



KNOTHOLE BASEBALL INC (“KB”)

DISTRICT 34

**2018 RULES
INCLUDING ALL
NORTH REGION RULES
“D SUB-CLASS” RULES
AND KB RULES**



KNOTHOLE BASEBALL INC
DISTRICT 34 & NORTH REGION UMPIRE CERTIFICATION

is certified as an Umpire in District 34 & North Region

Area Association _____

Age on May 1st _____

Certified for Class(s) _____

Certified By: _____ Date: _____

DISTRICT 34 KNOTHOLE BASEBALL RULES 2018

RULES USED:

1. Major League Official Rules
2. Knothole Baseball Inc Rules (hereinafter referred to as KB)
3. North Region Knothole Rules
4. District 34 Knothole Rules

ORDER OF PROCEDURES IN USE OF RULES:

1. District 34 Knothole Rules
2. North Region Knothole Rules
3. KB Rules
4. Major League Rules
5. The home team's scorebook is the official scorebook to use to resolve any rule disputes for the game being played.

PLAYER CLASSIFICATION - ELIGIBLE AGE LIMIT FOR ALL CLASSES:

AA/18U	Youth born on or after May 1, 1999	NO SUB-CLASS
A /15U	Youth born on or after May 1, 2002	SUB-CLASS: A MINOR (A-1)
A-1/14U	Youth born on or after May 1, 2003	
B/13U	Youth born on or after May 1, 2004	SUB-CLASS: B-1
B-1/12U	Youth born on or after May 1, 2005	
C/11U	Youth born on or after May 1, 2006	SUB-CLASS: C-1
C-1/10U	Youth born on or after May 1, 2007	
D/9U	Youth born on or after May 1, 2008	SUB-CLASS: D-1, 2, & 3
D-1/8U	Youth born on or after May 1, 2009	
D-2/7U	Youth born on or after May 1, 2010	
D-3/6U	Youth born on or after May 1, 2011	

1. **SIGNED AGREEMENTS AND ROSTERS:** Agreements are provided by KB each year. The agreement must be completed by the player or his parents, signed by the player (age permitting), parent and the manager. Two copies of each signed agreement (original and supervisor's copy) must be filed with the District Supervisor by the date established by the District Supervisor. Class AA agreements must be filed with the Regional Supervisor designated by the KB to handle AA by the time designated by such supervisor. Name of such supervisor will be supplied by the District Supervisor. See KB Rule #22.

2. OSHAA RULES - TEAM ROSTER/SCHEDULING

a. All A Major teams must be prepared to begin playing their regular season games on or about May 15th (the start date of the season shall be directly after the end of the Ohio High School regular season). All other classes must be ready to be playing regular season games by the second week of April. NOTE: OSHAA rules now apply to Junior High School teams. If your school has a Junior High team, check with your school's Athletic Director to see if they are enforcing the OSHAA rules; this could affect Class B.

b. According to OSHAA rules, a player rostered on a high school tournament team can not play for any other team until his high school team has been eliminated from the high school tournament. Also, according to OSHAA rules, no team can roster more than four players for any game prior to June 1st where said players played on any of the sanctioned teams from the same high school or junior high school during the just completed high school or junior high school regular season.

c. On or after June 1st, a team can roster as many players from the same high school or junior high school as they wish. Therefore, any team so affected by the OSHAA rules may change Knothole team rosters as many times as they need to in order to play games prior to June 1st as long as any players a team uses are legal and eligible to play for said team.

d. If you have any questions or concerns about the OSHAA rules please consult your School District's Athletic Director.

e. The penalty for not being able to play regular season games prior to June 1st due to player ineligibility, or not having enough players on the team due to the limitation of OSHAA rules, will be to forfeit each scheduled game so affected.

3. Players joining after the season begins, or whose agreement is not submitted to the Supervisor before the season begins, MUST have the agreement initialed by the opposing manager before the player can be used in a game. Notation must show date of initials. No

agreement may be initiated more than once. Such agreements must be in the hands of the Supervisor before the player plays in a second game or within 72 hours of initialing, whichever comes first.

4. Any agreement received not signed by parents will be returned to the manager and the player shall be ineligible to play until properly submitted. Penalty for failure to abide with this rule: forfeiture of every game ineligible player or players played. This rule will be strictly enforced. (Please do not call for an extension of time; it will not and cannot be allowed.)

5. PLAYER RELEASES

a. Any player desiring to play baseball in District 34 will be required to first sign up in the area representing the local school district in which he/she resides (see KB rules for limitations or restrictions). All players must sign up in their local school district area before they can be released. If there is no team for the players in their class, and they choose not to play up in another class, they can apply to be released to play in an adjacent area. Before the player can be released, all releases must be submitted to the District Supervisor who will have final approval. Failure to obtain proper releases could result in forfeiture of all games in which that player participates.

b. Any player signed in his home area who has an irreconcilable difference with his manager cannot choose the team on which he will play. His name shall go "into the hat" and the two closest adjacent teams of his class will draw for him. The player will then play with the team which drew his name.

c. Players who played on a team in one area the previous year may elect to play in the same area the following year even if they have moved to an adjoining area or district. This is subject to the approval by the area previously played in and by the District Supervisor.

d. A player living within the District 34 boundaries whose school district is not represented by a Knothole baseball association may sign up with any bona-fide Knothole baseball association within District 34 and can play without a release

6. ROSTERS – ALSO SEE KB RULE #22

a. Managers must submit a roster with the agreements listing the players in alphabetical order with the players' name, address, and birth date. The roster shall also indicate the area, team name, manager's name and telephone number, and also a coach's name and telephone number.

b. All teams must have a team name. Teams cannot be designated as Team No. 1, 2, 3, etc. Team names must be given to the Supervisor in time for scheduling.

c. Any time a team adds a player(s) to their roster, a new roster must be submitted to the District Supervisor along with copies 1 & 2 of the player contract(s). Rosters can be changed at the discretion of the team manager prior to June 1st. On June 1st, all rosters in the hands of the District Supervisor are frozen and can't be changed without the written permission of the District Supervisor.

d. ANY ROSTER RECEIVED NOT PROPERLY COMPLETED WILL BE RETURNED AND THE ENTIRE TEAM CONSIDERED INELIGIBLE UNTIL THE ROSTER IS PROPERLY SUBMITTED. PENALTY: FORFEITURE OF ALL GAMES PLAYED PRIOR TO PROPER SUBMISSION.

7. ELIGIBILITY OF OLDER PLAYERS PLAYING DOWN ON LOWER CLASS TEAMS

Note: Please see age limitations by year on Page 1 of these rules.

a. No 16, 17 or 18 year old players can play on Division II teams; they must play on a AA team.

b. Class A is considered to be made up of A Major (15U) and A Minor (14U) teams. Therefore, 15 year old players on an A Minor (14U) team are not considered overage.

c. As a general rule, overage players are not allowed on District 34 or North Region teams. District 34 and North Region teams must play in the Class or Sub-class of their oldest player.

d. Exceptions for the "no overage" player rule can be made by the District 34 or North Region Board and Area Representatives for players with disabilities; these players can only play "down" a maximum of one Class or Sub-class. These players must be approved to play as "overage" no later than the February North Region meeting for North Region leagues or the March District meeting for District leagues; overage players can't be added to teams after this time. Overage players must be identified on the Team Roster submitted to the District Supervisor. Overage players cannot pitch or catch (Class D-3 - cannot play the pitcher or first base positions), nor can more than one overage player play an infield position at a given time. Catchers are considered an infielder.

e. The opposing managers are to be informed of such players prior to the start of the game,

and clearly noted in the scorebook/lineup cards. This is to be covered during ground rules.

f. **PENALTY:** Any manager violating these rules will be suspended for the remainder of the season, including tournaments. In addition, all games played with the ineligible player(s) will be forfeited, and the ineligible player(s) will be removed from the team roster for any remaining games.

8. Birth certificates are not required by the District Supervisor. However, the manager must be able to provide the District Supervisor with a copy of the birth certificate within 48 hours in case there is a protest. If a team plays in the Knothole World Series Tournament, the manager may need to provide a birth certificate if a protest is filed. The area associations may require a birth certificate if they so desire.

9. DISTRICT 34 AND NORTH REGION LEAGUE STRUCTURE

a. District 34 will accept ad hoc teams from within its approved boundaries from school districts where no Knothole Association exists (or youth baseball program not offering Knothole as an option); otherwise, all teams in the District are expected to play through their local Knothole/Baseball Association.

b. District 34 shall run leagues for Classes D Rec (when required), D-1, D-2 and D-3 (when required); the Board and Area Representatives shall determine the "style" and schedule of league play at the March District meeting. The number of games each league will play shall also be determined at this time.

1. Classes D-2 and D-3 will not have a competitive breakdown, but if enough teams exist, they will be broken into leagues as much as possible to consider travel time for away games.

2. Class D-1 could have a competitive and recreational league if enough teams sign up to play; otherwise there will be one league District wide.

c. The North Region's Board will structure leagues for Classes D through A Major

1. Each Class shall have at least one competitive and one recreational league as long as enough team are signed up to play.

2. Only teams in the athletic leagues shall be eligible for the Knothole World Series Tournament.

3. Class A Major and A Minor – In most years there will not be enough teams in each Class for each Class to have a competitive league and a recreational league. In that case, the Classes may be combined to play one competitive and one recreational league. .

d. **Scheduling and Number of Games** – The minimum number of games shall be twelve (12), the maximum number shall be determined for each league when leagues are formed. In Classes D through A Major, the competitive leagues shall play full round robins since the teams in those league are eligible for the Knothole World Series Tournament.

10. INNINGS, GAME TIMES & LENGTH OF GAMES

a. <u>Playing time - Regular game:</u>	AA & A Major & A Minor	7 Innings
	B, B-1 & C	6 Innings
	C-1	5 Innings
	D (All classes)	5 Innings

b. **Times:** All weeknight games will start at 6:00 pm. Managers can call the opposing manager in advance to change the starting time. This should be done at least 48 hours in advance of game time. See North Region Rules for Classes D through A Major.

c. **Length of games:** When a game underway runs over into a later scheduled game, no inning will be started after the scheduled start of such game. Play shall be considered suspended at that point, to be completed at a later time. **CRITICAL GAMES** (games affecting eligibility for Knothole World Series play and /or awards which occur within the last two weeks of the regularly scheduled season) may be exempted from time limitations as set forth with prior supervisor approval. See North Region Rules for Classes D through A Major.

d. **Pre-Game Practice:** There shall be no batting practice 60 minutes preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said game. Batting practice is allowed within the 60 minutes prior to the scheduled start time of a game provided that said batting practice is conducted in an enclosed cage or an unscheduled, adjacent field provided that both the home and away teams are given an equal opportunity for said batting practice. It shall be the home team's responsibility to ensure equality of batting practice time within the 60 minutes prior to the start of a scheduled game. **PENALTY:** A manager/coach violating this rule shall be suspended for one (1) game. A repeat violation by the same team will result in an Ethics Board hearing (Rule 33). See North Region Rules for Classes D through A Major.

11. PITCHING DISTANCE		BASE DISTANCE	
AA & A	60 Ft. 6 In.	AA & A	90 Ft.
B	54 Ft.	B	80 Ft.
B-1	51 Ft.	B-1	75 Ft.
C & C-1	48 Ft.	C & C-1	70 Ft.
D, D-1 & D-3	45 Ft.	D & D-1	60 Ft.
D-2	40 Ft.	D-2 & D-3	50 Ft.

a. Any leagues, schedules and/or games which involve both Class B and B-1 teams will use the Class B pitching and base distances.

b. A legal pitching plate must be used. A legal size plate must be used in Class High D and up. The plate must be fastened to the ground. A small pitching plate may be used in all lower D classes.

12. SUSPENDED GAME RULE

a. Any game called due to darkness, rain or a tie shall be picked up at the EXACT point of interruption and played to a completion the next time the two teams meet.

b. Home team of the interrupted game shall have the option of supplying umpires for the uncompleted game. When the game is completed at a later time, whichever team that provides the umpires will pay for such umpires.

c. Run Rule and Critical Game rules will apply.

d. Extra inning games running over into later scheduled game times: no inning will be started after the scheduled starting time of a later game. Play would be suspended at that point and the game would be completed at a later time; play would be picked up at the exact point where it was suspended.

e. In consideration of Rule 12 a and d, if the suspended game is no longer competitive the Managers of both teams can agree to end the game with the team in the lead at the time of game suspension being declared the winner. Both Managers and the home plate umpire must sign both scorebooks indicating this decision.

f. Game delays due to lightning: Lightning by itself is not cause to suspend or postpone a game. Once lightning is seen by umpires, managers or coaches, the umpire shall place the game in a lightning delay. Teams must leave the field but can't leave the park as the game may resume. Lightning and thunder must be absent for 30 minutes after the last sighting before the umpire(s) may resume the game. If a team can't resume play due to lack of players, the game shall be forfeited and the event reported to the League Supervisor. This process may be repeated more than once during a game.

g. See North Region Rules and KB Rule #11 for Classes D through A Major.

13. RUN RULE: The game shall be called by the umpire if either team is ahead by:

a. See North Region Rules and KB Rule #8 for Classes D through A Major.

b. Classes D-1, D-2 and D-3 have their own rules.

c. The home team always has the opportunity to bat in the bottom of the inning if the visiting team has reached the Run Rule in the top of the inning.

14. PITCHING RULE – SEE KB RULE #17

15. PITCH COUNT RULE – SEE KB RULE #17

a. Classes D through A Major follow KB Rule #17; there are no sub-class pitch count differences (C-1 & C are the same; B-1 & B are the same; A Minor & Major are the same).

b. Classes D-1 & D-2 have pitch count limits provide in their specific rules.

c. District 34 encourages managers to develop a number of pitchers for their teams.

d. "No pitch" intentional walks (KB Rule #17 H) do not count toward a pitcher's pitch count.

e. Violations of this rule are protestable under the District protest rules.

f. PENALTY – First violation – The manager of the violating team will be suspended for two games and his team will forfeit the game in which the violation occurred. Any subsequent violations by the same team and manager or any of its coaches will require an appearance before the District 34 Ethics Board (Rule 33); the Ethics Board shall make a recommendation to the District Supervisor as to a course of action based on the facts determined for the subsequent violation. The decision of the District Supervisor in resolving each subsequent violation shall be final and not subject to appeal.

16. CRITICAL GAME RESCHEDULING: SEE NORTH REGION OPERATING PROCEDURES

17. ELIGIBILITY TO PLAY

a. Every player in Classes D-3 through D-1 must be given an opportunity to play at least

TWO DEFENSIVE INNINGS AND ONE TURN AT BAT (extra innings shall not be considered as part of a regulation game). Innings do not need to be consecutive. An imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as an at bat for this rule; the player must have at least one actual plate appearance.

- b. Classes D through A Major see North Region Rules.
- c. Failure to abide with this rule will result in FORFEITURE OF THE GAME.
- d. This rule does not apply to games ending by run rule.
- e. Players with any type of handicap or restriction – see KB Rule 2 (b).

18. BATTING ORDER OPTIONS - CLASS D THROUGH A – SEE KB RULES #18 & #19 AND NORTH REGION RULES

- a. Classes D-1, D-2 and D-3 have their own rules.

19. “NO PITCH” INTENTIONAL WALKS: SEE KB RULE 17 H.

20. COURTESY RUNNERS: SEE NORTH REGION RULES

21. NO HURDLING OR PLOWING OVER THE CATCHER OR OTHER FIELDERS – SEE KB RULE #29 ALL SECTIONS.

22. LATE TEAM ARRIVALS:

a. In Classes D-1, D-2 and D-3 a team is allowed 30 minutes in case of trouble without danger of forfeit. If both teams and umpires are present, but one team is more than 30 minutes late, umpires have the right to order the game played. Umpires shall question the manager of the late team as to the reason for tardiness. A report shall be made to the League Supervisor by the umpire coordinator stating the facts of the matter. Only the District Supervisor or the League Supervisor can declare a game forfeit.

- b. For Classes D through A Major see North Region Rules

23. FORFEITS

a. A game must start with nine players, but can finish with eight or less, the vacant batting positions shall be declared “out.” When it becomes apparent that it is not a competitive game but a farce, the umpires will stop the game.

b. A team that does not notify the opposing manager until the day of the game that there will be an insufficient number of players to start the game will forfeit said game. PENALTY: The manager of a team that forfeits a game by not notifying the opposing manager, or not appearing at the field for the game shall pay a forfeit fee of \$20 to the District Supervisor before his next game. If not paid, future games will be forfeited. In the event the fee is not paid within ten days of the forfeited game, the manager will be suspended for the balance of the playing year. Also, if a manager forfeits more than two (2) games, he could be required to appear before an Ethics Board, and could be suspended for the remainder of the playing year. All managers involved in forfeits must notify the District Supervisor within 48 hours.

