

CUA Pace of Play Management

Making your games go faster



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CUA Game Management

Baseball at all levels has a pace of play issue

What problems are we trying to solve?

- Games that last too long
- Games that have excessive down time between innings.
- Games that do not start on time
 - JV/Varsity double-headers



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- Most levels of competitive baseball have mandated changes to improve the pace of play.
 - Pitch clocks
 - Time between innings
 - Game ending procedures (ITB)
 - Limits on pickoff attempts
 - Limits on pitcher's actions (Disengagements/step-offs)
 - Limited pitching changes
 - Reduced defensive visits/conferences
 - Reduced game length for double headers

These measures do not apply high school baseball.

CUA Game Management

What can be done by umpires to improve the pace of play?

FOLLOW and **ENFORCE** the rules that have been published.

In the past, we have been inconsistent in our use of these tools.

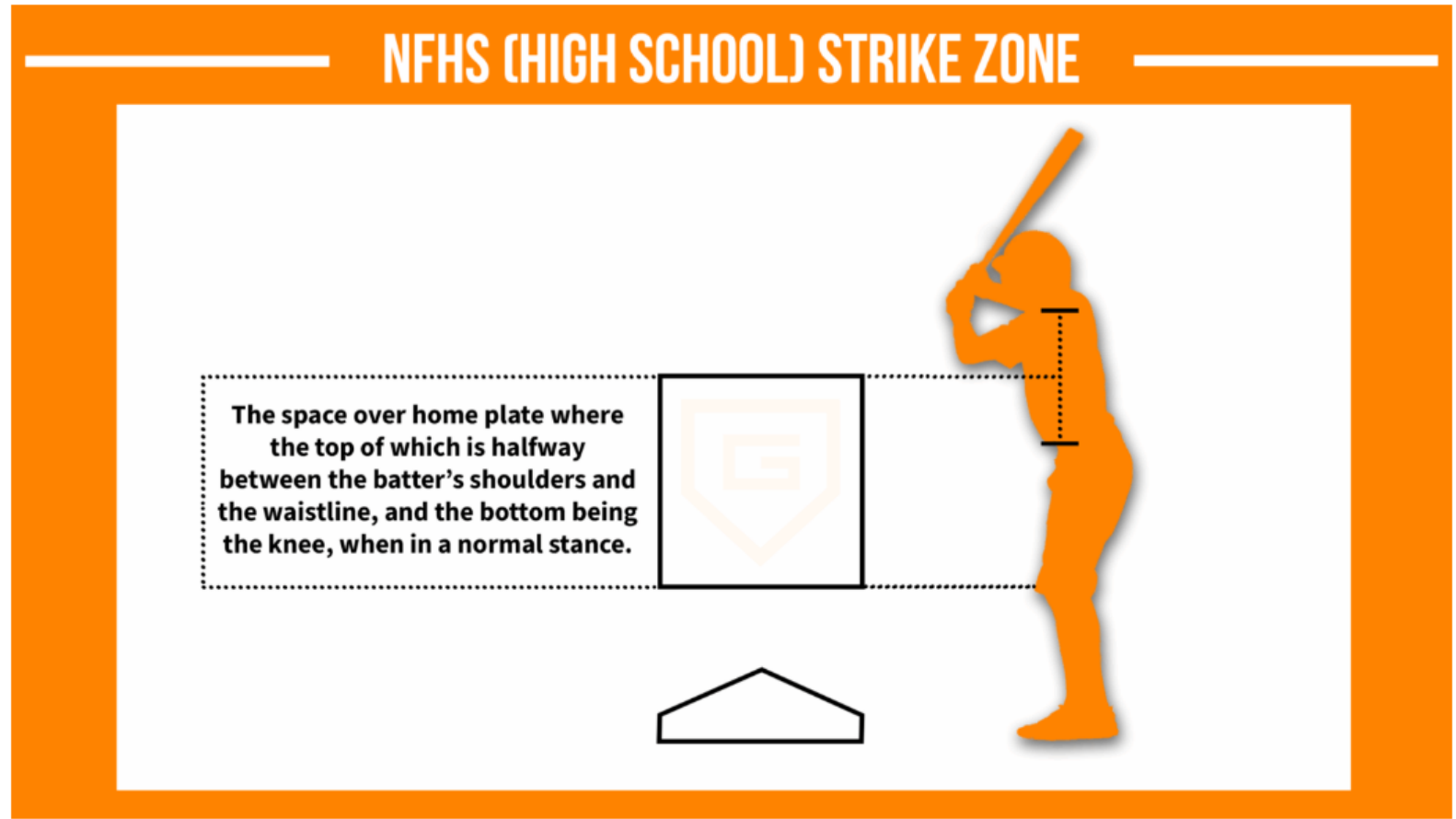
Inconsistency = Conflict



Rule 1, Article 2

- ...1) providing the umpire-in-chief with the team's line up card which shall include the name, shirt number, position, and batting order of each starting player, the name and shirt number of each eligible substitute should also be listed.
 - **Actions:**
 - Accept the lineup card as is but, remind the head coach of this requirement.
 - This makes your job easier and quicker to perform the required record keeping.
 - Simply point the substitute into the game. It is not necessary to walk to the dugout and inform the other team of the substitution.

