

District 5 Knothole Baseball

A Cincinnati Tradition Since 1932

www.district5knothole.com

4/7/2009

REGION 5 EAST AND WEST DISTRICT KNOTHOLE SUPERVISORS

East District

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West District

District Supervisor

Charles Kelly 513-312-9612

Asst. District Supervisor

Charlie DeSando 202-487-7037

AGE LEVEL COORDINATORS / BOARD OF SUPERVISORS

East District

Class A—Gordon Rosenberry—474-6789

Class B—Chris Ford—232-0728

Class C—Brett Massie—232-7142

Class D—Chuck Zix—231-3324

Instructional—Tim McClelland—233-0392

Finance - George Tabet—231-8610

Rules—Mark Harding—624-7103

West District

Class A—D—Charles Kelly—513-312-9612

Instructional—Charlie DeSando—202-487-7037

REPORT SCORES:

The winning team must report the score by Midnight on Saturday of all games won that week. If a winning team fails to call in a score, it will be reported as a loss for both teams. THE WEB SITE TO ACCESS IS http://www.district5knothole.com/reporting_scores.html or CALL is 585-WINS (9467). Please access the appropriate class. ALL RAIN OUTS MUST BE REPORTED BY THE HOME TEAM THE DAY THE GAME IS RAINED OUT ON THE SCORE LINE AS WELL! Please indicate the teams (Team Name & number) game date, game time and locations.

FOREST HILLS AREA PARKING RESTRICTIONS

District 5 Knothole has agreed to abide by the following parking restrictions. These restrictions MUST be followed for ALL games and practices. FAILURE to follow these simple guidelines, could lead to the loss of use of these fields for District 5 Knothole Baseball. ALL MANAGERS MUST INFORM THEIR PARENTS OF THESE PARKING RESTRICTIONS:

MADDUX ELEMENTARY

Parking is to be confined to the parking lot areas and/or side streets. There is to be NO PARKING ON THE GRASS AREAS OF THE SCHOOL GROUNDS. The grass area is a posted NO PARKING ZONE.

AYER ELEMENTARY

Parking is to be confined to the parking lot areas. ALL cars should refrain from parking in the circle area of the school drive. This is a NO PARKING ZONE, and is for emergency vehicles only.

RIVERSIDE PARK, Julifs & Beech Acres

Parking is to be confined to the parking lot areas. ALL cars should refrain from parking along entry ways. These are NO PARKING ZONES, and are for emergency vehicles only. YOUR CAR WILL BE TICKETED OR TOWED.

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1. CONDUCT

- (A) Each manager is responsible for the conduct of the team's players, coaches and fans before, during and after the game.
- (B) Taunting by players, coaches or fans shall not be condoned and shall be governed by Major League Rule 4.06 and shall be considered unsportsmanlike conduct.
- (C) The use of tobacco products by any coach or player on any baseball field while a knothole game or practice is in progress is strictly prohibited
- (D) The use of alcoholic beverages, profane language or improper conduct by any coach, player or fan will not be permitted on any baseball field while a knothole game or practice is in progress.
- (E) Violation of any of these rules will result in immediate ejection from the field and further disciplinary action by the District Supervisor.
- (F) 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 spectators removed.

2. RECRUITING

- (A) Managers, coaches, players and/or parents of players are not permitted to recruit players for their team. This also includes making an announcement that our team has an "opening".
- (B) Holding tryouts or posting public notices of players needed by a team are strictly prohibited.
- (C) The penalty for violation of any of the above, will be the PERMANENT EXPULSION from District 5 of the person(s) determined to be guilty

3. SOURCE OF RULES

- (A) All scheduled games in Region 5 East & West District will be governed by the National League Official Rules except where Region 5 East & West District Rules or Knothole Club of Greater Cincinnati takes precedence.

4. PLAYER'S

(A) AGE REQUIREMENTS

| CLASS | AGE | |
|---------------------|------|------------------------------|
| AA | 18 U | Cannot Turn 19 before 5-1-09 |
| A | 15 U | Cannot Turn 16 before 5-1-09 |
| B-2 | 13 U | Cannot Turn 14 before 5-1-09 |
| B-1 | 12 U | Cannot Turn 13 before 5-1-09 |
| C-2 | 11 U | Cannot Turn 12 before 5-1-09 |
| C-1 | 10 U | Cannot Turn 11 before 5-1-09 |
| D-2 | 9 U | Cannot Turn 10 before 5-1-9 |
| D-1 | 8 U | Cannot Turn 9 before 5-1-09 |
| D-1 Am. (East Only) | 7 U | Cannot Turn 8 before 5-1-09 |

To be eligible to play D-Jr. American a player should have played at least one season of T-Ball or have Instructional experience in Region 5 or prior to moving into Region 5.