- c. See North Region rules for those leagues.

24. KNOTHOLE DIVISION II WORLD SERIES TOURNAMENT & DISTRICT 34 AWARDS

a. The Knothole World Series Tournament will be a modified double elimination (team must have two losses to be eliminated) bracket. The Knothole World Series Tournament is played after the District 34 and North Region season ends. The North Region will send four teams from the competitive league in each of classes A, B, B-1, C, C-1 and D. Classes D-1, D-2 and D-3 will not be eligible for the Knothole World Series Tournament..

b. The North Region might have the opportunity to select more teams to the Knothole World Series Tournament at some or all Classes to fill in for open slots created by other regions not entering enough teams. The choice of these teams shall be solely that of the North Region.

c. No teams playing in the Knothole World Series Tournament are allowed to roster overage players or players from another team. Also, a team agreeing to play in the Knothole World Series Tournament must be able to certify that they will have enough players for the entire length of the Knothole World Series Tournament.

d. District 34 will provide trophies for Champions and Runners-up of the regular season in the, D Rec(if played), D-1, D-2 and D-3(if played) leagues. In case of a tie for First Place or Second Place standing positions, the following tie breaker rules shall apply in the following order until the tie is broken:

1. Head to head competition.
2. Run differential in games involving head to head competition (the team that scored the most runs in total during head to head competition). Maximum

run difference per game is 10 runs.

3. Team record in divisional play when a division tie within a league is involved.
4. Percentage (%) of regularly scheduled games played to completion.
5. Least runs allowed in games played to completion. If the numbers of games completed is different, then the average runs allowed per game completed will apply.
6. Coin flip.

e. For Classes D through A Major, see North Region Operating Procedures for regional trophy and tie breaker information

25. CUTS: No player may be cut from a team with less than 15 players. If 15 players are available for any class of play, a team must be made available to players of such class. NO TRYOUTS for cuts are permitted in this district. Teams will be subject to disqualification for holding tryouts. Players who fill out teams or are late sign-ups should be assigned by lot or in order of sign-up.

26. KNOTHOLE KIDGLOVE GAME VOUCHERS: Each area is responsible for Powell Crosley Benefit Game Vouchers at face value. Each area purchases Kid Glove vouchers directly through the Kid Glove Game.

27. GAME BALLS PERMITTED: At the start of the game the home team will furnish one new ball which must be approved and/or supplied by District 34 or KB. The visiting team must furnish a good serviceable ball of the same type. Teams not furnishing acceptable and proper type game balls may be forced to forfeit the game. Umpires are directed to remove from the game all balls deemed by them as unfit for play. At the completion of the game the home team will be given first choice of the balls used in the game.

28. SHIRT NUMBERS

a. All players must have a number on the shirt of the uniform. Shirt number and name shall be used to determine a team's batting order. Numbers should be a minimum of four inches high.

b. No two players on the same team may have the same number. No player shall exchange uniforms during the course of the game without advising the opposing manager on numbers, names and positions of the players involved. Failure to abide by Rule #28 (b) could, upon formal protest, result in a forfeit of the game.

29. GAME SCORES AND RESCHEDULED DATES

a. Winning team managers shall be responsible to call in game scores to their League Scorekeeper. Game scores must be given to the League Scorekeeper within 48 hours of completion of the game.

b. Games not played must be rescheduled for within two weeks of the originally scheduled date. The home team must offer two choices for the reschedule date and the visiting team should accept one. The home team must notify the League Scorekeeper of the reschedule date of each postponed game.

c. If the home team does not offer reschedule dates within the 2 week rule, the visiting team manager has the right to offer two reschedule dates within the next 2 week period and then the home team manager must pick one. If the game is played on the visiting teams' field, the home team is still the home team and may provide or must pay for the umpires (at the host site's rates).

d. League Scorekeepers will be responsible for overseeing the completion of the league schedule. Should neither manager set a reschedule date within the 2 week period, the League Scorekeeper may do so (or he may contact the League Supervisor). In case neither manager accepts the League Scorekeepers' decision, the League Supervisor will be contacted to set a date and advise the League Scorekeeper.

e. Forfeits for not playing rescheduled games on the established rescheduled date can be awarded by the League Supervisor. These forfeits may be appealed to the District Supervisor. The District Supervisor's decision is final.

30. MANAGERS - ALL CLASSES A THROUGH D-3: All managers must attend the preseason meeting which will be held in April at a location, date and time to be announced. Teams not represented by a manager, coach or parent of a team player will not be allowed to play. Any manager, coach or representative who does not have a player on the team he wishes to represent, will not be eligible to represent such team. Any team that fails to have a representative present at this meeting faces potential disqualification for the season.

31. UMPIRES

a. The home team is responsible for furnishing two District 34 approved umpires (exception: D-2 and D-3 may use one umpire). Every effort should be made by the home area to obtain 2 umpires, However, if necessary, games may be played with only one umpire (plate). The area Umpire Coordinator should notify the District Supervisor of the inability to obtain a second umpire. Visiting team manager should also notify their area Umpire Coordinator that the game was played with only one umpire. FOR D-1 AND ABOVE, THE VISITING TEAM MANAGER MAY REFUSE TO PLAY THE GAME WITH ONLY ONE CERTIFIED UMPIRE (see Rule #31 (c) & (d) below). Managers may not agree to put non-certified people (fans, coaches, etc.) on the field to help umpire the game.

b. To be a certified umpire, an individual must attend the umpire school held prior to the season and pass the umpire test. Exception: Adults (over 21) can attend a single rules interpretation meeting to be certified. This exception also applies to veteran umpires under 21 (but they are still required to take the test).

c. If no certified umpire is available by game time, the game is to be rescheduled at the visiting team's field with the original home team remaining the home team. The host area will furnish the certified umpires, the cost of which will be paid by the original home area. The waiting period for the appearance of the umpires is the same as for the teams (30 minutes).

d. The visiting team has the privilege of furnishing an additional umpire for each game. More umpires may be used by agreement.

e. Umpires must be at least one year older than the class of ball being played.

f. Under NO circumstances is a close relative of a manager, coach or player to act as an umpire in any game in which such relative coaches or plays. This rule applies to foster or guardian relationships as well as father, son, brother, sister, mother, daughter relationships. Further, NO manager, coach, player or close relative may umpire a game involving teams or relatives in their division.

g. Umpires must be at least 12 years of age by May 1 of the current year.

h. See North Region Operating Structures & Procedures #II-F for Classes D through A umpire procedures.

32. PROTESTS – ALSO SEE KB RULE #14 & NORTH REGION RULE SECTION III F

a. All protests must be in writing and filed with the team's League Supervisor or the District Supervisor within 48 hours of the game's completion. A \$50 fee must accompany each formal protest. If the protest is not allowed, the fee goes into the District 34 treasury. If the protest is allowed, the fee is returned to the protesting team.

b. The Protest Board is made of one member from each participating area. Protest Board hearing members will be rotated between the areas, but no member from any area involved shall serve on the board. Only three members will serve on the board when hearing a protest. Every effort will be made to have adult, certified umpires on the Protest Board.

c. The Chief Umpire, League or District Supervisor shall preside at all hearings. In the event an interpretation of a rule is required, it shall be made by the Chief Umpire, League and/or District Supervisor. No appeal may be made of such an interpretation.

33. ETHICS BOARD: The Ethics Board will be made of area representatives to the District Board. Only three members will serve on the Board when a hearing is held. The Chairman of the Ethics Board (an elected position on the District's Executive Board) shall preside at all ethics violation hearings. The Ethics Board will be responsible for hearings relating to violations of the Rules #15, #34 and Rule #35. The Ethics Board will manage the Rule #36 appeals process. The Ethics Board will recommend a course of action to the District Supervisor who will, in turn, render a final ruling on the subject violations for that given hearing. No appeal may be made of a decision by the Ethics Board and/or the District Supervisor.

34. CODE OF ETHICS

a. Know the rules of the game and teach them to your players.

b. Always stress the safety aspects of baseball in games and practice.

c. Always treat your players with respect, whether in games or practice.

d. Always abide by the rules of the game.

e. Always treat the umpire with respect, no matter what the call.

f. Exhibit exemplary conduct at both practices and games. The managers'/coaches' attitude is reflected in team discipline.

g. Coach clean, skillful, honest and sportsmanlike conduct.

h. You, the manager or coach, are responsible for the conduct of players at the games and practice.

- i. Maintain a climate of enjoyment among the spectators and coaches by discouraging negative remarks and/or harassment of umpires, players, parents, coaches and spectators.
- j. Never use profanity or vulgar language. You are molding the character of the players.
- k. Do not allow alcoholic beverages in the vicinity of the playing field. PENALTY: Automatic ejection.
- l. Do not allow the use of any tobacco product on the field of play. PENALTY: First offense will be a team warning. Second offense will be ejection for any person on that team.
- m. Managers, coaches and players are not to be located behind the backstop while the ball is in play. Defensive managers and coaches are to be located in the bench area while the ball is in play. Intimidation of umpires and opposing players, coaches and/or parents will be considered to be an unsportsmanlike activity.
- n. Managers and coaches are responsible for the behavior and conduct of their fans to the extent umpires can request managers and coaches see that offending fans stop their inappropriate behavior. If these fans do not stop this behavior, the managers and coaches can be requested to see that these fans leave the vicinity of the ballfield. If these fans refuse this request, the umpire has the power to halt the game.
- o. Managers, coaches and players are prohibited from using "intentional walks" as defined in Major League rule 9.14(b) to end batter controlled innings. Both managers and umpires should report suspected violations of this rule to their respective Umpire Coordinators. Umpire Coordinators shall report violations to the League, Associate and/or District Supervisor(s) who shall then refer the matter to the ethics board. The District Board of Directors consider violation of this rule "unsportsmanlike conduct."

35. MANAGER/COACH/PLAYER/FAN EJECTIONS

- a. The umpire shall notify their area Umpire Coordinator of any ejection form a game. The area Umpire Coordinator will file a report with the Associate Supervisor responsible for the league in which the ejection occurred and/or the District Supervisor, stating the facts of the matter. This report should be filed within 48 hours after the ejection or as close to the ejection as practicable.
- b. The Associate/District Supervisor shall verify the facts as reported and may, if he so chooses, gather more facts to clarify the situation. At this point the Supervisor may take one of two actions:
 - i. Impose disciplinary action on the ejected individual(s), or
 - ii. Report the matter to the Chairman of the Ethics Committee so he may convene a hearing on the situation (Rule #33).
- c. An ejected individual will likely face a minimum of a one game suspension plus probation.
- d. The second ejection of the year for any person shall lead to an Ethics Board hearing which could lead to a suspension for the rest of the year and/or carry over into the next season.
- e. An ejected and/or suspended individual shall not be in attendance at or within the ball field facility for the remainder of the game and/or games for which they are under suspension. The ball field facility shall be defined as playing field, adjacent fields and corresponding parking lot. It is the intent of this rule that such suspended individual be absent from the facility during the course of the game(s) for which they are under suspension. Such period being defined as 30 minutes before the scheduled start of the game and 30 minutes after its conclusion.

36. APPEALS PROCESS FOR RULE #34 AND RULE #35

- a. The appeals process cannot be used to appeal disciplinary action handed down by the Ethics Board and/or District Supervisor.
- b. A mandatory one game suspension following an ejection must be served and cannot be appealed. For violation of the pitching rule this is a mandatory two game suspension which cannot be appealed.
- c. Any suspensions of a manager, coach, player or fan greater than the mandatory minimum will be subject to appeal by the individual by notifying the Associate or League Supervisor of their desire to appeal the suspension provided such notification is given to said supervisor within 72 hours (3 days) of the notice of suspension. In the case of a player, a team manager or coach ONLY can file the appeal on behalf of the player (parents cannot file an appeal on behalf of the player). The notice of appeal can be either oral or written.
- d. Upon receiving notice of the appeal, the Associate or League Supervisor shall notify the Chairman of the Ethics Board for the need to convene to hear the appeal. At this time, the supervisor shall turn over all details and collected information of the incident to the Chairman. The Ethics Board hearing shall be held as soon as practical following notice of the appeal. The remaining suspension time shall be on hold until the Ethics Board review and the decision process is complete.
- e. The individual making the appeal must be in attendance at the Ethics Board hearing or the

appeal will be voided and the suspension automatically upheld.

f. The Ethics Board will review all details and hear any appropriate testimony at the hearing. After assembling all the information they deem necessary, the Ethics Board will make their final recommendation to the District Supervisor. The District Supervisor will issue the final ruling; such ruling cannot be forwarded to any other party for appeal and/or adjudication.

37. THE RAY BREWSTER SERVICE TO YOUTH AWARD: Plaques will be presented annually to District 34 members who best exemplify the philosophy of Knothole baseball. This award will be based upon such criteria as dedication to the children of his/her community, years of service, hard work, knowledge of the game, the respect shown to other members of District 34 and adherence to the district Code of Ethics. This award is named to honor the memory of Ray Brewster, who faithfully exemplified the foregoing criteria while serving as District Supervisor of District 34 for 14 years, until his death in 1989. The winners of this award will be determined by the area representatives at the June meeting. Each area may nominate one individual (or couple) for consideration.

PAST WINNERS:

2017: Phil Marchal (Kings)

2016 Jeff Kenney (Kings)

2015 Ken Floss (Little Miami)

2014 Kevin McNeeley (Waynesville)

2013 Mark Magella (Kings); Dave Colwell (Little Miami)

2012 Don Gilkison (Little Miami)

2011 Doug Ziegenhardt (Mason)

2010 John Curtsinger (Clinton Massie)

2009 Bill Davis (Wilmington); Randy Smart (Clinton Massie); Dave Gramke (Mason)

2008 Brad Firsich (Kings)

2007 Chris Probst (Mason)

2006 Steve Bradley (Little Miami), P. J. Hannan (Loveland)

2005 P. J. Hannan (Loveland), Tim Cook, (Little Miami), Bob and Sheila Hammonds

2004 Greg Robinson (Wilmington), Rick Bethel (Kings), Bruce Hilliard (Little Miami)

2003 Lora Hewitt (Clinton Massie), Mike Weimer (Loveland), Louie Bowser
(Waynesville)

2002 Tony Reiss (St. Margaret), Jeff Craycraft (Wilmington), Patty Cook (Little Miami)

2001 Rick Kenter (Kings), Eric Green (Clinton Massie), Ron Bronner (Loveland)

2000 Jim Boyd (Little Miami), Kevin Ellis (Clinton Massie), Chris Kuczek (Loveland)

1999 Dennis Becker (Loveland), Steve Bradley (Maineville), Mel Cameron (Mason), Greg
Hamlet (Waynesville)

1998 Jim Martin (Kings), Ted Myers (Waynesville)

1997 Murray Stall (Kings), Keith Bishop (Morrow)

1996 Jeff Seeling (Waynesville), Mike Dane (Morrow), Beth Mowry (Clinton Massie)

1995 Mike Bischoff (Loveland), Bob Keller (Waynesville), Rick Robinson (Clinton
Massie), D'etta Stern (Morrow)

1994 Harry McVey (Butlerville), Jeff Back (Kings), Mike Morley (Waynesville)

1993 Larry Nelson (Waynesville), Steve Mowry (Clinton Massie), Marvin Julian
(Butlerville)

1992 Pat Cummings (Kings), Rick Thompson (Clinton Massie), Jim Sessler (Waynesville)

1991 Bob Appel (Loveland), B. R. Bryant (Maineville), Doug Holland (Clinton Massie)

1990 Nolan Baker (Kings), Doug Gausmann (Loveland)

1989 John Lucy (Loveland), Pete Mason (South Lebanon)

38. THE DOUG GAUSMANN UMPIRE OF THE YEAR AWARD: Plaques will be presented annually to District 34 junior and senior umpires who best exemplify the qualities and philosophy of the proper and best methods of umpiring youth baseball games. This award will be based upon such criteria as dedication to umpiring, years of service, mentoring other umpires, hard work, knowledge of the game, and respect given to all individuals involved in a game of baseball. This award is named to honor Doug Gausmann, District 34 Supervisor for 15 years and the individual who encouraged, supported, trained and championed umpiring throughout District 34. The winners of this award will be determined by the area representatives at the June meeting. Each area may nominate one junior and one senior umpire for consideration.

