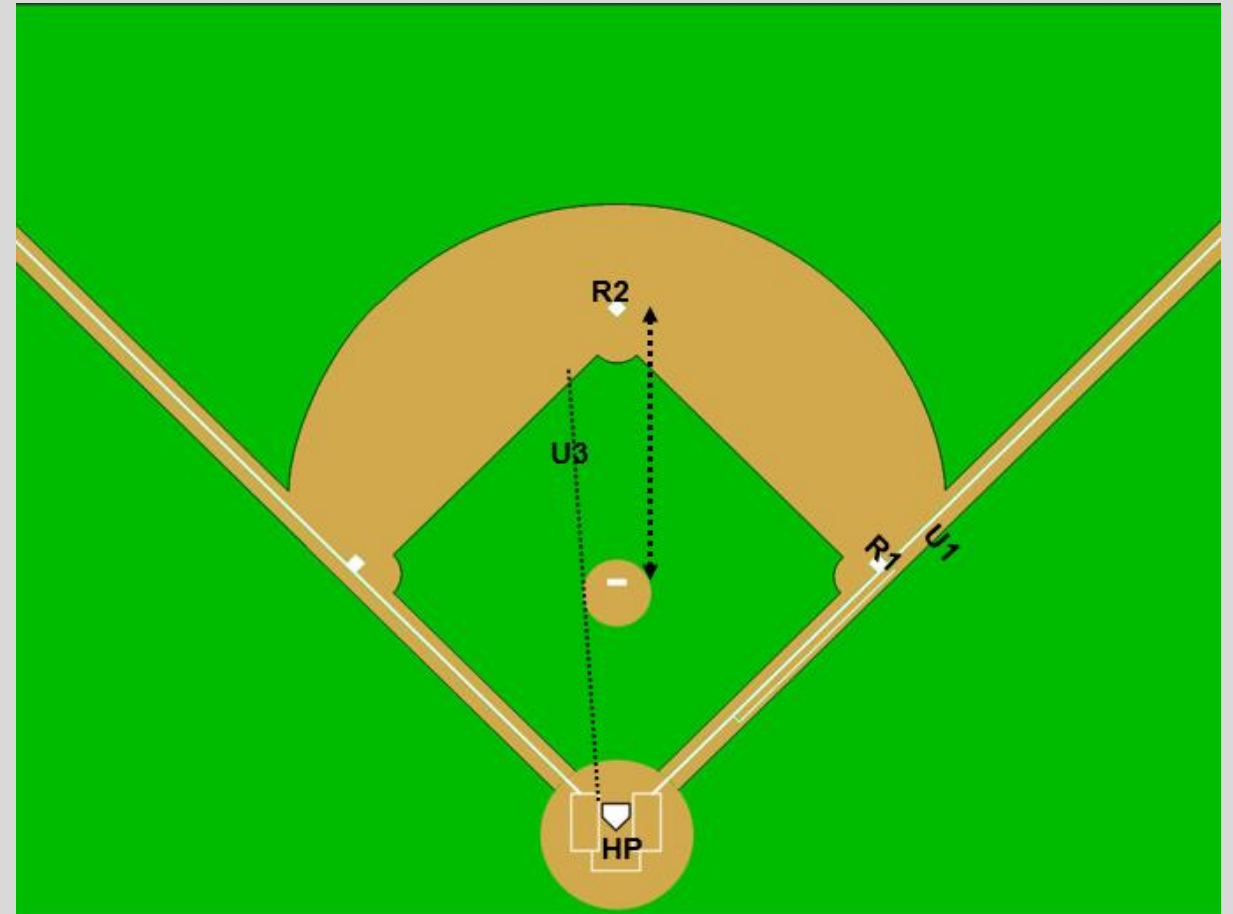
U1

HP



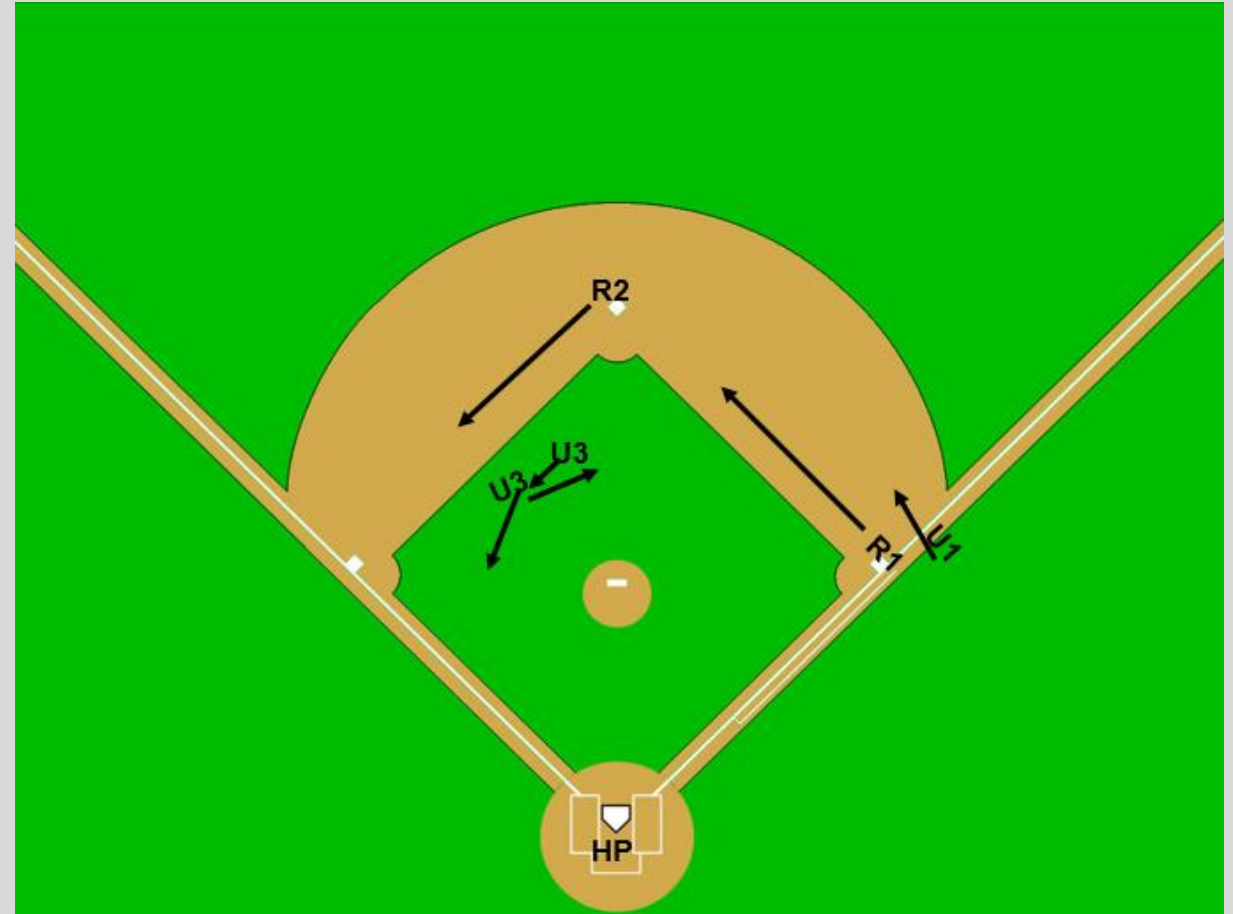
Runners on 1st and 2nd: Positioning

- U1 is in the “A” position.
 - 10-15 feet behind the 1st baseman.
 - Shoulders and body shall be squared to home plate.
- U3 assumes the “C” position.
 - Half way between the mound and 2nd base on the 3B side of the infield.
 - Lined up so that an imaginary line will travel from home plate, through the edge of the mound and through his midsection.
 - Shoulders and body shall be squared to home plate.
- Fly Ball and infield catch responsibility is the same.