District 5 Knothole Instructional Program

| | | |
|---------------|-----|-----------------------------|
| Instructional | 6 U | Cannot Turn 7 before 5-1-09 |
| Instructional | 5 U | Cannot Turn 6 before 5-1-09 |

(B) RESIDENCE REQUIREMENT

- 1) Region 5 East District Teams are to be comprised of youngsters who reside in one of the following communities: Anderson Township, Mt. Washington, California or Newtown and are with-in the boundaries of Region 5 East District.
- 2) Region 5 West District Teams are to be comprised of youngsters who reside in one of the following communities: Oakley, Hyde Park, Mt. Lookout, Evanston, Madisonville, Linwood, and East End and are with-in the boundaries of Region 5 West District
- 3) Team managers are responsibility for insuring that all players on their teams' roster meet all residence and age requirements.

(C) OUT OF DISTRICT/REGION PLAYERS AND TEAMS

- 1) Teams and/or individuals wishing to play in Region 5 East District Knothole from other baseball organizations, or teams that have been formed in the manner described in RECRUITING, may not enter into the district as a team. All players MUST register at open registration as individual players and be placed on teams through the pool placement procedure.(EAST ONLY)
- 2) No team may have more than 4 players from outside of Region

(D) INELIGIBLE PLAYERS - An ineligible player is defined as any player who:

- 1) Has not signed or whose parent or guardian has not signed his player's agreement, or whose player's agreement has not been accepted by the Executive Supervisor.
- 2) Is playing on more than one (1) baseball team other than their school team as long as that school team is not playing in a knothole league.
- 3) Age exceeds the permissible age limitation of the Class in which they are participating.
- 4) A player who is or has played in a non-approved event during the current season.
- 5) Managers, coaches or teams using an ineligible player will be penalized by forfeiture of each game in which an ineligible player participated.

(E) PLAYING IN A DIFFERENT AGE CLASS

- 1) A player may play in an older age group (play up). For example: a C-1 age player may play in the C-2 league; a D-1 age player may play in the D-2 league.
- 2) At no time may a player play in a lower age group (play down) unless the region/district has combined that age group. This does not apply to players in the Instructional Program.

(F) PLAYERS THAT WISH TO LEAVE A TEAM AND JOIN ANOTHER TEAM

- 1) Player(s) wishing to leave a team may do so, said player(s) MUST re-register for placement. At that time they may request the team that they wish to play on. Such request are based on a first come, first served basis, with no guarantees. All player placement will be based on the number of players per team. Teams can not "pick-up" players. No team can simply add players to their roster. Said teams needing player(s) MUST get players from the player pool. Any "new" team(s) MUST be assembled through the player pool.
 - a) A player leaving a Team for another team needs a release from the original team in order to register for another team. (WEST ONLY).

(G) MINIMUM PLAYING TIME

- 1) Each member of C-1 and D-2 teams, when in attendance at a game, must play a minimum of:
 - a) Six consecutive outs on defense and bat at least 1 time, if the nine (9) or ten (10) (AH) player batting order is used.
 - b) Three consecutive outs in the field if all players are in the batting order (Roster Bat).
 - c) Failure of a manager and/or team to abide by this rule will be cause for automatic forfeiture of the game without it being necessary for the opposing manager to file a protest.
 - d) E Minimum playing time rules DO APPLY in games that are shorten by weather or run rules.

5. 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 the Knothole Club of Greater Cincinnati Inc. shall be valid in any tournament play of any kind outside their region/district from the first official game in the region/district the contract represents to the last official game within the same region/district 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 region/district.
 - 4) A team can play in a tournament during the regular season with the written approval from the Executive Supervisor prior to the event. Said tournament may not affect any regular scheduled games.
 - 5) A team that qualifies for the Knothole Regional, District and/or Final Tournaments cannot play in any other tournament until eliminated from the Knothole tournament.

6. TEAMS**(A) LEGAL TEAM**

- 1) Not less than 12 or more than 20 players shall constitute a legal Region 5 East and West District team.
- 2) Teams having the minimum number of players will be the first teams selected for a blind draw for placement of pool players should there be any number of additional players through out the season. (East Only)
- 3) A team may not refuse to take players placed through the draw. (East Only)

7. GAMES**(A) HOME/VISITING TEAM**

- 1) The first numbered team on the schedule is the home team. The home team is to furnish the first game ball and bases while the visiting team is to furnish the back-up ball.

(B) GAME TIMES / START OF INNINGS / TIME LIMITS

- 1) Start games promptly at SCHEDULED TIME.
- 2) A 2 hour time limit on all games. The 2 hour time limit starts FROM THE SCHEDULED START TIME NOT FROM THE TIME THE GAME ACTUALLY STARTS. NO NEW INNING CAN START AFTER THE 2 HOUR LIMIT.
- 3) Umpires are to allow 10 minutes (maximum) warm-up period for each team and insure that the game starts on time.
- 4) No inning is to start after 7:45pm until after Memorial Day.
- 5) Exceptions to these are:
 - a) Unless the game is scheduled for a field with lights.
 - b) If agreed upon by the head of both teams involved before the start of the game, at which time the umpire MUST be advised.
- 6) Teams have a 15 minute grace period prior to a game before it is forfeited.