Rule 2, Section 35



Actions:

- Call more strikes!!!
- Strikes=swings, swings=balls in play, balls in play=outs.
- Every pitch is strike until its proven otherwise.

Rule 3, Section 4, Article 1

- Defensive Conferences
 - 3 conferences in 7 innings.
 - 1 additional conference/inning in extra innings.
- Actions:
 - Conference length is limited to 30 seconds from the time the coach leaves the dugout.
 - Remind the coach after every charged visit of the number he has used and how many he has remaining “Bill that’s your second conference; you have one remaining”.
 - If the catcher requests time for a mound visit, follow him almost immediately.

Rule 3, Section 4, Article 2

- Offensive Conferences
 - Limited to one per inning.
 - Includes conferences with the batter, on-deck batter or runners.
 - Actions:
 - If the batter leave the box to confer with the coach, that is a charged conference.
 - The length is limited to 30 seconds from the time the coach or player leaves their position.
 - Any subsequent attempt to have a conference shall be treated a delay of the game and the batter will be charged with a dead ball strike.

Rule 3, Section 4, Article 6

- Player-to-Player Meetings
 - While on defense, each team may be granted 1 player-to-player meeting per inning.
- Actions:
 - The umpire shall deny any additional requests for subsequent meetings.
 - A player-to-player meeting is not a charged conference.
 - Involves 2 or more members of the team on defense.
 - Only counts if it delays the game.
 - There is no specific penalty.

Rule 6, Section 2, Article 2

- c. failing to pitch or make or attempt a play, including a legal feint, within 20 seconds after the pitcher has received the ball.
 - PENALTY: The batter shall be awarded one ball to the existing count.



Rule 6, Section 2, Article 2 (continued)

Exemption:

- Starting pitchers may warm up by using not more than 8 throws completed in 1 minute (timed from the first throw).
- Any relief pitcher 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, the pitcher may warm up by using not more than 5 throws, completed in one minute (timed from the last out of the inning).

Rule 6, Section 2, Article 2 (continued)

- Actions-
 - The base umpire will monitor the time at the end of the inning and signal the plate umpire when 30 seconds has elapsed from the last out.
 - The plate umpire will signal to the catcher that there are two pitches remaining.
 - After the ball has been “thrown down” following the final warm up pitch and returned to the pitcher, the pitcher has 20 seconds to deliver a pitch. If a pitch is not delivered in this time a ball is awarded to the batter. The ball does not need to be in play/live.
 - If the plate umpire is engaged in making line up changes the base umpire will assume the duty of informing the catcher when there are two pitches remaining.

Rule 6, Section 2, Article 4

- d.
 1. ...because the batter steps out of the box (a) with one foot or (b) with both feet or (c) holds up a hand to request “Time” it shall not be a balk. In (b) a strike shall be called on the batter for violation of 7-3-1.
 - Actions: In (a), (b) and (c), if the pitcher legally delivers the ball, it shall be called a strike, and the ball remains live. Thus, **TWO** strikes are called on the batter in (b).

“One foot=one strike, two feet=two strikes”



Rule 7, Section 3, Article 1

- Delay the game by failing to take a position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.
 - 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
 - c. the batter attempts a "drag bunt"
 - d. the pitcher or the catcher feints or attempts a play
 - e. the pitcher leaves the dirt area of the pitching mound
 - f. a member of either team requests and is granted time
 - g. the catcher leaves the catcher's box
 - h. the catcher does not catch the pitched ball

Rule 7, Section 3, Article 1 (continued)

- PENALTY: For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batters box, delays the game and none of the above exceptions apply, the plate umpire shall **charge a strike to the batter**. The pitcher need not pitch, and the ball remains live.



Additional game management opportunities

- Control on field celebrations during live ball action (3-3-1i)
- Do not take the ball out of play to return the ball to the pitcher.
- Do not allow coach's appeals on judgement calls that are final. (10-1-4).
- Stay off the fence, out of the bench area and on the foul line between innings.
- Proactively manage baseballs (Do not run out).