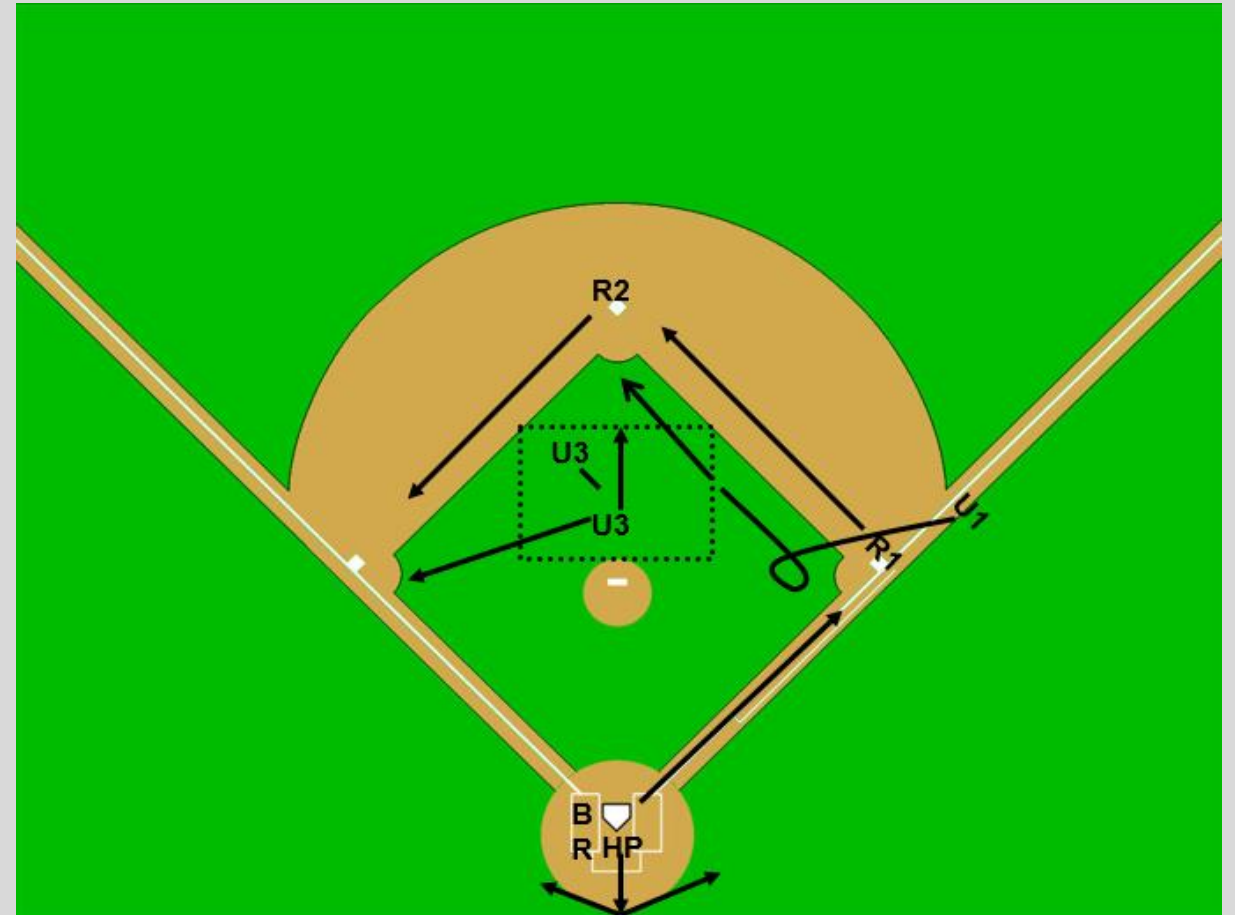
Runners on 1st and 2nd: Double Steal

- HP has the same responsibilities in any steal play.
- U3 shall check over his shoulder when the pitcher commits to pitch.
- If R2 is stealing, U3 will take a lateral crossover step towards 3rd base.
- U3 then adjusts for play either into 3rd or either runner into 2nd.
- U1 will have any play on R1 back into 1st base.



Runners on 1st and 2nd: Base Hit “Reverse Rotation”

- HP drifts straight back.
- HP watches R3 touch 3rd.
- HP watch for Obstruction at 3rd.
- HP adjust for plays at the plate.
- U1 will come into the infield and pivot.
- U1 will have any play on the batter-runner at 1st or 2nd base.
- U3 will have any play on R1 at 2nd base.
- U3 will slide over to 3rd if R1 commits to 3rd base.





3-Man Mechanics

Bases Loaded

R2

U3

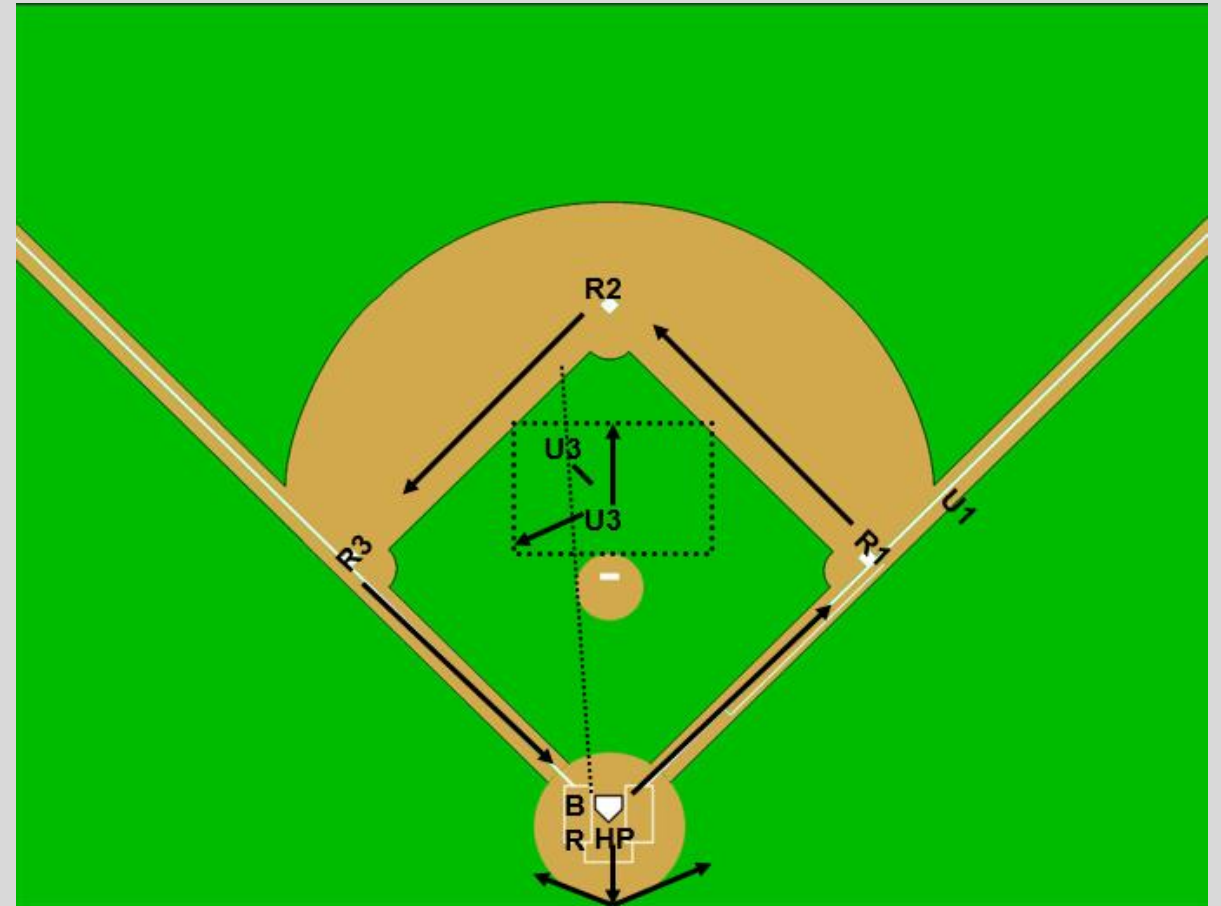
R3

R1

HP

Bases Loaded: Positioning

- U1 is in the “A” position.
 - 10-15 feet behind the 1st baseman.
 - Shoulders and body shall be squared to home plate.
- U3 assumes the “C” position.
 - Half way between the mound and 2nd base on the 3B side of the infield.
 - Lined up so that an imaginary line will travel from home plate, through the edge of the mound and through his midsection.
 - Shoulders and body shall be squared to home plate.
- Fly Ball and infield catch responsibility is the same.



