

# watchfire®

# PITCH CLOCKS

The following information is specifically for pitch clocks in the NCAA® Baseball (*Division I*) space.

**WRITTEN AND PREPARED BY  
CLINT BURGES**

DSCE Digital Signage Certified Expert

409.201.8434

clint.burges@watchfire.com





# NCAA Pitch Clock Options

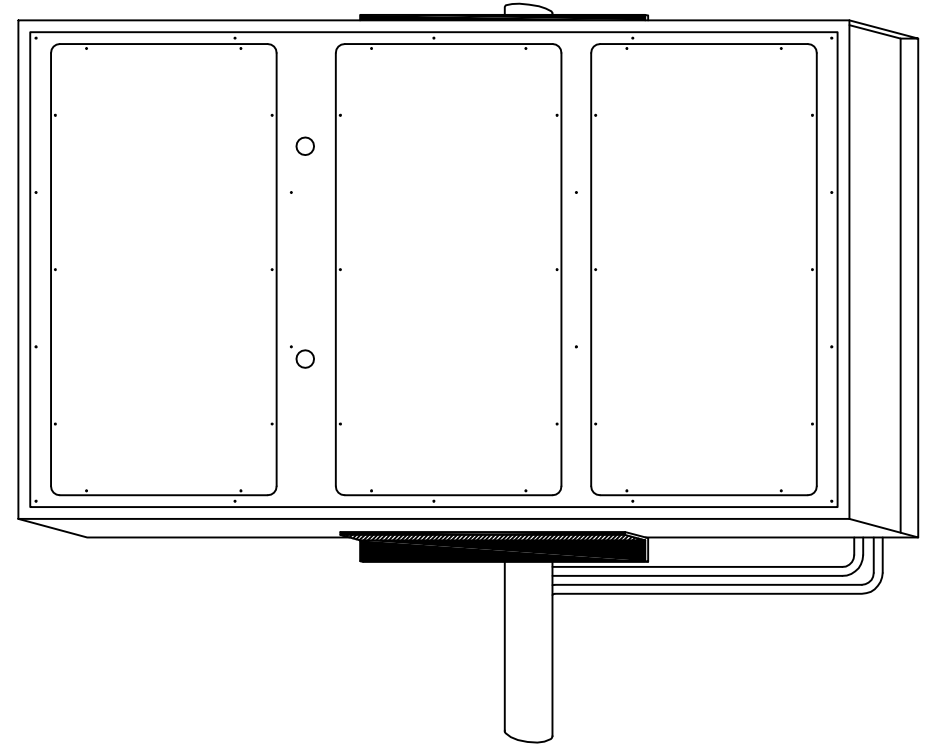
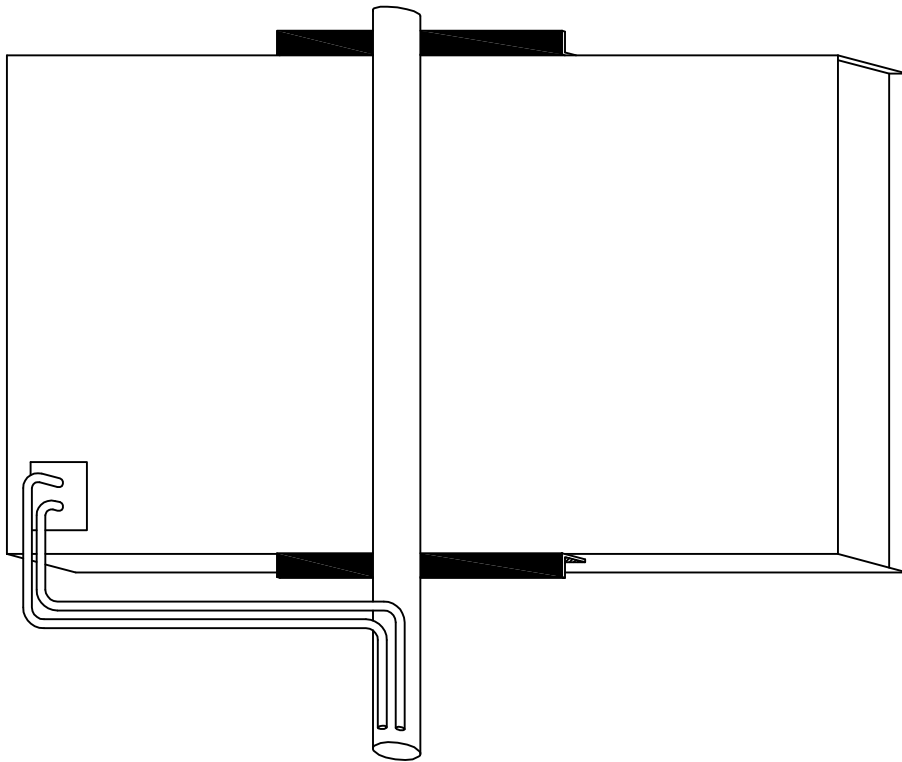
FEATURES	18" CLOCK	24" CLOCK	36" CLOCK
Cabinet Size	4'5"x2'x6"	Coming Soon!	5'10"x3'6"x6"
Red or Amber Digits <i>(Upcharge for White LED)</i>	●	●	●
Controller Included	●	●	●
2 Part Urethane Coating <i>(10 year warranty)</i>	●	●	●
Power Requirements	120 VAC 1.6 amps	TBD	120 VAC 1.6 amps
Lifetime Customer Support	●	●	●
5 Year Parts Warranty	●	●	●

