

# 15 Sec. Pitch Timer and 30 Sec. Timer Between Batters - Rules

## Start of Timer

Situation	Start of Timer:
<b>First Pitch of At Bat</b> (other than first batter after break or if ball has become dead following previous at bat)	- <b>30 sec. timer</b> - At the conclusion of the prior play (umpire's signal of "safe" or "out" or other clear indication)
<b>After A Pitch In Which The Ball <u>Remains Alive</u> And In Play With The Same Batter At Bat</b>	- <b>15 sec. timer</b> - Pitcher has possession of ball in dirt circle - Catcher is in catcher's box
<b>After a Pitch or Play In Which The Ball <u>Becomes Dead</u></b>	- <b>15 sec. timer</b> - <u>After</u> following pitch or play (e.g., pickoff play) ( <b>NOTE:</b> First pitch following any dead ball will be untimed except after inning break) Examples: - Foul Ball - Ball in dirt resulting in ball exchange - Batter hit by pitch - Live ball thrown out of play - Ground rule double - Homerun - Umpire calls "Time"

## Stop of Timer

Situation	Stop of Timer
<b>Pitcher Begins His Motion To Deliver Pitch Or Begins His Motion To Come To Set Position</b>	- Pitch timer shall stop (blank screen)
<b>Pitcher Attempts A Pick-Off At Any Base</b>	- Pitch timer shall stop (blank screen) and <b>immediately restart</b> when he receives ball back in dirt circle and catcher in catcher's box
<b>Pitcher Feints A Pick-Off Attempt Or Steps Off Rubber <u>With Runners On Base</u></b>	- Pitch Timer will reset and <b>immediately restart</b>
<b>Catcher Leaves Catcher's Box To Give Defensive Signals Or Mound Conference With Pitcher</b>	- Pitch Timer shall stop (blank screen) and start again <u>after</u> following pitch
<b>Umpire Calls "Time"</b>	- Pitch Timer shall go blank and start again <u>after</u> following pitch ( <b>NOTE:</b> Umpire may call "Time" and signal to the FTC to restart clock if the FTC did not start timer at appropriate time)