PAST WINNERS:

2017: Todd Kinross (Sr., SMOY); Matthew Perelman (Jr., Little Miami)

2016 Nick Wolf (Sr., Kings); Cade Smith (Jr., Little Miami)

2015 Max Stroplos (Sr., Kings); Nick Tomasetti (Jr., Little Miami)

- 2014 Rick Bethel (Sr., Kings); Jimmy Harris (Jr., Waynesville)
- 2013 Phil Buck (Sr., Kings); Matthew Sosnowski (Jr., St. Margaret)
- 2012 Adrien Brooks (Sr., Wilmington); A.J. Conway (Jr., Kings)
- 2011 Drew Hudson (Jr., Mason); Nick Pacitti (Jr., St. Margaret)
- 2010 Dave Colwell (Sr., Little Miami); Matt Koerbel (Jr., Kings)
- 2009 Mark Magella (Sr., Kings); Matt Carey (Jr., Wilmington)
- 2008 Scott Wyrick (Sr., Wilmington), Randy Scott (Jr., Mason)
- 2007 Jim Pecot (Sr., Loveland), Niko Blankenship (Jr., Loveland), Matt Gramke (Jr., Mason)
- 2006 Jim Martin (Sr., District 34), Dave Gramke (Sr., Mason), Mitch Tomlinson (Jr., Loveland), Bill Hall (Jr., Wilmington)

RULE ADDITIONS, CHANGES AND/OR INTERPRETATIONS AFTER THE RULE BOOK HAS BEEN PUBLISHED

1. The District Rule Books are published after the January District meeting. After leagues are established in the March District meeting, it may be necessary for the District Board to change, eliminate, add, and/or modify the published rules in order to successfully complete certain league schedules for the upcoming regular season. Any such changes shall be communicated to the League Supervisors and umpire Coordinators by the District Supervisor; these changes are final and binding on all parties. League Supervisors shall communicate any changes to all managers in the league(s) they supervise. Umpire Coordinators shall do the same for the umpires under their supervision.

2. During the season, certain rules that may be unclear, misunderstood, unevenly applied and adjudicated in game situations, etc. may come to the attention of the District. These rules shall be reviewed by the Chief Umpire and District Supervisor. The Chief Umpire shall issue any required clarifications to the League Supervisors and Umpire Coordinators; these clarifications are final and binding on all parties. League Supervisors shall communicate any rule clarifications to all managers in the league(s) they supervise. Umpire Coordinators shall do the same for umpires under their supervision.

**NORTH REGION OPERATING STRUCTURE AND PROCEDURES
DISTRICTS 4, 5 & 34**

The Region shall provide athletic and recreational leagues for all District teams from Class D Senior (9U) through Class A Senior (15U) and shall be responsible for running said leagues. Each District shall be responsible for running their own program for 6U, 7U and 8U age teams. Outside of Regional Operations and Procedures, each District shall run and control its own activities as in the past.

I. Regional Board of Directors

- A. Regional President/Supervisor
- B. Regional Treasurer
- C. Regional Secretary
- C. Regional Representatives – 2 from each District in the Region

II. Regional Operations

A. The Regional Board of Directors shall run the Region and shall appoint League Supervisor and Scorekeepers for each league in the Region. The League Supervisor and/or Scorekeeper shall run day to day operations of their league(s) within the guidelines set up by the Regional Board of Directors.

B. The Region shall set an entry fee for each team so that the Region can pay for the following regional activities:

1. Knothole World Series Tournament entry fee for each regional team going to the Knothole World Series Tournament. Athletic – 4 from each class for a total of 24 teams. Only teams from the athletic leagues shall be eligible for the Athletic Knothole World Series Tournament. Recreational – All classes except A – one team from each class for a total of 5 teams. The highest finishing recreational team (must have played in a regular season recreational league) in the North (or single) regional tournament is eligible.

2. Team and individual trophies for the first and second place teams of all regional regular season leagues.

3. Patches for the first and second place teams of all athletic regional regular season leagues.

4. Cost of running post season regional tournaments for all teams who did not make the Knothole World Series Tournament

a. Cost of all tournament umpires; two per game.

b. Cost of team and individual trophies for the first and second place teams of each regional post season tournament.

5. Cost of any general Regional administration.

C. The Region shall set all regional league schedules. Local Districts and areas shall schedule fields and umpires based on the league schedules.

1. Weekday games should start at 6:00PM, especially when a later following game is scheduled. On fields without late games schedule, a start time of 6:15PM or 6:30PM could be used.

2. On Saturdays, games should not start before 9:00AM.

3. On Sunday, games should not start before 1:00PM.

D. The Region shall require each District Executive Supervisor to certify all team entries from their respective Districts.

E. The Region shall assign a League Scorekeeper for each league and said Scorekeeper shall have the following responsibilities:

1. Oversee the completion of the league schedule.

2. Record all game scores for the league games on the website with 24 hours of receiving the game score from the winning manager. For all leagues, scorekeepers shall also enter the names and numbers of the players that pitched for both teams along with the respective pitch counts for each pitcher.

3. Communicate with the league's team managers and Knothole North Region Board on issues concerning the completion of the league schedule.

4. Work with team managers to ensure rescheduling of postponed games within a two week timeframe:

a. After a game is postponed, email managers reminding them to reschedule the game within two weeks.

b. After 72 hours of game postponement, email managers asking if the game has been rescheduled; if not:

I. Email managers reminding them that the game needs to be rescheduled within two weeks of the original date no matter where the rescheduled game is played. Suggest

some dates for the rescheduled game which does not force either team to play three days in a row. Also remind them that if they do not reschedule the game, the Knothole North Region Board will reschedule the game for them.

ii. After another 72 hours, if the game has not been rescheduled, email the Knothole North Region Board about the situation. After review, the Knothole North Region Board will decide on a course of action:

- (1) Inform the scorekeeper to reschedule the game on a specific date, or
- (2) Give the managers a new deadline for rescheduling the game, or
- (3) Award a forfeit

5. On or just after June 1st, provide the Knothole North Region Board with a status of the completion of the league schedule which shall include the identification of all postponed games yet to be played along with the original schedule date of those games. Further, the League Scorekeeper shall identify which games are critical games in relation to establishing the 1st and 2nd place teams in the league. For the Athletic Leagues, the 3rd and 4th place teams must also have critical games identified. See Section III D for Critical Game Scheduling procedures.

6. Certify to the Knothole North Region Board the final league standings within 48 hours after the end of the regular season.

7. Be the first line of response to managers who have questions about the rules.

F. Umpires

1. Each District shall be responsible for training its own umpires. Umpires must be trained and certified in MLB, Knothole Baseball Inc. and Regional rules for each Class in which they are umpiring. Umpires must also understand the difference in the rules at each age level as well as differences between Athletic and Recreational leagues. Being certified in High School, College, SWOL and/or any other baseball association rules does NOT make an umpire certified to umpire Knothole games. All training and certifications must be completed prior to an umpire being assigned to any Knothole games. The District Supervisor shall have final authorization of their umpire certification process and the final certification need not be a formal document/card.

2. Training shall involve instruction on the rules and field positioning with testing on all materials covered during the training sessions. The District Supervisor shall determine the method of training which could be classroom, on-line self-study and/or discussion sessions/meetings. Experienced umpires (those age 16 and up and having at least three years of experience) may become Knothole certified by attending one session on rule and field positioning changes. Each District Supervisor may require all their umpires (no matter of age and experience) to attend all scheduled training activities/sessions to become certified.

3. Individuals may begin umpiring in the year that they turn 12 years of age by May 1st.

4. Districts shall be responsible for setting up a system for scheduling and paying their umpires. For umpire scheduling:

a. Athletic League games Class D Dr. through Class A Sr. – Two Knothole certified umpires, who shall both be at least two years older than the age level they are umpiring, assigned to all Athletic league games. If only one umpire is assigned, that umpire shall be at least three years older than the age level they are umpiring.

b. Recreational League games Class D Sr. through Class C Sr. – One Knothole certified umpire provided that umpire is at least three years older than the age level being umpired and is considered an experienced umpire., Otherwise, follow the procedure in 4(c) below.

c. Recreational League games Class B Jr. through Class A Sr. – Two Knothole certified umpires which shall both be at least two years older than the age level they are umpiring.

5. All Regional Tournament games shall have two umpires of the appropriate age and experience for the age level being umpired. The Region pays the host areas for all these umpires.

6. Special Circumstances

a. Umpires shall arrive at least 15 minutes prior to the scheduled start time of their game. If they are delayed or can't show up to umpire the game, they should communicate with the home team manager as soon as they know.

b. All games shall be played if only one certified umpire is available. For leagues in Class B Junior and up, visiting teams may lodge a complaint with their League Scorekeeper if only one certified umpire is consistently scheduled for games where two certified umpires are indicated to be scheduled. The League Scorekeeper will in turn make the Regional Board aware of the situation and the Board shall determine what should be done to rectify the issue.

c. If a District or local association is having trouble finding enough umpires to cover all the required games, they may ask for umpiring help from other Districts and/or local

associations within their Region. If at all possible, the host District and/or local association should provide the home plate umpire and fill in the base umpire from other Districts/associations.

d. When the home (host) team knows that they will not have enough umpires for a game in accordance with Section 4 above, the manager shall contact the visiting team and ask if they could or would provide one, or more, of their own umpires for the game. If no Knothole certified umpire(s) can be secured to work the game, the game shall be immediately cancelled and rescheduled. The intent is to not have teams travel to a game site where no umpire(s) will be present to work the game. The home (host) team will be required to pay any visiting umpire(s).

e. If both teams are at the field and no certified umpire is available by game time (30 minute grace period), the game shall be cancelled and rescheduled. Managers MAY NOT agree to put non-certified people (fans, coaches, etc.) on the field to umpire or help umpire any Knothole game. The rescheduled game shall be played at the visiting team's field with the home team remaining the home team. The visiting team shall provide the umpire(s) and the home team will pay the umpire(s) at the standard umpire pay rate of the visiting team (for up to two umpire).

f. Under NO circumstance is a close relative of a manager, coach or player to act as an umpire in any game in which such relative coaches or plays. This rule applies to foster and/or guardian relationships as well as father, son, brother, sister, mother, daughter, grand-father/mother/son/daughter, step-father/mother/son/daughter/brother/sister and half-brother/sister relationships. Further, NO manager, coach, player or close relative may umpire a Knothole game involving teams or relatives on teams in their league and/or division. PENALTY: Forfeiture of the game.

III. Regional Procedures

A. Athletic Leagues

1. Each District shall be required to put teams in the athletic league in each age group. These team should have had above .500 records in the past year and/or could obtain such a record in the current year. If not enough teams voluntarily join the athletic league in each age group, the Regional Board shall review the prior year's record of each District tea, in that age group and shall select teams to join the athletic league for that age group.

2. Teams in the athletic league shall play more regular season games than teams in the recreational league of that age group.

3. Only teams from each athletic league of an age group shall be eligible for the Athletic Knothole World Series Tournament. There shall be 4 teams from each Class for the Athletic Knothole World Series Tournament. To be eligible for the Athletic Knothole World Series Tournament, a team must:

a. Have a .500 or better record in their regular season league.

b. Must have played enough regular season league games to qualify. A team must have played no less than three (3) fewer games than the most games played in their league during the regular season. For example, if the most games played in their league during the regular season was 17, then a team must have played at least 14 games to qualify. Forfeited games do not count toward qualification.

4. Teams in the athletic leagues shall play teams throughout the region. Athletic leagues shall play full round robins so each team has the same opportunity in their attempt to reach the Athletic Knothole World Series Tournament.

5. Teams shall have generally the same number of home and away games.

B. Recreational Leagues

1. Teams in these leagues should generally be District teams with less than .500 records the prior year.

2. If enough recreational teams exist in a Class, then each Region shall attempt to create multiple recreational leagues in that Class with tighter geographic scheduling in mind.

3. Teams shall have generally the same number of home and away games.

C. Class A Leagues

1. Class A is considered 14U and 15U. Age 15U players are not considered overage on 14U teams.

2. Since teams at Class A tend to be fewer in numbers, each Region shall attempt to provide athletic and recreational leagues using both age groups before they would provide a single league at each age group. This shall be determined by each Region based on the number of teams available. Separate leagues with cross league scheduling shall also be considered based on the number of teams available. Further, teams may be placed in 14U and 15U leagues based on the number of players they have at each age.

D. Critical Game Scheduling after June 1st

1. Any games which are critical to determining first or second place of any league and/or Athletic Knothole World Series Tournament eligibility shall be played to completion. If a game is suspended for any reason when originally played, the League Supervisor and/or Scorekeeper should be contacted by the home team to determine when and where the game will be completed. Both teams are required to show up and complete the game.

2. Forfeits which are under consideration by the League Supervisor and/or Scorekeeper which would affect first and second place in any league and/or Knothole World Series Tournament eligibility must be forwarded to the Regional Board of Directors for a final determination prior to awarding the forfeit. Also see Team Manager's Responsibilities #10.

E. Tie Breaker Rules – Standings are based on number of wins, not winning percentage. If number of wins is not ties, then no tie exists.

1. Playoff games shall be avoided if possible.

2. Tie breaker rules for first or second place in leagues or Athletic Knothole World Series Tournament eligibility shall be applied in the following order:

a. Head to head record.

b. Percentage (%) of regularly scheduled games actually played to completion (run rule games count as games actually played to completion but games won by forfeit don't count)

c. Least number of average runs allowed in games actually played to completion (run rule games count as games actually played to completion but games won by forfeit don't count)

d. Playoff game.

e. Coin flip if playoff game can't be scheduled and played in time or if scheduled playoff game is rained out and can't be rescheduled in time.

F. Protest Board

1. The Regional Board of Directors shall create a Protest Board when required to hear any protest properly filed under KB Rule #14.

2. The fee for each protest shall be \$50 payable by cash or check made out to the North Region. The written protest along with the fee shall be in the hands of the League Supervisor and/or Scorekeeper or a Regional Board Member within 24 hours of the protest being made on the field of play during the protested game; or the protest will not be recognized.

G. Post Season Regional Tournaments

1. All teams not making it to the Athletic Knothole World Series Tournament from the North Region shall be eligible to play in the North Region post season tournaments for their age group.

2. The North Region shall, based on the number of teams playing, create at least 2 post season tournaments for each age group. One tournament shall be for the teams finishing with above .500 records during the regular season and the other tournament shall be for those teams finishing with a below .500 record in the regular season. The Region shall use its discretion in filling out each tournament bracket with teams that finished right at .500.

3. The number of post season tournament brackets that can be created in each age group will be decided based on the number of teams playing. It might be possible to create only one tournament bracket if enough teams don't play.

4. The post season tournament for above .500 teams and those leagues with a single tournament shall be a double elimination style. The tournaments for .500 or less than .500 teams shall be a single elimination style. The team fee paid prior to the season covers all tournament costs for each team playing.

NORTH REGION GAME PLAYING RULES DISTRICTS 4, 5 & 34

Class D Senior (9U) – Athletic League – 5 Inning Games

Follow all Major League and Knothole Baseball Inc. rules except:

1. Run rule is 10 runs after 3 innings (2 ½ innings if home team is leading by 10 or more runs when entering the bottom of the third inning).

2. If either team, during an offensive half inning, is leading by fifteen (15) runs or more, that team shall immediately end its batting may not bat again in the game until and if their lead falls below fifteen (15) runs. Due to the offensive half inning run limit, if the home team is leading by 10 runs or more going into the bottom of the 3rd or any subsequent inning, the game would be over by run rule.

3. Courtesy runners allowed for catcher only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next

inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.

4. All rostered players dressed and in attendance at a game must play two (2) defensive innings and have one (1) actual plate appearance in the game. A defensive inning is defined as being from the first pitch through the last out in any half inning. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as a plate appearance for this rule; the player must have at least one actual plate appearance. This rule doesn't apply to players who may become sick or injured and are removed from the game and official line-up prior to their completion of one (1) plate appearance and two (2) defensive innings. This rule does not apply to games ending by run rule. The plate appearance rule may not be able to be applied in Athletic League games when the 15 run lead limit applies; even so, team managers are encouraged to get all rostered players entered on the line-up card an actual plate appearance.