**From the NCAA:**

*Effective Jan. 1, 2024, for Division I and Jan. 1, 2025, for Divisions II and III, the use of one or more visible clocks will be required during all times of the game to enforce all timing rules effectively.*



# **DRAWINGS**



SPECIFICATIONS-

DIMENSIONS: 5'10" x 3'6" x 6" (Large Cabinet)

4'5" x 2' x 6" (Small Cabinet)

ELECTRICAL REQUIREMENTS: 120 VAC, 1.6 AMPS PER SET

CABINET CONSTRUCTION: .060 ALUMINUM

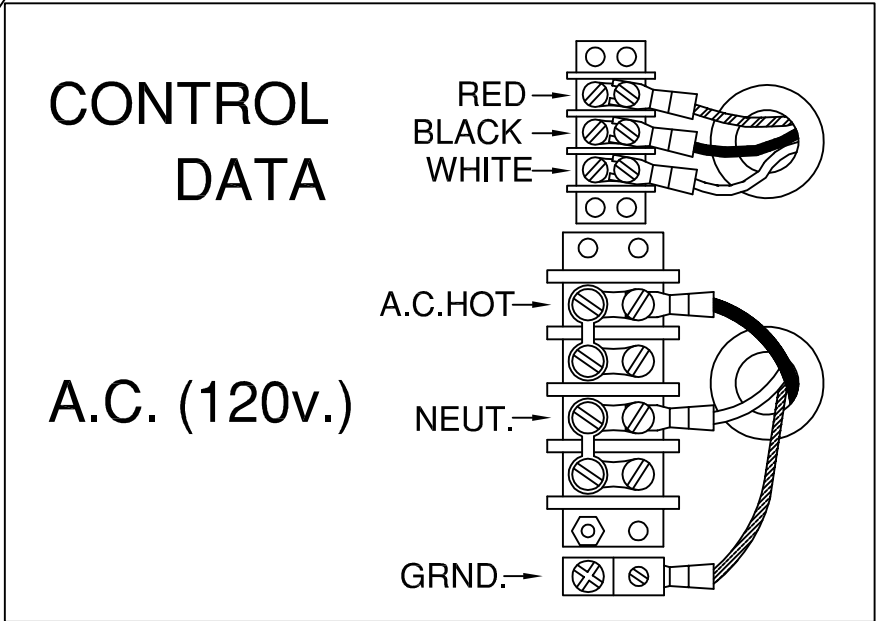
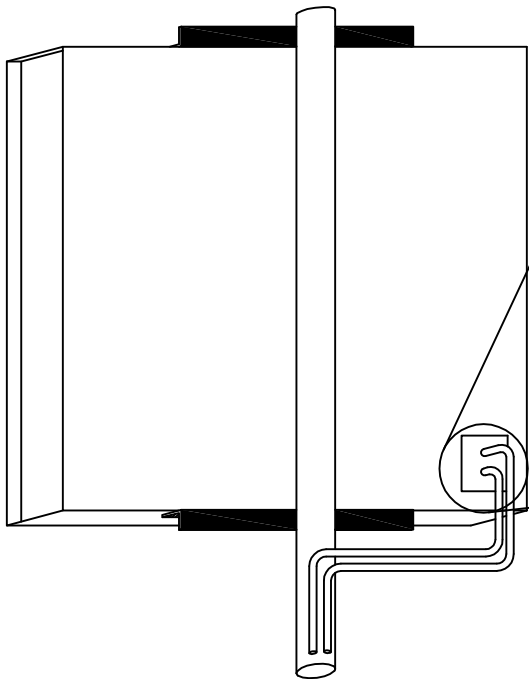
**SPECTRUM**

