

**GREATER CINCINNATI KNOTHOLE ASSOCIATION**  
**2018 WEST REGION LEAGUE GAME PLAYING RULES – REVISED - December 2016**

**Class D Senior American (9U) – (for Teams Eligible for Regional Tournament Play)**

Follow all Major League and Greater Cincinnati Knothole Association rules subsequent to the General Rules except:

1. **OFFICIAL GAME (GCKA Rule #8 – Restated) –**
  - a. **Class D Senior is 5 innings**
  - b. Official games may end by run rule as indicated by **10 runs after 3 innings are complete (2 ½ if home team is leading)**. If the home team achieves the 10 run lead before the start of or during the bottom of the inning, the game shall immediately end and the rest of the bottom of the inning is not completed.
2. **THE KNOTHOLE PITCHER (GCKA Rule #17 Followed as written)**
3. **CONTINUOUS BATTING ORDER MANDATORY & MINIMUM PARTICIPATION RULE –**
  - a. The Continuous Batting Order under GCKA Rule #19(b) is mandatory and shall be used by both teams at all times. **VIOLATION PENALTY: FORFEITURE OF THE GAME**
  - b. All rostered players dressed and in attendance at the start of a game must play **two (2) complete** defensive innings **and** have **one (1)** actual plate appearance. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) plate appearance 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 (1)** actual plate appearance. This rule does **not** apply to games ending by run rule or otherwise suspended or shorten. This rule does **not** apply to an injured player. **VIOLATION PENALTY: FORFEITURE OF THE GAME**
  - c. A player with a cast may participate in games. Their participation may be limited due to the player's situation without any violation of this rule. Any situation like this should be brought up during ground rules.
4. **NO PITCH INTENTIONAL WALKS (GCKA Rule 17H).**
5. **COURTESY RUNNER** - 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.
6. **INNING RUN RULE - During innings one and two an offensive half inning will be limited by 7 runs scored or three outs; whichever comes first. During innings 3 and beyond, an offensive half inning shall end after 3 outs. – (REVISED IN 2016)**
7. **BALKS** – Balks shall be called and enforced after **one (1)** warning to each pitcher per game.
8. **LEGAL LEAD OFF / STEAL / PICK OFF –**
  - a. Base runners can lead off. The base runner's lead can be no more than **six (6)** feet off the base; umpire's judgment (suggest marking this with a chalk line at first base).
  - b. The base runner, after getting his/her lead of no more than **six (6)** feet off, must remain stationary or move back towards the base they are currently leading off from until the pitched ball crosses the home plate or is batted; if the base runner moves toward the next base before the pitched ball crosses home plate or is batted, the base runner shall be called out.
  - c. If the base runner attempts a walking/running lead/steal, the base runner shall be called out. The base runner however can't be "quick pitched" into a walking/running lead.
  - d. If the pitcher attempts to pick off **any** base runner, **all** base runners must remain stationary or move back towards the base they are currently leading off from until the ball reaches or passes (overthrown) the fielder covering that base. Then **all** base runners may advance at their own peril no more than one base; after such time the play is over, the ball is dead and the ball shall be returned to the pitcher for the next pitch.
  - e. If the catcher makes a play (throw) on any base runner and the ball is missed by any fielder (overthrown), the base runners may advance at their own peril no more than the base they are actively advancing to and one additional base; after such time the play is over, the ball is dead and the ball shall be returned to the pitcher for the next pitch.
9. **RETURN THROW TO THE PITCHER** – Unless otherwise dead, on the return throw to the pitcher from any fielder (including the catcher) **the ball is live**, so base runners may advance (steal) at their own peril even to home plate.
10. **DROPPED THIRD STRIKE –**
  - a. On a dropped third strike by the catcher, the batter is **out**.
  - b. **The ball is live, so base runners may advance (steal) at their own peril even to home plate.**
11. **PRE-GAME BATTING PRACTICE** – There shall be no batting practice 60 minutes (1 hour) preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said games. 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 game. In addition to any local park rules, neither team shall have a batter on the infield during pre-game infield practice. The use of any ball (plastic, tennis, regular, etc.) or hitting training aid (ball on a stick or pole, etc.) shall cease at the beginning of ground rules for the remainder of the game.
12. **GRACE PERIOD**
  - a. After the scheduled start of the game, once both teams have at least 8 eligible players, the umpire(s) shall order the game to begin without infield practice.
    - i. If the designated home team has less than 9 eligible players at that time then they shall become the away team.
    - ii. Any vacated batting slot shall being declared automatic out until filled. If and when players arrive, they must fill the vacant slots (#9, #10, etc.).

