

***DISTRICT # 15 North Ctrl. Hamilton County & Butler County ...
KNOTHOLE BASEBALL 2007 RULES AND REGULATIONS***
Steve Wilder District Ex. Supervisor, Assoc. Sup/Scheduler: Tom Forney

A. FORMATION OF TEAMS

1. Teams shall be comprised of players residing within District 15 boundaries for all divisions per 2007 .
2. Any player who plays outside District 15 must have the District Ex. Supervisor's written consent.
3. Teams shall be formed by players within the Area in which they reside. The District 15 Areas are defined as follows: City of Sharonville, City of Reading, City of Lockland, City of Springdale, Lakota School District/West Chester-Liberty Townships and the remainder of Butler County.
4. If an insufficient number of players exist to form a team in any Area, the players may be combined with Players of a neighboring Area, with the agreement of the respective Area Representatives and the Knothole District Executive Supervisor.
5. Players will sign up within the Area in which they reside, unless mutually agreed upon by both Area Representatives. The Area Representatives should sufficiently advertise the date and location of registration in order to maximize participation.
6. Teams will be formed by age: (D-2 - 9yr., C-2 - 11yr., B-1 - 12yr., B-2 - 13yr..)
7. Assignment of new players to a team may be done by means of an open registration and/or an open draft.
8. Players returning as members of an existing team may remain on that team.
9. Teams within each age division should be balanced to within two players, if possible.
10. Players registered within an Area at the time of that Area's open draft should be ensured a position on a team if enough players are available to form said teams.
11. Siblings may be assigned to the same team, if age permits.
12. The Team Manager and Two Assistant Coaches player's form the basis of a team roster.
13. Ideally; no person with an apparent conflict should conduct the open draft procedure if possible.
14. All Team formations and Open Draft procedures shall be approved by the District Ex. Supervisor.
15. Any team in any class with "two or more" second year age players will be classified as a second year team, unless approved by the District Ex. Supervisor.
16. Any team that forfeits three games can be removed from the League for the remainder of the season, at the discretion of the District Ex. Supervisor.
17. Ignorance and/or misrepresentation of the above rules by a Manager, Coach, or Area Representative will not be considered a valid excuse for not adhering to said rules.
18. Organizations who have teams that qualify for trophies in any age class will pay for those trophies.
19. Any team that plays a player without a legally signed contract; ("legally signed" means signature of parent, player, and manager plus all information requested on the contract); shall forfeit all regular season games in which that player participates.
20. All contracts and an official roster shall be completed by the Team Manager and given to their designated Knothole District Area Representative, who shall check the contracts for completeness and signatures and forward both copies of the contracts to the District Ex. Supervisor. The Area Representative will sign the original roster form, retain a copy, and forward the original copy of all of their respective the rosters along with the player contracts to the District Ex. Supervisor by the first day of League play. Any team that does not turn in a completed roster and set of contracts on time will receive a forfeit for each game until they, are received. There will be no exceptions to this rule. In addition, the Team Manager will notify the Area Representative who will notify the District Ex. Supervisor of any additions or deletions of players after the roster is submitted. Any player who is not on file with the District, is considered illegal. Photostat copies of a player's birth certificate are not required. In case of a protest regarding the eligibility of a player, the player will be required to submit a Photostat copy of his birth certificate within 72 hours of the request.

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21. Within any areas where there are two or more teams in the same classification:
- No manager, coach, or parent, during the active season, will be permitted to solicit, entice, or coerce a parent or player to switch teams.
 - The District Supervisor will freeze all players on each respective team in each classification affected by a violation of Rule 21 A.