PITCH CLOCKS

File: 022223 By: TL

Dwg.: Pitch Clocks Face

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HOUSTON TX 77075

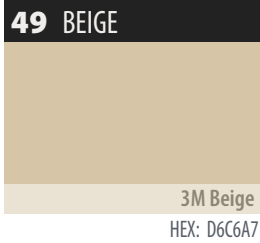


File: 092221	By: TL
Dwg.: Back-Side Hookup	

# STANDARD PAINT & OPAQUE VINYL COLORS

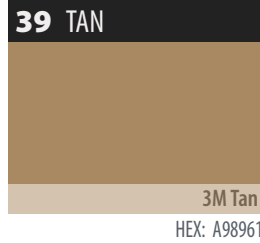
Colors depicted are approximations.  
Custom color-matching is available.

**49** BEIGE *Beige*



3M Beige  
HEX: D6C6A7

**39** TAN *Tan*



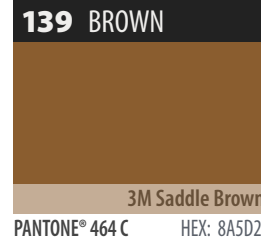
3M Tan  
HEX: A98961

**131** GOLD *Metallic*



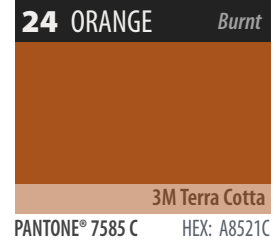
Vegas 3M Satin Gold  
PANTONE® 872 C HEX: 80704F

**139** BROWN *Brown*



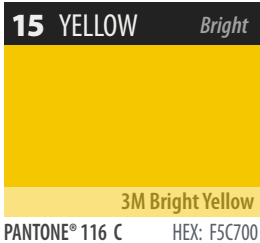
3M Saddle Brown  
PANTONE® 464 C HEX: 8A5D2F

**24** ORANGE *Burnt*



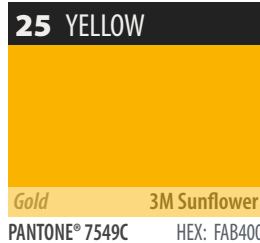
3M Terra Cotta  
PANTONE® 7585 C HEX: A8521C

**15** YELLOW *Bright*



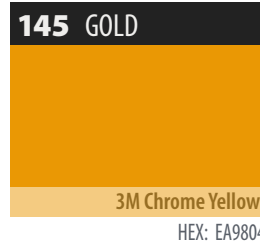
3M Bright Yellow  
PANTONE® 116 C HEX: F5C700