3-Man Mechanics

U3
Runners on 1st & 3rd

R3

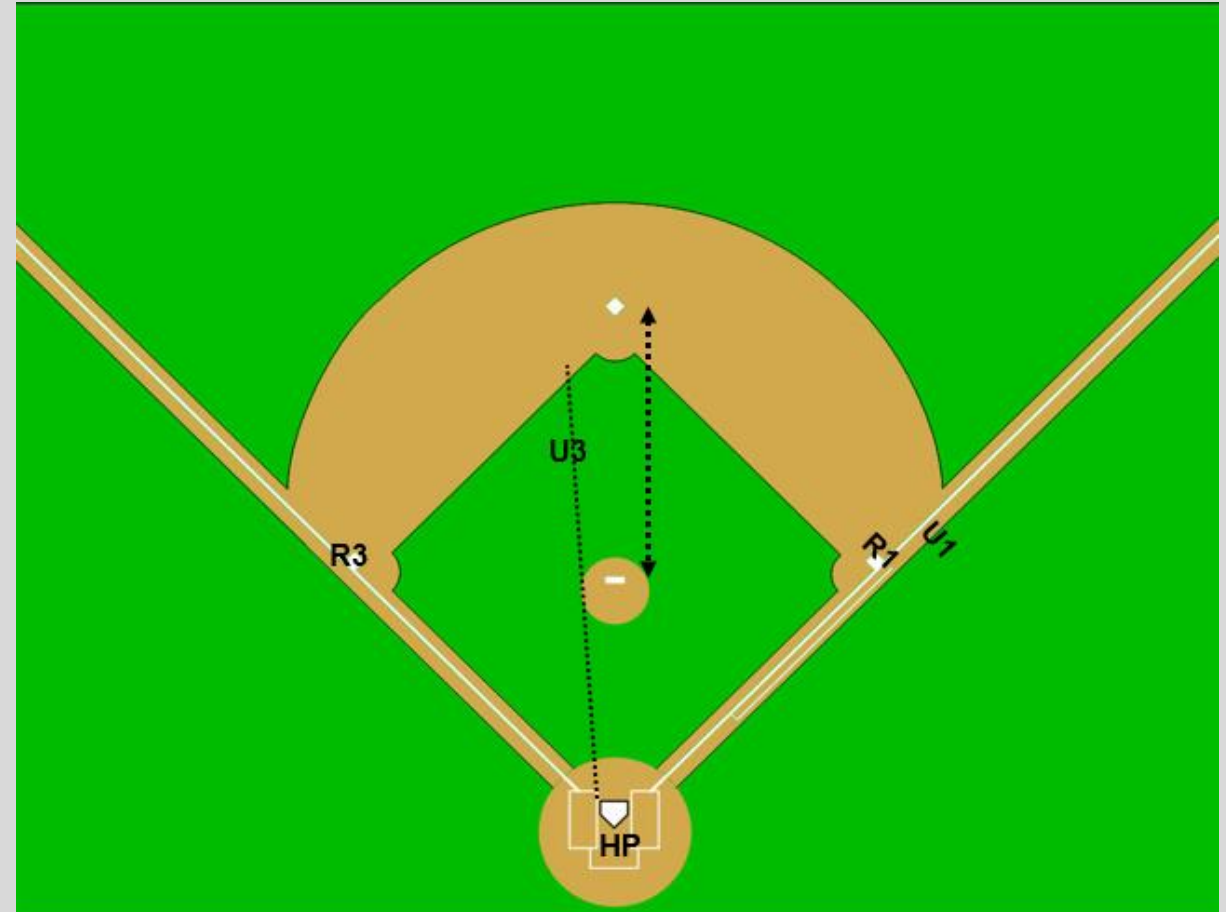
R1

U1

HP

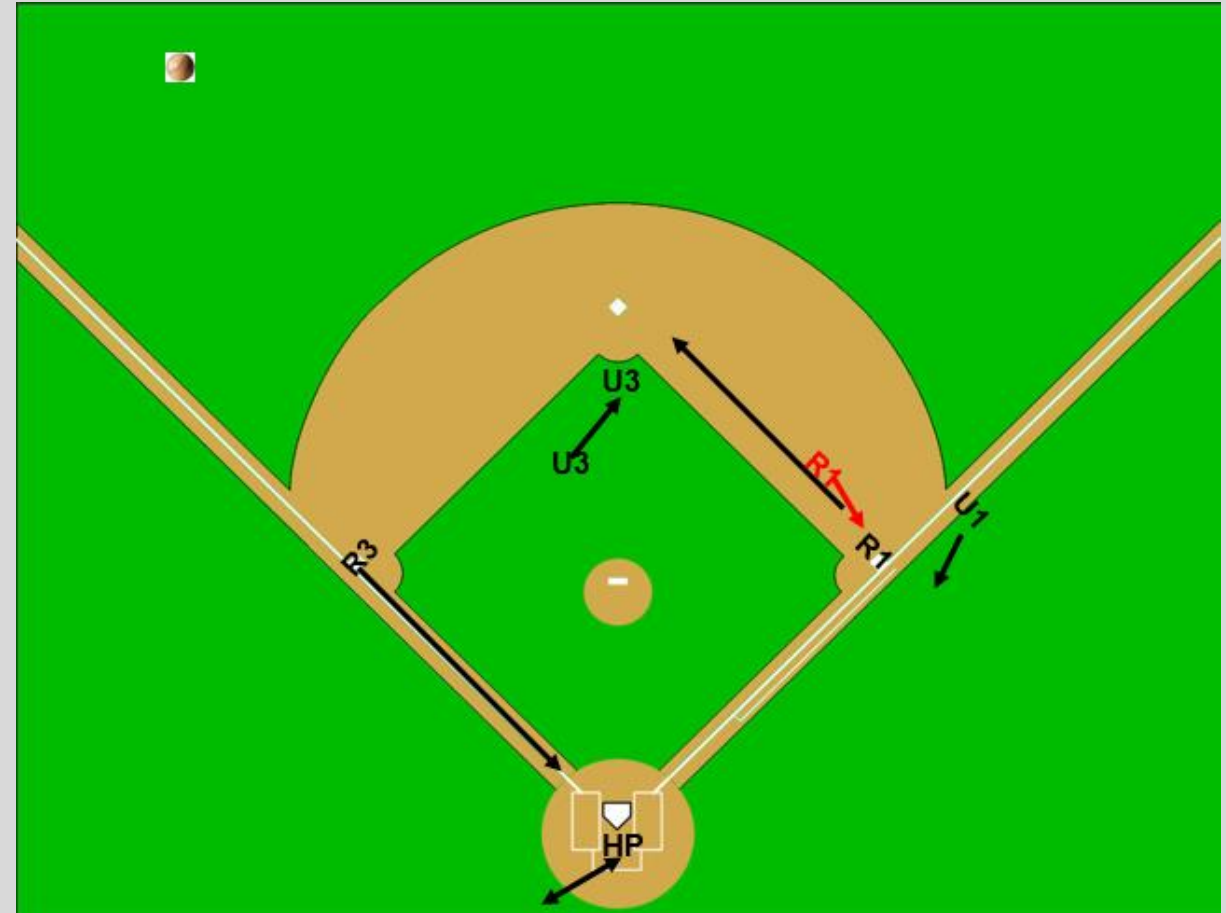
Runners on 1st and 3rd: Positioning

- U3 is in the “C” position.
 - Half way between the mound and 2nd base.
 - Positioned so that an imaginary line will travel from home plate, through the edge of the mound and through his midsection.
- Shoulders and body shall be squared to home plate.
- Fly Ball/Line Drive responsibility remains the same.



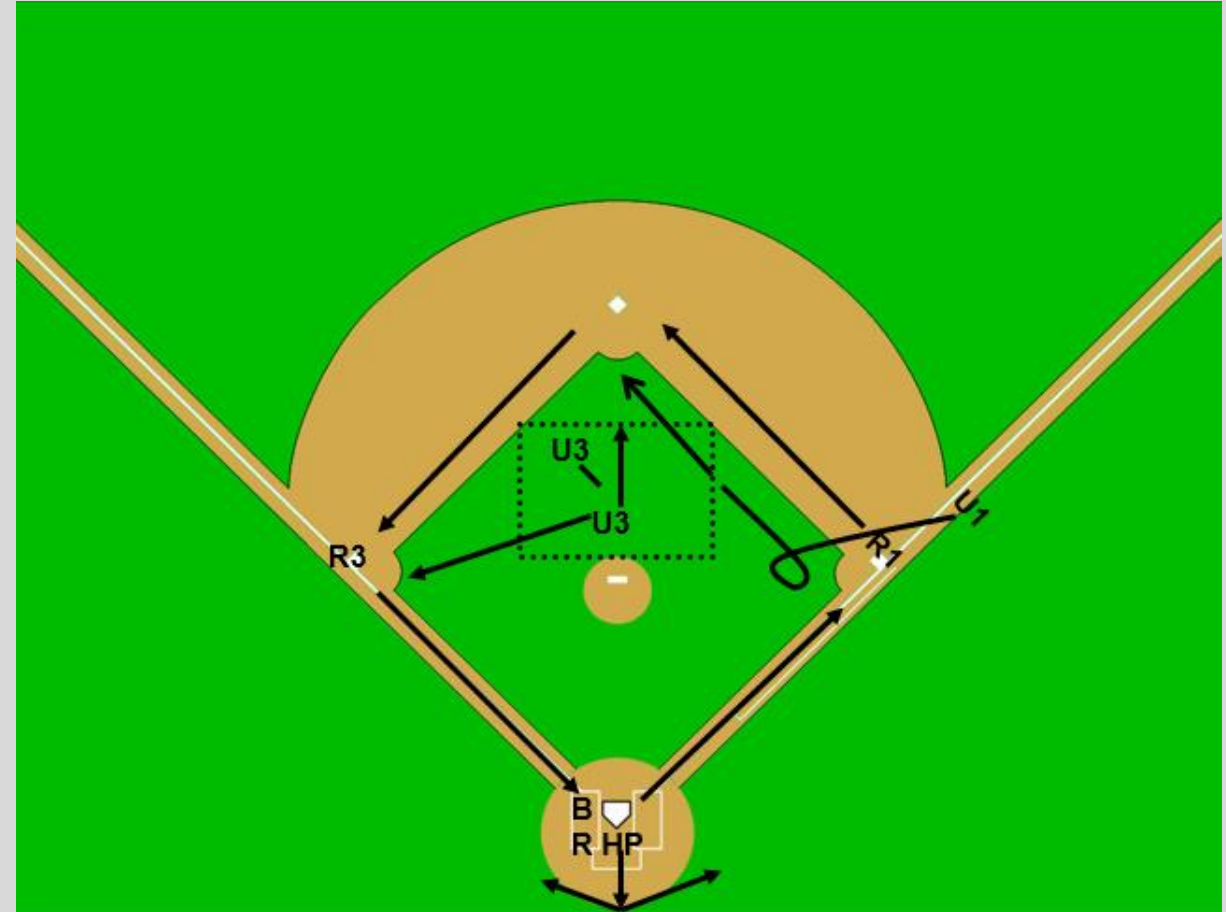
Runners on 1st and 3rd: Fly Ball, Runners Tag


- HP will move back and line up angle on tag and watch the tag of R3.
- Hp will then slide to point of the plate angle and adjust for any play at plate.
- U1 will slide back and watch the tag of R1.
- U3 will adjust and get an angle for a play into 2nd



Runners on 1st and 3rd: Base Hit: Reverse Rotation

- HP drifts straight back.
- HP watches R3 touch 3rd.
- HP watch for Obstruction at 3rd.
- HP adjust for plays at the plate.
- U1 will come into the infield and pivot.
- U1 will have any play on the batter-runner at 1st or 2nd base.
- U3 will have any play on R1 at 2nd base.
- U3 will slide over to 3rd if R1 commits to 3rd base.