B. REGULAR SCHEDULED GAMES, Cancelled games, Re-Scheduling Games ...

- Home Team Manager, must notify the Visiting Team and their Area Representatives of a canceled game as soon as possible. Games may be cancelled due to: weather conditions, poor/unsafe field conditions due to rain, lightning. Also, games may be rescheduled with Area Representative approval should a team be short of the minimum nine/9 players, required to play a game due to unforeseen reasons, such as a mandatory attendance at a school function.
- All canceled games per Rule 1 will start rescheduling efforts with the designated visiting team by the home team manager within "72 hours" after said game cancellation. Should the home team manager fail to initiate re-scheduling efforts within 72 hours, the game could be subject to forfeit by the decision of the District Ex. Supervisor. When rescheduling the game, the Home Team Manager should consult with the Visiting Team Manager to decide on a "mutually acceptable playing date", but the game should be played with 14 days of the original scheduled date or rescheduled date, if a rain-out of the rescheduled game occurs. All District Games must be completed by/on June 27th. Knothole City Tournament Teams requiring a make up game completion for tournament ceding purposes must complete games by the end of June, if approved by the District Ex. Supervisor unless super-ceded by City Knothole Rules. Penalty of a single or double forfeit may be imposed by the District Ex. Supervisor for failing to reschedule and play games per this rule.
- Either team may consider the game a forfeit if the opposing team fails to show up within 15 minutes after the scheduled starting time of 6:30pm weeknights and the designated starting time on a weekend day. The umpire shall declare same and sign said Team's official score book and will be paid for said game.
- A game shall be forfeited to the opposing team when a team is unable or refuses to start nine/9 players.
- Different numbers will be worn on uniforms to distinguish one player from another. Failure to comply shall be reported to the District 15 Ex. Supervisor by the umpire, but the game shall be played with said notation in the Home Team's Score Book. The managers and the umpire will agree upon the method of distinguishing between the players in question, for playing time/substitution purposes.
- Sliding bases (not tied down) will be used in classes B, C, and D and may be used in all. Single post (Hollywood) bases may be used in classes A and AA. Pegged bases using metal nails attached to crossed straps are prohibited.
- In classes "A and B only", an "Additional Hitter" may be used as defined in the Greater Cincinnati Knothole Rules.
- Scores shall be called in and/or e-mailed in to the designated Division Coordinator by 9:00 p.m. on Sundays of each week by the Winning Team's Manager. Failure to do so could result in forfeit for the winning team.
- A pitching rubber will be used in all classes (AA, A, B, C, D).
- If a team fields a "Ball-" or "Bat-" boy, he or she will wear a helmet at all times.
- It is required that, "ALL CATCHERS", in ALL Division Classes wear a protective athletic supporter cup, which must be verified by the home plate umpire. A team unable to provide a catcher with this protective gear will be subject to an "Automatic Forfeit" by the Home Plate Umpire.

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12. All umpires for all games will be supplied and scheduled by the Home Team Organization. If an umpire fails to show for a game, both of the managers may mutually agree on an umpire.
13. The umpires will be paid by the home team prior to the start of the game, or per area policies and fee structures.

C. DURATION OF GAMES ... Weeknight Games Start @ 6:30pm with limited exceptions...

1. In Classes B, C, and D-2, have a Two/(2) hours maximum playing time. For tied games, follow Rule C.4. Any game, except a tied game, which is terminated because of the foregoing two-hour maximum playing rule is an official game, irrespective of the number of innings played. The time limit will begin with the time printed on the schedule for the first game of the day on that field and will begin with the actual start of the game for all subsequent games. Game time limits must be enforced.
2. In Classes B, C, and D-2, the games will terminate if there is a 10 run difference in the score and the proper number of innings have been played as defined in C.S. a) below.
3. Games called because of darkness, curfew, rain, lightning, weather, or run difference will be considered official if the, "minimum number of innings", have been played as defined as follows:
 - a) Classes B - 5 Innings (4 1/2 Innings if the home team is leading)
 - b) Classes C & D - 4 Innings (3 1/2 Innings if the home team is leading)
4. Ties or incomplete games (as defined above) will be rescheduled and played from the point of suspension until completion in accordance with Knothole Tournament Rules.
5. In Class D-1, no new inning may start after one hour forty five minutes playing time, unless the score is tied. For tied games, follow Rule C.4. Any game, except a tied game, which is terminated because of the foregoing two/2-hour rule is an official game, irrespective of the number of innings played. The time limit will begin with the time printed on the schedule for the first game of the day on that field and will begin with the actual start of the game for all subsequent games. Where there are games following, game time limits must be enforced, irrespective of the amount of time between games. When no game follows, both coaches and the umpire, must agree to extend the game beyond the time limit, if it becomes necessary. This agreement must be covered in ground rules.
6. In Class D-1, the games will terminate if there is a seven (7) run difference in the score and the proper number of innings have been played as defined in C.S. b) above.