(C) GAME SCHEDULES / RAIN OUTS

- 1) Games are to be played on the date and field scheduled unless rained out.
- 2) The home team manager is to make the final call on whether a game is cancelled due to weather prior to the start of the game.
- 3) Rain outs, ties and incomplete games MUST be played off within 15 days of the originally scheduled play date unless a written exemption is granted by the Executive Supervisor.
- 4) The home team manager is responsible for obtaining the field and umpire(s) for rain outs, ties or incomplete games.
- 5) The suspension of a game due to thunder/lightning or poor field conditions shall be determined by the Home Plate Umpire. The Home Plate Umpire shall determine when and if play should continue.
- 6) When a game is suspended because of thunder/lightning, all players are to be removed from the field and team benches and directed to a safe place, such as parents/coaches vehicles. For teams to retake the field and the game to resume there must be a 20 minute period of time with no thunder/lightning.

(D) OFFICIAL SCORE BOOK

- 1) The home teams' score book is considered the official book.
- 2) It is the responsibility of the visiting teams' scorekeeper to verify and approve the home team's book.
- 3) It is recommended that this be done at the completion of each inning particularly if runs score.

(E) OFFICIAL GAME

- 1) Class A-7 Innings
- 2) Class B-6 Innings
- 3) Class A and B - games stopped because of weather shall be considered an official game after 4½innings are completed providing the home team is leading. Games stopped because of weather and not considered official must be replayed in their entirety.
- 4) Class C and D-2.-5 Innings (West Games) 6 Innings (East Games)
- 5) Class C and D-2.-games stopped because of weather shall be considered an official game after 3½innings (West Games) 4½innings (East Games)are completed providing the home team is leading. Games stopped because of weather and not considered official must be replayed in their entirety.
 - a) Games played between East and West the number of innings should be decided before the game starts.
- 6) D-1-5 Innings
- 7) D-1. - Games stopped because of weather shall be considered an official game after 3½innings are completed providing the home team is leading. Games stopped because of weather and not considered official must be replayed in their entirety.
- 8) D-1 American-6 Innings (East Only)
- 9) D-1 American - games stopped because of weather shall be considered an official game after 4½innings are completed providing the home team is leading. Games stopped because of weather and not considered official must be replayed in their entirety. (East Only)

(F) SUSPENDED GAMES

- 1) Only games that are suspended do to darkness are to be continued from the exact place where they were suspended.
- 2) The home team scorebook is the official scorebook. Managers from both teams are to sign the score book acknowledging the stopping point of the game.

(G) RESUMING SUSPENDED GAMES

- 1) The batting order must remain the same.
- 2) The game resumes exactly where it was stopped. If the count was 3-2 with 2 outs, bases loaded, that is where it is restarted. The batter comes to the plate with that count. In the event the player who was at the plate when the game was stopped is not at the continued game, the next player in the lineup inherits the count.
- 3) If all players cannot be there for the continuation of the game, their spot in the batting order is to be skipped (no out unless that player was the player at the plate when the game was suspended. Then #2 applies.). Everyone then moves up a spot in the order.
- 4) Any players missing from the original game that attends the continuation of the game are to be inserted at the end of the batting order until the number of players in the order for the resumed game reaches the number of players that was present for the original game. If a team has more players at the resumed game, they have the option to insert those players in the bottom of the batting order provided both team managers agree prior to the restart of the suspended game.
- 5) Innings pitched in the original game count towards the number of innings they are available to pitch in the resumed game. For example, a Class D pitcher is limited to 2 innings. So if you pitched Pitcher A for 1 inning in the original game, they are only eligible to pitch 1 more inning in the resumed game. If a pitcher pitched 2 innings in the original game then they cannot pitch in the resumed game.
- 6) Any innings pitched in the original game do not count towards the maximum per day pitching requirements for games that may be played after the suspended game is completed.
- 7) Umpires are to be paid as though it is a new game.

(H) REQUEST FOR GAME CHANGES

- 1) In those instances where a team manager knows prior to the beginning of the season that they will be missing players on a certain date(s) due to a school or church conflict the following procedure is to be followed:
- 2) A written request for each game on the date of each conflict.
- 3) Each date MUST be a separate request.
- 4) All requests must be completed and given to the Executive Supervisor by March 15th of the current year.
- 5) East District Requests should be delivered or sent via email to chuck49mpw@fuse.net. West District Request should be delivered or sent via email to Desando3@aol.com
- 6) Games that need to be rescheduled for any reason other than weather must be approved in writing 14 days prior to the original game date by the Executive Supervisor. These requests should be sent via email to chuck49mpw@fuse.net for East District and Desando3@aol.com for the West District. Include the original game date, time, home and visiting team names, team numbers and field location.
- 7) Any games rescheduled without written approval will result in a forfeit for both teams.

