



KNOTHOLE BASEBALL INC (“KB”)

NORTH REGION

**2018 RULES
INCLUDING ALL
NORTH REGION RULES
AND KB RULES**



KNOTHOLE BASEBALL LLC
NORTH REGION UMPIRE CERTIFICATION
DISTRICT _____

is certified as an Umpire in the North Region

Age on May 1st _____

Certified for Class(s) _____

Certified By: _____ Date: _____

**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(s)).

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.

2018 – OFFICIAL RULES – 2018
KNOTHOLE BASEBALL, INC. – AGE LIMITS FOR 2018

CLASS AA/18U	-YOUTH BORN ON OR AFTER MAY 1, 1999
CLASS A SR/15U	-YOUTH BORN ON OR AFTER MAY 1, 2002
CLASS A JR/14U	-YOUTH BORN ON OR AFTER MAY 1, 2003
CLASS B SR/13U	-YOUTH BORN ON OR AFTER MAY 1, 2004
CLASS B JR/12U	-YOUTH BORN ON OR AFTER MAY 1, 2005
CLASS C SR/11U	-YOUTH BORN ON OR AFTER MAY 1, 2006
CLASS C JR/10U	-YOUTH BORN ON OR AFTER MAY 1, 2007
CLASS D SR/9U	-YOUTH BORN ON OR AFTER MAY 1, 2008
CLASS D JR/8U	-YOUTH BORN ON OR AFTER MAY 1, 2009

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, 6 inches; 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 paying 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 for 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 North Region Rules Recap
North Region/Knothole Baseball INC (KB)

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

GROUND RULES

A. – START

INTRODUCTIONS – UMPIRES AND MANAGERS

- B. – PLATE
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.

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.

5. Backstop – No one allowed directly behind backstop – at least 20 foot buffer

C. – MOUND

1. Balks – A SR thru D SR. Ath. – straight up; D SR. Rec – 1 warning per pitcher
2. No Pitch Intentional Walk – Yes Classes A SR thru D SR.
3. Trips to mound per pitcher – Classes A & B – 2; Classes C & D – 3
4. Pitch Count – Class A SR/A JR –90, Class B SR/B JR – 80, Class C SR/C JR – 70, Class D SR –60

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 SR thru D SR
4. Leading off bases – Yes in Classes A SR thru D SR. Ath; D SR. Rec modified
5. Stealing Bases – Yes in Classes A SR thru D SR. Ath; D SR. Rec modified
6. Courtesy Runner – for catcher only – Yes in Classes A SR thru D SR
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