

2011 DISTRICT 2 KNOTHOLE GENERAL RULES

CLASS A, B, C and D

1. Legal teams(s) and players(s)

All teams in the league MUST BE FORMED BY A DRAW. Draws must be with an established Knothole Organization. No established or newly formed teams in the league (1st year in the league) will be eligible for the Waite C. Hoyt Greater Cincinnati Knothole Tournament.

Established team(s) entering Knothole league for the 1st year must have a signed roster by the league director with phone number from the year before. Team(s) cannot add any player(s) to the roster except by a draw.

- a) No team(s) that has player(s) TRYOUTS OR ALL STAR TEAM(S) will be allowed in the league. The DISTRICT EXEC. SUPERVISOR and area organization's Directors will make final decision on any interpretation defining an established or ALL STAR team(s) or team(s) that have tryouts, when a team's eligibility is questioned.

The Executive Knothole District Supervisor **must** approve any new player(s) added to a team roster, before playing in a league game.

ANY VIOLATION OF THESE RULES WILL BE FORFEIT OF ALL GAMES PLAYED.

2) League Game(s)

League games can only be canceled or changed by the sponsoring organization's Director. No manager or coach can cancel or change a games starting time, date or field. The only reason the game can be rescheduled, other than a rain out or inclement weather, is due to a school/community function. Known school/community conflicts can be taken into account when the schedule is made. No cancellations due to play on other sport's teams IS A VALID reason to cancel a game.

3) Rain, Lightning, Wet Grounds

- (a) Game(s) stopped because of rain, lightning or unplayable fields. The home team must notify the sponsoring organization's Director as soon as possible. The home team manager must notify the visiting team manager of a canceled game as soon as possible. Game(s) can only be canceled due to rain, lightning or unplayable field conditions.
- (b) Game Start Time moved to later time due to wet grounds. Games may not be arbitrarily moved to a later time the same day without mutual agreement by both managers. The managers need time to pole the players and/or parents to assure they can both field teams at the later time. Previous plans may preclude them having enough players. If either team cannot field a team, then the game must be rescheduled like any other canceled game. It is unfair to give a team a forfeit due to circumstances over which they have no control.
- (c) **The Home Team Manager must reschedule all rain out games within seven (7) days after cancellation.** Should the manager fail to reschedule the game, the District Supervisor may reschedule the game, resulting in the home team possibly playing back-to-back games.

4) GAME(S) NOT PLAYED. All game(s) not played by the end of the season will result in both teams receiving a loss. Final standings will be based on number of wins.

5) Winning Team Manager

The winning team manager must report scores into the score supervisor WITHIN 48 HOURS AFTER THE GAME. Failure to comply with this rule will be a FORFEIT OF SAID GAME. No exceptions use email or phone in if email is not available.

6) Postponed Game(s)

Postponed games require both managers to agree upon a new date, time and field for postponed games. Postponed games and **new date must be reported to the Score Supervisor seven (7) days before the re-scheduled game is played.** If a game is changed without notification the Executive District Supervisor, both teams may receive a loss for said game.

7) Hurdling or Plowing over Catcher or Basemen

Hurdling or plowing over the catcher or other baseman WITH THE BALL IN THEIR POSSESSION WILL BE AN AUTOMATIC EJECTION, IN THE JUDGMENT OF THE UMPIRE.

8) Batting Order Options

- a) The continuous batting order: If a player cannot bat (unable to bat because of illness, injury, had to leave, ejection, etc.), such position is NOT AN OUT in the batting order. Any nine players may play on defense.
- b) The additional hitter (AH) rule: If using the AH, a 10th batter may be added to the batting order at the start of the game. Any nine of the ten batters may play on the defense. If a team using the AH drops from ten to nine players available, the spot in the lineup is left open and is **NOT** an out. The re-entry rule applies as well.
- c) Managers must choose on of these options before the game begins and state what they are using in the ground rules. They must choose a continuous batting order, an AH or a regular nine man batting order. Any of the starting players or subs may be withdrawn and reentered once, providing such player occupies the same batting position whenever he is in the lineup.