**25** YELLOW *Yellow*



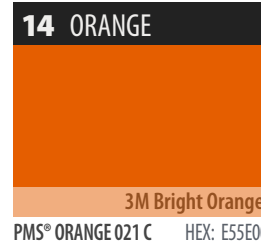
Gold 3M Sunflower  
PANTONE® 7549C HEX: FAB400

**145** GOLD *Gold*



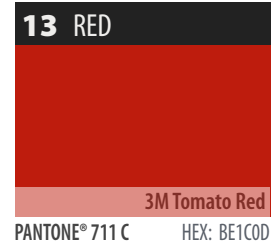
3M Chrome Yellow  
HEX: EA9804

**14** ORANGE *Orange*



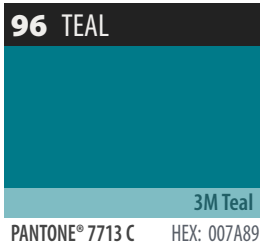
3M Bright Orange  
PMS® ORANGE 021 C HEX: E5E500

**13** RED *Red*



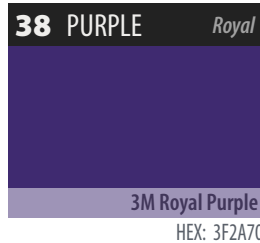
3M Tomato Red  
PANTONE® 711 C HEX: BE1C0D

**96** TEAL *Teal*



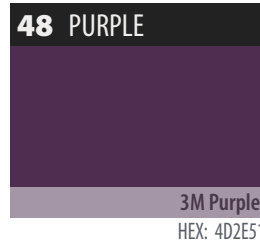
3M Teal  
PANTONE® 7713 C HEX: 007A89

**38** PURPLE *Royal*



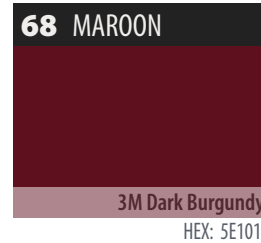
3M Royal Purple  
HEX: 3F2A70

**48** PURPLE *Purple*



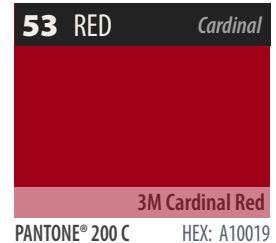
3M Purple  
HEX: 4D2E51

**68** MAROON *Maroon*



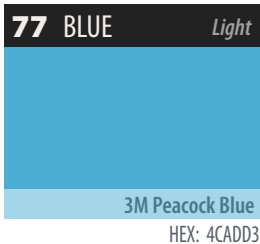
3M Dark Burgundy  
HEX: 5E101F

**53** RED *Cardinal*



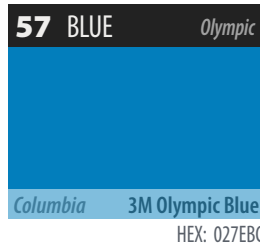
3M Cardinal Red  
PANTONE® 200 C HEX: A10019

