

BULLETIN #7
GUIDELINES FOR THE ADMINISTRATION OF THE TWENTY (20) SECOND CLOCK

The twenty (20) second clock will begin:

- a) when the umpire says "Play Ball";
- b) when a new batter is in the vicinity of the batter's box and the pitcher has possession of the ball in the pitching circle and the catcher and umpire are in position, the umpire shall signal with a chopping motion to begin the clock;
- c) when after a pitch, the catcher is in a position to return the ball to the pitcher;
- d) when the umpire indicates "Play Ball", after the batter leaves the batter's box as a result of one of the Exceptions listed below. The umpire shall indicate "Play Ball" once all play has ceased, and the batter is in or near the batter's box, the pitcher has possession of the ball in the pitching circle or the catcher is in a position to return the ball to the pitcher. The umpire shall signal with a chopping motion to begin the clock. This includes a foul ball, a dead ball being called or Time being called, even if the batter does not leave the batter's box;
- e) on a passed ball, once all play has ceased, and the batter is in or near the batter's box, the pitcher has possession of the ball in the pitching circle or the catcher is in a position to return the ball to the pitcher, the umpire shall signal with a chopping motion to begin the clock;
- f) when there is no longer an opportunity for a play or attempted play by the catcher, and all runners returned to their base, the batter is in or near the batter's box, the pitcher has possession of the ball in the pitching circle or the catcher is in a position to return the ball to the pitcher, the umpire shall signal with a chopping motion to begin the clock;
- g) on a checked swing, once all play has ceased, and the batter is in or near the batter's box, the pitcher has possession of the ball in the pitching circle or the catcher is in a position to return the ball to the pitcher, the umpire shall signal with a chopping motion to begin the clock;

The pitcher has twenty (20) seconds to begin his wind up after the twenty (20) second clock begins. If the twenty (20) second clock expires prior to the pitcher starting the pitch their wind-up, the ball shall be declared dead and a ball award to the batter. The pitch starts when the pitcher begins any motion that is part of the wind-up. The umpire responsible for pitcher clock violation administration, (normally the 2nd base umpire shall call and signal "dead ball", point to the pitcher with an open hand and say "clock violation". The plate umpire shall award the batter a ball and give the new count.

Once the twenty (20) second clock has started the batter has ten (10) seconds to enter the batter's box and must keep one foot in the batter's box between pitches. Failure to keep one foot in the batter's box shall result in a strike being called on the batter. The batter may only step out of the batter's box with both feet in the following circumstance:

- a) when the ball is hit;
- b) on a swing, provided it is the momentum of the swing that takes them out of the batter's box;

- c) if forced out of the batter's box to avoid a pitch;
- d) on a wild pitch;
- e) on an attempted play at the plate or by the catcher on an advancing runner or by any player;
- f) if time has been called, or the plate umpire leaves his position to perform other duties not directly connected with the calling of plays;
- g) if the pitcher leaves the pitching circle;
- h) on a 3-ball count that the batter thinks the pitch was a ball.

A delay of the game caused by the failure of the batter to keep one foot in the batter's box between pitches will result in the ball being declared dead and a strike awarded against the batter. The Plate umpire shall call and signal "dead ball", point to the batter's box and say "batter's box violation" and award a strike on the batter and give the new count.

If time is called during the twenty (20) second time period, the clock will be reset and the time recommence at the point where it stopped after the umpire is sure the batter and pitcher are ready. The umpire will indicate "play ball" and the clock will restart.

No time shall be granted in the last five (5) seconds of the twenty (20) second clock run down. If time should be inadvertently granted, the clock shall be reset to twenty (20) seconds.

The calling of or the failure to call a clock violation or a batter's box violation by the umpire is NOT subject to appeal or protest.