- (I) FIELD PERMITS / OBTAINING FIELDS FOR MAKE UP OR RESCHEDULED GAMES
- 1) Issuing of field permits for practice, postponed games and exhibition games with teams from other districts will continue throughout the season. (EAST ONLY)
 - 2) Each permit is issued for the day, time and field indicated. Permits are voided July 1 of the current year. (EAST ONLY)
 - 3) Make up games are to be played on a team's assigned practice field whenever possible.
 - 4) When conflicts arise because of playing make up games on practice fields, games take precedence. It is each team's responsibility to know the contact information of the person who has their assigned practice field for the time slot before or after your assigned time.
 - 5) Requests for additional fields for make up or rescheduled games will be granted on a first come first served basis.
 - 6) For a list of open fields please visit our website.
- (J) MINIMUM PLAYERS FOR OFFICIAL GAME
- 1) Teams in all classes must start a game with 9 players, but may finish with 8. The vacant spot in the batting order will be declared an out unless both managers agree prior to the start of the game.
- (K) MAXIMUM RUNS PER INNING—C-1 and D-2
- 1) In Classes C-1 and D-2, only 7 runs can be scored by a team in each inning unless agreed to by both managers before the game starts to waive this rule.
 - 2) The play that scores the 7th run is to be completed even if more than seven (7) runs will score.
 - 3) Any runs scored after the seven (7) do not count.
- (L) RUN RULE
- 1) Classes A, B, C and D Senior a game will be stopped and considered an official game if one team is ahead by 10 or more runs after the losing team has had 5 complete times at bat.
 - 2) D-1 and D-1 American a game will be stopped and considered an official game if one team is ahead by 10 or more runs after the losing team has completed 4 times at bat.
 - 3) No game can end by the Run Rule if the 10 run difference is reached while the VISITING team is at bat.
 - 4) Minimum playing time requirements for C-1 and D will still be enforced even though the game is shortened due to the Run Rule.

8. BATTING

(A) BATTING ORDER OPTIONS

- 1) In all classes (excluding D-1) a manager has three options as described below. Whichever option is used, it must be decided prior to the game and CANNOT be changed during the game. Opposing teams do not have to use the same option.
 - a) 9 PLAYER BATTER BATTING ORDER - Manager places 9 batters in the line-up, in which case the Re-Entry Rule WILL apply (no free substitution).
 - b) ROSTER BAT - Manager will place all players present at the beginning of the game in the batting order (example 1 through 17). If a player is injured or becomes ill, his spot in the batting order is skipped and NO out is recorded. If he later recovers and is able to resume playing, he must bat in the same spot he occupied in the batting order at the beginning of the game. Free substitution will be allowed for DEFENSIVE POSITIONS ONLY.
 - c) ADDITIONAL HITTER RULE (AH) - 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.
 - d) RE-ENTRY RULE (9 BATTER or AH OPTION ONLY)
 1. 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.
 2. If a 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.
 3. If there are no eligible players available, then that spot in the batting order is left open and is recorded as an out.

(B) TAKING SIGNALS—BATTER

- 1) Batters in all classes are required to take their signals with one (1) foot in the batters box.
- 2) Coaches are limited to 1 conference with each batter.

9. PITCHING

(A) PITCHING DISTANCES

1. Class A—60 feet 6 inches
2. Class B—54 feet
3. Class C—48 feet
4. Class D-2 —45 feet
5. Class D-1—43 feet

(B) TRIPS TO THE MOUND

- 1) A and B Classes two (2) trips to the mound per pitcher. On the second trip the pitcher shall be removed.
- 2) C and D Classes upon the third trip to the mound in any one (1) inning the pitcher shall be removed.
- 3) When a pitcher is removed as provided in this rule they shall only be removed from the pitching assignment and they may otherwise remain in the game.
- 4) Once removed due to trips to the mound, the player shall not be permitted to resume the pitching assignment until the following inning.
- 5) It is strongly recommended that once a pitcher is removed from the pitching assignment that he not resume the pitching assignment later in the game.

(C) TAKING SIGNALS - PITCHER

- 1) The National League Rule that requires the pitcher to take his signals on the pitching rubber shall only be enforced in A Class only.

(D) PITCHING LIMITS -

- 1) CLASS A (SR & JR) Pitchers may not pitch more than 9 innings during any 3 consecutive day period.
- 2) CLASS B (2 & 1) Pitchers may not pitch more than 8 innings during any 3 consecutive day period.
- 3) CLASS C (2 & 1) Pitchers may not pitch more than 3 innings per day.
- 4) CLASS D-2 Pitchers may not pitch more than 3 innings per day.
- 5) CLASS D-1 Pitchers may not pitch more than 2 innings per day.
- 6) Region 5 East & West District STRONGLY encourages that:
 - a. A pitcher does not return to the mound once they have been removed from the game as a pitcher.
 - b. If a player is to pitch or has pitched in a game, that they not play the position of catcher in the same game. Or in the case of multiple games in a day, the same would apply.
- 7) The preceding maximum innings pitched are to be followed regardless of the length of the game.
- 8) The minimum of 2 nights rest between appearances (Knothole Rule #17) will be enforced.
- 9) An appearance in an inning is considered an inning pitched. Even if the pitcher throws 1 pitch.
- 10) Failure to abide by the maximum innings pitched as stated previously, will result in the permanent expulsion from Region 5 East & West District of the Manager/coach determined to be guilty.

