

Pace of Play Protocol

RULE 6-2-2

Starting and relief pitchers may warm up by using not more than 8 throws completed in 1 minute (timed from the first throw).

At the beginning of each subsequent inning, a returning pitcher may warm up by using not more than 5 throws, completed in 1 minute (timed from when the final out of the prior half inning was recorded).

Protocol

- The base umpire will monitor the time at the end of the inning and signal the plate umpire when 30 seconds has elapsed from when the final out of the inning occurred.
- The plate umpire will inform the catcher and the on-deck batter that there are two pitches remaining.
 - Judgement shall be used if the pitcher or the catcher are on the bases at the end of the inning.
 - If the plate umpire is occupied recording changes, the base umpire will engage and count the pitches and inform the catcher when two pitches remain.
- After the ball has been “thrown down” following the final warm up pitch and the ball returned to the pitcher, the pitcher has 20 seconds to deliver a pitch
 - If the batter is not ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter’s box, delays the game, and none of the exceptions below apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains live.
 - **EXCEPTION:** A batter may leave the batter’s box when:
 - a. the batter swings at a pitch,
 - b. the batter is forced out of the box by the pitch,
 - c. the batter attempts a “drag bunt,”
 - d. the pitcher or catcher feints or attempts a play at any base,
 - e. the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball,
 - f. a member of either team requests and is granted “Time,”
 - g. the catcher leaves the catcher’s box to adjust his equipment or give defensive signals, or
 - h. the catcher does not catch the pitched ball.