

GUIDELINES FOR THE TWENTY (20) SECOND CLOCK

The twenty (20) second clock will begin:

- a) when the umpire says "Play Ball",
- b) when a new batter enters the batter's box with one foot and the pitcher, catcher and umpire are in position and time has not been called
- 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" as soon as the batter is close to and ready to return to the batter's box and the pitcher and catcher are ready to resume play.
- e) when there is no longer an opportunity for a play or attempted play by the catcher, with runners on base

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 beginning his/her wind-up, the ball shall be declared dead and a ball award to the batter.

Once the twenty (20) second clock has started the batter has ten (10) seconds to enter the box and must keep one foot in the box between pitches. Failure to keep one foot in the 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) Ball is hit
- b) On a swing provided it is the momentum of the swing that takes them out of the box
- c) If forced out 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 pitch that the batter thinks was a ball.

A delay of the game caused by the failure by 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.

If time is called during the twenty (20) second time period, the clock will 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