10. PLAYER'S EQUIPMENT

(A) HEADGEAR REQUIREMENTS

- 1) Each team is required to furnish a minimum of five protective headgears with double ear flaps for each game.
- 2) If a player is at bat or approaches the plate without the proper headgear, and either team or the umpire discovers the infraction, the umpire will order the player to put on the proper headgear. If the player refuses, the player will be declared out. If the batter completes the time at bat, there is no violation.
- 3) Any player coaching 1st and/or 3rd base MUST wear a double flap batting helmet (same type as is required when batting or running the bases).

(B) SHOE REQUIREMENTS

- 1) Shoes with metal cleats are allowed in Class A only.
- 2) Shoes with metal cleats are prohibited in all other classes.
- 3) Shoes with molded rubber cleats are permissible in all other classes.

(C) REQUIRED CATCHER'S EQUIPMENT

- 1) For Class A, catchers are required to wear a protective helmet, which covers the top of the head, a chest protector, shin guards, face mask (with throat guard), and a protective athletic cup (male catchers), while catching behind the plate.
- 2) For all other classes, catchers are required to wear a protective helmet with double ear flaps, a chest protector, shin guards, face mask (with throat guard), and a protective athletic cup (male catchers), while catching behind the plate.

(D) WARMING UP A PITCHER—EQUIPMENT REQUIRED

- 1) A mask must be worn by anyone, other than the manager or coach while warming up the pitcher from either the mound or the sideline.

(E) JEWELRY

- 1) Players are not permitted to wear jewelry (i.e. earrings, finger rings, watches, bracelets, chains pendants, etc.) while participating in games, including pre-game warm-ups.

11. THE FIELD

(A) BASES / PITCHING RUBBERS

- 1) Bases - use of weighted, pegged or loose is optional.
- 2) Pitcher's rubber will be used in all classes, if available.
- 3) It is the home team's responsibility to set the bases and pitching rubber.

(B) PITCHING DISTANCES

- 1) Class A-60 feet 6 inches
- 2) Class B-54 feet
- 3) Class C-48 feet
- 4) Class D-2-45 feet
- 5) Class D-1-43 feet

(C) BASE DISTANCES

- 1) Class A-90 feet
- 2) Class B-80 feet
- 3) Class C-70 feet
- 4) Class D1 & D2-60 feet

(D) PERSONNEL ON THE PLAYING FIELD

- 1) Only the official manager or the designated coaches and the participating players shall be allowed on the players' benches or on the playing field during the progress of an officially scheduled game.
- 2) Failure to comply can result in forfeiture of the game by action of the umpire in chief.

(E) PLAYERS-COACHES-SPECTATORS BEHIND BACKSTOP

- 1) No manager/coach and/or player are permitted to stand behind the backstop while a knothole game is in progress.
- 2) Spectators are not permitted to be closer than 10 feet of the backstop (where possible) while a knothole game is in progress.

12. UMPIRES

(A) UMPIRE FAILS TO SHOW

- 1) Game is played even if Umpire(s) fail to show.
- 2) Umpire(s) agreeable to both teams should be selected from the adults at the game.

(B) PAYMENT OF UMPIRES

- 1) Umpires in Region 5 East & West district will be paid IN CASH (no Checks) by the two managers (1/2 of total pay to be paid by each manager), PRIOR to the beginning of the game. Our umpires have been instructed not to begin the game until they have been paid.
- 2) In Class B-1, C and D field umpires should be a parent volunteer. The assigned umpire does have the option to decline a field umpire.
- 3) The following grid should be used in calculating what each manager should pay, If your team is on an East Field you pay East District prices and If your team is on an West Field you pay West District prices:

EAST DISTRICT

| CLASS | PLATE UMPIRE | FIELD UMPIRE | TOTAL | EACH MANAGER |
|-------|--------------|--------------|-------|--------------|
| A-Sr | \$42 | \$38 | \$80 | \$40 |
| A-Jr | \$42 | \$38 | \$80 | \$40 |
| B-2 | \$38 | \$30 | \$68 | \$34 |
| B-1 | \$38 | * | \$38 | \$19 |
| C-2 | \$24 | * | \$24 | \$12 |
| C-1 | \$24 | * | \$24 | \$12 |
| D-2 | \$24 | * | \$24 | \$12 |
| D-1 | \$20 | * | \$20 | \$10 |

WEST DISTRICT

| CLASS | PLATE UMPIRE | FIELD UMPIRE | TOTAL | EACH MANAGER |
|-------|--------------|--------------|-------|--------------|
| B | \$50 | * | \$50 | \$25 |
| C | \$44 | * | \$44 | \$22 |
| D | \$40 | * | \$40 | \$20 |

