



**WBSC**

WORLD  
**BASEBALL SOFTBALL**  
CONFEDERATION

*Game Time!*

**WBSC Softball Tournaments**  
**Game Management Clocks**  
**Regulations**

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# 1. How to use this document



**[Infield clock installed in backstop]** Softball City, WBSC Softball Americas Olympic Qualifier 2019™.

The implementation of game management clocks at all WBSC Softball 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.

## 2. Pitch Clock

### **[General guidelines]**

The twenty (20) second clock will begin:

- When the Home Plate Umpire gives “Play Ball” signal to start the clock:
  - When a new batter is near the batter’s box and the pitcher has possession of the ball in the pitching circle and the catcher is near the catcher’s box;
  - After a foul ball is called, when the batter is near the batter’s box, the pitcher has possession of the ball in the pitching circle and the catcher is near the catcher’s box;
  - After a dead ball is called, when the batter is near the batter’s box, the pitcher has possession of the ball in the pitching circle and the catcher is near the catcher’s box;

- After "Time" is called, when the batter is near the batter's box, the pitcher has possession of the ball in the pitching circle and the catcher is near the catcher's box;
  - On a checked swing, once all play has ceased, and when the batter is 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;
  - On a passed ball, once all play has ceased, and when the batter is 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;
  - When there is no longer an opportunity for a play or attempted play by the catcher, and all runners returned to their base, and when the batter is 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; and
  - After the batter leaves the batter's box as a result of one of the Exceptions listed below, and once all play has ceased, and when the batter is 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.
- When after a pitch, the catcher is in a position to return the ball to the pitcher.

## 3. Pitcher

### [General guidelines]

- The pitcher has twenty (20) seconds to begin his wind up after the twenty (20) second clock begins. The pitch starts when the pitcher begins any motion that is part of the wind-up.

### [Penalties]

- If the twenty (20) second clock expires prior to the pitcher starting the pitch/their wind-up, dead ball shall be declared and a ball award to the batter;
- Normally the 2nd base umpire is responsible for pitcher clock violation administration. A violation is administered by calling and signaling "dead ball". The umpire shall point to the pitcher with an open hand and say, "clock violation"; and
- The plate umpire shall award the batter a ball and give the new count.

## 4. Batter

### [General guidelines]

- 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;

- The batter may only step out of the batter's box with both feet in the following circumstance:
  - When the ball is hit;
  - On a swing, provided it is the momentum of the swing that takes them out of the batter's box;
  - If forced out of the batter's box to avoid a pitch;
  - On a wild pitch;
  - On an attempted play at the plate or by the catcher on an advancing runner or by any player;
  - If time has been called, or the plate umpire leaves his position to perform other duties not directly connected with the calling of plays;
  - If the pitcher leaves the pitching circle; and
  - On a 3-ball count that the batter thinks the pitch was a ball.
- If there is, in the Umpire's judgement, no delay in the game by the batter's failing to keep one foot in the batter's box between pitches, no violation will be called;
  - It is not a delay of the game if:
    - i. The batter steps out of the batter's box, and steps back in immediately; or
    - ii. The batter steps out of the batter's box, takes a swing and steps back in immediately.
  - It is a delay of the game if:
    - i. The batter steps out of the batter's box and turns to take a signal from the coach;
    - ii. The batter steps out of the batter's box and walks away from the home plate (3 steps or more);  
and
    - iii. The batter steps out of the batter's box and does not immediately return to the batter's box when requested by the umpire.

#### **[Penalties]**

- If the batter fails to enter the batter's box within ten (10) seconds, dead ball shall be declared, and a strike being called on the batter;
- If the batter fails to keep one foot in the batter's box, dead ball shall be declared, and a strike being called on the batter; and
- The plate umpire is responsible for batter's box violations. A violation is administered by the plate umpiring calling and signaling "dead ball". The plate umpire shall point to the batter's box with an open hand and say, "batter's box violation" and award a strike on the batter and give the new count.

## **5. Calling Time**

#### **[General guidelines]**

- If "Time" is called by the Umpire during the twenty (20) second time period, the clock will pause (not reset);

- After making sure the batter and pitcher are ready, the plate umpire gives “play ball” signal with a chopping motion to start the clock, and the clock will continue from where it was paused; and
- No “Time” shall be granted in the last five (5) seconds of the twenty (20) second clock run down. If “Time” is mistakenly granted by the Umpire in the last five (5) seconds, the clock shall be reset to twenty (20) seconds.

**NOTE:** The calling of or the failure to call a clock violation or a batter’s box violation by the Umpire is **NOT** subject to protest or appeal.

## 6. Between Inning Clock

### [General guidelines]

- The between innings clock will be set at sixty (60) 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;
- It will be activated once the last defensive player crosses the foul line near their dugout;
- Pitchers are only allowed up to 3 warm up pitches;
- Catcher must throw to second base when the 3 warm up pitches are completed or when instructed to do so by the Home Plate Umpire; and
- The batter must begin approaching the batter’s box immediately after the throw by the catcher to second base and enter the batter’s box when the Home Plate Umpire says “Play Ball”.

### [Penalties]

- If the defence violates the between innings clock, 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; and
- If the offense violates the between innings clock, 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 in Chief/Crew Chief will inform Teams accordingly.