D. ADDITIONAL PLAYING RULES - Class A & B

1. For B ONLY A Coach may, at his option, add to his starting lineup any number of additional hitters at the beginning of the game. Additional Hitters may be listed in any position (number) in the batting order. Once listed, the order cannot be changed, except by substitution of a non-starting roster player. A player, who arrives late (after the start of the game), shall only be eligible to be entered as a substitute player. Any nine (9) of the total listed players, in the starting batting order, may play on defense in any given inning. If a team, using additional hitters, loses a hitter, as a result of injury, the spot in the lineup shall be left open and shall not be counted as an out, provided the player has left the game. Once a player has left the game and his turn at bat has been ignored, without penalty, he shall be ineligible to re-enter the game. At the option of the injured players Coach, an injured players turn at bat may be counted as an out if he is unable to complete his turn at bat or he may be substituted with a substitute player, and retain his right to be re-entered. A substitute player is any player who is not listed in the starting lineup as a hitter or additional hitter. (NOTE: This option gives a coach the opportunity to assess the injury of a player and his ability.) Teams playing with only eight players, due to an injury and/or a player leaving by prior consent with notification of the Home Plate Umpire, shall have the missing batter position counted as an automatic out when their turn in the batting line up rotation occurs. Teams playing with eight players will designate general outfielder positions of Left Center Field and Right Center Field areas.

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E. ADDITIONAL PLAYING RULES - Class C and D ...

1. In Class D and C, each Player must play at least Two(2) Defensive Innings in the field in every game unless he is being disciplined. In this case, the umpire and the opposing manager shall be notified prior to the start of the game. It is the responsibility of the manager to see that these requirements are met each and every game. Unlimited substitution may occur providing players have fulfilled their playing time requirements.
2. In Class D and C, a Continuous Batting Order will be used as defined below: The continuous batting rule will be mandatory in Class D and C. (Exception - If the total number of players on each team differs, the team with the least number of players shall determine the number of players to be used in the batting rotation and will be entered into the scorebook in their respective batting orders. All remaining players of the team with the greater number must be entered into the game in accordance to Rule D.1 above. Once the game has started, the batting order may not be changed. Players arriving after the game has started, may only be placed at the end of the batting order. Players arriving after two (2) complete innings of play do not have to be entered into the game. If a player is so injured that he or she must be taken out of the game and is unable to bat, the manager may permanently remove the player from the game, scratch the player's name from the scorebook, and skip over that position in the batting order and go on to the next batter with no penalty assessed, or may take an out every time that player's turn to bat occurs until the player is able to re-enter the game. The decision does not have to be made until the injured player's next turn at bat occurs. This will give the manager a chance to assess the player's injury without penalty. The opposing team must be notified of the manager's decision at that time. A batter or runner who becomes injured, and must be taken out of the game, may be replaced by the next batter in the lineup and that batter will assume the ball and strike count of the injured batter. A player who is ejected from the game will take an automatic out when that player's name comes up in the batting order through the duration of the game. The defense can be changed without regard to the batting order thus saving time notifying the opposing manager of the changes in batting orders and re-entries into the game. Exception: The opposing manager must be notified of all pitching changes.