- 1) Each manager is to arrive at their scheduled games with enough \$1 bills to make payment. The umpires should not be expected to make change. The point here is that if both managers try to pay with \$20 bills—the umpire(s) will not have change and the game will not begin because the umpire(s) have not been paid.
- 2) In those cases where two umpires are assigned, but only one shows up the umpire present is to be paid one half of the field umpire's pay plus the regular pay for the plate assignment. For example—
 - a) Class A the one umpire would be paid \$61 or \$30.50 per manager.
 - b) Class B-Senior the one umpire would be paid \$53 or \$26.50 per manager.
 - c) Crossover games in Class B, the number umpires assigned and payment will be based on the B-Jr. Class rate.

13. TOURNAMENTS

(A) CITY KNOTHOLE TOURNAMENT

- 1) The first and second place teams in the divisions A through D2 will advance to the Regional Round of The City Knothole Tournament.

(B) ANNE SHELL MEMORIAL TOURNAMENT

- 1) Senior Divisions–The third, fourth, fifth and sixth place teams will advance to the Anne Shell Memorial.
- 2) Junior Divisions–The first, second, third and fourth place teams in the Junior Divisions will advance to the Anne Shell Memorial.
- 3) The Anne Shell Tournament will begin the first Monday following the completion of the regular season.
- 4) Senior Division teams will typically play on Tuesday and Thursday with the Class Championship game on Saturday.
- 5) Junior Division teams will typically play on Monday and Wednesday with the Class Championship game on Saturday.

(C) PLAYING IN TOURNAMENTS

- 1) During the regular playing season no player / team agreement signed by a player, parent, guardian, manager or other authorized person with the Knothole Club of Greater Cincinnati Inc. shall be valid in any tournament play of any kind outside their region/district from the first official game in the region/district the contract represents to the last official game within the same region/district, unless:
 - a) Except as provided below, the player plays for the team his contract represents.
 - b) Player / Team does not violate any Knothole rules.
 - c) Team fulfills all obligations to their region/district.
 - d) A team can play in a tournament during the regular season with the written approval from the Executive Supervisor prior to the event. Said tournament may not affect any regular scheduled games. League games may NOT be rescheduled to accommodate playing in tournaments.
 - e) A team that qualifies for the Knothole Regional, District and/or Final Tournaments cannot play in any other tournament until eliminated from the Knothole tournament.

14. MANAGERS AND COACHES

(A) PLAYER NOTIFICATION

- 1) Each manager is required to notify all of the players on their roster from the previous year between December 1 and January 1, of the current year regarding the manager's intentions for the up-coming season. The purpose of this notification is to insure that each player is fully informed regarding the status of the team for the up-coming season and to insure that ALL players from the previous year are notified. (East Only)

(B) PLAYER AGREEMENTS/FEES/DOCUMENTATION

- 1) All Players' Teams Agreements (and certified birth records where required); League Fees of \$250 per team, must be turned in to the Executive Supervisor on or before April 3, 2008 (MAY 1 for Class A). (EAST ONLY)
- 2) Failure to abide by this rule will be cause for forfeiture of all games played prior to turning in all the required items and forfeiture for the balance of the season of your practice field.
- 3) If your sponsor is going to pay for your league fees, checks should be made payable to 'District 5 Knothole'. District 5 Knothole will not accept any checks for more than the league fee.

(C) MANAGE / COACHING MORE THAN ONE (1) TEAM

- 1) Managers/coaches are permitted to manage or coach more than one (1) team within the region/district as long as the team is in another age/class. Teams CAN NOT be placed in separate age classes or divisions with-in an age limit to circumvent this rule.

15. SLIDING BASE RULE

- (A) When a runner goes into a base standing up and the runner and the 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.
 - 1) If the player gets up and moves before the umpire calls time and is not standing in the original spot of the base and is tagged, the runner is out.

16. FAKE TAG

- (A) No defensive player may make a tag attempt on a base runner if that defensive player does not have the ball in their possession.
- (B) Violation of this rule is that the runner will be called safe and the offender may be ejected from the game.

17. MALICIOUS CONTACT

- (A) Malicious contact must be avoided at all times.
- (B) Base runners who do not slide or attempt to get around a catcher or fielder who has the ball and is making a tag will be called out.
- (C) ANY RUNNER who hurdles a catcher or fielder who has the ball and is making a tag will be called out.
- (D) When a runner is called out in either of these situations the ball is dead immediately and all other base runners must return to the last base they reached when the ball became dead.
- (E) ANY RUNNER who willfully plows over a catcher or fielder will be ejected from the game. This is a judgment call and is not disputable.

18. LEAGUE STANDINGS/TIES

- (A) All ties in all classes will be played off starting the first Monday following the completion of the regular season and consecutive days there after until standings are resolved.

