NFHS OFFICIAL BASEBALL SIGNALS
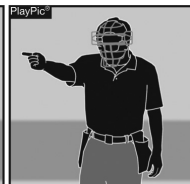
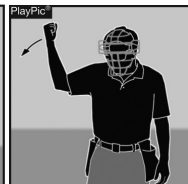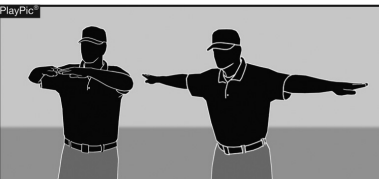|			
A. Do Not Pitch	**B.** Play Ball	**C.** Foul Ball, Time-out, Dead Ball	**D.** Strikeout
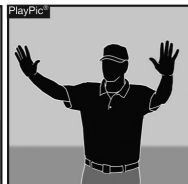
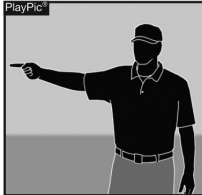|		
E. Infield Fly	**F.** Double Tag Rotation	**G.** Safe

A.   Right arm straight out front with palm outward and fingers up – signifies do not pitch, the ball is dead.

B.   Pointing with right hand index finger while facing pitcher – signifies play is to start or be resumed and simultaneously umpire calls "Play."

C.   Both hands open above the head – signifies foul ball, time-out or ball is dead immediately.

D.   Fist up and then out away from body. Coordinate, verbal call, "He's out!" or "Strike!", with the hammering action of the closed fist.

E.   Index finger of right hand is held above the head – signifies infield fly.

F.   Bump both fists on top of each other with the index finger of the right hand extended.

G.   Coordinate verbal call, "Safe." Signal also used for dropped balls in the outfield and to determine if a batter's checked swing was legal.
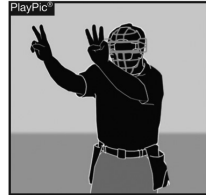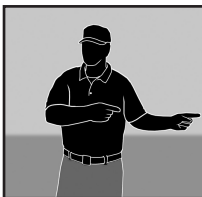
H. Fair Ball

I. Foul Tip

J. Count

K. Time Play

L. Correct Rotation

M. Information Available

H. Point toward fair ground with index finger. No verbal call.

I. The palms of the hands glance off each other as they pass above eye level, followed by a strike call.

J. Left hand indicates balls followed by the number of strikes thrown on the right hand. Verbally give count.

K. Place two fingers of the right hand on the left wrist, as if on top of a watch. This signal will only be used in two-out situations where a time play involving a potential run is likely.

L. In a 3 or 4-man mechanic, the umpires indicate to their partner(s) where they are rotating to a specific base for coverage of an anticipated play. The umpire(s) points with both hands in the direction of the base that they are moving toward.

M. The game umpire is indicating that he/she has some information that is relevant to their partner by tapping two times over his/her left chest (heart).

Play-Pics® courtesy of Referee Enterprises, Inc.