VIOLATION PENALTY: FORFEITURE OF THE GAME

5. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under KB rule #11 (Incomplete Games). In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under KB Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor and/or Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.

6. Grace period – late arriving teams will be allowed a 30 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine (9) eligible players, the umpires may order the game to begin. Only the League Supervisor and/or Scorekeeper or their superiors can declare a game a forfeit.

7. Pre-Game Batting Practice – Batting practice will be allowed 60 minutes (1 hour) preceding the scheduled start of any game only in the outfield of the scheduled game field and shall be directed inward to the outfield and away from all foul territory and infield areas. Batting practice may only be comprised of hitting whiffle balls, ping pong balls and/or heavy (mush) balls with or without the use of a net. Batting practice will not be allowed if there is already a scheduled game in progress on the game field. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then, as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled start of the game.

Class D Senior (9U) – Recreational League – 5 Inning Game

Follow all Major League, Knothole Baseball Inc. and Class D Senior Athletic League rules except:

1. An offensive half inning shall be limited by 6 runs or 3 outs; whichever comes first for each half inning of the entire game. If either team, during an offensive half inning, is leading by fifteen (15) runs or more, that team shall immediately end its batting and may not bat again in the game until and if the lead falls below fifteen (15) runs. Due to the offensive half inning run limit, if the home team is leading by 10 runs or more going into the bottom of the 3rd inning or any subsequent inning, the game would be over by run rule. If, at the middle of the 5th or any subsequent inning, the defensive team is ahead by more than six (6) runs, the home team gets to have its at bat in the bottom of such inning even though the home team can't tie or win the game.

2. Base runners can lead off, but cannot advance (steal) until the pitched ball crosses home plate. The base runner's lead can be no more than six (6) feet off the base or the runner is out; based on the umpire's judgment of the base runner's lead. The six (6) foot line is measured from the inside of first (1st) base and the base runner's front (lead) foot can't extend beyond this line (suggest marking this distance with a chalk line). The base runner, after getting their lead, must remain stationary until the pitched ball crosses home plate; if the base runner moves toward the next base before the pitched ball crosses home plate, the base runner shall be called out. If the base runner attempts a walking/running lead/steal, the base runner shall be called out. The base runner may steal only one base at a time; after the steal, the play is over and the ball is returned to the pitcher. The base runner MAY NOT steal home.

3. On a dropped third strike by the catcher, the batter is out. The ball is live, so base runners may advance (steal) at their own peril. However, base runners cannot steal home on a dropped third strike. Base runners may only advance to home on a live ball put in play by the batter, forced by a walk or a batter hit by the pitch (HBP) or if a fielder (catcher or otherwise) makes a play (throw) on the runner at third base. If the catcher or any other fielder makes a play (throw) on any base runner and the ball is missed by the fielder (overthrow), the base runner(s) may advance no more than one base at their own peril; after such time the play is over, the ball is dead and the ball shall be returned to the pitcher for the next pitch.
4. Balks shall be called after one (1) warning to each pitcher.
5. The continuous batting order is mandatory and shall be used by both teams at all times.

Class C Junior (10U) – Athletic League – 5 Inning Games

Follow all Major League and Knothole Baseball Inc rules except:

1. Run rule is 10 runs after 3 innings (2 ½ innings if home team is leading by 10 or more runs when entering the bottom of the third inning).
2. Courtesy runners allowed for catcher only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
3. All rostered players dressed and in attendance at a game must play two (2) defensive innings and have one (1) actual plate appearance in the game. A defensive inning is defined as being from the first pitch through the last out in any half inning. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as a plate appearance for this rule; the player must have at least one actual plate appearance. This rule doesn't apply to players who may become sick or injured and are removed from the game and official line-up prior to their completion of one (1) plate appearance and two (2) defensive innings. This rule does not apply to games ending by run rule.

VIOLATION PENALTY: FORFEITURE OF THE GAME

4. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under KB rule #11 (Incomplete Games). In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under KB Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor and/or Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
5. Grace period – late arriving teams will be allowed a 30 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine (9) eligible players, the umpires may order the game to begin. Only the League Supervisor and/or Scorekeeper or their superiors can declare a game a forfeit.
6. Pre-Game Batting Practice – Batting Practice will be allowed within 60 minutes (1 hour) preceding the scheduled start of any game only in the outfield of the scheduled game field and shall be directed inward to the outfield and away from all foul territory and infield areas. Batting practice may only be comprised of hitting whiffle balls, ping pong balls and/or heavy (mush) balls with or without the use of a net. Batting practice will not be allowed if there is already a scheduled game in progress on the game field. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then, as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled start of the game.

Class C Junior (10U) – Recreational League – 5 Inning Games

Follow all Major League, Knothole Baseball Inc. and Class C Junior Athletic League rules except:

1. The continuous batting order is mandatory and shall be used by both teams at all times.

Class C Senior (11U) – Athletic and Recreational Leagues – 6 Inning Games

Follow all Major League and Knothole Baseball Inc. rules except:

1. Run rule is 10 runs after 4 innings (3 ½ innings if home team is leading by 10 or more runs when entering the bottom of the fourth inning).
2. Courtesy runners allowed for catcher only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
3. All rostered players dressed and in attendance at a game must play two (2) defensive innings and have one (1) actual plate appearance in the game. A defensive inning is defined as being from the first pitch through the last out in any half inning. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as a plate appearance for this rule; the player must have at least one actual plate appearance. This rule doesn't apply to players who may become sick or injured and are removed from the game and official line-up prior to their completion of one (1) plate appearance and two (2) defensive innings. This rule does not apply to games ending by run rule.

VIOLATION PENALTY: FORFEITURE OF THE GAME

4. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under KB rule #11 (Incomplete Games). In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under KB Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor and/or Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
5. Grace period – late arriving teams will be allowed a 30 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine (9) eligible players, the umpires may order the game to begin. Only the League Supervisor and/or Scorekeeper or their superiors can declare a game a forfeit.
6. Pre-Game Batting Practice – Batting practice will be allowed within 60 minutes (1 hour) preceding the scheduled start of any game only in the outfield of said game field and shall be directed inward to the outfield and away from all foul territory and infield areas. Batting practice may only be comprised of hitting whiffle balls, ping pong balls and/or heavy (mush) balls with or without the use of a net. Batting practice will not be allowed if there is already a scheduled game in progress on the game field. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then, as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled start of the game.

Class B Junior (12U) & Class B Senior (13U) – Athletic League – 6 Inning Games

Follow all Major League and Knothole Baseball Inc. rules except:

1. Run rule is 10 runs after 4 innings (3 ½ innings if home team is leading by 10 or more runs when entering the bottom of the fourth inning).
2. Courtesy runners allowed for catcher only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
3. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under KB rule #11 (Incomplete Games). In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under KB Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor and/or Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.

4. Grace period – late arriving teams will be allowed a 30 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine (9) eligible players, the umpires may order the game to begin. Only the League Supervisor and/or Scorekeeper or their superiors can declare a game a forfeit.
5. Pre-Game Batting Practice – Batting practice will be allowed within 60 minutes (1 hour) preceding the scheduled start of any game only in the outfield of said game field and shall be directed inward to the outfield and away from all foul territory and infield areas. Batting practice may only be comprised of hitting whiffle balls, ping pong balls and/or heavy (mush) balls with or without the use of a net. Batting practice will not be allowed if there is already a scheduled game in progress on the game field. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then, as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled start of the game.

Class B Junior (12U) & Class B Senior (13U) – Recreational League – 6 Inning Games

Follow all Major League, Knothole Baseball Inc. and Class B Junior and Senior Athletic League rules except:

1. All rostered players dressed and in attendance at a game must play two (2) defensive innings and have one (1) actual plate appearance in the game. A defensive inning is defined as being from the first pitch through the last out of any half inning. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as a plate appearance for this rule; the player must have at least one actual plate appearance. This rule doesn't apply to players who may become sick or injured and are removed from the game and official line-up prior to their completion of one (1) plate appearance and two (2) defensive innings. This rule does not apply to games ending by run rule.

VIOLATION PENALTY: FORFEITURE OF THE GAME

Class A Junior (14U) & Class A Senior (15U) – Athletic and Recreational Leagues – 7 Inning Games

Follow all Major League and Knothole Baseball Inc. rules except:

1. Run rule is 8 runs after 5 innings (4 ½ innings if home team is leading by 8 or more runs when entering the bottom of the fifth inning).
2. Courtesy runners allowed for catcher only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
3. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under KB rule #11 (Incomplete Games). In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under KB Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor and/or Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
4. Grace period – late arriving teams will be allowed a 30 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine (9) eligible players, the umpires may order the game to begin. Only the League Supervisor and/or Scorekeeper or their superiors can declare a game a forfeit.
5. Pre-Game Batting Practice – Batting practice will be allowed within 60 minutes (1 hour) preceding the scheduled start of any game only in the outfield of said game field and shall be directed inward to the outfield and away from all foul territory and infield areas. Batting practice may only be comprised of hitting whiffle balls, ping pong balls and /or heavy (mush) balls with or without the use of a net. Batting practice will not be allowed if there is already a scheduled game in progress on the game field. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then, as long as both

teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled start of the game.

NORTH REGION TEAM MANAGER'S RESPONSIBILITIES DISTRICTS 4, 5 & 34

A. General

1. Know and comply with all rules pertaining to playing games in your respective league.
 - a. In Class A, know and follow the OSHAA rule about the number of players from the same High School baseball team being allowed to play on a Knothole team prior to June 1st.
 - b. For schools with Junior High School baseball teams, the OSHAA rules may apply; check with your School District's Athletic Director for guidance. This could affect Class B.
 - c. If either 1(a) or 1(b) affects your team, you are expected to roster the required players to play your scheduled games before your school baseball team players can play for your Knothole team.
2. Complete team roster and player contracts, verifying all information as correct. Submit as required.
3. Treat all umpires with respect. During a game, address the umpire(s) only after receiving a proper time out.
4. Provide a team scorekeeper for each game who will record for both teams the following information:
 - a. Each player's first and last name and jersey number.
 - b. Pitches thrown by each pitcher.
 - c. Runs scored by each team.
5. Discuss ground rules before each game with the opposing team manager and the umpires. This shall occur when directed by the umpires.
6. Control the conduct of your team's players and spectators before during and after the game while within the vicinity of the playing field. During the game, no one is allowed to be directly behind the backstop.
7. If you need to cancel a game, do so at least 48 hours before the scheduled start time of the game. The only acceptable reasons to cancel a game for lack of players without possible forfeit are for conflicts with scheduled school or religious functions. Managers are encouraged to work together in these situations to get games rescheduled because "what goes around comes around." The League Supervisor and/or Scorekeeper should be notified regarding any unresolved conflicts.
8. Forfeits
 - a. Managers can't agree amongst themselves to accept and/or give a forfeit. Only the League Scorekeeper and/or the Regional Board can award forfeits.
 - b. A team manager who does not notify the opposing team manager until the day of the game that there will be an insufficient number of players to start the game will forfeit said game. Also, any team not showing up at a field to play a scheduled or rescheduled game (after 30 minute grace period) shall forfeit said game unless unusual circumstances are presented to the Regional Board as to why the forfeit should not be granted. Any manager involved in a forfeit must notify their League Scorekeeper within 24 hours of the forfeited game. PENALTY: The manager of a team that forfeits a game by not notifying the opposing manager at least the day before the game, or by not appearing at the field with his/her team for the game shall pay a forfeit fee of \$50 to the Regional Board before his/her team's next scheduled game. In the event the fee is not paid within ten (10) days of the first forfeited game, the manager will be suspended for the balance of the year, including tournaments. Also, if a manager forfeits more than two (2) games during the regular season, said manager will appear before the Regional Board for a disciplinary hearing and subsequent action. The manager could face up to an indefinite suspension from managing or coaching any Knothole team.
 - c. Forfeit scores shall be recorded as follows:
 - i. 5 inning games – 5-0 – Classes D Senior(9U) and C Junior(10U)
 - ii. 6 inning games – 6-0 – Classes C Senior(11U); B Junior(12U) and B Senior(13U)
 - iii. 7 inning games – 7-0 – Class A (14U & 15U)
9. If both team managers agree to play a doubleheader which is not part of the regular schedule, the team managers must agree on who will obtain the umpires for both games and who will pay the umpires for both games.
10. Game Rescheduling
 - a. Games cancelled must be rescheduled and played within two weeks of the original game date. Within 72 hours of the original game date, the home team manager must offer the visiting team manager two reschedule dates within the two week window which do not conflict with published play dates for both teams. The visiting team must accept one of those dates unless they can show an already existing scheduled game on those dates or they can show

that either date would require them to play on more than three consecutive days. If no reschedule date can be agreed upon by the managers, the home team manager must notify the League Scorekeeper and the League Scorekeeper shall set a reschedule date based on mutually open dates between the teams which does not require either team to play more than three consecutive dates. Whenever possible, cancelled games should be rescheduled and played in the order in which they were cancelled; this way teams can't pick and choose who they will reschedule games with and who they won't reschedule games with and the entire schedule gets played as intended.

b. If the home team manager does not offer two reschedule dates within 72 hours of the original game date, then the visiting team manager may offer two reschedule dates within the next 72 hours, still abiding by the two week rescheduling rule. The home team manager must pick one of the dates unless they can show an already existing scheduled game on those dates or they can show that either date will require them to play more than three consecutive days. If a conflict still exists, the League Scorekeeper shall be notified and they shall set a reschedule date based on the requirements stated in 10(a). If the game is played on the visiting team's field, the home team is still the home team and may choose to bring their own umpires or pay umpires provided by the visiting team (up to 2) at the visiting team's standard umpire pay rate.

c. After June 1st, the two week rescheduling window shall be replaced by a "next mutually open date" rule for rescheduling games, even if the game must be played on a neutral field to get it played. The rule that no team must play more than three consecutive days (unless they choose to do so) shall remain in effect. If the rescheduled game is played on a neutral field, the home team shall have the right to bring their own umpires or pay the host site's umpires (up to 2) at the host site's standard umpire pay rate.

d. League Scorekeepers are responsible for overseeing the completion of the league schedule. If the team managers are not cooperating in agreeing to reschedule dates for cancelled games, the League Scorekeeper shall immediately notify the Regional Board and the Board will become involved in the rescheduling process with the managers. The Board can and will set a reschedule dates and order games played. Forfeits for not playing rescheduled games on established reschedule dates may be awarded by the League Scorekeeper. These forfeits may be appealed to the Regional Board.

B. As Home Team or Host Team – Including Scheduled Doubleheaders

1. Inclement weather

a. Ideally 2 hours (but not less than 1 ½ hours) prior to the game's scheduled start time call the opposing team manager to cancel or delay the game as the case may be.

b. Some parks have field condition hot lines which shall be published so each manager can call in for updated information.

2. Provide for umpires to umpire the game(s) and provide for paying the umpires.

3. Set up the field of play with home plate, bases and pitching rubber all at proper distances for the game to be played. This shall include providing chalk foul lines between home plate and first and third bases at a minimum.

4. Furnish one new game ball plus all back-up balls required to complete each scheduled home game.

5. The home team's scorebook is the official scorebook used by the umpires for the game. Make sure your scorekeeper communicates any required information to the home plate umpire and is available to answer any scoring questions the umpire(s) might have.

The home team's score keeper shall coordinate with the visiting team's scorekeeper to make sure all information in both score books is accurate and correct.

6. Host team is the home team for the first game of the doubleheader and will be the visiting team in the second game of the doubleheader.

C. As Visiting Team Manager

1. Work with home team manager to quickly reschedule any games cancelled due to inclement weather. Consider offering a field if the home team can't get field time within two weeks after the postponed game.

2. Communicate with home team manager if you will be late to start a game as soon as that situation is known.

3. Provide one new game ball at each scheduled game you are the visiting team.

D. As Winning Team Manager

1. Report game score to your League Scorekeeper within 24 hours of the completion of the game. For all leagues, report the player(s) name(s) and number(s) who pitched for both teams and the respective pitch counts for each pitcher.

2. If, in a doubleheader, each team wins one game, then the winning team from each game reports that game score to the League Scorekeeper.