19. SPLIT CLASSES

- (A) The district reserves the right to place all teams into one league or split the league into separate divisions within the Class, regardless of how many teams may have signed up for each league.

20. PENALTIES FOR EJECTION

- (A) MANAGER / COACH: Any manager or coach who is ejected from a Region 5 East District game will be required to leave the field of play IMMEDIATELY and will be suspended from managing and/or coaching the next TWO CONSECUTIVE games. Repeated and flagrant ejection in the same season will lead to further action by the Board of Supervisors.
- (B) PLAYERS: Any player(s) who are ejected from a Region 5 East District game will be required to leave the field of play IMMEDIATELY. A second ejection in the same season will result in a ONE game suspension. Any additional ejection will lead to further action by the Board of Supervisors.
- (C) Any MANAGER/COACH or PLAYER who attends/coaches or plays in a game(s) during their suspension period will be required to forfeit the game(s) in question.

21. DISPUTED PLAYS

- (A) Only one designated manager/coach per team (designated at the time of ground rules or the Manager of record at the time of the game) will be permitted to approach and speak with the game Umpire(s). Violators of this rule may be immediately ejected from the game at the Umpire(s) discretion. The Game will not continue until the ejected individual leaves the area where the game is being played. If the violator refuses to leave the area, the violating team will forfeit the game. Further action could be taken by the Board of Supervisors.
- (B) Umpire's calls of balls and strikes are judgment calls. Under no circumstances are managers, coaches, players or parents permitted to argue or dispute an umpire's calls of balls and/or strikes.
- (C) The only calls that may be questioned or argued are rule calls. Interference, out or safe, fair or foul, balls or strikes, are just a few examples of judgment calls and may not be argued or disputed.
- (D) Only a player on the field may make an appeal on a play to an umpire. This would include whether a batter swung or not on a strike, if a runner left the base early on a tag up, etc. The only calls that a coach or manager can appeal to the umpire are rule calls.
- (E) Any coach, manager or player who argues or disputes judgment calls may be ejected from the game.
- (F) The home plate umpire has the final say on any call.

22. PROTEST

- (A) Any formal protest on a field play must be made to the umpire making the decision, and the opposing manager notified before the next legal pitch is made. Umpire(s) and Managers MUST each sign opposing teams score books noting the protest.
- (B) A written statement of fact, setting forth the date, time and all matter covering the formal protest must be addressed to the Executive Supervisor and signed by the official manager of the protesting team. The protest must be delivered to the Executive Supervisor within 48 hours after the scheduled starting time of the game in question. A fee of \$50.00 must accompany all protest, to be returned to the official team manager of the protesting team if the protest is allowed. In protest regarding ineligible players, each player in question will be regarded as an individual protest. If the player(s) fail to appear before the Protest Board, the protest will be allowed.
- (C) The Protest Board will be made up of the Executive Supervisor and at least two other people as designated by the Executive Supervisor. These people may or may not include other board members.

23. SPECIAL RULES FOR D-1

- (A) Each member of a Class D-1. team when in attendance at a scheduled game will be placed in the batting order and will take his/her turn at bat for the entire game, so long as he/she is able.
- (B) Free substitution will be permitted for players in the field (defense). Substitution for players on offense is prohibited, except in the case of injury or illness. See the rule All Player Batting Order– ROSTER BAT.
- (C) Each player will play a minimum of SIX (6) outs in the field.
- (D) An inning ends when the defensive team records 3 outs or the team batting scores 7 runs. Coaches or managers before the game starts, may waive this rule as long as both teams agree.
- (E) The play that scores the 7th run is to be completed even if more than seven (7) runs will score. Any runs scored after the seven (7) do not count.
- (F) Defining when the play stops should be discussed at ground rules. There are a couple of options here:
 - 1) Play stops when the lead runner is stopped by the defense. For example:
 - a) The base runner makes a turn at first base, and the defensive player throws the ball to a player covering second base.
 - b) The base runner reaches second base and the defensive player throws the ball to a player covering third base.
 - 2) Play stops when the ball is returned to an infielder and they are in the infield and have control of the ball.
- (G) No balks are to be called.
- (H) Batter is out after a third strike, even though the catcher drops the ball.
- (I) The infield fly rule does not apply in this league.
- (J) No stealing is permitted.
- (K) A lead off is determined as two (2) strides off the base by the runner. Secondary leads are permitted, but remember that the runner must return to the base safely. Pickoff attempts by the **PITCHER or CATCHER ONLY** are permitted. When a pick-off play is made on any runner off any base, **ALL RUNNERS MUST RETURN TO THEIR BASE**. If the throw is missed, the runner(s) may advance at his or her own risk to the next base (**ONE BASE AND ONE BASE ONLY**). The play ends when the runner is either tagged out or makes it safely to the next base. If the ball is missed at this point the runner must stay at that base. If the ball goes out of play on the original pickoff attempt and the runner returns to the base, that runner(s) is awarded the next base.
- (L) Base distance.....60 feet
- (M) Pitching distance.....43 feet
- (N) Length of game.....5 Innings
- (O) Pitchers may only pitch a maximum of two (2) innings regardless of the length of the game. An appearance in an inning constitutes an inning pitched.
- (P) We **STRONGLY** encourages that:
 - 1) A pitcher does not return to the mound once they have been removed from the game as a pitcher.
 - 2) If a player is to pitch or has pitched in a game, that they not play the position of catcher in the same game. Or in the case of multiple games in a day, the same would apply.
- (Q) Maximum number of trips to the mound by a manager or coach is three (3) per inning, per pitcher. On the third trip, the pitcher must be removed from the pitching assignment.

