



PITCH TIMER PROCEDURES

INNING BREAK TIMINGS

Relief Pitchers are expected to leave the bullpen promptly after being called into the game

2:15

Locally Televised Games

2:40

National TV/Wild Card

3:10

Postseason

15 SECONDS

Earliest point that the pitcher may deliver

8 SECONDS

Batter must be in the box and alert to the pitcher

0 SECONDS

Pitcher must begin delivery prior to expiration

OTHER TIMINGS

30 SECONDS

Time between batters

20 SECONDS

Time between pitches with runners on base

15 SECONDS

Time between pitches with bases empty

15 SECONDS

Time allowed for Manager Hold
Must hold immediately



PITCH TIMER PROCEDURES

CATCHER'S ACTIONS

9 SECONDS

Catcher must be in catcher's box

9+ SECONDS

Catcher can give defensive signals/Timer resets to 20 **no reset if >20 when catcher returns to position**

<9 SECONDS

Disengagement charged for defensive signals

PITCHER'S ACTIONS

TIMER EXPIRATION

Pitcher must begin delivery prior to expiration of Pitch Timer

9+ SECONDS

Pitcher can request new baseball/Timer resets to 15/20 **no reset if 15+/20+ when pitcher gets new ball**

<9 SECONDS

Disengagement charged for request w/runners on
Violation assessed for request w/bases empty

BATTER'S ACTIONS

8 SECONDS

Batter must be in the box and alert to the pitcher

TIMEOUT

Batter allowed 1 timeout per plate appearance
Reset to 15/20

2nd TIMEOUT

Violation assessed (automatic strike)



PITCH TIMER PROCEDURES

DISENGAGEMENTS

2

Pitcher permitted 2 disengagements w/o penalty

3 (PENALTY)

Balk assessed if all runners return safely

3 (NO PENALTY)

Defense records out or at least one runner advances

Disengagement count will reset when at least one runner advances

TIMER START

BETWEEN BATTERS

Conclusion of play (e.g., safe/out)

BETWEEN PITCHES

Pitcher possession of ball + Batter/Catcher in Dirt Circle

INNING BREAK

Conclusion of play that ends inning
excludes replay holds

PITCHING CHANGE

Pitcher crosses warning track

MOUND VISIT

Coach exits dugout or position player leaves position

TIMER RESET

DEAD BALL

Pitcher possession + Catcher/Batter in Dirt Circle + Defenders Return to Positions + Runners Return to Their Bases + Play Ready to Resume

REPLAY

Reset to 15/20 when play is ready to resume after Replay Review or after Manager Hold (no challenge)