3. NOTE: Team managers WILL NOT record game scores on the website.

NORTH REGION POST-SEASON TOURNAMENT RULES
DISTRICTS 4, 5 & 34

1. **ELIGIBILITY & FEES:** Those teams playing in Knothole North Region league play and not eligible for the Knothole World Series Tournament are eligible to play in the North Region post-season tournaments. The fees for these tournaments are included in your team fee which was paid in March. There is no refund of any portion of your team fee if you do not play in the post-season tournaments.
2. **STARTING/ENDING DATES:** The tournaments may begin the Thursday following the end of the regular season or another date as assigned by the Knothole North Region Board. All efforts will be made to finish the tournaments prior to the 4th of July.
3. **TOURNAMENT BRACKETS:** The various tournament brackets will be drawn up by the Knothole North Region Board based on the number of teams entered in each class. If enough teams are entered in each class, there shall be more than one tournament for that class. Regular season record and Athletic/Recreational league play will be used to determine which tournament a team is placed in for their class and will determine seeding in that tournament. Tournaments shall be classified as:
 - Single – all teams from one class in the same tournament. All single tournaments shall follow the Athletic league playing rules for that class. Double elimination.
 - North – all teams from one class with winning records. Tournament shall follow the Athletic league playing rules for that class. Double elimination.
 - Central – all teams from one class with around .500 records. Tournament shall follow the Recreational league playing rules for that class. This tournament will be the last tournament created in a class, there will be very few Central tournaments. In most cases, teams with around .500 records will be moved to North or South tournaments to fill in brackets. Single elimination.
 - South – all teams from one class with losing records. Tournament shall follow the Recreational league playing rules for that class. Single elimination.
4. **TOURNAMENT SITES:** Tournament sites will be assigned by the Knothole North Region Board and will be across the entire North Region.
5. **TOURNAMENT DIRECTOR AND FIELD ARBITRATOR:** The host site shall name a Tournament Director, and alternate Tournament Director and a certified Knothole umpire as a field arbitrator for each tournament being hosted. No manager, coach or parent of a team playing in their particular tournament can be the Tournament Director, alternate Tournament Director and/or the field arbitrator of that tournament.
6. **TOURNAMENT GAME DATE SCHEDULING:** Once the brackets are forwarded to the host site, the host site is responsible for scheduling all tournament games and ensuring the completion of the tournament. Doubleheaders are possible, especially for championship games. Unless inclement weather dictates otherwise, teams will not be scheduled to play three days in a row.
7. **GAME TIMES:** Weekday games shall start at 6:00PM or 6:15PM as determined by the host site. The host site may also schedule games under the lights where lights are available. Saturday games shall not start prior to 9:00AM. Sunday games shall not start prior to 1:00PM.
8. **HOME TEAM:** A coin toss shall occur immediately before each game. The winner of the coin toss may elect to be either the "Home" or "Visiting" team for that game. In doubleheaders with the same opposing teams, the "home" team in the first game will be the "Visiting" team in the second game.
9. **GAME BALLS:** The host site shall provide two new game balls for each game. The teams shall supply serviceable back-up balls, starting with the home team.
10. **UMPIRES:** The host site shall provide two Knothole certified umpires for each tournament game. Occasionally, only one umpire may be available because of the number of games scheduled at the same time. The host site pays the umpires, not the teams. The North Region reimburses the host site for their umpire fees.
11. **TIE GAMES:** There will be no tie games. All games will be played to conclusion. Run rules apply. KB Rule #11(a), Incomplete Games, applies.

12. FORFIETS: Any team that must forfeit a tournament game must notify the host site no less than 24 hours before the scheduled start time of the game. Failure to comply with this rule will cost the team \$50, payable to the North Region Treasurer.

13. FORFEITS: The field arbitrator assigned by the host site shall decide upon any umpire (not judgment) ruling that is questioned. The arbitrator's decision on game issues is final and cannot be appealed. However, if a manager so chooses, he may formally protest a player eligibility issue to the Knothole North Region Board. The formal protest must be filed on the day of the game and a \$50 protest fee must accompany the written protest or the protest will not be considered. The fee will not be refunded if the protest is denied. The decision of the Knothole North Region Board is final.

14. PICKING UP PLAYERS FOR NORTH REGION TOURNAMENT TEAMS

- a. Any Knothole player with a valid player contract who played on a North Region Knothole team during the current regular season and whose team is NOT playing in either the City Tournament or the North Region post-season tournaments is eligible to be picked up by a team playing in the North Region post-season tournaments provided that the player is from the same class as the team which is picking him up.
- b. A tournament team picking up additional players must do so PRIOR to the beginning of their tournament (not just prior to the team's first game in the tournament). The team must notify their Tournament Director of their additional picked up player(s) BEFORE the team's first tournament game. Prior to each tournament game, the manager of a team with picked up players must declare those player(s) to the opposing team manager and scorekeeper when exchanging line up cards during ground rules or before.
- c. Hierarchy of adding/picking up players:
 - i. Teams in your class from your own community/area
 - ii. Teams in your class from your school district
 - iii. Teams in your class from within your Knothole District
 - iv. Teams in your class from within the North Region but outside your Knothole District
- d. Added, picked up players CANNOT PITCH.

NORTH REGION RULE ADDITIONS, CHANGES AND/OR CLARIFICATIONS AFTER THE RULE BOOK HAS BEEN PUBLISHED DISTRICTS 4, 5 & 34

1. The North Region Rule Books are published after the January Knothole North Region Board meeting. After leagues are established in March, it may be necessary for the Knothole North Region Board to change, eliminate, add, and/or modify certain published rules in order to successfully complete certain league schedules for the upcoming regular season. Any such changes shall be posted on the North Region website and shall be forwarded to League Scorekeepers, Umpire Coordinators and District Supervisors for distribution to all affected teams and umpires. Any such rule changes made by the Knothole North Region Board are final and binding on all parties.

2. During the season, certain rules that may be unclear, misunderstood, unevenly applied and/or adjudicated in game situations, etc. may come to the attention of the Knothole North Region Board. The Knothole North Region Board shall review such situations and determine if any clarifications are required. Any changes/interpretations deemed necessary shall be distributed by the Knothole North Region Board in accordance with the procedure outline in #1 above.

DISTRICT 34 CLASS D-1, D-2 AND D-3 RULES

I. GENERAL RULES FOR CLASSES D-1, D-2 AND D-3

1. No base stealing or leading off. PENALTY: The runner is OUT (no warning). A runner may release from the base on the swing, but cannot advance if the batter does not hit the ball. In the event of a strikeout, runners must hold bases.
2. The infield fly rule shall not be enforced.
3. Overthrow Rule: A thrown ball to a defensive player (whether caught or not) at any base where there is a potential play may allow the runner to advance one base only. This is not an awarded base. Runners advance at their own peril. Other runners may advance on the first thrown ball. The ball is dead on the second potential play (whether caught or not) but the defense will not be penalized if they make the put out. Base runners must return to the last base earned. In the event the ball is thrown out of play, out of play rules shall apply. Please see "Overthrow Rule Clarification" below for situations and examples. The Overthrow Rule is in effect even for the last batter.
4. The umpire will call OUT any player running over or pushing down a defensive player. On the second offense, the player will be ejected from the game. All players should be encouraged and taught to slide into bases rather than running into a fielder or out of bounds. Umpires can call obstruction on defensive players.
5. The use of the continuous batting order is mandatory. See KB rules #18 & #19.
6. A team, in each turn at bat, may not score more than seven (7) runs per inning regardless of whether three outs are made.
7. PLAYER PITCH
 - a. Pitches will be made by a player.
 - b. All pitches must be overhand.
 - c. Umpires will call balls and strikes.
 - d. No adults will be on the field of play.
8. NUMBER OF PLAYERS
 - a. Ten fielders are allowed and encouraged. The tenth fielder MUST be an extra outfielder. Defensive players MUST play their normal positions. All players must play at least two innings in the field.
 - b. Outfielders can be no closer to 15 feet beyond the base path. Outfielders cannot cover bases on the initial play at that base.
 - c. PENALTY: On the first offense the umpire will warn the manager and player. A second offense by the same player shall result in the player's ejection from the game. After two violations by player(s) from the same team, the umpire shall warn the manager a third violation shall result in the manager's ejection from the game. Manager shall be ejected from the game after the third violation. He will be removed because he flagrantly disregarded this rule, which was established for the safety of the players.
9. In the event of a strikeout, runners shall hold their bases. No advancement.
10. Bunting is legal. If the ball is bunted foul on the third strike, the batter is OUT. No bunting in D-3.
11. In the event a manager wishes to appeal a play, he shall advise the home plate umpire immediately after the umpire calls time to signal the end of the play he wishes to appeal. If the play involves a decision of the field umpire, the home plate umpire shall call him to the plate and the manager shall address his appeal to him. If the manager's appeal is denied and he still wishes to protest, he shall follow the procedures listed in the City and District Rules.
12. Balks will not be enforced. The umpire shall advise the player when a balk occurs without penalty in order to improve their understanding of the game.
13. Managers may NOT decide to vary these rules in any way.

II. CLASS D-1 SPECIFIC RULES (8 U) – COACH AND PLAYER PITCH

1. Class D-1 is the second year of coach and player pitch. Coach Pitch will be used for the first (1) inning and Player Pitch will be used for the second, third, fourth, fifth innings and all extra innings. This will be used for the regular season and the District Tournament.
2. The playing of Coach Pitch will be governed by Rule #4 under the specific D-2 rules.
3. During player pitch, the pitch count limit is 50 pitches. See KB Rule #17 for pitch definition and what to do when the pitch count limit is reached; the pitcher can finish pitching to the current batter at the plate and then must leave the game as a pitcher but can move to another position. No pitch intentional walks are not allowed.
3. RUN RULE: If the home team or visiting is ahead by 13 runs at the end of the fourth inning, the game shall be considered complete after four innings. If the visiting team is ahead by 13 runs after four and a half innings, the game is considered complete.
4. Managers may NOT decide to vary these rules in any way.

III. CLASS D-2 SPECIFIC RULES (7 U) – COACH AND PLAYER PITCH

1. Class D-2 shall be a combination of Coaches Pitch and Player Pitch. Coaches Pitch will be used for the first three (3) innings and Player Pitch will be used for the fourth, fifth inning and all extra innings. This will be used for the regular season and the District Tournaments.
2. During player pitch, the pitch count limit is 40 pitches. See KB Rule #17 for pitch definition and what to do when the pitch count limit is reached; the pitcher can finish pitching to the current batter at the plate and then must leave the game as a pitcher but can move to another position. No pitch intentional walks are not allowed.
2. RUN RULE: If the home team or visiting is ahead by 15 runs at the end of the fourth inning, the game shall be considered complete after four innings. If the visiting team is ahead by 15 runs after four and a half innings, the game is considered complete.
3. Any batter who THROWS his bat shall be declared OUT by the umpire, regardless of whether the ball is hit safely or not. Ball is DEAD, runners may not advance.
4. COACH PITCH
 - a. Pitches will be made by an adult. The adult pitcher shall make all pitches from a standing position.
 - b. All pitches will be made overhand with the adult pitcher having at least one foot in contact with the pitcher's plate prior to making each pitch.
 - c. The umpire will call strikes; the batter shall be called OUT on the third strike, whether called or swinging. The batter will also be called OUT on strikes on the seventh pitch (exception: the batter cannot be called OUT if the seventh pitch is fouled). NO WALKS.
 - d. A player shall play the position of pitcher and shall be located within five feet of the adult pitcher, but not in front of the pitcher's plate.
 - e. It shall be the player/pitcher's responsibility to field batted balls hit to the pitcher's position. The adult pitcher must avoid batted balls. In the event the batted ball hits the adult pitcher, the batter shall be awarded first base. Additionally, if the player/pitcher was not in his proper position prior to the ball being batted and, in the opinion of the umpire, gained an advantage in fielding the batted ball and putting OUT the batter/runner, the umpire may call DEAD BALL and award the batter/runner first base.
 - f. It shall be the player/pitcher's responsibility to field all thrown balls to the pitcher's position after a batted ball is hit into fair territory. Thrown balls must be avoided by the adult pitcher until the play is over. In the event a live, thrown ball hits or is caught by the adult pitcher, the ball is DEAD and all runners return to the base previously earned (touched safely).
 - g. The adult pitcher must stay within five feet of the pitcher's plate or relocate in foul territory while directing runners. A warning shall be given on the first violation and upon a second infraction, the adult pitcher shall be removed from pitching duties for the remainder of the game, being replaced by another adult pitcher.
5. Managers may NOT decide to vary these rules in any way.

IV. CLASS D-3 SPECIFIC RULES (6 U) – T BALL

1. Class D-3 shall use a batting tee as its basic method of play. All rules covering pitching or the pitcher or the pitched ball shall not apply. However, the pitcher must remain on the pitching mound until the batter has hit the ball.

2. HOME TEAM IS RESPONSIBLE FOR THESE FIELD PREPARATIONS:

- a. Lining foul lines;
- b. Positioning bases, including home plate;
- c. Locating a pitching plate or line on mound 45 feet from the point of home plate;
- d. Lining a ten foot radius circle ("ten-foot circle") around home plate (20 foot diameter).

3. NO coach or manager is permitted within the ten-foot circle when a player is batting.

4. RUN RULE: If the home or visiting team is ahead by 11 runs or more at the end of the fourth inning, the game shall be considered complete after four innings. If the visiting team goes ahead by 11 runs after four and a half innings, the game is considered complete.

5. Two defensive coaches will be allowed on the field of play. They must position themselves in the outfield (one each behind the shortstop and second baseman positions and even with the outfielders). No defensive coach is allowed to "touch" a defensive player while the ball is "in play." If this occurs, the batter shall be awarded a HOME RUN.

6. BATTING

- a. The batter will take a full swing (no bunting). A bunt is considered a foul ball.
- b. The batter may address the ball twice; the third time is a strike.
- c. If the tee is hit before the ball is hit, it is considered a foul ball. However, if a batted ball popped up into the air and declared FOUL by the umpire is caught by a defensive player, the batter is OUT (ball is ALIVE). Runners are in peril of being "doubled up" and must return to their original base.

7. Ball is considered FOUL if it does not travel beyond the circle drawn between the foul lines, ten feet from home plate.

8. Home team will provide the game ball. Each team may use its own tee, however the home team is responsible for one tee to be present to insure the game can be played. Failure to have a tee available could result in forfeit of the game.

9. Any batter who THROWS his bat shall be declared OUT by the umpire, regardless of whether the ball is hit safely or not. Ball is DEAD, runners may not advance.

10. The home plate umpire will remove the tee from the plate after the ball is hit. This will permit safe play at home plate. If only one umpire, an offensive coach is to remove the batting tee.

11. Teams must have eight players to start a game. If less than eight are available, the game shall be considered a forfeit. The ninth spot in the batting order is considered OUT.

12. Time shall be called and play stopped when any defensive player in control of the ball is within the ten-foot circle (ball AND player within the circle).

13. PLAYER POSITIONING

- a. Until the ball is hit, infielders can be no closer to home plate than three feet inside the base paths.
- b. Pitcher must be on the pitching plate/stripe.
- c. All players must play in their positions until the ball is hit.

14. Managers may NOT decide to vary these rules in any way.

V. OVERTHROW RULE CLARIFICATIONS

1. THE PURPOSE OF THE OVERTHROW RULE IS TO ENCOURAGE COACHES AND PLAYERS TO ATTEMPT TO MAKE PLAYS AND TO LEARN THE GAME OF BASEBALL.

2. OVERTHROW BY INFIELDER

a. Runners on first and second bases, less than two outs. The ball is hit to the shortstop who throws the ball over the head of the second baseman who is covering second base (or the first baseman who is covering first base). Runners advancing to third and second base respectively can then advance one additional base: player starting at second base could score, player on first base could advance to third base, batter could advance to second base. These are NOT awarded bases.

b. Runners on first and second bases, less than two outs. The ball is hit to the pitcher who throws to first base. The first baseman fields the ball cleanly, but the batter is safe. This constitutes an overthrow (no OUT). Therefore, all runners can only advance one more base, at their own risk, regardless of whether a second throw (overthrow) occurs. Example: The first baseman then throws the ball past second base, the runner starting on first can go no farther than third base, and the runner starting on second base can score.

3. OVERTHROW BY OUTFIELDER

a. Runners on first and second bases, less than two outs. The ball is hit through the infield into center field. The outfielder plays the ball and returns it to a player covering second base (the ball must be thrown to a base at which there is a potential play) before the runner who started on first base has reached third base. The player covering second base catches the ball cleanly. Ruling: The runner starting at second base could score, the runner starting at first base could reach third base, the batter could reach second base. These are NOT awarded bases. NOTE: If the player covering second base then throws to home or third base to catch a runner, this is the second "overthrow" (whether it is caught or not) and therefore the runners cannot advance (but they can be tagged OUT!).

b. Runners on first and second bases, less than two outs. The ball is hit past an outfielder. The ball is relayed to second base, after the batter has passed the base. This is not an "overthrow" (whether or not it is caught) because there is no play at that base. The runners may continue to advance.