## 7. Clock Installation Requirements

Each competition venue shall provide two (2) clocks in accordance to the following specifications:

**[Infield clock]**

INFIELD CLOCK	DESCRIPTION
Requirement	<ul style="list-style-type: none"> <li>- A two-digit clock;</li> <li>- Located in clear view of the pitcher, not interfering with backstop publicity;</li> <li>- Remote controllable and synchronised with the outfield clock;</li> <li>- To be secured to the wall, preferably flush with the existing backstop;</li> <li>- Durable display to withstand being hit by a ball repeatedly and inclement weather; and</li> <li>- Location on the outside part of the fence.</li> </ul>
Digit size	<ul style="list-style-type: none"> <li>- Minimum height 40.64cm (16")</li> </ul>



**[Infield clock]**

**[Outfield clock]**

OUTFIELD CLOCK	DESCRIPTION
Requirement	<ul style="list-style-type: none"> <li>- A two-digit clock;</li> <li>- Located outside the FOP, not interfering the batter’s eye. It can be added to an existing video board;</li> <li>- Shall be visible to the batter, Home Plate Umpire and clock operator;</li> <li>- Remote controllable and synchronised with the infield clock; and</li> <li>- Durable display to withstand being hit by a ball repeatedly and inclement weather.</li> </ul>
Digit size	- Minimum height 60.98cm (24")

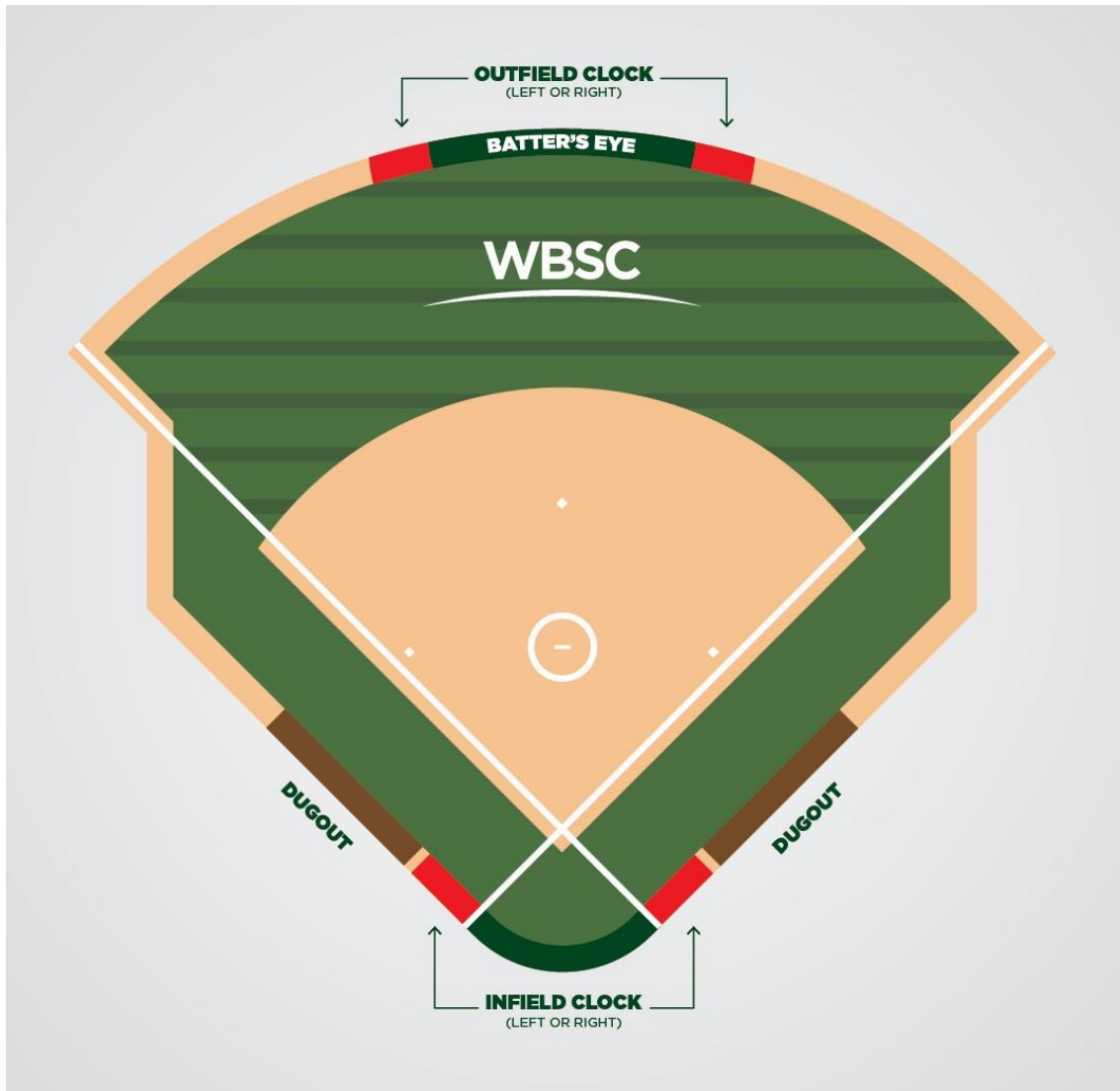


**[Outfield clock]**

**[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; and
- Exact location of each clock may vary slightly based on venue's characteristics.



[Infographic] Placement of game management clocks.