



Rules 6.7 and 6.12 - Media Format Guidelines

December 15, 2017

TIME BETWEEN INNINGS:

- Teams are allowed 2 minutes between innings.
- The 2 minutes will begin when the last defensive player(s) crosses the foul line closest to their dugout.
- At the end of the 2 minutes, the defensive team must be in position to start including the pitcher in the circle ready to pitch. The lead-off batter needs to be at the plate ready to take the signal from her coach and enter the batter's box ready to bat.
- The time between innings will be kept with a stopwatch by the third base umpire in a 3-person crew. In a 2-person crew, it will be kept by the base umpire.
- The umpires will give each team a warning when there are 30 seconds remaining. In a 3-person crew, the third base umpire gives this warning to the team in the third base dugout and the first base umpire gives this warning to the team in the first base dugout. In a 2-person crew, the base umpire will give the warning to the team in the first base dugout and the home plate umpire will give the warning to the team in the third base dugout.
- The pitcher is allowed an unlimited number of warmup pitches in all games with the 2-minute time limit between innings.
- In the event of undue delay by the team leaving the field, in the sole judgement of the home plate umpire, the team that is to take the field may begin warmups by requesting permission from the home plate umpire. In this case, the 2-minute time limit will still begin when the last defensive player(s) crosses the foul line closest to their dugout.
- This 2-minute time period includes the catcher throwing down to second base and any huddle that the defense wants to have before play is started.
- If the defensive team is not ready to play at the end of the 2 minutes, a ball will be awarded to the batter. If the lead-off batter is not ready to bat, a strike will be assessed to the batter. Either team may use one of its 7 charged conferences to avoid the penalty for not being ready to play.
- If the catcher is the third out of the inning or is on base, another player must be ready to warm up the pitcher while the catcher is getting her equipment on.
- If a coach wants to make substitutions, he/she must do so at the beginning of the 2-minute time between innings so the half-inning can start on schedule. If the coach fails to make a substitution at the correct time, a substitution may not be made until the first batter in the half inning completes her turn at bat.
- If using the media format in a non-televised game, if both teams are ready to play before the end of the 2 minutes, the home plate umpire can start the half inning.
- In a televised game with commercial breaks longer than 2 minutes, the umpires will still give a 30-second warning and the same penalties will apply if teams are not ready to start.
- In the event of an injury, a field maintenance situation, or any other special circumstance(s), the umpires may exercise discretion in timing the two minutes.

CONFERENCES:

- Each team is allowed 7 charged conferences of either kind – offensive or defensive.
- Each team is allowed 1 conference per half inning for each extra inning. Any remaining conferences from regulation do not carry over to extra innings.
- The team representative(s) or player(s) who initiates an additional charged conference shall be immediately ejected. See Rule 6.12.4 to 6.12.4.3 EFFECT and Rule 6.12.5 to 6.12.5.3 EFFECT.
- During the regulation game, Rule 6.12.4.1 will still apply. In the half inning, the defense is entitled to one conference. Once it is used, one additional conference is allowed for each pitcher entered into the pitching position who has not yet pitched in that inning. This additional defensive conference will be counted toward the seven allowed conferences.
- In each extra inning, Rule 6.12.4.1 will not apply.
- With the exception of the total number of conferences allowed, all other guidelines in Rule 6.12 are in effect, including only one charged offensive conference per half inning.