DISTRICT 34 SUPPLEMENTARY INTERPRETATIONS, MODIFICATIONS, PROCEDURES AND CLARIFICATIONS

RULE #29 (KB) - POTENTIAL SITUATIONS ON RUNNING INTO DEFENSIVE PLAYERS:

1. Runner attempting to score from third base. Catcher is waiting on the ball ten feet up the line. Runner bumps into catcher as he runs past the catcher, staggering the catcher. Ruling: Runner should be called OUT and warned about "avoiding contact."
2. Runner attempting to score from third base. Catcher has the ball at home plate. Runner dives and body-blocks the catcher. Catcher drops the ball. Ruling: Runner is OUT. Runner should also be ejected from the game for unsportsmanlike behavior. Ball is DEAD, other runners return to the last earned base.
3. Same situation as #2 above, except catcher hangs onto ball and throws out another runner at third base. Ruling: Same as above, except ball is ALIVE. Do not penalize the defensive player. If the throw to third should be wild, the umpire may judge it to be a result of the collision and declare the ball DEAD, returning the runner to second base.
4. Grounder to short, ball thrown to second baseman covering second base, runner from first base slams into baseman, causing the ball to be dropped. Ruling: Runner is OUT and should be ejected for a dangerous and unsportsmanlike play. Ball is DEAD. If less than two outs and in the umpire's judgment there could have been a play at first base, a double play could be called.
5. Runner attempting to score from third base. Catcher is 12 feet up the line. Runner runs wide to avoid the catcher. Catcher suddenly moves into the runners path in an attempt to field an errant throw. Collision occurs, knocking both players down. Ball is ALIVE. Neither interference nor obstruction should be called. Runner is SAFE or OUT, depending on which player recovers and finishes the play first.
6. Runner attempting to score from third base. Catcher moves up the first base line to field throw, turns, dives and misses tag on the runner who scores standing up. Ruling: Play is legal (no contact). Run scores, ball is ALIVE. THERE IS NO RULE STATING RUNNERS MUST SLIDE!
7. Runner is attempting to score from third base. Catcher is blocking home plate as throw is coming in. Runner dives directly over the catcher and tags home plate. Ruling: Runner should be called OUT (even if no contact) for creating a dangerous play. If a collision occurs, the runner could be ejected.
8. Runner is attempting to score from third base. Catcher is ten feet up the line. Catcher fields the throw, turns, and tags the passing runner in the face. Catcher hangs onto the ball. Ruling: Runner is OUT. However, the catcher should be warned that the tag is a dangerous play. If the umpire feels the tag was violent and/or intentional, catcher could be ejected for dangerous and unsportsmanlike play.

MODIFICATIONS OF BALK RULES:

In the Major League rules, Rule 5.07 defines the proper mechanics of the Legal Pitching Delivery for pitchers using the Windup and Set Positions. This rule also defines balks which are to be called when these mechanics are not used. Further, Rule 8.05 defines balks which are to be called when a runner or runners occupy the bases.

We encourage all managers and coaches to train their pitchers of all ages to use the proper mechanics and methods as defined in the rules. Hopefully managers and pitchers using the proper mechanics will not be surprised by an umpire calling the rules as written.

However it is increasingly common at the high school, college and professional levels for umpires to not call the rules as written, but rather use a "consistency of mechanics" interpretation of the pitching rules.

District 34 is instructing its umpires to apply the following pitching mechanics when calling balks on pitchers:

1. In the Windup or Set Positions, any part of the pivot foot may be in contact with any part of the pitching plate and this will be considered legal.

2. In the Windup or Set Positions, the pitcher's free foot may be to the side of the pitcher's plate and not within the width of the plate.
3. In the Windup Position, a pitcher is allowed one step back and one step forward with his free foot. This step should be in a straight line back and forth from the starting position of his free foot. The step does not have to be in a straight line back and forth within the width of the pitcher's plate. However, with runners on base, any step sideways toward first or third base with his free foot will be considered a balk. No "stepping in the bucket" to gain leverage.
4. Any pitching delivery a pitcher uses which involves "walking" onto the pitcher's plate with his pivot foot is a balk. Sometimes, at the younger ages, pitchers are taught this to gain leverage and/or speed up their pitching delivery.
5. In the Set Position, a pitcher will be allowed to "open his stance" with his free foot on an angle from his pivot foot. This angle shall not exceed a line from the front corner of the pitcher's plate closest to his free foot to a point midway between home plate and the base to which his free foot faces. The first step movement of his free foot in his stretch shall be toward his pivot foot or home plate. Any other step movement of his free foot shall be a balk.
6. When the pitcher is "checking" a runner on base, we allow a slow shoulder turn toward the base and back to his shoulder's original position without a balk being called. Any quick or deliberate shoulder movement in this regard shall be called a balk. Also, any slow shoulder movement combined with any quick head movement shall be called a balk. Of course, the pitcher with his shoulders square and steady may make any head movements without a balk being called.
7. Finally, if in the judgment of the umpire, the pitcher's movements outside proper mechanics are intended to deceive the runner or runners on base, a balk should be called.
8. Any other balk situations shall be called using the written rules 8.01 and 8.05 of the Major League Rule Book. In all cases, the umpire should be prepared to explain to the pitcher what he did that caused the umpire to call a balk.

PROTESTS AND APPEALS

1. PROTESTS

- a. A formal protest must be made before the next legal pitch or play.
- b. The opposing manager and both umpires must be notified.
- c. BOTH scorebooks must be noted with:
 - i. the reason for the protest
 - ii. the number of outs, men on base, score, ball and strike count
 - iii. Any other relevant information
- d. BOTH managers must sign BOTH scorebooks.
- e. BOTH umpires must sign BOTH scorebooks.
- f. The League Supervisor must be notified within 48 hours of the game by receiving a written protest detailing the entire situation and rules violated from the protesting team. If the League Supervisor is unavailable, the District Supervisor must be notified within 48 hours.

2. APPEALS

- a. Must be made before the next pitch or play.
- b. Can be made only while the ball is ALIVE (not during a time out).
- c. Can supersede a third out made during continuous action.
- d. Can result in a force out. (4.09a and 7.12)
- e. Can result in a batter-runner being called OUT at first base (4.09a and 7.12)
- f. Can be made only once on the same runner at the same base.
- g. Can be made by tagging the runner or the base.
- h. Can be made in one of two ways.
 - i. If the ball is still ALIVE at the end of the play, the appeal can be made directly to the umpire at that time (by tagging the base or the runner).
 - ii. If TIME has been called, the ball must first be put back into play (appeals must be made during a LIVE BALL situation). First, with the pitcher on the pitching plate with the ball, the umpire will put the ball back into play. Second, the pitcher steps off the pitching plate (a BALK at this time would constitute a "next play" and eliminate the possibility of an appeal) and announces his intention to "appeal" (runner missed base, runner left early); clearly stating

which runner and which base. Third, he carries or throws the ball to a teammate to tag either the player or base in question.

iii. REMEMBER: These are LIVE BALL situations so runners may advance at their peril.

DISTRICT TOURNAMENT RULES

1. ELIGIBILITY & FEES: Those teams playing in Knothole District 34 league play, Classes D Senior Rec(if needed), D-1, D-2 and D-3(if needed), are eligible to participate in the District Tournament. Fees are part of the team fees paid at the March District Board Meeting. There will be no refund of fees for any reason unless a league tournament is not held due to an insufficient number of teams.

2. STARTING DATE: The District Tournaments may begin the Thursday following the end of regular season play or another date as assigned by the District Board.

3. TOURNAMENT DIRECTOR AND FIELD ARBITRATOR: The host area shall name a Tournament Director, an alternate Tournament Director and a field arbitrator for each tournament being hosted. No manager, coach or parent of a team playing in a tournament can be the Tournament Director, alternate Tournament Director or field arbitrator of that tournament.

4. HOME TEAM is determined by a coin toss immediately preceding the game. Winner of this toss shall elect to be "Home" or "Visiting" team.

5. GAME BALLS: The area hosting the tournament will provide two new balls. Both teams shall have a serviceable backup ball available.

6. UMPIRES: Two certified umpires for D Senior Rec shall be assigned to each game by the host area. One certified umpire for D-1, D-2 and D-3 shall be assigned to each game by the host area. Area umpire fees will be reimbursed by the District at a rate determined by the District Board.

7. TIE GAMES: There will be no tie games. All games will be played to conclusion. RUN RULES apply.

8. FORFEITS: Teams must notify their own area association of their intent to forfeit out of the tournament before the Tournament Draw Meeting (date and time to be announced). In addition, any team that must forfeit a tournament game must notify the host area no less than 24 hours before its scheduled game. Failure to comply with this rule may cost the team's area association \$50, payable to District 34 Treasurer.

9. PICKING UP PLAYERS:

a. Any player on a team that forfeits out of the tournament BEFORE it begins is eligible to play on another team in the tournament. Additional players must be picked up by a team PRIOR to the beginning of the tournament. That team must notify their Tournament Director BEFORE that team's first game.

b. Teams from the area association from which a team forfeits out of the tournament shall have first priority in picking up eligible players. The site manager should be notified that players are available.

c. Other teams should also contact the site manager to advise they may need players. If necessary, a draft would be held at the tournament site of such players and teams with the order of the draft running the opposite of the final league standings. Teams do not have to draft anyone if they so choose.

d. Such players cannot pitch. (D-3 players cannot play first base.)

e. Managers must identify such players to their opposing manager/scorekeeper before the start of all games.

10. PROTESTS AND ARBITRATORS: Each host area will designate an adult certified umpire as Arbitrator. The Arbitrator will decide upon any umpire ruling (not judgment) in question. Generally, the Arbitrator's decision is final and cannot be appealed. However, if a manager so chooses, he can formally protest an Arbitrator's decision to the District Supervisor. This protest should deal only with player eligibility. The protest must be filed on the day of the game. A fee of \$50 must accompany all such formal protests. Fee may not be refunded if the protest is denied. Any decision by the District Supervisor is final.

11. GAME TIMES: Tournament games on weeknights will begin at 6:00 pm. Second, evening games (under the lights) may be scheduled by the host site. Tournaments can run through July 15.

DISTRICT 34 BY-LAWS

ARTICLE ONE - STRUCTURE AND MEMBERSHIP

1. Originating Authority
District 34 is organized under the auspices of the Knothole Baseball, Inc. District 34 operates under the general framework of Knothole Baseball's Constitution and By-laws. Knothole Baseball is responsible for establishing and maintaining the boundaries and integrity of the District 34 operating territory. In addition, the Knothole Baseball is responsible for appointing and electing the Executive Supervisor of District 34.
2. District 34 Area Franchises
 - A. Recognized Public School Districts within District 34's boundaries
 - B. Parishes within District 34's boundaries
 - C. The Executive Supervisor can allow individual teams to play in District 34 as long as those teams are not from within a structured area franchise within the District's boundaries or are from outside the District's boundaries but are released to play in the District by the Knothole Club
3. Membership in District 34 shall be of two classes:
 - A. Officers/Members of the District Board of Directors
 - B. Area franchise representatives - limited to two voting representatives as selected by each area franchise.
4. Officers of the Board of Directors
 - A. Executive Supervisor - appointed and elected by Knothole Baseball. May be removed by voluntary written resignation to both District 34 Board and Knothole Baseball Board, by official action of the Knothole Baseball Board for Knothole Baseball rules violations or by petition of a majority of the District 34 membership presented to and accepted by the Knothole Baseball Board under the rules and procedures of Knothole Baseball LLC.
 - B. League Supervisors (A, B, C, D, Lower D Leagues), Chief Umpire, Secretary, Treasurer and Ethics Committee Chairman - appointed by Executive Supervisor in conjunction with a vote of the majority of the membership. In the absence of a vote, the Executive Supervisor's appointment shall suffice. May be removed by voluntary written resignation to the Executive Supervisor, by direction of the Executive Supervisor or by petition of a majority of the District 34 membership presented to and accepted by the Executive Supervisor under the rules and procedures of District 34.
 - C. Offices Held - An individual can hold more than one office on the Board as might be necessary from time to time to complete the business of the District. At no time shall there be less than five individuals constituting the District 34 Board of Directors.

ARTICLE TWO - DUTIES OF OFFICERS

1. The Executive Supervisor shall:
 - A. Preside at all board and regular meetings.
 - B. Be responsible for all operations of the District
 - C. Appoint the appointive officers and create any necessary committees with the assistance and approval of the membership
 - D. Appoint another officer to act in his stead when he is unable to execute his duties
 - E. Act as a member ex-officio of all committees
2. The League Supervisors shall:
 - A. Create the regular season schedules for all leagues under his control
 - B. Ensure proper regular season operation for all leagues under his control
 - C. Resolve any and all disputes for all leagues under his control within the rules and

regulations of the District and Knothole Baseball

- D. Verify team eligibility for the Knothole World Series Tournament from leagues under his control
 - E. Apply tie breaker rules and certify the first and second place results for all leagues under his control
 - F. Supply the Executive Supervisor at the annual draw dinner meeting with accurate and complete league standings for all leagues under his control.
 - G. Serve on committees when requested by the Executive Supervisor, Chief Umpire or the Chairman of the Ethics Committee
3. The Secretary shall:
 - A. Record and preserve the proceedings of all regular and special meetings
 - B. Send notices as requested by the Executive Supervisor
 - C. Publish minutes of each meeting for review by the membership
 - D. Maintain an accurate and complete minute book
 - E. Maintain files of incoming and outgoing correspondence as requested
 4. The Treasurer shall:
 - A. Collect all funds due the District
 - B. Pay all bills upon direction of the Executive Supervisor
 - C. Maintain accurate records of all receipts and disbursements
 - D. Maintain proper and necessary bank accounts
 - E. Submit a financial report at each regular meeting
 5. The Chief Umpire shall:
 - A. Be the primary rules interpreter for the District
 - B. Be responsible for establishing an umpire training system which shall include a training class schedule, a standard training manual or set of instructions, a standard test or tests to be taken and passed before an umpire can be certified, an umpire certification card which shall identify an umpire's name and the age classes of games that individual is certified to umpire
 - C. Work with each area's Umpire Coordinator to execute the accurate and fair umpiring of all games
 - D. Work with League Supervisors to get accurate information and details of all properly filed protests
 - E. Form protest boards and preside over all protest hearings except those which are by rule forwarded to the Ethics Committee Chairman
 - F. Forward to the Executive Supervisor suggested rulings for all protest hearings
 6. The Chairman of the Ethics Committee shall:
 - A. Form hearing committees and preside over all ethics rules hearings
 - B. Be the primary interpreter of the ethics rules for the District
 - C. Collect and develop the details surrounding all ethics rules complaints
 - D. Forward to the Executive Supervisor suggested rulings for all ethics rules hearings

ARTICLE THREE - VOTING RIGHTS/VOTING ON DISTRICT BUSINESS

1. Voting Rights
 - A. Each area franchise has two votes
 - B. Each Board Member has one vote as long as that member is not aligned with an area franchise unless that Board Member is one of that area's voting representatives.
 - C. The Executive Supervisor shall only vote to break the tie in the case of a tie vote
2. Issues to be voted on
 - A. All operating rules or rules changes for the regular season and/or post-season
 - B. All fees due the District
 - C. Umpire pay for District tournaments
 - D. Board officers
3. Results
 - A. A simple majority of the votes present at the meeting shall constitute a decision on all matters properly brought up for vote at the meeting
 - B. The Secretary shall record the results of all votes

ARTICLE FOUR - MEETINGS

1. All regularly scheduled meetings shall be announced by the Executive Supervisor at least a week in advance of the meeting with the identification of the date, place and time of the meeting.
2. General membership meetings shall be scheduled in the months of October, November, January, February, March, April and June. Other meetings could be scheduled if District business warrants and will be announced by the Executive Supervisor.
3. Board meetings shall not have a standing schedule, but may be called as necessary by the Executive Supervisor.
4. Each area franchise is expected to be represented at each general membership meeting.
5. The Executive Supervisor shall provide an agenda to each Board officer and area President prior to each scheduled meeting.