9) Run Rule or Time Limit

In class A, if after five (5) innings (4 if the home team is leading) a team is ahead by eight (8) or more runs, the game will be declared concluded. In class B, if after four (4) innings (3 innings if the home team is leading) a team is ahead by ten (10) or more runs, the game will be declared concluded. In class C if after three (3) innings (2 innings if the home team is leading) and a team is ahead by ten (10) or more runs the game will be declared concluded.

No game can end by the run rule if the run limit is reached while the visiting team is at bat.

10) Conduct (See Knothole Rule 21) and RULE 17 in these rules.

- a) Any player(s), manager(s), coach(es) or spectator(s) that approach an umpire in a threatening manner on the field before or after a game will have the following disciplinary action taken against them.

1st offense: Two (2) full game suspension. (Not including the game ejected from.)

2nd offense: A full calendar year suspension and loss of game.

Only one (1) person from each team can approach the umpire(s) on the field during a game. The second (2nd) person leaving the normal bench area and going onto the field is automatically ejected. Person means anyone as defined in 10a) above.

b) Player Ejection

Any player(s) ejected from a game will not be permitted to play for one (1) full game, if 1st offense. Two (2) full games if 2nd offense, and loss of said game. Suspension will be the next regular played game; this includes any makeup games.

c) Managers/Coaches Ejection

Any manager or coach ejected from a game will have the option to:

- Serve a two (2) consecutive game suspension (including make up games) or
- They could drop down to a lower class and umpire behind the plate free of charge.

The suspension can be appealed to the League President and District Board. This is made up of the organization Director's comprising the League areas.

Ejection and/or suspension means that the person or persons must leave the grounds and surrounding area and if a 2 game suspension they are not allowed to be on those grounds from one half hour before the game until one half hour after the game. By being suspended their behavior has caused them to forfeit their opportunity to watch the balance of the first game and all of the second game.

11) Umpire(s) No Show

If umpire(s) do not show up for a game, the managers can pick an umpire(s) from coaches or spectators, as long as both managers agree. If there is no agreement between managers, the game will be rescheduled on the 1st open field.

12) Formal Protest

A formal protest must be filed in accordance with Knothole player agreement rule #14. A protest fee of \$50.00 (cash) must accompany any formal protest filed with the League Executive Supervisor within 24 hours of the starting time of the protested game.

13) GRACE PERIOD

There will be a (15) minute grace period after the scheduled starting time. If you arrive during the grace period, the game will begin at the end of the 15-minute time span. Practice time is forfeited for late arrival.

14) The Regular Playing Season

The season consists of a minimum of a 12 game schedule. Games must be played during the season prior to the Greater Cincinnati Tournament. The season will run from April 19th, 2008 thru July 2, 2008. All makeup games must be completed before July 1. If a playoff game is necessary for a tiebreaker, it will be played July 2nd, 2008.

15) Trips to the Mound

Two (2) trips to the mound by a manager or coach will be enforced in Classes A and B. In Classes C and D, a manager or coach shall remove a pitcher upon the third (3rd) trip to the mound, in any one inning. A pitcher may pitch in 2 games in the same day, provided that the pitcher has had 2 nights rest prior to the day of the games and the pitcher pitches no more innings that the length of a normal game in his class in the district. Note: a single pitch in any inning counts as an inning pitched. A game 7 innings, B game 6 innings and C 5 innings.

16) Taking Signals

The National League rule that required the pitcher to take his signals on the pitching rubber shall only be enforced in Class A.

17) Managers Responsibility

Each manager is responsible for the conduct of the team's fans and coaches before, during and after the game. The use of alcoholic beverages, profane language, or improper conduct will not be permitted on any baseball field while a Knothole game or practice is in progress.

18) Intentional Fighting (See KNOTHOLE RULE 26)

Intentional fighting by participants, including players, managers, coaches, spectators and the other team's personnel may result in a one calendar year suspension of said participant(s). RULE 26 also covers touching of the umpire. READ IT CAREFULLY.

19) Helmets

Any live batter or base runner must wear the batting helmet at all times, unless time out is called. Failure to do this will result in the player being called out in the judgment of the umpire.

20) Courtesy Runner -

A courtesy runner may be used for catchers only when there are 2 outs. **The last player to make an out becomes the courtesy runner.**