

GREATER CINCINNATI KNOTHOLE

RE: 2018 GREATER CINCINNATI KNOTHOLE WORLD SERIES: CLASSES A, B, C, & D

SUBJECT: KNOTHOLE TOURNAMENT RULES AND PROCEDURES

1. **TOURNAMENT ORGANIZATION:** The tournament will be a 16 team two and out tournament with each region supplying 4 teams at each age class. These 16 teams will be divided into two brackets with the winner of each bracket playing a two out of three series for the championship.
2. **AWARDS:** The winner and runner-up of the Championship Tournament will receive team and individual trophies.
3. **TOURNAMENT FEE:** The entry fee is \$275 per team. The District Supervisor is responsible for the payment of this fee.
4. **ROSTERS:** Managers must complete one (1) copy of the team roster and deliver it to his District Supervisor no later than the day (6:00 p.m.) of the regional tournament draw. No roster shall be accepted after that time since verification of player status shall begin at the tournament draw meeting. Likewise, make sure that your entry fee is in to your District Supervisor in plenty of time so that he can have the entry fee at the tournament draw meeting. Any fee or roster not in the hands of the Regional Tournament Director at the time established might not be accepted and that team will not play in the tournament.

The only players that may be on the rosters are those that were legally on the team's roster prior to June 1. (See Knothole rule 6).

5. **COIN TOSS:** The “Home” and “Visiting” teams will be decided by a toss of a coin by the umpire. The winner of the coin toss will then have the option to be home or visiting team.

For bracket match-ups where a team with no losses plays a team with one loss (this can happen in Games, 12, 14, 26, or 28) , there will be no coin flip. The team with no losses at the beginning of the match-up will be home team for both games.

On the coin toss at the beginning the final two out of three series, the winner of the coin toss has the option of being home team for the first or second game. His opponent will be the home team for the other game. Teams will NOT changes dugouts between games of a double header.

For the third game of the final series “Home” and “Visiting” teams will be decided by a toss of a coin by the umpire. The winner of the coin toss will then have the option to be home or visiting team.

6. **BASEBALLS:** The umpire will supply the first two balls. The “Home” team will supply the bases and the third new ball. The “Visiting” team will supply a fourth new ball. New balls shall be used and must be acceptable to the umpire and shall be the official Knothole ball.

7. UMPIRES: Two (2) umpires shall be assigned to each game. If only one umpire reports, the game will proceed as scheduled.
8. GROUND RULES. The Head coach will take ground rules from the umpires. And during the game, the only coach who can address the umpires is the head coach.
9. FIELD CONDITIONS: Do not take the weather in your community as a reason for a no-show.
10. DUGOUTS: Head Coaches are responsible for their dugouts. Please make sure all items have been removed and the dugouts left clean (no trash). Please have your team meeting after you have cleared and left the dugouts.
11. PITCHING RULES: Pitching plates (rubber) will be used in all tournament games for all classes. Pitcher limitations are as follows:

Class	Pitches	Innings per Day
A	90	7
BSR	80	6
BJR	80	6
CSR	70	6
CJR	70	5
D	60	5

12. 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 Regional 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 City Rule #14).

In Tournament games, the Regional Director where the game is being played shall be the Chairman of the Protest Board. The Protest Board shall consist of the Regional 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. Do not bring wives, friends, children, or pets.

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. 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 tournament 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 is not considered a valid basis for a protest. However, if protested, the fee will automatically be forfeited.

13. **IMPROPER BEHAVIOR AND SUSPENSIONS:** The use of alcoholic beverages, profane language, or improper conduct is prohibited. The game shall continue after the offender has left, or all persons shall be cleared from the field and the game will continue with spectators removed. If the offender refuses to leave, the game may be forfeited.

Any manager, coach, or player ejected from a game will be suspended from the next tournament game. The suspended person may not be present in or around the ball park during the games for which they are suspended. **They may not be within eyesight or earshot of any of the tournament games.** A suspension can be appealed to the Regional Director.

14. **PROPER RULES:** In tournament play, all District Supervisors who supply umpires should instruct them to go strictly by Greater Cincinnati Knothole rules and not District rules.

15. **BASES:** The sliding base rule shall apply to tournament play (see City Rule # 20). Tie-down bases can be used in all classes.

16. **BATTING ORDERS AND SUBSTITUTION RULES:** See City rules # 18 & 19. Also Managers must present a lineup card to the umpire. It must state the players in the starting lineup and what batting order option the coach is using (9 man, 10 man (AH), or Continuous). Definition of the Continuous Batting Order follows:

- a. Team must declare at the start of the game that they using the Continuous Batting Order
- b. All players present at the beginning of the game must be placed in the batting order.
- c. Players who arrive after the game has started are placed at the bottom of the batting order.
- d. There is free substitution for the defensive positions.
- e. 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 or illnesses may not be feigned.** Doing so may result in the forfeiture of the game.
- f. A player who leaves the game while on base or at bat is replaced by the most recent batter not currently occupying a base.

17. **SUSPENDED GAMES:** **A game stopped at any time will be a suspended game.** See City rule #17 (b) on pitching in case a suspended game is completed before the next round game on the same day. The suspended game could be continued the next day, but with a different pitcher (See City rule #17 (a) – two nights rest required).

18. **RUN RULES:** In Class A, if, after five innings (4 ½ innings if the home team is leading), a team is ahead by eight (8) or more runs the game shall be declared concluded. In Class B and CSR if, after four innings (3 ½ innings if the home team is leading), a team is ahead by ten (10) or more runs, the game will be declared concluded. In Classes CJR and D, if, after three innings (2 ½ inning if the home team is leading), a team is ahead by ten (10) or more runs, the game shall be declared concluded.

19. **SCOREBOOK:** Enter the first and last names of players in both scorebooks for the tournament.

20. **DOUBLEHEADERS:** Regional Directors will have complete authority to schedule games, fields and umpires to the best of his judgment. Doubleheaders and/or games played on back-to-back days may

be required in order to complete the tournament on time (See City rule #17 (a) on pitching rule – pitchers must have two nights rest).

21. BATTING PRACTICE: **No batting practice is permitted before games.**

22. BLUE ASH SPORTS COMPLEX:

- a. **No batting practice allowed in the entire complex.** This includes batting tees, batting screens, soft toss, plastic balls, etc.
- b. For field conditions at the Blue Ash Sports complex only, call 230-5162.
- c. Crosley Field Only – Coin flip decides home team AND dugout with home team getting the 3rd base dugout. Teams will NOT change dugouts between games of a double header.
- d. Riverfront Field
 - i. Footwear - Metal spikes are **prohibited** on Riverfront. Players must wear either turf shoes, molded spikes or gym shoes while playing on Field #3. Again, **No Metal Spikes**
 - ii. **Sunflower Seeds and Gum** - They are not permitted on or near the turf field or in the dugouts. They cause damage to the field surface.