ARTICLE FIVE - AREA FRANCHISE ORGANIZATION

1. Each area franchise shall name a President, Vice President (or another alternate to the President) and an Umpire Coordinator for publication in the District's annual directory. An area may include more names on the District's directory but in no case shall there be less than two and one of those must be the head of the area franchise and the other must be the Umpire Coordinator for the area.
2. The District shall require each area to develop a written team formation policy so that the District will be able to adjudicate team formation complaints if and when any are received. These policies must be turned in to the Executive Supervisor each year.
3. The District encourages each area franchise to be legally organized; this is not a requirement to belong to the District, but is a good practice from a liability and tax standpoint.
4. The District encourages each area franchise to appoint a Board of Directors and develop a formal set of operating rules, regulations and procedures; this is not a requirement to belong to the District, but is a good practice from a consistency of application standpoint.
5. The District is responsible for ensuring that each area franchise operates within the rules and procedures established by the Knothole Club and District 34; this is the extent of the District's involvement in area franchise operations.
6. The District assumes no liability for any area franchise decisions outside the rules and regulations of the Knothole Club and District 34; nor does District 34 assume any liability for the actions and/or decisions of any area franchise's officers, board members, managers, coaches, players, spectators and/or parents of players.

ARTICLE SIX - AMENDMENTS

1. These By-laws may be amended by a majority vote at any regularly scheduled general membership meeting, provided the amendment was submitted in writing and read during the previous regular general membership meeting.
2. Amendments to these By-laws may be made by a majority vote at any special meeting called for that purpose, provided all members are notified of such meeting and its specific purpose, not less than one week prior to the meeting.

2018 OFFICIAL RULES OF KNOTHOLE BASEBALL, INC. (DIV. II)

In order to participate in the 2018 season, a player must attain the age of six on or before April 30, 2018. A certified record of birth date must accompany the agreement of any player whose birthday is not on record in Hamilton, Adams, Brown, Butler, Clermont, Clinton, Highland, or Warren Counties, Ohio. Boone, Campbell, Gallatin, Grant, Kenton, Pendleton, or Mason Counties, Kentucky. Dearborn or Ohio Counties, Indiana.

1. **INDIVIDUAL AGREEMENTS:** a) Player agreements are for the 2018 playing season which starts when the player signs the agreement and ends when the player's team finishes its regular season and is determined not to be eligible for the Knothole World Series Tournament. Each player and the parent or guardian must have signed an Agreement before a player participates in a regular season game. (b) A player, while under a Knothole contract, may play on any other team in a league or tournament with the following exception: A player may not play on more than one Knothole team.

2. **ALL PLAYERS:** (a) Must have access to a birth certificate. It is recommended that all players have a physical examination and have a Doctor's permission to participate in the baseball program. The player's Manager or the District Supervisor/Regional Board may require the birth certificate or the Doctor's permission, or both before placing any player on a team. (b) Must be able to play every phase of the game without on field assistance of any other person or device such as a crutch, cane or wheelchair, etc.

3. **LEGAL TEAM:** (a) Not less than eleven or more than twenty players, including playing manager, shall constitute a legal Knothole team. (b) If the team roster falls below eleven players due to releases, the legality of the team is not affected providing no other rule applies. (c) District Supervisor/Regional Board may establish a standard number of players per team between 11 and 20 players. (d) Teams may play in only one Knothole Division II league but may play in other non-Knothole leagues and tournaments. (e) District Executive Supervisors/Regional Boards have the authority to disallow teams from playing in leagues or tournaments outside of Knothole.

4. **LEAGUE:** Knothole is composed of the following Divisions: Division II and AA. These rules apply to Division II. The rules for AA are provided separately. Any situation not specifically covered by the rules for AA shall be controlled by these rules: (a) Division II is made up of teams playing on a District/Region level. (b) When Districts/Regions combine to form a league; an Agreement must be reached on a League Supervisor. If no agreement can be reached on a League Supervisor, the Executive Board of Knothole Baseball, Inc. will appoint the League Supervisor. (c) During the regular season, a minimum of four (no maximum) teams in any one class will constitute a league. Where three or less teams exist in one class, they must be transferred to another contiguous District/Region whose supervisor will have jurisdiction, except for practice fields. When a District/Region has less than eight but more than three teams, the District/Region may, at the Supervisor's/Region Board's discretion, elect to transfer to another contiguous District/Region. No District/Region shall be allowed to combine with more than three other Districts/Regions for regular season play except with the express written consent of the Board of Directors.

5. **KNOTHOLE DISTRICTS/REGIONS:** (a) Knothole districts are composed of geographical areas depicted on maps kept on file by the Knothole Baseball, Inc. subject only to the exceptions listed below:

(1) A player will play in the District/Region in which he resides.

(2) If a player is a member and in good standing with a parish, church, or school which provides a Knothole team, the player will be permitted to play on the parish, church, or school team in spite of the fact that he may not reside in the District/Region in which the parish, church, or school is located. (This rule applies to any denomination of churches.)

(3) A player may play in an adjoining District/Region providing both District Supervisors/Regional Boards agree in writing.

(4) If a player moves to a District/Region in which he did not participate in the preceding year, the player shall be permitted to participate in the player's former District/Region provided the player had a valid contract in the former District/Region for the preceding year and provided that the player secures the approval of both District/Regional Supervisors.

(5) If a player's residence is such that it is unclear in which District/Region he resides, the player shall be assigned to a District/Region by the President of the Knothole Baseball, Inc.

(6) **PENALTY - Forfeiture of game in which player participates.**

6. NEW PLAYER(S) AND RELEASES: (a) New Player(s) When a team roster declines below its standard number of player(s), new player(s) may be signed no later than June 1. Class AA – June 21, of the current season. A team may sign up to and including 5 new player(s), consisting of added player(s), and replacements for released player(s), providing the maximum is not exceeded at any time. New player Agreement(s) must be submitted to the District/Region Supervisor prior to the player participating in a regular season game. After June 1, a District/Region Supervisor may allow a team to add a player if required for the team to be able to finish its season, (e.g. a team's roster falls below nine players). When this permission is granted, the team will not be eligible for participation in the Knothole World Series Tournament.

(b) Release(s) – Provide a procedure whereby players(s) are afforded the opportunity to participate on a Knothole Baseball team when:

- (1) Player(s) are relocated because of action by the court in a custody hearing, or
- (2) Player(s) are needed to complete a team roster when player(s) have quit or moved.

(c) All other requested release(s) will be resolved by the District/Region Supervisor within 4 weeks prior to the start of the season, and within 2 weeks after the season opens. If no decision is made by said District/Region Supervisor in the time allotted, then said release shall be deemed approved. When a player is released, the official release must be completed and delivered to the District/Region Supervisor.

(d) Under no circumstance may a player have more than one (1) signed Knothole Player Agreement(s) on file at the same time.

(e) PENALTY – Forfeiture of game in which player participates.

7. REGULAR PLAYING SEASON: (a) Consists of a minimum of a twelve (12) game schedule that must be played during the season and prior to the Knothole World Series Tournament. The official starting date for the Knothole World Series Tournament will be determined by the Tournament Committee and approved by the Knothole Baseball, Inc. Board. (b) A junior or senior team may play in a league that combines both junior and senior teams and still be eligible for their respective tournament if their District/Region does not have a least seven (7) teams at their respective level. For example, a District/Region has four (4) C Junior teams and five (5) C Senior teams. The teams could combine to form one league. The C Senior teams would be eligible for the C Senior Knothole World Series Tournament and the C Junior teams would be eligible for the C Junior Knothole World Series Tournament provided all other tournament player eligibility rules were met.

8. OFFICIAL GAME – Class AA=7 innings; Class A=7 innings; Class B=6 innings; Class C Senior = 6 innings; Class C Junior = 5 innings; Class D=5 innings. Official games may end by run rule as indicated below:

7 inning games – 8 runs after 5 innings are complete (4 ½ if home team is leading) – Classes AA & A

6 inning games – 10 runs after 4 innings are complete (3 ½ if home team is leading) – Classes B SR; B JR; C SR

5 inning games – 10 runs after 3 innings are complete (2 ½ if home team is leading) – Classes C JR; D SR; D JR

These run rules will be used in the Knothole World Series Tournament. During the regular season and for District/Region based tournaments, a District/Regional Supervisor may choose to uniformly invoke a different set of run rules or use no run rules at all and not be in conflict with this Knothole rule.

9. PITCHING DISTANCE – Class AA=60 feet, 6 inches; Class A=60 feet, 6inches; Class B Senior=54 feet; Class B Junior=51 feet; Class C=48 feet; Class D=45 feet. Any leagues, schedules and/or games which involve both Class B Senior and Class B Junior teams will use the Class B Senior pitching distance.

10. BASE DISTANCE – Class AA=90 feet; Class A=90 feet; Class B Senior=80 feet; Class B Junior=75 feet; Class C=70 feet; Class D=60 feet. Any leagues, schedules and/or games which involve both Class B Senior and Class B Junior teams will use the Class B Senior base distance.

11. INCOMPLETE GAMES: (a) Any scheduled game stopped by inclement weather or darkness shall be considered an official game as follows:

7 inning games – after 5 innings are complete (4 ½ if home team is leading) – Classes AA & A

6 inning games – after 4 innings are complete (3 ½ if home team is leading)– Classes B SR; B JR; C SR

5 inning games – after 3 innings are complete (2 ½ if home team is leading)–
Classes C JR; D SR; D JR

The above are the minimum number of innings for an official game; a game can become official at any point after the minimum number of innings have been played provided the home team has been allowed to bat (if necessary because the home team is not leading) in the bottom half of any inning played. Any games which are stopped and are not official are considered suspended and shall be played to completion at a later date. Suspended, non-official, games which are not completed by the end of the regular season shall be considered games not played. After the minimum innings are completed, or any inning thereafter, without a winning team, the following Major League rules may be necessary/useful to determine the completion of an official game: 7.01(d); 7.02(a)(1-6); 7.02(b)(1-4) and/or 7.02(c). If the teams are ordered, by the umpires, to restart a suspended but not called game may be subject to forfeit the game if Major League rule 7.03 (a) (1-7) or 7.03 (b) is violated.

(b) A District/Regional Supervisor may uniformly invoke a suspended game rule and not be in conflict with this Knothole rule. (Does not apply to Knothole World Series Tournament).

12. PERSONNEL ON PLAYING FIELD – Only the official Manager or the designated coaches and the participating players shall be allowed on the players' benches or on the playing field during the progress of an officially scheduled game. Failure to comply with this rule can result in forfeiture of the game by action of the umpire in chief.

13. DISPUTED PLAYS – Only the official manager or designated coach of any team participating in a scheduled game may address the umpire on any disputed play during the progress of the game.

14. FORMAL PROTEST: (a) Any formal protest on a field play must be made to the umpire-in-chief who shall be the plate umpire and the opposing manager must be notified before the next legal pitch is made. Both score books must be noted and signed by both umpires and managers. (b) A written (preferably typewritten) statement of fact, setting forth the date, time, and all matters covering the formal protest must be submitted by the official team manager in person to the District/Region Supervisor (or his designated representative) prior to Noon of the next day. Include a full statement of facts such as number of outs, men on base, ball and strike count and rule number violated.

15. BATS – Approved baseball bats are any unaltered commercially manufactured bats available for retail purchase with the following exceptions:

(1) Classes D Junior(8U) through Class B Senior(13U):

(a) The maximum bat diameter is 2 and ¾ inches.

(b) Softball bats are not allowed to be used.

(c) All bats are prohibited unless they are "bpf", BBCOR or BESR rated. Ratings may be printed on the bat or received from the manufacturer in some written or electronic (email) manner for each bat model. Bats with the "new" USABat Standards stamp will be allowed.

(d) Any legal bat in Class A Junior (14U) and up may be used in Class D Junior(8U) through Class B Senior(13U) teams.

(2) For Class A Junior (14U), A senior (15U) and AA (16-18U):

(a) Bats must have BBCOR or BESR certification. Ratings may be printed on the bat or received from the manufacturer in some written or electronic (email) manner for each bat model.

(b) The maximum difference between bat length and bat weight is minus 3 (-3).

(3) Wood bats are allowed in all classes without any ratings; all other restrictions apply.

PENALTY: Player is out and the ball is dead immediately and the bat is immediately removed from the game and the bench area. Additionally, the manager of the offending team is automatically ejected from the game.

16. PROTECTIVE HEADGEAR & EQUIPMENT: (a) The batter and the base runner must wear a double ear helmet while at the plate and while running the bases. Penalty for not wearing a helmet shall be that the player will be declared "OUT" if the player refuses to wear a helmet after being reminded by the umpire that the player is not wearing the proper headgear.

(b) Catchers are required to wear a chest protector, a mask (with throat protector), shin guards, and a protective headgear covering on top of the head while catching behind the plate. All male catchers must wear a cup. It is the coach's responsibility to make sure that he does.

(c) Any player warming the pitcher before the game and between innings shall wear a catcher's mask (with throat protector). Refusal to do so after being reminded by the umpire shall result in the ejection of the offender.

17. THE KNOTHOLE PITCHER –

A. Rest Between Pitching Assignments – 1) Any player who pitches in any portion of a game (including practice games) shall not be permitted to pitch again without two complete nights' rest between pitching assignments. (2) In any one day a pitcher cannot pitch more innings than the length of a normal game in his class in his district. Note: A single pitch in any inning counts as an inning pitched. (3) Notwithstanding any of the published pitching limits in Rule 17, a pitcher who has thrown twenty (20) or fewer pitches in a game(s) on a given day and has not exceeded his inning limit may come back and pitch the next day up to the current published pitching limits for pitch count and innings; the pitch count and innings pitched on day one count toward the limitations on consecutive day two. After two consecutive days pitching, the pitcher MUST have two nights rest before pitching again. Under NO circumstances may a pitcher pitch three (3) days in a row. (Example 1: Pitcher in Class B has a pitch count and innings limit of 80 and 6 respectively. Day one, pitcher throws 19 pitches and 2 innings; on consecutive day two, the same pitcher may throw up to 61 pitches or four innings, whichever comes first; then the pitcher MUST have two(2) nights rest before pitching again. Example 2: Any Class – pitcher throws 21 pitches on day one; the same pitcher can't return to pitching on consecutive day two and MUST have two(2) nights rest before pitching again.)

B. Pitch Count Limit – 1) On the day he pitches, a pitcher shall be limited to the maximum number of pitches as follows: Class A – 90 pitches; Class B – 80 pitches; Class C – 70 pitches and Class D – 60 pitches provided he has not exceeded his innings limit in Rule 17 (A) (2). (2) A "pitch" is recorded each time the pitcher addresses and throws a "pitch" towards home plate after the umpire has called "play ball" and the ball is live. Throws during a "timeout" (including warm-up pitches) shall not be counted in the pitch count. Pitches shall include strikes, balls, batted foul balls, batted fair balls, dead balls (such as hit by pitch) and any other "pitch" as defined by the Major League Baseball Rules. (3) When the pitcher reaches his pitch count limit, the team manager, if he so chooses, may allow the pitcher to finish pitching to the current batter, but not be allowed to pitch to any other subsequent batter of that game or any other game during that same day which might be allowed under other sections of this rule. (4) Each manager shall have his team scorekeeper keep pitch counts for both the home and away teams' pitchers. At the end of each half inning, each team's scorekeeper shall verify and reconcile the recorded pitch count. The pitch count recorded in the home team's scorebook for all pitchers shall govern in any disputes involving this rule and the umpire shall rely on the pitch count recorded in the home team's scorebook if the umpire is requested to verify a pitcher's pitch count prior to removing him from the game to comply with this rule. If the umpire determines the pitcher exceeded his pitch count under this rule and should have not started pitching to the current batter, the umpire shall remove said pitcher from the game immediately. The replacement pitcher shall be given an adequate number of warm-up pitches before he begins to pitch to the batter.

C. Pitching In Multiple Games On The Same Day – (1) A pitcher may pitch in more than one game on the same day provided that:

(a) The pitcher has had two complete nights rest prior to the day of the games.

(b) The pitcher pitches no more innings than the length of a normal game in his class in his District/Region. Rule 17 (A)(2). Note: A single pitch in any inning counts as an inning pitched.

(c) The pitcher has not exceeded his pitch count for a single day in his class. Rule 17 (B)(1).

D. Trips To The Mound – Removing The Pitcher – 1) In Classes AA, A and B, after the second trip to the mound by the manager or coach in the same inning, the pitcher shall be removed from his pitching assignment but may otherwise stay in the game. Once removed due to trips to the mound, said pitcher may not resume pitching until the following inning.