F. SPECIAL PLAYING RULES - Class D-1

1. Playing time and continuous batting rules from E. 1. and E.2. as above, apply to Class D-1.
2. In Class D-1, pitching distance will be 43 feet. When the batter hits from the Hitting Tee, which is to be placed directly Upon Home Plate, by one of the teams official coaches, the pitcher may take a position at least three feet directly behind the pitching rubber which may be indicated by a hash mark on the field.
(* 2-A): Pitchers are limited to a Maximum of 48 pitches, over two consecutive/(back to back) innings. A Pitcher who throws 48 pitches in their first inning of pitching has completed their allocation of pitches and must be replaced. If a pitcher is still in their second consecutive inning of pitching and reaches their designated 48 pitches prior to the inning ending, time must be called by the Home Plate Umpire upon being advised of this by The Home Team Official Scorer who is responsible for pitch count tally and should keep the Home Plate Umpire advised of when a player is reaching their maximum allocation of pitches. A Pitcher who pitches less than 48 pitches in their two designated innings, has still completed their allocation of maximum allowable innings within said game. Pitchers must have two days rest between appearances. (ex: If a players pitches on Monday they may pitch again on Wednesday).
3. In Class D-1 games, an inning consists of "Nine (9) batters or 3" outs, whichever comes first. When the Ninth Batter comes to bat, there are Automatically Two (2) outs, which will be announced by the home plate umpire. The ninth batter may "only advance two bases" on a ball hit from a pitched ball and "only to first base" from a ball hit off of the hitting tee. Runners on base may only advance forward two bases maximum, on a ball hit by the ninth batter, unless field play

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stops said advancement by getting either the batter out at first base and/or a runner as a force out at a base of a tagged runner in the base path. Exception: In D-1 class games, if the ninth batter is hit by the pitch, the batter will advance to first base only and the batting rotation will continue in succession to the next batter who then becomes a ninth batter.

4. In D-1 8-u Games, An arc 20 feet from the back of the plate down each foul line shall define an area called the "dead zone". Any ball hit from the tee that comes to rest inside the dead zone, or is touched by a defensive player while on the ground in the dead zone, will be considered a foul ball. If the ball is caught on the fly within the zone, the batter is out. No bunting is allowed while hitting from the tee. Collisions with the tee must be avoided at all times. It is the designated coach's responsibility to remove the tee immediately after ball is struck and either hold it or set it in a safe place until play is over. When the batting tee is in use, it shall be placed "directly upon home plate".

5. In Class D-1 games, Walks are prohibited. If the count reaches Four (4) balls, the ball shall be placed on the batting tee and the batter shall bat from the tee by taking a full swing at the ball. Coaches should refrain from over elevating the hitting tee. The strike count will carry over to allow a strike out. When the tee is in use, the catcher should stand opposite the batter (i.e. right-handed batter, catcher stands on the 1st base side of the backstop; left-handed batter, catcher stands on 3rd base side of backstop), and must be wearing all gear in its proper position, including a protective supporter cup. The batter-runner may not advance beyond 2nd base on any fair ball hit from the tee.

6. In Class D-1 8-u only, there is No Stealing of Bases. Players advance to the next base after the pitcher has released the pitch (but not before) and must return to the base before the next pitch. Players may take an appropriate lead-off within the four foot designated hash mark area from the forward edge of the base (going counter clock wise) , but must return to the base before the next pitch. The pitcher is not permitted to throw over to a base in an attempt to pick-off a runner. Also, no plays may be permitted on base runners returning to the base between pitches. Penalty - If in the judgment of the umpire, the runner's lead-off exceeds the designated hash mark, he shall be warned by the umpire. After one (1) warning, that runner, and any subsequent runner from either team, will be declared out.

7. In Class D-1 only, the Infield Fly rule will not be enforced.

8. In Class D-1 only, on a Dropped 3rd strike, the Batter will be Declared Out and may not attempt to run to 1st base. No runners on base may advance.

9. In Class D-1 only, balks will not be called. Managers are expected to discourage an illegal pitching motion. At the umpire's discretion, a "no play" ruling may be called. The ball shall immediately become dead. The runners shall immediately return to the original base occupied before the pitch.

10. In Class D-1 only, no pitcher may pitch more than (2)/Two innings back to back in any game. One (1) pitch or more in an inning constitutes an inning pitched. (Omit the National League Rule regarding number of trips to the mound by the Manager).