24. SPECIAL RULES FOR D-1 AMERICAN ONLY--(East Only)

- (A) This is a Competitive Coach Pitch Division
- (B) Base distance.....60 feet
- (C) Pitching distance.....40 feet
- (D) Length of game.....6 Innings
- (E) A regulation baseball is to be used.
- (F) The offensive team will provide a coach / pitcher to pitch to their team. The coach/pitcher must pitch from the pitchers rubber located at 40 feet from home plate.
- (G) Each member of a Class D-1 American team:
 - 1) Cannot turn 8 before May 1 of the current year.
 - 2) Must have played at least one season of t-ball or instructional experience, either in District 5 or prior to moving into District 5.
- (H) Free substitution will be permitted for players in the field (defense).
- (I) Each player will play a minimum of SIX (6) outs in the field.
- (J) OFFENSIVE RULES
 - 1) Each team member in attendance will be placed in the batting order (Roster Batting).
 - 2) The batting order cannot be changed once the game begins.
 - 3) If a player is unable to take their turn at bat because of injury, the spot in the batting order is to be skipped and no out recorded.
 - 4) A batter is out after 3 swinging strikes or 5 pitches. If the batter fouls off the 5th pitch, he continues his at bat until he swings and misses (strikes out), does not swing at a pitch or hits a fair ball.
 - 5) No walks or hit by pitch.
 - 6) No bunting.
 - 7) No stealing.
 - 8) No dropped third strikes.
 - 9) No infield fly rule.
 - 10) A lead off is determined as one (1) stride off the base by the runner, no more.
 - 11) A batted ball into fair territory must travel at least 36 inches from home plate to be considered a fair ball. Any ball that does not travel the required distance is considered a foul ball.
 - 12) If a batted ball hits the coach/pitcher, the ball is considered a foul ball and runners must return to their base.
 - 13) Runners may advance 1 base on an overthrow. If an attempt is made to get the runner out at the next base and the throw results in another overthrow, the runner may advance again.
 - 14) Only 7 runs can be scored by a team in each inning unless agreed to by both managers before the game starts to waive this rule.
 - 15) The play that scores the 7th run is to be completed even if more than seven (7) runs will score. Any runs scored after the seven (7) do not count.
 - 16) Play stops when the lead runner is stopped by the defense. For example:
 - a) The base runner makes a turn at first base, and the defensive player throws the ball to a player covering second base.
 - b) The base runner reaches second base and the defensive player throws the ball to a player covering third base.

(K) DEFENSIVE RULES

- 1) The defensive team will utilize 10 players. (1 extra outfielder)
- 2) The pitcher position (defensive team) must remain within a 6 foot circle from the pitching rubber until the ball is hit. If the pitcher does not comply, and the batter or any runner is put out, the ball will be declared dead and the batter will be awarded first base. All base runners will advance one base from the base they occupied at the time the ball was hit. If the batter reaches a base safely and no runners are put out, the play will stand. The ball is live and no penalty will be imposed.
- 3) Two defensive coaches are permitted to be placed in the outfield during their team's turn in the field to instruct and position players. These coaches are not permitted to either touch the ball or their players during the course of the play in the field. This rule will apply to all games played up to and including games on the second (2nd) Saturday of May. Any games played past this point, defensive coaches are not permitted on the field.
- 4) The defensive team will provide a coach to back up the catcher on pitched balls only.
- 5) No dropped third strikes.
- 6) No infield fly rule.
- 7) No hidden ball tricks.

District Five Knothole – Jim Shell Service Award Recipients

2007 Rick Haynes–District 5 Executive Supervisor
2006 Tim Hackett -
2005 Mark Ober–District 5 Associate Supervisor, Field Maintenance Coordinator, Manager
2004 Jim Rulapaugh - District 5 Associate Supervisor, Manager, Umpire and Umpire Trainer
2003 Gary McKee–District 5 Knothole Manager and Umpire
2002 Ralph Pappenheimer–Greater Cincinnati Knothole Hall of Fame, District 5 Associate Supervisor and Manager
2001 Bill Hawkins–District 5 Associate Supervisor and Manager
2000 Fred Favia–Forest Hills Baseball Association, Coach
1999 Jim and Anne Shell–Greater Cinti Knothole Hall of Fame, District 5 Executive Supervisor