(2) In Classes C and D, after the third trip to the mound by the manager or coach in the same inning, the pitcher shall be removed from his pitching assignment but may otherwise stay in the game. Once removed due to trips to the mound, said pitcher may not resume pitching until the following inning.

E. Taking Signals - The Major League Baseball rule that requires the pitcher to take signals while in contact with the pitching rubber shall only be enforced in Classes AA and A.

F. Pitcher Accommodations - A pitcher may wear a medical alert bracelet on his non-pitching arm as long as the bracelet is secured and covered by flesh colored tape.

G. Knothole District/Region Supervisor Restriction and Penalties –

(1) This rule cannot be changed by any Knothole District/Region Supervisor

except that any Knothole District/Region Supervisor may implement a pitch count rule for District/Region play which allows fewer pitches but otherwise follows all other aspects of this rule.

(2) Penalty for first violation – The team manager of the violating team will be suspended for two games and forfeit the game in which the violation occurred.

(3) Penalty for second and/or subsequent violation – Not governed by GCKA – Can be established by each District/Region Supervisor at their discretion for their District/Region.

H. No pitch intentional walks are allowed. No pitches count toward the pitcher's pitch count when a no pitch intentional walk is declared by the manager of the defensive team in the field. The manager wishing to declare the use of a no pitch intentional walk shall direct such declaration to the home plate umpire who shall in turn direct the batter to take first base. The ball remains in play and is live. The "no pitch intentional walk" does count as a pitch/play for purposes of appeals and protests.

18. KNOTHOLE MODIFICATION TO RE-ENTRY: A team must start a game with nine players but may finish with eight players. The vacant batting spot will be declared out. (a) Any of the starting and substitute players may be withdrawn and re-entered once, providing such player occupies the same batting position whenever he is in the lineup. Penalty for violation of this section shall be ejection of the manager and player involved. (b) If Player is injured or ejected and cannot be replaced because all substitutes have played, then the opposing manager will choose any player from the bench to replace the injured or ejected player.

19. BATTING ORDER OPTIONS: (a) A tenth batter may be added to the batting order at the start of the game. Any nine (9) of the ten (10) batters may play on defense. If a team using the AH drops from ten (10) to nine (9) players available, the spot in the lineup is left open and is not an out.

(b) A team also has the option of using a continuous batting order. The definition of the continuous batting order is as follows:

(1) Team must declare at the start of the game that they are using the Continuous Batting Order;

(2) All players present at the beginning of the game must be placed in the batting order;

(3) Players who arrive late after the game has started are placed at the bottom of the batting order;

(4) There are free substitutions for the defensive positions;

(5) A player who is injured or ill or who has to leave the park may leave the game, but may NOT return. That spot in the batting order is skipped and does not count as an out. Injuries and illnesses may not be feigned, doing so may result in the forfeiture of the game; and

(6) A player who leaves the game while on base or at bat is replaced by the most recent batter not currently occupying a base. Note: Teams using the AH or continuous batting order must refer to Rule 18 if their batting order falls below nine (9) players.

20. SLIDING BASE RULE: (a) When a runner goes into a base standing up and the runner and base move more than the width of the base in any fashion whatsoever, and the runner is tagged, the runner is out. (b) If the runner gets back to the spot where the base was before being tagged, the runner is safe. (c) When sliding, the runner shall remain on the ground until the umpire calls time. If the player gets up and moves before the umpire calls time, the runner will be called OUT if tagged and not standing on the original spot of the base. If the player moves the base and gets up and makes the next base, the future runner will go to the original spot of the base. (d) If the base is tied down the runner must stay with the base. (e) If a tied down base becomes loose or broken because of a slide and the base moves away, the runner is not in jeopardy. (f) Pegged or weighted bases may be used.

21. CONDUCT – (a) Each manager is responsible for the conduct of the team's players, coaches and fans sixty (60) minutes before, during and thirty (30) minutes after the game. (b) Taunting by players, coaches or fans shall not be condoned and shall be governed by Major League Rule 6.04 and shall be considered unsportsmanlike conduct. (c) The use of alcoholic beverages, tobacco products (including e-cigs, vaping, chew, etc.), profane language, or improper conduct will not be permitted by players, coaches and/or fans on or in the vicinity of any baseball field sixty (60) minutes before, during and thirty (30) minutes after a Knothole game or practice is in process. (d) No weapons of any kind guns, knives, etc.) are allowed in or around the playing area of a Knothole game or practice. (e) For sections a-d of this rule, the Knothole playing field and vicinity shall include the field of play, any foul territory

around the field of play and the dugouts. (f) Violation of sections a-d of this rule could result in ejection from the game and/or a subsequent suspension. (g) No game shall continue until the offender or offenders have left, or all persons shall be cleared from the field and the game will continue with the spectators removed. The game umpires have control over the application and implementation of this rule and may suspend a game for non-compliance of their directions by any offender (s).

22. **MANAGER'S AGREEMENT RESPONSIBILITIES** – The official team manager will be held responsible for the legality and correctness of his team's roster and player agreements as follows:

(1) On the player's agreement, a correct birth date, a correct permanent address, a correct phone number, the player's signature, a parent/guardian's signature and the manager's acceptance signature and acceptance date must be shown. A completed player agreement will be turned in for each player listed on his team's roster.

(2) The manager is responsible for ensuring that each player listed on his team's roster resides within the District/Region in which his team is playing. Exception: Proper release(s) were obtained under Rule 5 and/or 6; said release(s) is attached to the completed player agreement.

(3) Copies No. 1 and No. 2 of each player agreement along with a copy of the team roster will be delivered to the manager's District/Region Supervisor as soon as the team is formed, but in no case later than the official District/Region opening game. Fully executed electronic copies are allowed.

(4) **PENALTY:** The use of any illegal players will result in the forfeiture of all games in which an illegal player was used. The team manager will receive a three (3) game suspension automatically and will come under Knothole Board review which could lead to further disciplinary action up to and including a lifetime ban on managing a Knothole team.

23. **INELIGIBLE PLAYER:** (a) An ineligible player is defined as any player who has:

(1) Not signed or whose parent or guardian has not signed his player's agreement, or whose player's agreement has not been accepted by his team manager prior to his participation in any regularly scheduled game;

(2) A player who is playing on a Knothole team contrary to Rule 5 or 6 of the "Official Rules" or contrary to the Local Rules of the Knothole District/Region in which he resides;

(3) A player whose age exceeds the permissible age limitation of the Class in which he is participating.

(4) A player who has played in a non-approved event.

(b) Manager and/or teams using an ineligible player will be penalized by forfeiture of each game in which an ineligible player participated.

24. **APPROVED BASEBALL PROGRAM:** (a) During the regular playing season, no player/team agreement signed by a player, parent, guardian, manager, or other authorized person with Knothole Baseball, Inc., shall be valid in any tournament play of any kind outside their District/Region from the first official game in the District/Region the contract represents to the last official game within the same District/Region unless:

(1) Except as provided below, the player plays for the team his contract represents.

(2) Player/Team does not violate any Knothole rules.

(3) Team fulfills all obligations to their District/Region.

(4) A team can play in a tournament during the regular season with the written approval from their District/Region Supervisor prior to the event. It cannot affect regular scheduled games.

(5) A team that qualifies for the Knothole World Series Tournament cannot play in any other tournament until eliminated from the Knothole World Series Tournament. Exception: This rule does not apply to a team playing in their Knothole District/Region Tournament and the Knothole World Series Tournament. Knothole World Series Tournament scheduling shall take priority.

(b) If a player/team violates any of the conditions above, the player/team will be disciplined by the District/Region Supervisor or the Knothole Tournament Director in accordance with Knothole rules.

25. **SUPERVISION:** (a) During the regular season, each Executive District/Region Supervisor is authorized within his District/Region to schedule games, regulate activities, decide protests and render all necessary decisions. (b) Major League Baseball Official Playing Rules are the standard of Knothole Baseball, Inc., and will govern in all baseball activities

except wherein rules of Knothole Baseball, Inc. take precedence. (c) An individual District/Region Supervisor may alter, modify, or add to these rules providing the rules are not in direct conflict with Knothole rules and are written and deposited at Knothole headquarters and sanctioned by the Rules Committee before the season starts.

26. INTENTIONAL FIGHTING by participants including players, managers, coaches and other team personnel may result in a one year "Calendar" suspension of said participant. Any striking or other offensive touch not in the normal course of a baseball game by a player, coach, or manager of an umpire before, during or after a baseball game shall result in a one year "Calendar" automatic suspension.

27. "FAKE TAG" – No defensive player may make a tag attempt on a base runner if that defensive player does not have the ball in his possession. This is to ensure the safety of the base runners by eliminating unnecessary slides that may result in injuries to the base runner. The penalty for infraction of this rule is that the base runner shall be declared "Safe" and offender may be ejected from the game.

28. NO METAL SPIKES WILL BE PERMITTED IN KNOTHOLE EXCEPT IN CLASSES AA AND A (A Senior & A Junior). A player wearing metal spikes improperly will be given the opportunity by the umpire to change into the appropriate shoes and continue playing in the game. If the player does not have the appropriate non-metal spike baseball shoes, then he shall not be permitted to play in the game. If any situation arises with a player and/or manager/coach/parent about the improper wearing of metal spikes, the umpire may declare unsportsmanlike conduct and impose the penalties to the offending individual(s) as he sees fit up to and including ejection from the game and playing field.

29. HURDLING OR PLOWING OVER THE CATCHER OR OTHER FIELDERS – (is a judgment call and could result in unsportsmanlike conduct)

Runners may not intentionally run into or hurdle defensive players. Runners who do this are out and ejected from the game. They must attempt to avoid contact with the defensive players. This is a judgment call by the umpire. However, also understand the following:

(1) Defensive players without the ball may NOT block the baseline, even if they are in the act of receiving a thrown ball. They must provide the runner with some access to the base/baseline. Once a defensive player has possession of the ball, they may block the baseline.

(2) The runner may NOT intentionally run into the defensive player, even if the defensive player is blocking the baseline without the ball.

(3) If the runner has to move from his normal path in order to avoid a defensive player without the ball, this is Obstruction on the defensive player.

(4) Just because there is contact does not necessarily mean a violation has occurred.

30. KNOTHOLE BASEBALL, INC. WORLD SERIES TOURNAMENTS – (1) Division II Athletic World Series: (a) The top four teams in Classes A, B Senior, B Junior, C Senior, C Junior and D Senior in each region (North, South, East, West) are eligible to play. (b) Teams may be added to fill open bracket slots with the approval of the Tournament Committee. (c) Maximum 16 teams per Class. (2) Division II Recreational World Series: (a) The top one team in Classes B Senior, B Junior, C Senior, C Junior and D Senior in each region (North, South, East, West) are eligible to play. (b) Teams may be added to fill open bracket slots with the approval of the Tournament Committee. (c) Maximum 4 teams per Class.

31. The pitching plate will be used in all Knothole World Series Tournament games for Classes "AA", "A", "B", "C", and "D".

32. In the event a team entered in a Knothole World Series Tournament is given incorrect instructions, as to the time or place to report for a tournament game, by a District/Region Supervisor, the team shall not lose the game by forfeit, provided the facts are reported to the Tournament Director by the District/Region Supervisor the same day the game was scheduled. The Tournament Director shall schedule the game to play no later than the next playable day.

ADAPTED BASEBALL

Organized youth baseball programs are available for children with disabilities. For information on the Adapted Baseball Program, call the Cincinnati Recreation Commission, Division of Therapeutic Recreation, at 352-4945.

2018 District 34 / North Region / Knothole Baseball Rules Recap
Knothole Baseball Inc (KB)

Category	A (Sr.)	A (Jr.)	B (Sr.)	B1 (Jr.)	C (Sr.)	C1 (Jr.)	D (Sr.)	D1 (Jr.)	D2	D3
Age	15U	14U	13U	12U	11U	10U	9U	8U	7U	6U
Pitching Distance	60" 6"	60" 6"	54'	51'	48'	48'	45'	45'	40'	45'
Base Distance	90'	90'	80'	75'	70'	70'	60'	60'	50'	50'
Innings	7	7	6	6	6	5	5	5	5	5
Pitch Count Per Day	90	90	80	80	70	70	60	50	40	0
Run Rule	8 4.5/5	8 4.5/5	10 3.5/4	10 3.5/4	10 3.5/4	10 2.5/3	10 2.5/3	13 4/4.5	15 4/4.5	11 4/4.5
Runs per Inning	N/A	N/A	N/A	N/A	N/A	N/A	15 run lead limit - Ath	7	7	7
# Def Innings	N/A	N/A	N/A (Ath) 2 (Rec)	N/A (Ath) 1 (Rec)	2	2	2	2	2	2
# At-bats	N/A	N/A	N/A (Ath) 1 (Rec)	N/A (Ath) 1 (Rec)	1	1	1	1	1	1
Batting Options										
Designated Hitter	No	No	No	No	No	No	No	No	No	No
Additional Hitter	Option	Option	Option	Option	Option	Option (Ath) No (Rec)	Option (Ath)	No	No	No
Continuous Order	Option	Option	Option	Option	Option	Option (Ath) Yes (Rec)	Option (Ath) Yes (Rec)	Yes	Yes	Yes
Re-Entry Rule	Option	Option	Option	Option	Option	Option (Ath) No (Rec)	Option (Ath) No (Rec)	Yes	Yes	Yes
Coach Pitch	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1st inning	1st 3 innings	N/A
Lead Off Bases	Yes	Yes	Yes	Yes	Yes	Yes	Yes (Ath) Yes 6' (Rec)	No	No	No
Stealing	Yes	Yes	Yes	Yes	Yes	Yes	Yes (Ath) Yes, not name & on catcher(R)	No	No	No
Courtesy Runner – Catcher only	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Infield Fly	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Drop Third Strike	Yes	Yes	Yes	Yes	Yes	Yes	Yes (Ath) No (Rec)	No	No	No
# Fielders	9	9	9	9	9	9	9	10	10	10
Batter Out for Thrown Bat	No	No	No	No	No	No	No	No	Yes	Yes
Balks	Yes	Yes	Yes	Yes	Yes	Yes	Yes (Ath) Yes, 1 warm(Rec)	No	No	No
Trips to Mound	2	2	2	2	3	3	3	3	3	N/A
No Pitch Int. Walk	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No

GROUND RULES

A. - START

INTRODUCTIONS – UMPIRES AND MANAGERS

1. Show baseline; show out of play; show backstop and out of play fences
2. Hole(s) in fences; ball stuck in fence or netting; ball bounces over or under fence-- “player raise hands”
3. Batting order – must choose in ground rules – continuous required C Jr.rec., D Sr.rec., D1, D2, D3; no DH any league; AH, Re-entry, Continuous available in all other leagues
4. Dropped 3rd strike in effect – yes except for D Sr. rec.,D1, D2, D3
5. Backstop – No one allowed directly behind backstop – at least 20 foot buffer

C. - MOUND

1. Balks – A thru D Sr. ath. – straight up; D Sr. rec – 1 warning per pitcher; not called D1, D2, D3
2. No Pitch Intentional Walk – Yes Classes A thru D Sr.; no in D1, D2, D3
3. Trips to mound per pitcher – Classes A & B – 2; Classes C, D, D1, D2 – 3; Class D3 – not applicable
4. Pitch Count – Class A/A1 –90, Class B/B1 – 80, Class C/C1 – 70, Class D -60; Class D1–50; Class D -40

D. - BASES

1. “Sliding Bases” in effect; runners stay on ground with base until time out
2. Timeouts NOT automatic – let play end – request and receive granted timeout from umpire
3. “Infield Fly Rule” in effect – Yes in Classes A thru D; no in D1, D2, D3
4. Leading off bases – Yes in Classes A thru D Sr. ath; D Sr. rec modified; no in D1, D2, D3
5. Stealing Bases – Yes in Classes A thru D Sr. ath; D Sr. rec modified; no in D1, D2, D3
6. Courtesy Runner – for catcher only – Yes in Classes A thru D; no in D1, D2, D3
7. Field conditions – recognize puddles and/or mud – create “out of play” ground rule as necessary

E. - FINISH

COMMENTS; QUESTIONS. “GOOD LUCK AND LET’S HAVE A GOOD GAME”

Indicator goes in **LEFT** hand. **Left** hand for **Balls** – **Right** hand for **Strikes** **HUSTLE!**

Ump signals: Thumbs up – Infield Fly On; Fist Only – Infield Fly Off; Finger Roll – Repeat Count

ath = athletic league rec = recreational league