G. PROTESTED GAME

1. All protests must be Submitted In Writing to the designated organizations Area Representative within 24 hours after completion of the game, along with notification of the District Ex. Supervisor by the Area representative within said twentyfour(24) hour period. A check or money order deposit fee of \$50.00 payable to Knothole Baseball, must be submitted with each protest, to be forfeited if the protest is disallowed. Protests must be made to the Umpire and the Opposing Team's Manager at the time the incident occurs and before the next pitch occurs and both Score Books signed by the Home Plate umpire and both Team Managers. Misapplication of the Rules of Baseball, is the "only valid protest". Judgment calls by the Umpire are not grounds for a protest. The Umpire can and should correct any such error once he determines how the rule applies and continue the game. If unresolved, the Umpire will note the inning, score, and

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reason for the protest in both score books according to Knothole Rules. The umpire and both Managers must sign and date both score books.

2. The District Ex. Supervisor will be notified verbally and in writing by the Area Representative within twentyfour(24) hours so that an investigation may be made in a timely manner. The District Ex. Supervisor will convene the Protest Board of Primary Sr. Associate Supervisors and will decide all protests as soon as possible, usually within 10 business days.

3. An investigation may be requested by a Manager through the District Ex. Supervisor for the purpose of determining player eligibility/improper conduct. Any team determined to have an illegal player under contract i.e. over-age player, will forfeit any previously played regulation games in which that player participated. The player and manager will be suspended from District 15 participation for the remainder of the season and the following year. The District Supervisor may impose additional penalties, if warranted.

H. CONDUCT - THE GAME IS FOR THE KIDS! THE GAME SHOULD BE FUN!

1. The Manager of each team is; Responsible for the suitable conduct of all of his participants (Coaches, Players, Parents, Fans, etc.) at all times before, during, and after a game. It is the responsibility of all Managers to notify his participants of the possible penalties (forfeiture of games, individual suspension) for misconduct at games. Discussions, arguments, and disputes which develop into overly aggressive actions i.e. umpire intimidation, verbal abuse, physical contact, fighting, etc. will require an investigation. Based on the findings, penalties may be assessed ranging from probation to expulsion from District 15 Knothole participation.

2. Ejections:

a) Coach - First Offense, the Coach shall not be permitted to coach the next game (The Coach may not attend the game in any capacity and must not show up at the ballpark) - Second Offense, the Coach shall not be permitted to coach in the next 2 games.

b) Player - The Player shall not be permitted to play in the next game (The Player may attend the game but the Manager will inform the Umpire and the Opposing Manager of the Player's ineligibility before the game).

c) Parent/Fan - First Offense, the individual shall not be permitted to attend the next game as defined in 2A. - Second Offense, the individual shall not be permitted to attend the next 2 games. The District Ex. Supervisor may assess additional penalties in addition to the above.

3. The District Ex. Supervisor reserves the right to suspend a Manager or Coach who causes dissension among fellow; Coaches, Players, Area Representatives, Umpires, and Supervisors.

4. A Manager or Coach who questions an Umpire's judgment call in an abusive manner will be ejected from the game and the bench area to the parking lot area, if the Umpire deems it necessary. Harassment of Umpires will be grounds for suspension.

5. Any Member of any team who objects to a call by an Umpire by throwing a bat or headgear, cursing, or kicking the dugout fence, etc. shall be automatically ejected from the game. Penalty; See Conduct Rule F.2.b).

6. Any Player who intentionally; throws a bat in a dangerous manner after hitting a ball fair or foul shall be automatically called out in all Classes except D-1. After one(1) advisory warning for accidentally throwing a bat, said player will be ejected from the game on their second warning.

7. No Manager or Coach shall Smoke while Managing or Coaching a ball game in District 15 Knothole baseball. Penalty is ejection from the game after one warning.

8. All Managers and Coaches shall remain fully dressed while participating in a game. Penalty is ejection from the game.

9. All Players, Managers, and Coaches shall confine themselves to the areas of their respective benches and the playing field. At no time shall a Player, Manager, or Coach walk, sit, stand, or occupy any space around the perimeter of the backstop while a game they are playing is in progress and/or sit/stand in the field of play. Penalty is ejection from the game after one warning by the Umpire.