**77** BLUE *Light*



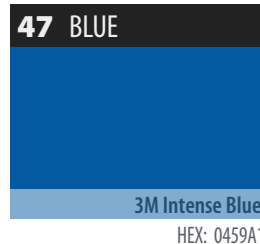
3M Peacock Blue  
HEX: 4CADD3

**57** BLUE *Olympic*



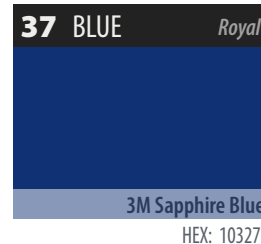
Columbia 3M Olympic Blue  
HEX: 027EBC

**47** BLUE *Blue*



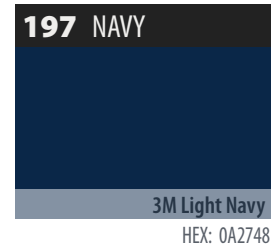
3M Intense Blue  
HEX: 0459A1

**37** BLUE *Royal*



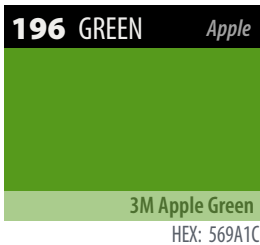
3M Sapphire Blue  
HEX: 103275

**197** NAVY *Navy*



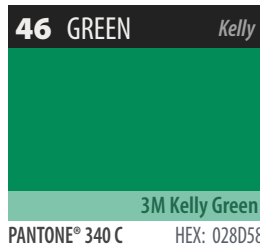
3M Light Navy  
HEX: 0A2748

**196** GREEN *Apple*



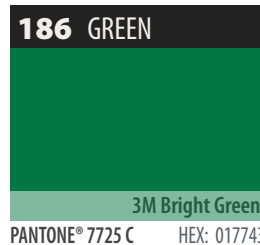
3M Apple Green  
HEX: 569A1C

**46** GREEN *Kelly*



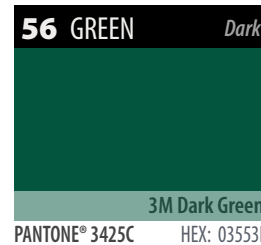
3M Kelly Green  
PANTONE® 340 C HEX: 028D58

**186** GREEN *Green*



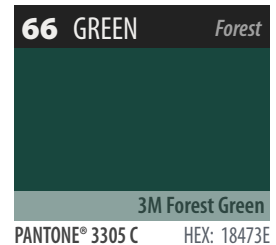
3M Bright Green  
PANTONE® 7725 C HEX: 017743

**56** GREEN *Dark*



3M Dark Green  
PANTONE® 3425C HEX: 0355D0

**66** GREEN *Forest*



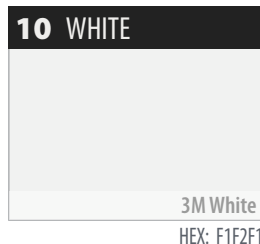
3M Forest Green  
PANTONE® 3305 C HEX: 18473E

**120** SILVER *Metallic*



3M Satin Aluminum  
PANTONE® 877C HEX: 8A8C8C

**10** WHITE *White*



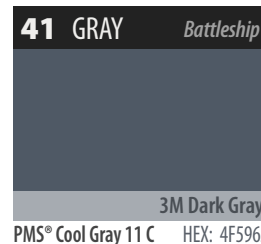
3M White  
HEX: F1F2F1

**31** GRAY *Light*



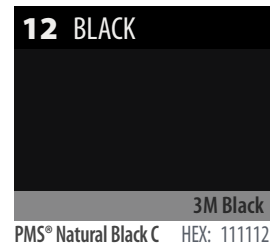
3M Medium Gray  
PANTONE® 421 C HEX: A5A6A2

**41** GRAY *Battleship*



3M Dark Gray  
PMS® Cool Gray 11 C HEX: 4F5965

**12** BLACK *Black*



3M Black  
PMS® Natural Black C HEX: 111112



# **2024 NCAA RULE**

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# Appendix F

## Pitch/Between Innings Clock Protocol

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### Timing Devices

Consistent enforcement of the time limits between pitches and between innings is important to a game's pace of play. A visible clock makes this easier for coaches, players and umpires based on the experiences at other levels of baseball and in the administration of other sports. The use of a visible clock is recommended, but until the use of a visible clock is required, conferences may choose to instruct on-field umpires to use a timing device such as a chronograph, stopwatch, or specifically designed device to administer these time limits. In any case, the time limits must be administered consistently at all levels of NCAA play. Effective Jan. 1, 2024, for Division I and Jan. 1, 2025, for Divisions II and III, the use of one or more visible clocks will be required during all times of the game to enforce all timing rules effectively.

