



## 2-MAN PRE-GAME MEETING GUIDE

1. Notify Tournament/League Director of Arrival
2. Confirm start time
3. Tournament/League Rules Review
4. Plate Meeting – Conducted by PU; U1 is not to interject
  - a. Introductions
  - b. Lineups
  - c. Ground Rules
  - d. Players Properly and Legally Equipped – Get a verbal response not just a head nod
5. Check/Half Swing Responsibilities and Signals
2. Swipe Tag / Pulled Foot
3. Make the call. If not 100% sure and coach wants you to get help then get help
4. Fair/Foul Responsibility
5. Flyball Responsibilities
6. Tag Up and Touch Responsibilities
7. Non-verbal signals
  - a. Infield fly
  - b. Standard rotation
  - c. Timing Play
  - d. Trap/Catch by catcher on third strike
  - e. Outs and count
8. Force-Play Slide Rule - PU has responsibility at 2nd base after ball is thrown
9. Overthrows/Awards – PU has all overthrows; know where runners are at time of throw. TOP or TOT?
10. Infield Fly - Either umpire can call; other will echo
11. Balks– Make sure it’s something you can see and explain
12. Rundowns – Communicate; let partner know you are there once play is going away from you
13. Appeals – If you are going to take it, tap your chest
14. Arguments/Ejections
  - a. Use prescribed protocol.
  - b. Provide an official warning first if possible “Coach this is your warning; if you continue you will be ejected.”
  - c. 1 on 1 until ejected but within hearing range
  - d. When to step in and when to leave them alone
  - e. Rodeo
15. Handling dugouts
  - a. Arguing balls and strikes
  - b. Bench jockeying
16. Fights
  - a. Try to stop before it starts
  - b. If you can’t stop them, step back and take numbers of participants
17. Closing
  - a. Communicate
  - b. Good eye contact
  - c. Be the best team on the field