



**NCAA BASEBALL  
OCTOBER 1, 2020  
CLOCK OPERATION GUIDE  
20-SECOND ACTION RULE & 120-SECOND BETWEEN INNINGS LIMITS  
SUMMARY**

**20-Second Action Rule Limit**

When the ball is “dead”, the pitcher must engage the pitcher’s rubber with possession of the ball before the ball can be put into play.

First pitch of each half-inning OR “Time” is called OR Ball becomes “dead” (for example, a foul ball or pickoff throw goes out of play)	Pitcher <b><u>engages rubber</u></b> with possession of ball AND Catcher in catcher’s box AND Batter in batter’s box	Start time limit when plate umpire signals “Play”
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When the ball remains “alive” between batters or between pitches, the time limit begins when the pitcher has possession of the ball in the circle surrounding the pitcher’s rubber.

First pitch of any subsequent at-bat  (Give batter opportunity to get to the plate and be in the box for the first pitch.)	Pitcher has possession of ball <b><u>in the circle</u></b> surrounding the pitcher’s rubber AND Catcher in catcher’s box AND Batter in batter’s box	Start time limit when plate umpire signals “Play”
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After each pitch during an at-bat (following the first pitch) when ball remains alive and batter remains at bat	Pitcher has possession of ball <b><u>in the circle</u></b> surrounding the pitcher’s rubber AND Catcher in catcher’s box	No signal is required. Start the time limit when the pitcher receives the ball and is on the mound
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The timer shall stop under the following circumstances:

- The pitcher begins his windup motion or begins the motion to come set.
- The pitcher makes a pickoff attempt.
- With runners on base, the pitcher steps off the rubber to feint a pickoff attempt (in which case the timer shall reset and start again immediately).
- The catcher leaves the catcher's box to give defensive signals or to confer with the pitcher (in which case the timer shall stop, reset, and start again after the catcher returns to the catcher's box).
- The umpire calls "time" for any legitimate reason.

Before starting a windup motion or beginning the motion to come set, if a pitcher steps off the rubber when there are no runners or steps off without feinting or making a pickoff attempt with runners on base, the time limit (or clock) does not stop unless the umpire grants the pitcher "time" for a legitimate reason. If the pitcher has started the motion to come set (which stops the time limit) or has come to a set position and then steps off without feinting or making a pickoff attempt, a violation has occurred.

### **120-Second Between Innings Limit**

- Between innings, 120 seconds to be ready for first pitch
  - Pitcher holding the ball and touching the pitcher's rubber.
  - Batter standing in the batter's box ready to hit.
- Starts when all defensive players have started to leave their positions after the last out has been made.
- Stops when the umpire calls/signals "Play" for the first pitch of the next half-inning.
- If no visible clock is being utilized, with 30 seconds left the base umpire keeping the timing device will visually cue the plate umpire by extending one hand/arm above his head. The plate umpire will announce "30 seconds" and summon the lead-off batter to the plate. At 15 seconds left, the base umpire will lower his arm to parallel with the ground, and point at the plate umpire when the time limit expires.
- During the first inning for both pitchers and when a relief pitcher enters the game to start an inning, the clock starts as usual, but the pitcher is entitled to eight (8) warmup pitches. There is no penalty if the time limit expires.
- If the catcher is the third out or on base when the third out is made, the offensive team should have someone ready to warm up the pitcher. If the game catcher is not out of the dugout with 30 seconds left in the time limit and another player is warming up the pitcher, hold the pitcher with one warmup left and wait for the game catcher arrive to throw down following the last warmup pitch.
- Enforce the rule and use common sense.

For further information, refer to Appendix F.