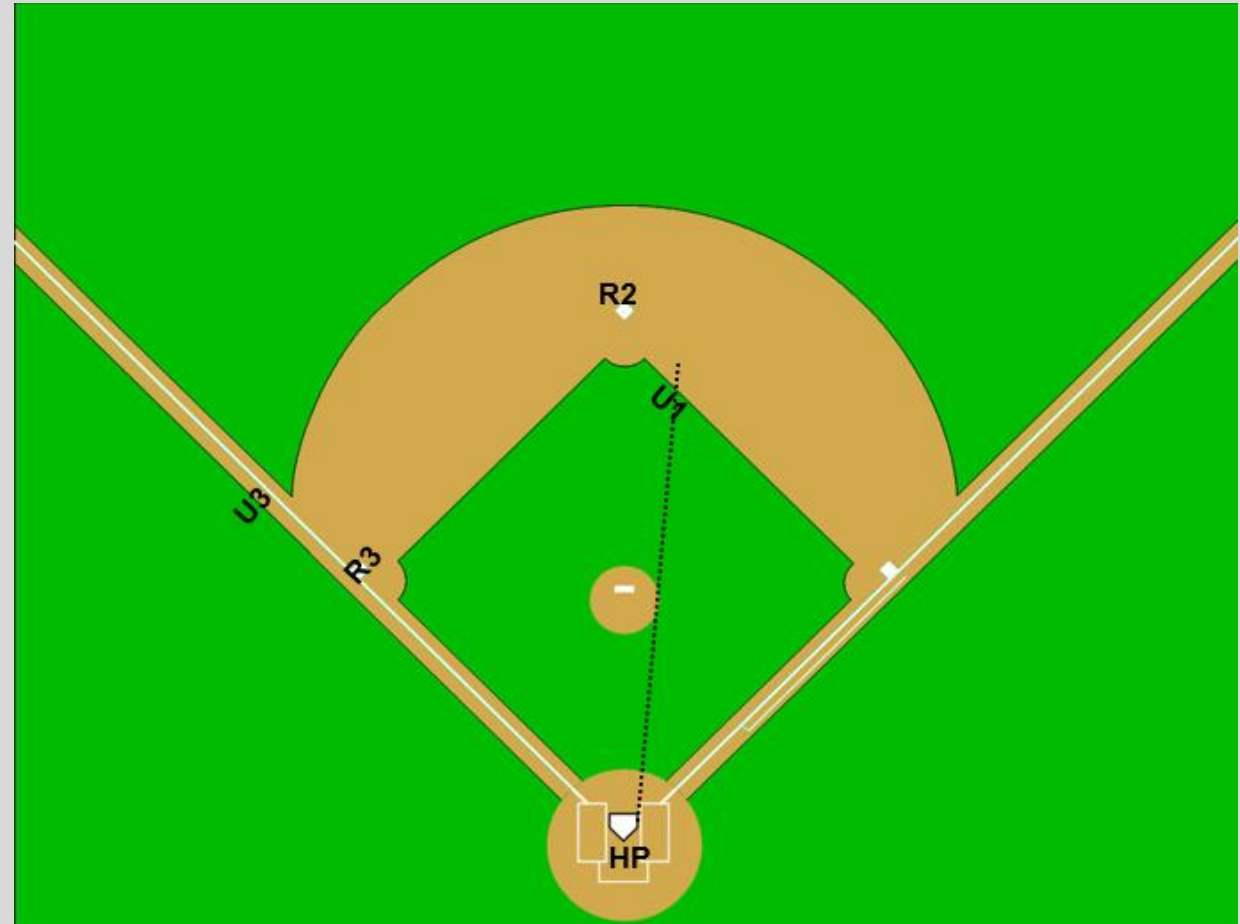


A diagram of a baseball field with a green infield and brown outfield. The bases are labeled U1, U2, and U3. The pitcher's mound is labeled HP. A runner is shown on U2. The text "3-Man Mechanics" is centered over the infield, with "Runners on 2nd Base ONLY" and "Less than 2 outs:" below it.

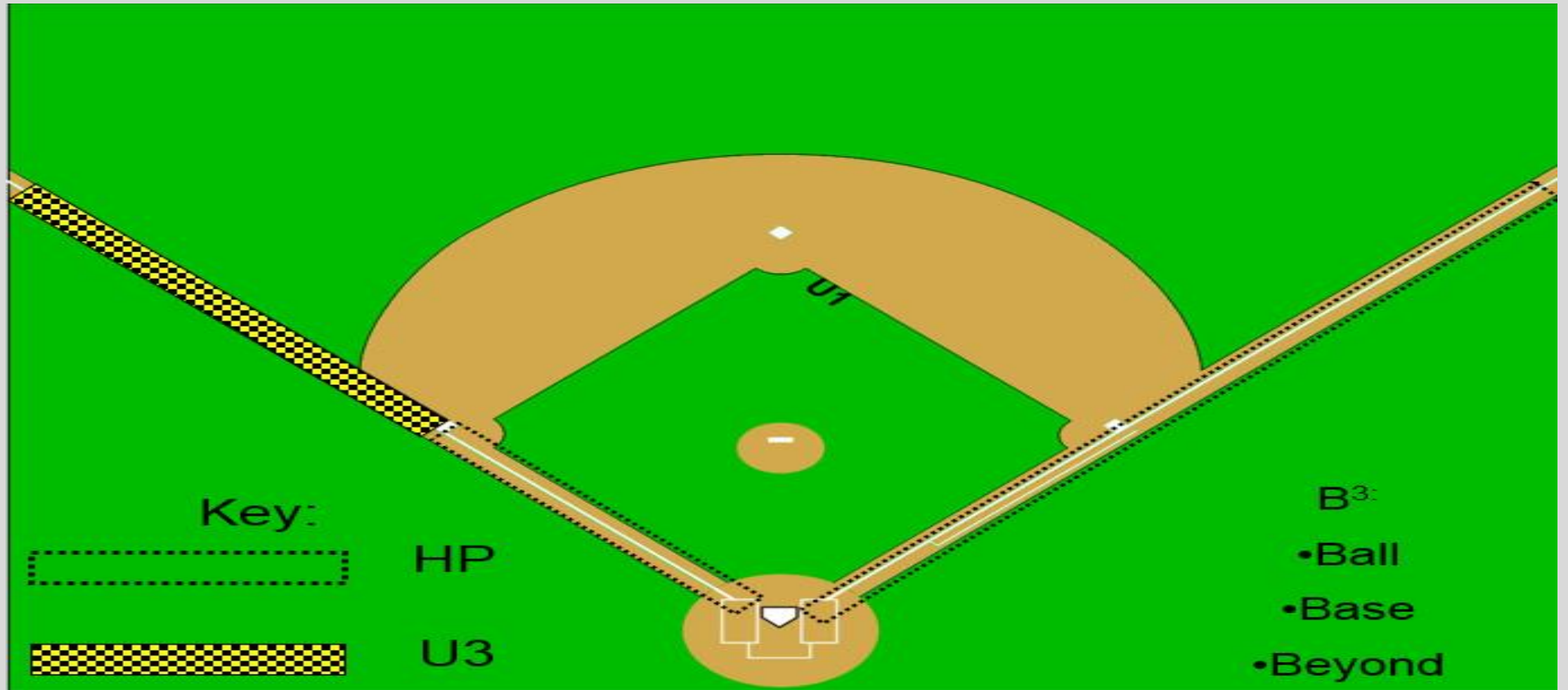
3-Man Mechanics
Runners on 2nd Base ONLY
Less than 2 outs:

Runners on 2nd or 2nd and 3rd, Less Than 2 Outs: Positioning

- U1 assumes the “C” position.
 - Half way between the mound and 2nd base on the 3B side of the infield.
 - Positioned so that an imaginary line will travel from home plate, through the edge of the mound and through the midsection.
- Fly Ball responsibility is the same.

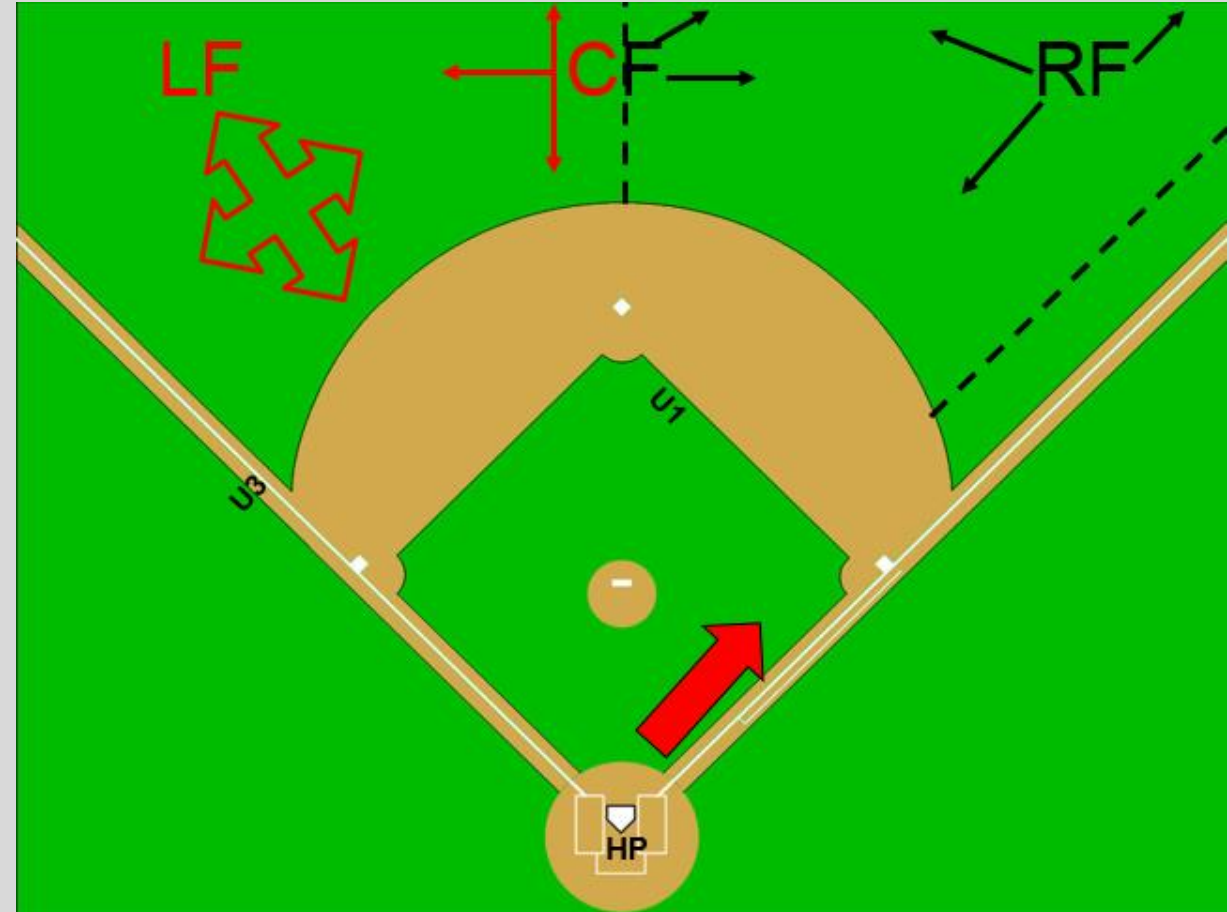


Runners on 2nd or 2nd and 3rd, Less Than 2 Outs: Fair/Foul Responsibility



Runners on 2nd or 2nd and 3rd, Less Than 2 Outs: Fly Ball Coverage

- HP will have all fly balls that require a fair/foul decision down the right field line
- U1 will have all fly balls to the CF moving towards right field to the RF moving straight in or towards centerfield.
- U3 will have all fly balls from the CF coming straight in all the way to the LF out of play.