### 20-Second Action Clock Limit

1. A pitcher shall be allowed twenty (20) seconds to begin the activity to deliver each pitch. The pitcher does not necessarily have to release the ball within 20 seconds; however, the pitcher must begin the windup motion or, from a set position begin the motion to deliver the pitch in order to comply with the 20-second rule.
2. For the first pitch of each half-inning, following an umpire's call of "time", or if the ball becomes dead (for example, after a foul ball or a pick-off that goes out of play), the timer shall stop, reset, and start again when the plate umpire signals "play" after the pitcher engages the pitcher's rubber with possession of the ball, the catcher is in the catcher's box, and the batter is in the batter's box. (See Rule 6-6.)
3. For the first pitch of any subsequent at-bat, the timer shall start when the plate umpire signals "play". The umpire should signal when the pitcher has possession of the ball in the circle surrounding the pitcher's rubber, the catcher is in the catcher's box, and the batter is in the batter's box.
4. After each pitch during an at-bat (following the first pitch) in which the ball remains alive and in play and the batter remains at bat, the timer shall start when the pitcher has possession of the ball in the circle surrounding the pitcher's rubber and the catcher is in the catcher's box.
5. The timer shall stop under the following circumstances:
  - a) The pitcher begins the windup motion or, from a set position, begins the motion to deliver the pitch;
  - b) The pitcher makes a pickoff attempt (throw) at any base;
  - c) With runners on base, the pitcher steps off the rubber to get a new sign or feint a pickoff attempt;

- d) The catcher leaves the catcher's box to give defensive signals or to confer with the pitcher from a distance (in which case the timer shall stop, reset, and start again after the catcher returns to the catcher's box); or
- e) The umpire calls "time" for any legitimate reason.
6. When there are no runners on base, and before starting a windup motion or beginning the motion to deliver the pitch, if a pitcher steps off the pitcher's plate the time limit (or clock) does not stop unless the umpire grants the pitcher "time" for a legitimate reason.
7. With runners on base, the pitcher may attempt as many pickoff throws in an attempt to retire a runner as desired. The pickoff throw may be made by stepping toward an occupied base directly from the pitcher's plate or after stepping off the pitcher's plate and immediately making a play on a runner. The time limit will stop and reset when the ball is returned to the pitcher on the mound.
- The pitcher may step off the pitcher's plate to get a new sign or look back a runner or step off to feint a throw toward a runner without making a throw. The time limit will stop, reset and restart immediately if the pitcher remains in possession of the ball on the mound. If the pitcher leaves the mound, the time limit will restart when the pitcher returns and possesses the ball on the mound. Only one "reset" is allowed per at-bat. A defensive player such as the catcher asking for time out without taking a charged defensive conference constitutes a "reset."
- After the pitcher has used the "reset" during an at bat, they must either pitch the ball within the time limit, make a legitimate pickoff attempt by throwing the ball, step off the pitcher's plate and make a play on a runner by tagging out a runner, have a runner advance a base, or call "time" to take a charged defensive conference. If the pitcher steps off and each base runner returns to their original base without a legitimate pickoff throw being made, it is a violation. Each violation of the time limit is a "ball." There are no warnings.
8. If a visible clock is being used and the operator does not start the timer at the appropriate time, the umpire shall call "time" and signal to the operator to reset the timer and start again immediately.
9. Batters are expected to enter the batter's box promptly prior to the first pitch of an at-bat and should remain in the batter's box in accordance with the Batter's Box Rule. Batters should not delay entry to gain an undue advantage. If the batter does not enter the box and become alert to the pitcher with 5 or more seconds remaining, the batter will be adjudged to have violated the rule and the umpire shall award a strike without the pitcher having to deliver the pitch. The ball is dead, and no runners may advance.
10. Pitchers are expected to begin the motion to deliver the pitch as soon as the batter enters the box and becomes alert to the pitcher. If the pitcher does not begin the motion to deliver the pitch prior to the timer reaching "0", the pitcher will be adjudged to have violated the rule.
11. If the pitcher violates the rule, the umpire shall award a ball without the pitcher having to deliver the pitch. The ball is dead, and no runners may advance, unless the ball awarded by the umpire is the batter's fourth ball in which case the batter is entitled to advance to first.
12. If the catcher or other defensive player intentionally delays getting the ball to the pitcher on the mound so that the time limit doesn't start, or if the pitcher

delays taking their position on the mound, the plate umpire may point to have the 20-second time limit started

