

**GREATER CINCINNATI KNOTHOLE ASSOCIATION**  
**2018 WEST REGION LEAGUE GAME PLAYING RULES – REVISED - December 2016**  
**Class D Senior (9U) – West Regional Tournament Rules**

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.
  - c. **TOURNAMENT SPECIFIC RULE – During Pool Play or at the discretion of the Tournament Director, official games may end by run rule as indicated by 8 runs after 4 innings are complete (3 ½ if home team is leading)**. If the home team achieves the 8 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. **ADDED PLAYERS CAN'T PITCH – TOURNAMENT SPECIFIC RULE** – A player on the tournament roster that was not on the regular season roster for the team is not allowed to pitch.
4. **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.
5. **NO PITCH INTENTIONAL WALKS (GCKA Rule 17H).**
6. **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.
7. **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.**
8. **BALKS** – Balks shall be called and enforced after one (1) warning to each pitcher per game.
9. **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.
10. **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.
11. **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.**
12. **GRACE PERIOD - TOURNAMENT SPECIFIC RULE – POOL PLAY**
  - 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. Any vacated batting slot shall **not** being declared automatic out until filled. If and when players arrive, they must fill the vacant slots (#9, #10, etc.).
  - 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. A team with only 8 eligible players **and** has at least 8 eligible players the entire game can win the game.

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- d. At the discretion of the umpire-in-chief or the Tournament Director, the time limit of the game may be adjusted for any delay caused by the grace period.

**13. GRACE PERIOD - TOURNAMENT SPECIFIC RULE – ELIMINATION PLAY**

- 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 be declared automatic out until filled. If and when players arrive, they must fill the vacant slots (#9, #10, etc.).
- 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 penalty 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.

**14. 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 Pool Play or at the discretion of the Tournament Director**, a Stop Time 1 hour 50 minutes after first pitch is mandatory.
  - iv. **In Elimination Play, the game must end with a winner. The Tournament Director will decide the best course of action in the event of darkness or other games scheduled on the field after the game being played**
- 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 Tournament Director to determine if the game will be played to completion or declared complete.

**15. TOURNAMENT DIRECTOR DISCRETION** – The Tournament Director may at any time change the rules or format of the tournament if he or she feels it is in the best interest to complete the tournament.

**16. 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 both umpires and managers. 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 Tournament Director prior to noon of the next day. 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). In Tournament games, the Tournament Director where the game is being played shall be the Chairman of the Protest Board. The Protest Board shall consist of the Tournament Director and any other individual(s), not to exceed three in number, designated by the Tournament Director. The Protest Board shall hear protests at the time designated by the Chairman of the Protest Board. One adult advisor may assist team managers at the Protest Board hearings. A fee of \$50.00 in cash (no checks) must accompany all formal protests. Said fee is to be returned to the official team manager of the protesting team if the protest is allowed. If the protest is not allowed, the Fee will be deposited in the Regional Treasury. In protests regarding ineligible players, each player 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 an ineligible player may be made at any time until the league play is concluded. If the protested player or players fail to appear before the Protest Board, the protest will be allowed. All decisions of the Protest Board are final and not subject to further review. The protest shall affect only the game in question. An appeal from an umpire's judgment call is not considered a valid basis for a protest. However, if protested, the fee will automatically be forfeited and deposited into the Regional Treasury.

**17. 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 Tournament 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 Tournament. 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 the Tournament by the Regional Board and/or any or all of the games played by the team in question may be forfeited.**