A diagram of a baseball field with a green outfield and a brown infield. The bases are marked with white diamonds. The pitcher's mound is a brown circle with a white dash in the center. Home plate is a white pentagon with the letters 'HP' below it. The text '3-Man Mechanics' is centered over the infield. Below it, 'Runners on 2nd ONLY, 2 outs' is written. The labels 'R2' and 'U3' are positioned above and below the text 'Runners on 2nd' respectively. The label 'U1' is positioned below the text 'ONLY, 2 outs' respectively.

3-Man Mechanics
Runners on 2nd ONLY, 2 outs

R2

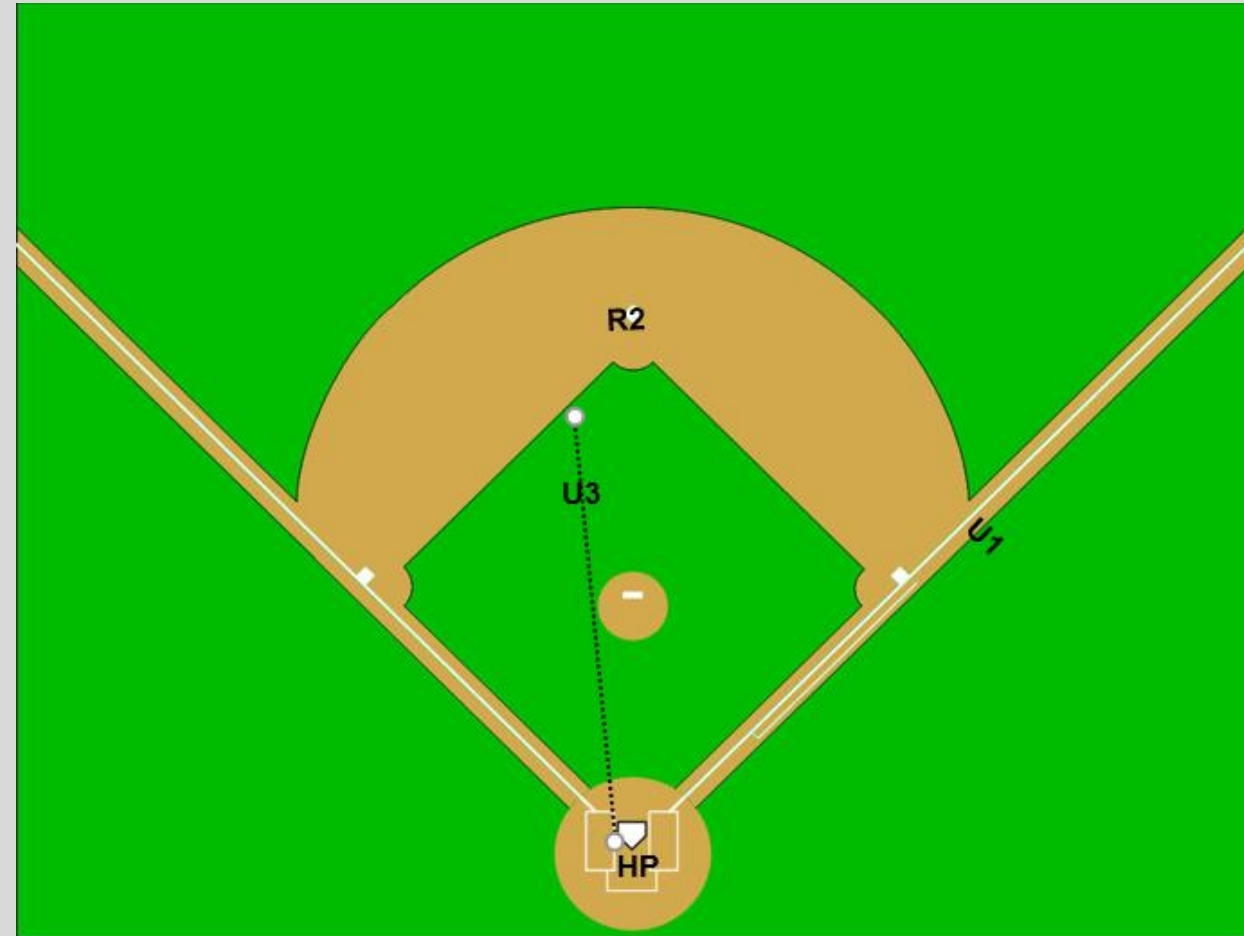
U3

U1

HP

Runner on 2nd Base, 2 Outs:

- U1 will return to the 1st base line.
- U1 will resume fair foul coverage from the front edge of 1st base to the right field foul pole.
- U1 will have the same outfield fly ball coverage as when U3 was in the infield
- U3 will be positioned in the C position.
- U3 will have the same fly ball responsibility as when positioned in the infield.



A diagram of a baseball field showing the layout for 3-man mechanics with a runner on 3rd base. The field is divided into an infield (brown) and an outfield (green). The pitcher's mound is at the top center, and home plate is at the bottom center. The bases are labeled: U3 (left), R3 (right), U1 (left), and U1 (right). A runner is positioned on the 3rd base line. The text "3-Man Mechanics: Runner on 3rd Only" is centered on the field.

