

2010 DISTRICT 2 KNOTHOLE

Class: D-2 Rules

4/05/10

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.

No team(s) that has player(s) TRYOUTS OR ALL STAR TEAM(S) will be allowed in the league.

The League President 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 WAIVER OF THESE RULES WILL BE A FORFEIT OF ALL GAMES PLAYED.

2. League Game(s)

League games can only be canceled or changed by the Executive Knothole District Supervisor. 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, is due to a school function. No cancellations due to play on other sport's teams.

3. Rain

(a) Game(s) stopped because of rain, lightning or unplayable fields. The home team must notify the Knothole District Supervisor 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 poll the players and/or parents to assure they can both field teams at the later time. Previous may preclude them from having enough players. If either team cannot field a team, then the game must be rescheduled like any other cancelled game. It is unfair to give a team a forfeit due to circumstances over which they have no control. This rule is retroactive to April 21, 2007.

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.

See Knothole Rules or MLB Rules for suspended game definitions.

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 on number of wins.

5. Winning Team Manager

The winning team manager must EMAIL OR CALL 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 phone in or use email if available. EMAIL ADDRESS SHOWN ON THE SCHEDULE.

6. Postponed Game(s)

Postponed game MUST be AGREED TO by both managers. Both managers must agree upon a new date, time and field for postponed games. New game date must be reported to the Area Baseball Director seven (7) days before the regular scheduled game for approval. If a game is changed without approval from the Area Baseball Director, both teams will receive a loss for said game.

7. 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 JUDGEMENT OF THE UMPIRE.

8. Batting Order Options

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.

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.

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 ½ 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 ½ innings if the home team is leading) a team is ahead by ten (10) or more runs, the game will be declared concluded. In class C and D-2, if after three (3) innings (2 ½ 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 a bat.

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

1st offense: Two (2) game suspensions.

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 out is ejected.

Player Ejection

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

Managers/Coaches Ejection

Any manager or coach thrown out of a game will have the option to:

Serve a two (2) 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.

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 President 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 22nd, 2006 to June 30th, 2006. All makeup games must be completed during this time period. If a playoff game is necessary for a tiebreaker, it will be played July 1st, 2006.

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 night rest prior to the day of the games **and** the pitcher pitches no more innings than the length of a normal game in his class in the district. Note: a single pitch in any inning counts as an inning pitched.

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

Intentional fighting by participants, including players, managers, coached and other team personnel may result in a one calendar year suspension of said participant.

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.

LEADING OFF and PICKOFFS

LEAD OFFS ARE LIMITED TO 6 FEET. ONLY ONE WARNING FOR EXCEEDING 6 FT. PICK OFFS ARE ALLOWED. RUNNER MAY ADVANCE ON ANY WILD THROWS, BUT IS AT RISK IF TAGGED OUT.

STEALING

STEALING IS PERMITTED AFTER THE PITCH PASSES THE BATTER. THE RUNNER IS AT RISK BUT MAY ADVANCE ONLY ONE BASE IF NO THROW IS MADE TO THE BASE TO WHICH HE IS GOING TO. IF A THROW IS MADE HE MAY ADVANCE TO THE NEXT BASE. WHEN THE BALL REACHES THE PITCHER IT IS A DEAD BALL. AND RUNNERS HOLD AT THE BASE THEY HAVE REACHED.

DROPPED THIRD STRIKES

A DROPPED THIRD STRIKE IS AN OUT BUT RUNNERS MAY ADVANCE BUT ARE AT RISK TO BE TAGGED OUT.