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- b. Up until 30 minutes after the scheduled start of the game; both teams are given time to get up to 8 eligible players without plenty of forfeit.
  - c. For a team to win, they must at any one point in the game have at least 9 eligible players and must finish the game with at least 8 eligible players. If neither team meets this requirement then it shall be declared a tie (5-5) regardless of the score.
13. **TIME LIMIT / GAME SUSPENSION DUE TO FIELD AVAILABILITY**
- a. No new Inning shall start:
    - i. 10 minutes prior to the scheduled start time of the following game on that field, if there is one.
    - ii. 10 minutes prior to the permitted end time in parks where field permits dictate end times of games and another group has the field permitted following the game
    - iii. In the regular season, the team managers may mutually agree at ground rules to a Stop Time for game completion.
  - b. The 4<sup>th</sup> or later inning of a scheduled game in progress shall not start after the Stop Time; the game in progress shall be declared complete. If at or after the Stop Time it is the bottom of the inning and it is the 3<sup>rd</sup> or later inning with the home team is leading, then the game shall immediately be completed. Otherwise, the game continues until the bottom of that inning is completed and any additional innings until at least 3 innings are complete.
  - c. Any games declared complete shall record the team in the lead at that point as the winner of the game. During regular season play, if the score is tied then a tie shall be recorded for both teams. During a tiebreaker playoff or tournament play, if the score is tied then the game shall be reviewed by the Tournament Director to determine if the game will be played to completion or declared complete.
  - d. Any games that can't be declared complete as outlined above shall be reviewed by the League Supervisor to determine if the game will be played to completion or declared complete.
14. **PROTESTS:** Any formal protest on a field play must be made to the Umpire-in Chief who shall be the plate umpire. Umpires are expected to accept all protests. The opposing manager must be notified before the next legal pitch is made. Both scorebooks must be noted and signed by the umpire in chief and both managers. A written (preferably typewritten) statement of fact, setting forth the date, time, and all matters covering the formal protest and a fee of \$50.00 in cash (no checks), must be submitted by the official team manager in person to a Regional Board Officer prior to noon of the next day. The information must include a full statement of facts, such as the number of outs, men on base, ball and strike count, and the rule number violated. (See GCKA Rule #14). Failure to meet any of these requirements will result in the automatic denial of the Protest. The Regional Board will hold a hearing on a Protest as soon as is reasonably practicable. One adult advisor may assist team managers at the Regional Board Protest hearings. The \$50 fee will be returned to the team manager filing the Protest ONLY if the Protest is allowed. Otherwise the fee will be retained by the Regional Treasury.

With respect to a protest regarding ineligible players, each player whose eligibility is in question shall be regarded as an individual protest and a fee of \$50.00 in cash for each player in question shall be necessary. A protest as to a player whose eligibility is in question may be made only by an official team manager of a competing team or the designated representative of any community participating in the West Region. A protest as to an ineligible player may be made at any time until the league play (both regular season and tournament play) is concluded. The Regional Board will hold a hearing on the protest as soon as is reasonably practicable. At the hearing the party making the protest and both the official manager of the team and the player or players whose eligibility is in question MUST attend the hearing. If any necessary party fails to attend the Regional Board Protest Hearing, the Regional Board will assume the correctness of the other party's position and decide accordingly. All decisions of the Regional Board on any Protest are final and not subject to further review.

An appeal from an umpire's judgment is not considered a valid basis for a protest. However, if protested, the fee will automatically be forfeited and retained by the Regional Board's Treasury

15. **IMPROPER BEHAVIOR AND SUSPENSIONS:** The use of alcoholic beverages, profane language, or improper conduct is prohibited (see GCKA Rule #21)

Any manager, coach, or player ejected from a game will automatically be suspended from the next League Game. Any manager, coach, or player ejected from a second game OR who at any time threatens violence or uses physical intimidation will be suspended for the remainder of the season.

The suspended/ejected person(s) may not be present in or around the ball park (including the playing field, parking area, concession area or in any area within eyesight or earshot during the period of his/her suspension. The game shall continue after the offender(s) has left, or all persons shall be cleared from the field and the game will continue with spectators removed. If the offender(s) refuses to leave, the game will be forfeited. **Any team that doesn't abide by the suspension may be removed from league play by the Regional Board and/or any or all of the games played by the team in question may be forfeited.**