3-Man Mechanics: Runner on 3rd Only

HP

3-Man Mechanics When U1 Goes Out

U3

R3

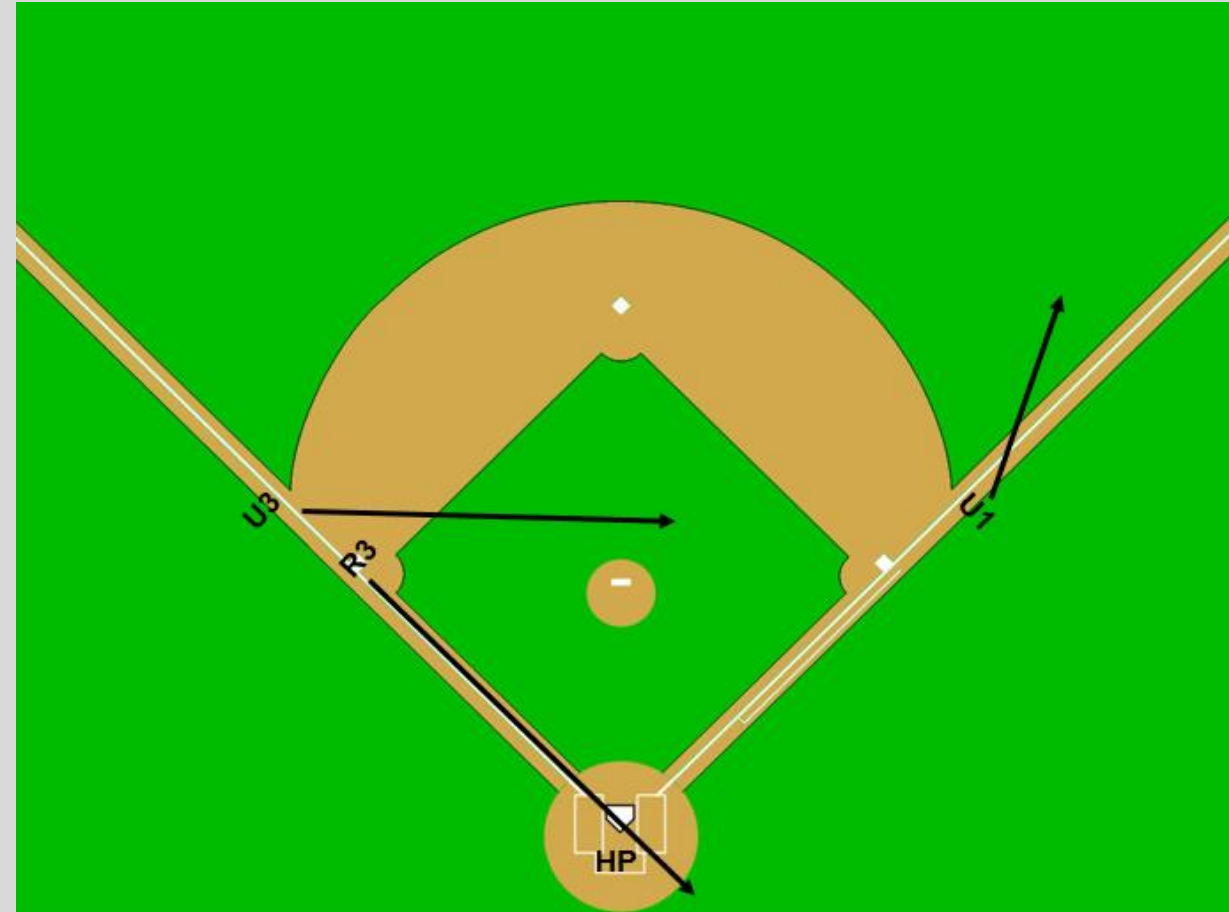
U1

HP

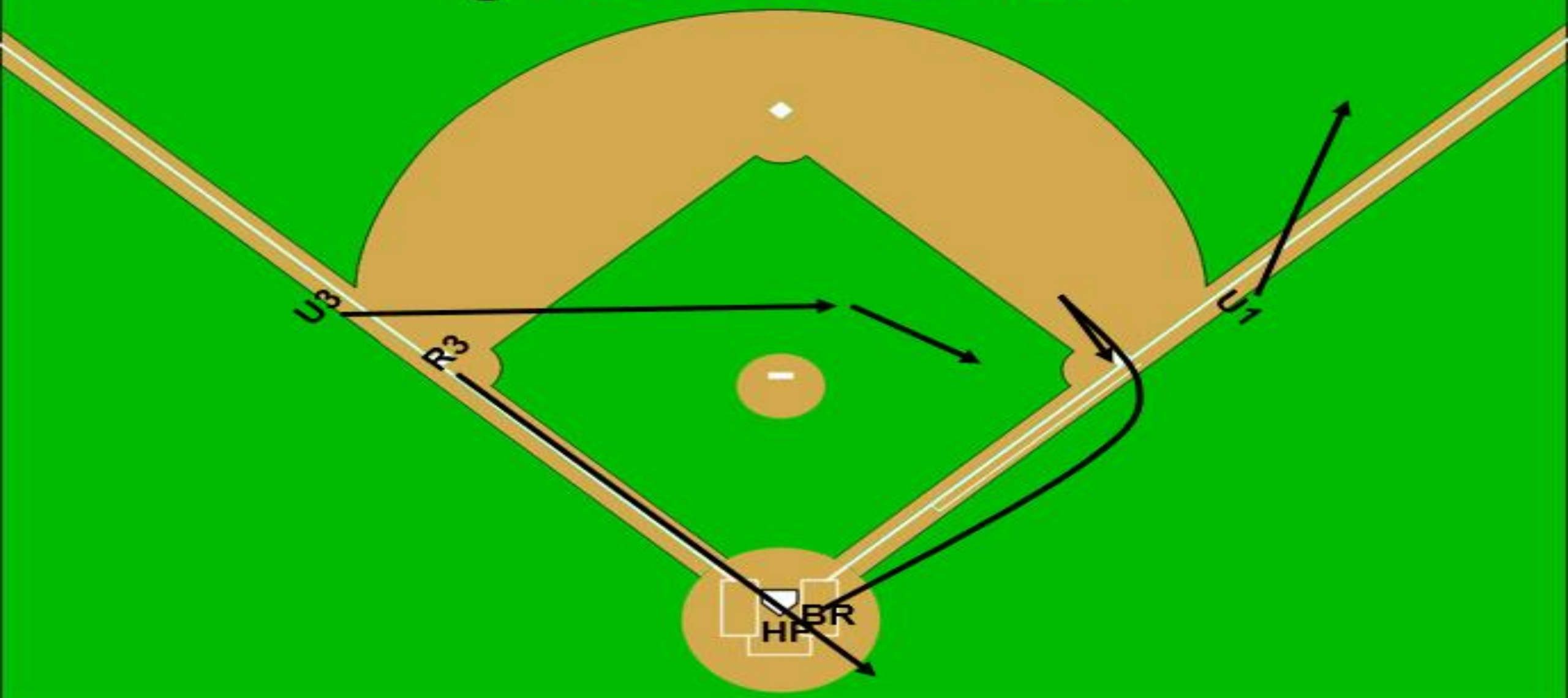


Runner on 3rd Base: When U1 Goes Out

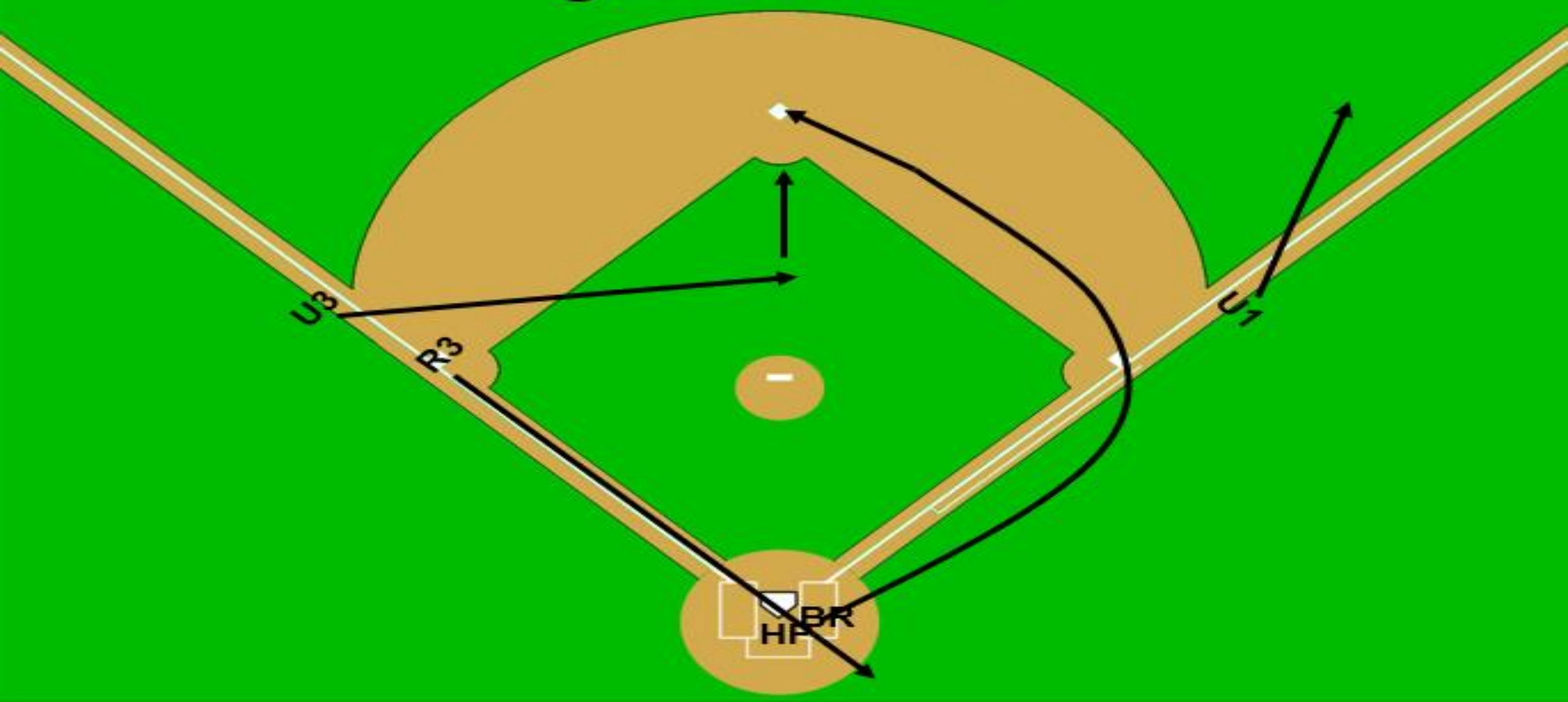
- HP will move out into a position to observe the tag of R3.
- HP will have any play on the BR at home.
- HP has all overthrow responsibilities.
- U1 goes out as far as he can being stopped for his call.
- U1 will rule on Fair/Foul Catch/No Catch as it applies.
- U3 will move into the infield.
- U3 will have any play on R3 back into 3rd Base.
- U3 will have all plays on the BR at 1st, 2nd, or 3rd base.



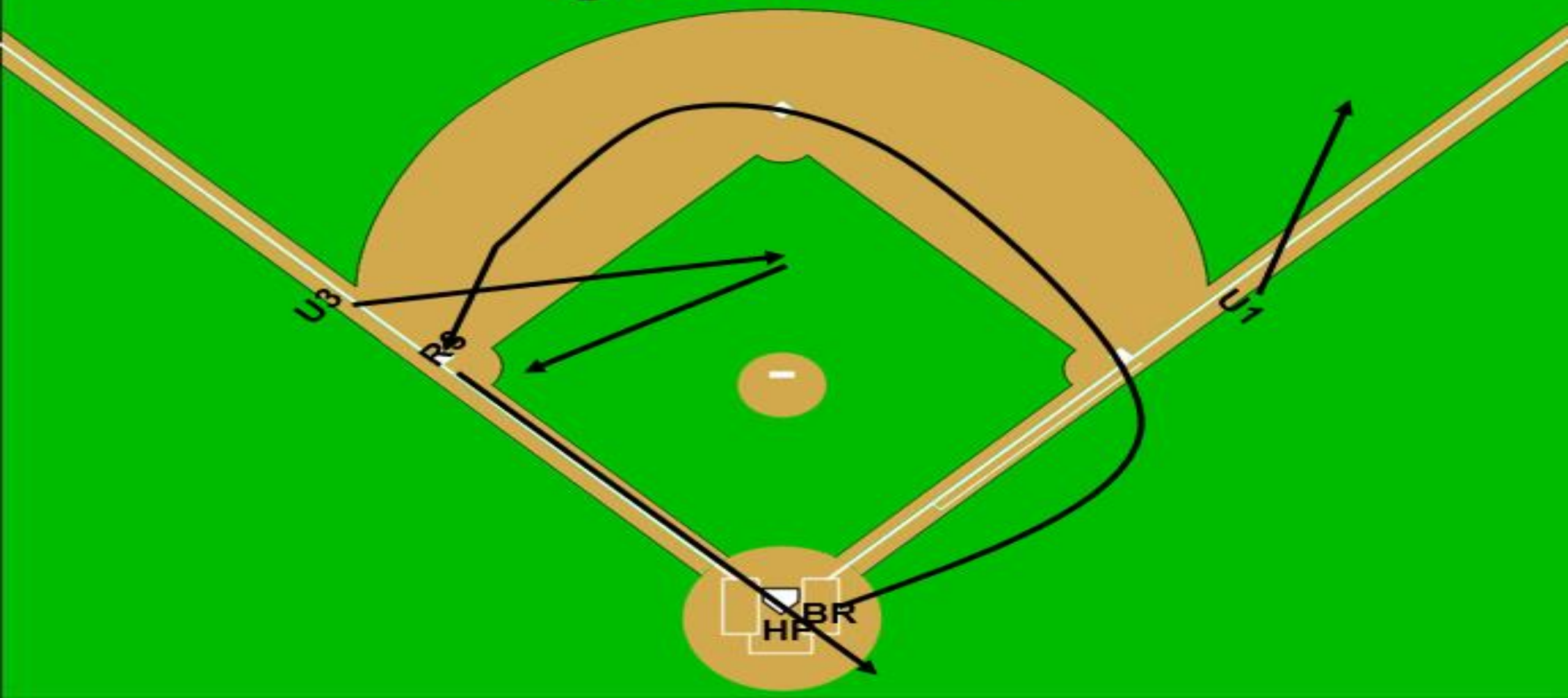
Fly ball to RF; U1 goes out; BR goes back to 1st



Fly ball to RF; U1 goes out; BR goes to 2nd.



