



# **WBSC BASEBALL TOURNAMENTS**

## **GAME MANAGEMENT CLOCKS**

### **REGULATIONS**

The implementation of game management clocks at all 2019 WBSC Baseball Tournaments supports the efforts to maintain a reasonable pace of game, helping to create a better experience for fans in the stadium and viewers around the globe.

All Game Management clocks at WBSC Events will be operated by an Official WBSC Umpire assigned by the Tournament Umpire Director.

Listed below are the general guidelines and regulations for each of the Game Management clocks:

#### **PITCH CLOCK**

##### **GENERAL GUIDELINES:**

- The pitch clock will be set at twenty (20) seconds.
- Pitch clocks will be visible from the field of play and dugouts.
- The pitch clock will be in effect ONLY with NO runners on base for the entire game, including any extra innings.
- It will be activated when the pitcher receives the ball on the mound area.
- Once the 20 second clock has started, the batter has 10 seconds to enter the batter's box.
- The batter 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 circumstances:

- 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 a valid 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 the catcher is attempting to make a play (i.e. pop fly).
  - g) If time has been called, or the plate umpire leaves his/her position to perform other duties not directly connected with the calling of plays.
  - h) If the pitcher leaves the mound.
  - i) On a three-ball count that the batter thinks the pitch was a ball.
  - j) On a check swing.
  - k) On a bunt attempt.
- When the umpire indicates "PLAY BALL", after the batter leaves the batter's box as a result of one of the exceptions listed above, the umpire shall do so once all play has ceased, and the batter is in or near the batter's box, the pitcher has possession of the ball on the mound or the catcher is in a position to return the ball to the pitcher. The umpire shall signal for the clock to begin. This includes a foul ball, a dead ball or "TIME" being called, even if the batter does not leave the batter's box.
  - A pitcher stepping off the rubber will not stop the clock unless the umpire grants the pitcher time.
  - If either the pitcher or batter is granted time by the umpire with five or more seconds showing on the clock, the player in question will not get a reset of the full 20 seconds. The clock will be restarted when the Home Plate umpire signals PLAY BALL.

## **PENALTIES:**

- The first time a pitcher violates the 20 second clock, he shall be warned by the umpire. Any subsequent violations by the same pitcher will be penalised with a ball awarded to the batter. **There will be one warning per pitcher.**
- If the batter is not in the batter's box ready to take the pitch with five seconds or less showing on the clock and time expires, both the batter and the Team Manager shall be warned by the umpire. Any subsequent violations by any batter will be penalised with a strike awarded to the pitcher. **There will be one team warning per game.**
- 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", awarding a strike on the batter and giving the new count.

## **COACH/MANAGER PITCHER'S VISIT CLOCK**

### **GENERAL GUIDELINES:**

- The coach/manager's visit clock will be set at thirty (30) seconds.
- Clock will be visible from the field of play and dugouts.
- The coach/manager's visit clock will be in effect when time is requested by the coach/manager to visit the pitcher
- It will be activated when the coach/manager steps across the foul line on his/her way to the mound.
- The coach/manager shall start walking back towards dugout before the clock reaches zero (0) seconds.

### **PENALTIES:**

- The first time the coach/manager violates the visit clock, the Team Manager shall be warned by the umpire. Any subsequent violations by the same team will be penalised with a ball awarded to the current batter of the inning. The umpire will then activate the pitch clock for the following pitch.

## **PITCHING CHANGE CLOCK**

### **GENERAL GUIDELINES:**

- The pitching change clock will be set at ninety (90) seconds.
- Clock will be visible from the field of play and dugouts.
- The pitching change clock will be in effect **ONLY** when play is halted to make the substitution (i.e. following a pitching mound visit by coach/manager).
- It will be activated when the pitcher coming from the bullpen steps onto the warning track.
- The pitcher must complete and may not exceed eight (8) warm up pitches within the time.
- The catcher will be instructed no more throws with fifteen (15) seconds left on the clock.
- The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire.

### **PENALTIES:**

- The first time the defence violates the pitching change clock, the Team Manager shall be warned by the umpire. Any subsequent violations by the same team will be penalised with a ball awarded to the next batter of the inning. The umpire will then activate the pitch clock for the following pitch.

- The first time the offense violates the pitching change clock, the Team Manager shall be warned by the umpire. Any subsequent violations by the same team will be penalised with a strike awarded to the pitcher. The umpire will then activate the pitch clock for the following pitch.

**NOTE:** Time allowance for pitching changes may be modified slightly if a game is televised live. In such cases, the Umpire Director/Crew Chief will inform teams accordingly.

## **BETWEEN INNING CLOCK**

### **GENERAL GUIDELINES:**

- The between innings clock will be set at ninety (90) seconds.
- Clock will be visible from the field of play and dugouts.
- The clock will be in effect for the entire game, including any extra innings. **EXCEPTIONS:** 5<sup>th</sup> inning field maintenance of five (5) minutes and/or adjustment up to one-hundred and twenty (120) seconds if Live TV requests so.
- It will be activated once the last out of the inning has been recorded.
- The pitcher must complete and may not exceed 8 warm up pitches within the time.
- The catcher will be instructed a throw to second base with treinta (30) seconds left on the clock.
- The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire.

### **PENALTIES:**

- The first time the defence violates the between innings clock, the Team Manager shall be warned by the umpire. Any subsequent violations by the same team will be penalised with a ball awarded to the first batter of the inning. The umpire will then activate the pitch clock for the following pitch.
- The first time the offense violates the between innings clock, the Team Manager shall be warned by the umpire. Any subsequent violations by the same team will be penalised with a strike awarded to the pitcher. The umpire will then activate the pitch clock for the following pitch.

**NOTE:** Time allowance for between inning breaks may be modified if a game is televised live. In such cases, the Umpire Director/Crew Chief will inform teams accordingly.

## CLOCK INSTALLATION REQUIREMENTS

### INFIELD CLOCK

- The clock must be a two, or four-digit clock. However, a four-digit clock is preferred.
- The digits must be a minimum of 24" (60.96cm) in height.
- The clock must be in clear view of the pitcher.
- The clock must be able to be controlled remotely and be synchronized with the Outfield clock.
- The clock must be secured to the wall, preferably flush with the existing backstop.
- The display must be able to withstand being hit by a ball repeatedly and inclement weather.
- It must be appropriately padded on top and sides to ensure player's safety, especially if it projects out of the backstop.
- Location of the clock must not interfere with backstop publicity.
- Examples:



## OUTFIELD CLOCK

- The clock must be a four-digit clock.
- The digits must be a minimum of 30" (76.2cm) in height.
- The clock may be added to an existing video board.
- The clock must be able to be controlled remotely and be synchronized with the Infield clock.
- The display must be able to withstand being hit by a ball and inclement weather.
- The clock must be set beyond the field of play.
- The clock must not be placed in the batter's eye.
- Examples:



## PLACEMENT OF GAME MANAGEMENT CLOCKS

- The clocks shall be placed where they can be easily viewed by the players, managers, umpires, and spectators.
- **One** OUTFIELD CLOCK shall be placed either to the left or right of the Batter's Eye (see location options in diagram below) to be visible by the batter and the plate umpire
- **One** INFIELD CLOCK shall be placed in the backstop area closer to the first base or third base dugouts (see location options in diagram below) to be visible to the pitcher and one or more of the base umpires.
- Exact location of each clock may vary slightly based on venue's characteristics.