### **120-Second Time Limit (or Clock) Between Innings**

1. Between innings, teams have 120 seconds to be ready for the first pitch (pitcher holding the ball and touching the pitcher's plate and a batter standing in the batter's box ready to hit). The 120-second clock shall start when all defensive players have started to leave their positions after the last out has been made and stops when the umpire calls "Play" for the first pitch of the first batter of the next half-inning. If there are unusual circumstances that prevent either team from getting on or off the field, other common sense delays such as ceremonies or field maintenance not the fault of the teams, or an injury, the time clock is delayed until players have had an opportunity to begin to move to their positions. Either team may use one of its charged conferences to avoid a 120-second clock penalty. If the offensive team is not ready within the 120-second time limit, the umpire shall call a strike. If the defense is not ready, a ball shall be awarded to the first batter.
2. At the beginning of a game (first inning for each starting pitcher) or for any subsequent relief pitcher who enters the game to start an inning, the clock should start as indicated above; however, by rule they are entitled to eight warm-up pitches and is allowed to complete those without penalty should the clock expire.
3. For all games the time limit shall be 120 seconds between each half-inning unless specified by NCAA or conference contract provisions. The home institution will notify the visiting team and umpires if there will be an extension of the 120-second provision.
4. With 30 seconds left, the base umpire will visually cue the plate umpire, who will then signal to the pitcher and catcher, "30 seconds left," and summon the lead-off batter to the plate.
5. Continuing pitchers shall have the 120-second time limit to complete their five warm-up pitches.

*Note: During a game, the game pitcher may use the bullpen mound during an inning when their team is at bat if they do not delay the start of the next half-inning. Penalty is dictated by this protocol.*

6. 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. Umpires will not grant additional warm-ups if the 120-second time limit expires. In the event that the catcher was on base or the last to bat: if the catcher is not out of the dugout at the "30 seconds left" reminder and another player is warming up the pitcher, the umpire will hold up the pitcher with one warm-up pitch left and wait for the game catcher to arrive. This will allow the game catcher to throw the ball down following the last warm-up pitch.
7. If the P/DH is the third out or on base when the third out is made to end the inning, allow the P/DH to get their glove and be ready to start the warmups without penalizing the defense for exceeding the 120-second time limit.
8. The 120-second pitch clock is enforced even if a coach or player continues to argue an inning-ending play and the clock expires.

*Note: It is permissible to use a portable visible clock to show the time remaining between innings but have the 20-second interval between pitches kept by the umpires on the field until the use of a visible clock is required.*

**Penalty for Arguing Any Penalty or Timing Procedure**

Following a team warning, if a coach, student-athlete, manager or any nonplaying personnel argues any penalty or timing procedure, the offender is subject to immediate ejection without warning. The head coach is allowed to bring a clock malfunction or misapplication of the protocol to the umpire's attention.

**Location of the Clock**

Each conference will determine if a visible clock will be used for all games or for conference games only and/or if the timer will be administered by the umpire crew on the field. If a visible clock is used, it shall ideally be located on the outfield scoreboard or atop the outfield fence in either left- or right-centerfield as well as behind home plate. The clock should be readily visible to the pitcher, catcher and home plate umpire.

**Personnel to Operate the Clock**

Each conference is responsible for developing guidelines for training qualified individuals to operate the clock during games.

**No Visible Clock Available or Malfunction of the Clock**

If no visible clock is available or if the time clock malfunctions, time will be kept on the field by the third base umpire in a three-umpire, four-umpire or six-umpire crew and the base umpire in a two-umpire crew.



**THANK YOU!**

**FOR MORE INFORMATION:**

**409.201.8434**