Fly ball to RF; U1 goes out; BR goes to 3rd.





3-Man Mechanics
When U3 Goes Out

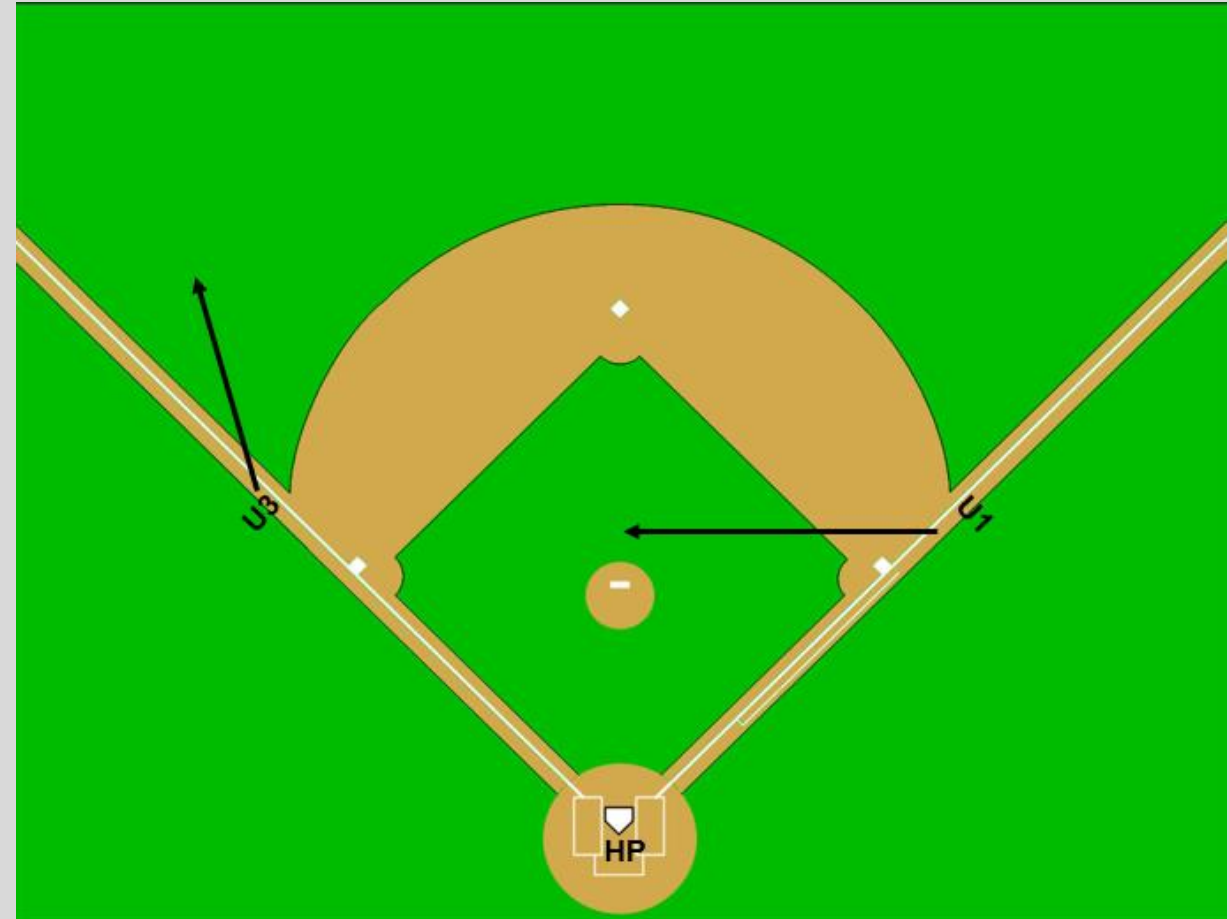
U3

U7

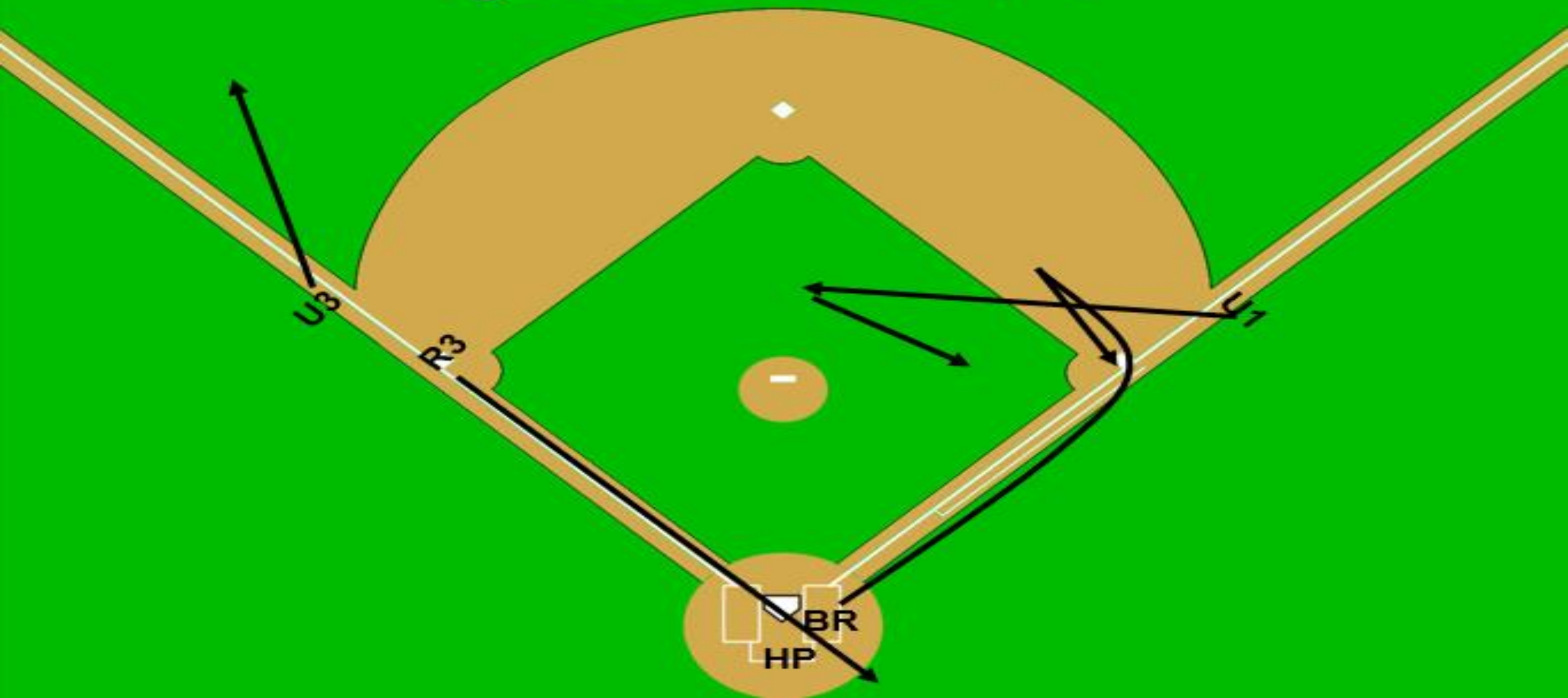
HP

Runner on 3rd Base; When U3 Goes Out

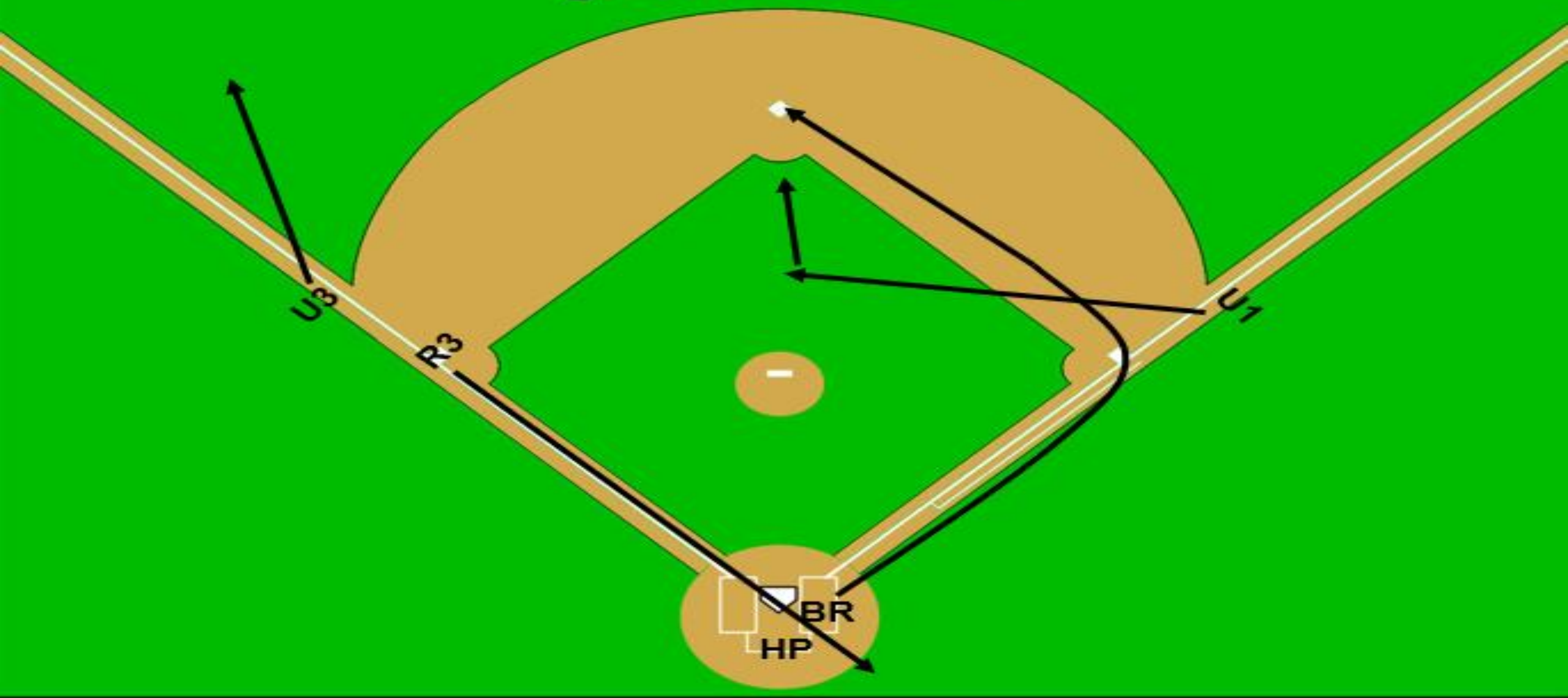
- HP will move out into a position to observe the tag of R3.
- HP will have any play on the BR at home.
- HP has all overthrow responsibilities.
- U1 will move into the infield
- U1 will have any play on R3 back into 3rd Base.
- U1 will have all plays on the BR at 1st, 2nd, or 3rd base.
- U3 goes out as far as he can being stopped for his call.
- U3 will rule on Fair/Foul Catch/No Catch as it applies.



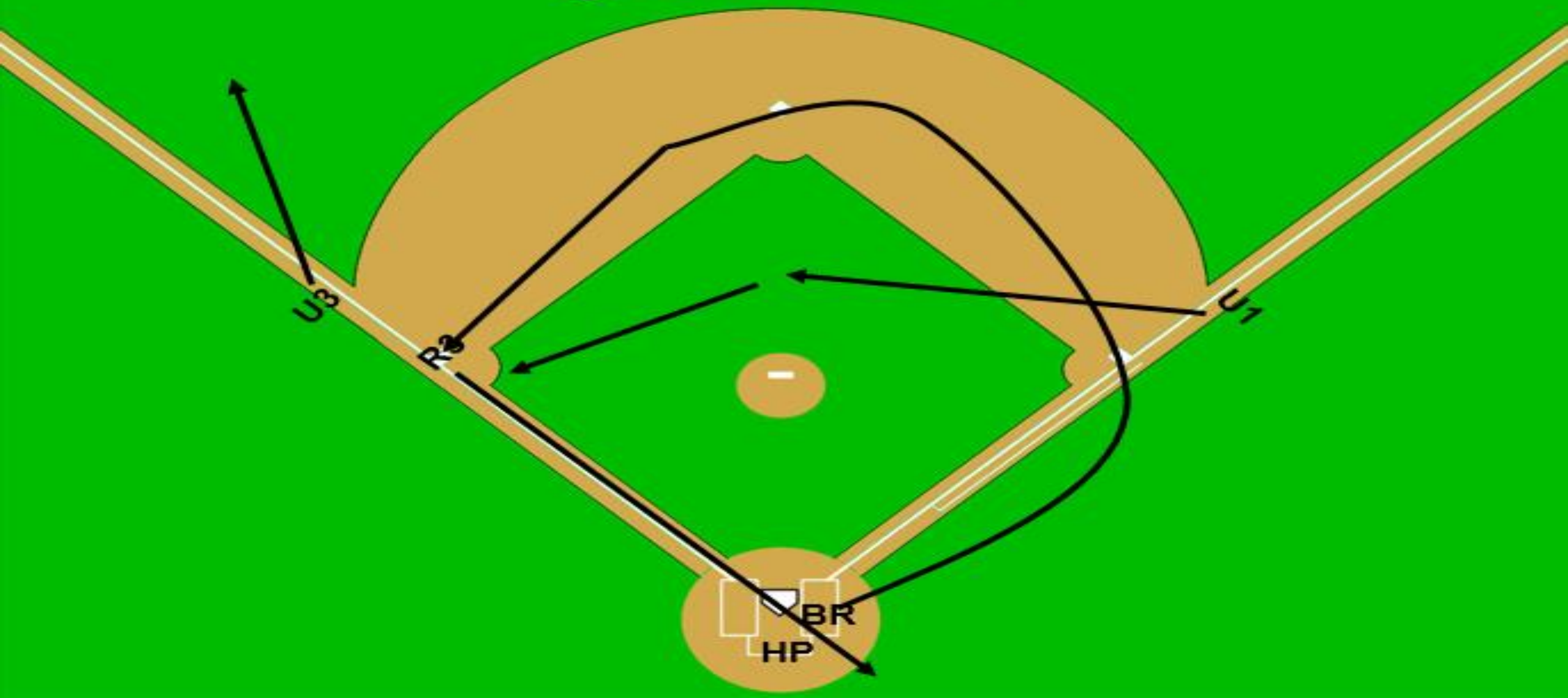
Fly ball to LF; U3 goes out; BR goes back to 1st.



Fly ball to LF; U3 goes out; BR goes to 2nd.

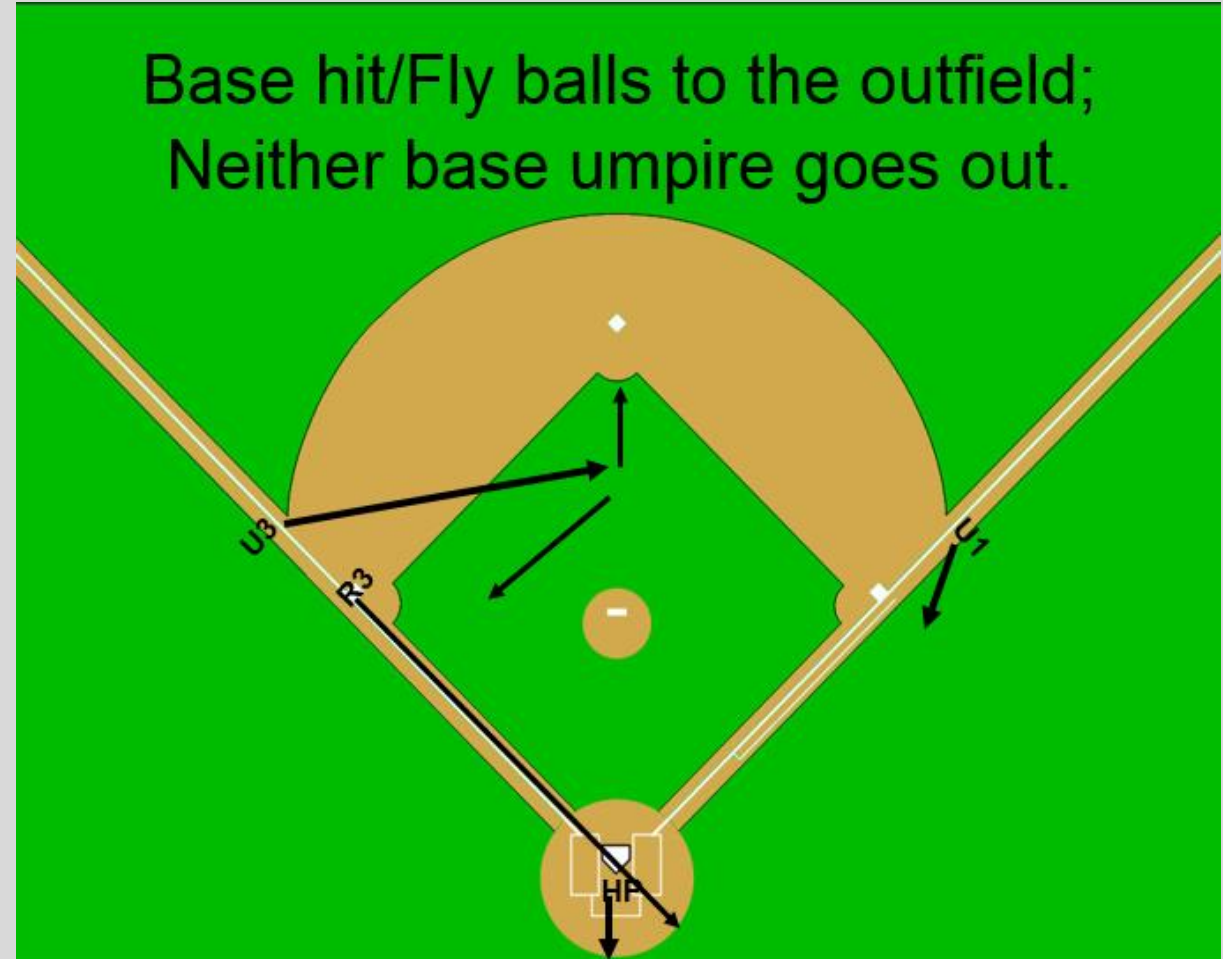


Fly ball to LF; U3 goes out; BR goes to 3rd.



Runner on 3rd Base; Base Hit to the Outfield

- HP drifts back and observes R3 touch of home plate.
- HP **WILL NOT** rotate to 3rd and has no responsibility of the batter runner at any of the bases.
- U1 watches BR touch bases and will have any play on the BR back at 1st.
- U3 comes in to the infield and will have any play on the BR at 2nd or 3rd base.



No Runners on Base; Base Hit;
Neither Umpire Goes Out; BR
Goes to 3rd.



A stylized graphic of a baseball field with a green infield and brown outfield. The bases are marked with white diamonds. The pitcher's mound is a brown circle with a white diamond in the center. Home plate is a white pentagon on a brown circle at the bottom. The text is overlaid on the field.

Contact Information

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