

DISTRICT 34 KNOTHOLE BASEBALL RULES 2009

RULES USED:

1. Major League Official Rules
2. Greater Cincinnati Knothole Association Rules (hereinafter referred to as GCKA)
3. District 34 Rules

ORDER OF PROCEDURES IN USE OF RULES:

1. District 34 Rules
2. GCKA Rules
3. Major League Rules
4. The home team's scorebook is the official scorebook to use to resolve any rules disputes for the game being played.

PLAYER CLASSIFICATION - ELIGIBLE AGE LIMIT FOR ALL CLASSES:

AA	Youth born on or after May 1, 1990	NO SUB-CLASS
A	Youth born on or after May 1, 1993	SUB-CLASS: A MINOR (A-1)
A-1	Youth born on or after May 1, 1994	
B	Youth born on or after May 1, 1995	SUB-CLASS: B-1
B-1	Youth born on or after May 1, 1996	
C	Youth born on or after May 1, 1997	SUB-CLASS: C-1
C-1	Youth born on or after May 1, 1998	
D	Youth born on or after May 1, 1999	SUB-CLASS: D-1, 2, & 3
D-1	Youth born on or after May 1, 2000	
D-2	Youth born on or after May 1, 2001	
D-3	Youth born on or after May 1, 2002	

1. SIGNED AGREEMENTS AND ROSTERS: Agreements are provided by GCKA each year. The agreement must be completed by the player or his parents, signed by the player (age permitting), parent and the manager. Two copies of each signed agreement (original and supervisor's copy) must be filed with the District Supervisor by April 15th, and Class A Major by May 1st. Class AA agreements must be filed with the Regional Supervisor designated by the GCKA to handle AA by the time designated by such supervisor. Name of such supervisor will be supplied by the District Supervisor.

2. A MAJOR TEAM ROSTER/SCHEDULING

- a. All A Major teams must be prepared to begin playing their regular season games on or about May 15th (the start date of the season shall be directly after the end of the Ohio High School regular season).
- b. According to OSHAA rules, a player rostered on a high school tournament team can not play for any other team until his high school team has been eliminated from the high school tournament. Also, according to OSHAA rules, no team can roster more than four varsity players prior to June 1st who played on the same varsity high school team during the just completed high school regular season. For the purposes of this rule, a varsity player shall be defined as a Sophomore, Junior, or Senior.
- c. On or after June 1st, a team can roster as many varsity players from the same high school team as they wish. Therefore, each A-Major team must provide the District Supervisor with a roster and contracts by May 1st which will allow that team to begin the regular Knothole playing season as scheduled; then on June 1st, any A-Major team may expand and/or adjust its roster for the balance of the season provided that the team has forwarded to the District Supervisor, prior to June 1st, an updated roster and additional player contracts as necessary.
- d. The penalty for not being able to play regular season games prior to June 1st due to player ineligibility, or not having enough players on the team due to the limitation of OSHAA rules, will be to forfeit each scheduled game so affected.

3. Players joining after the season begins, or whose agreement is not submitted to the Supervisor before the season begins, MUST have the agreement initialed by the opposing manager before the player can be used in a game. Notation must show date of initial. No agreement may be initialed more than once. Such agreements must be in the hands of the Supervisor before the player plays in a second game or within 72 hours of initialing, whichever comes first.

4. Any agreement received not signed by parents will be returned to the manager and the player shall be ineligible to play until properly submitted. Penalty for failure to abide with this rule: forfeiture of every game ineligible player or players played. This rule will be strictly enforced. (Please do not call for an extension of time; it will not and cannot be allowed.)

5. PLAYER RELEASES

- a. Any player desiring to play baseball in District 34 will be required to first sign up in the area representing the local school district in which he/she resides (see GCKA rules for limitations or restrictions). All players must sign up in their local school district area before they can be released. If there is no team for the player in their class, and they choose not to play up or down in another class, they can apply to be released to play in an adjacent area. Before the player can be released, all releases must be submitted to the District Supervisor who will have final approval. Failure to obtain proper releases could result in forfeiture of all games in which that player participates.
- b. Any player signed in his home area who has an irreconcilable difference with his manager can not choose the team on which he will play. His name shall go "into the hat" and the two closest adjacent teams of his class will draw for him/her. The player will then play with the team which drew his name.
- c. Players who played on a team in one area the previous year may elect to play in the same area the following year even if they have moved to an adjoining area or district. This is subject to the approval by the area previously played in and by the District Supervisor.

6. ROSTER

- a. Managers must submit a roster with the agreements listing the players in alphabetical order with the players' name, address, and birth date. The roster shall also indicate the area, team name, manager's name and telephone number, and also a coaches name and telephone number.
- b. All teams must have a team name. Teams can not be designated as Team No. 1, 2, 3, etc. Team names must be given to the Supervisor in time for scheduling.
- c. ANY ROSTER RECEIVED NOT PROPERLY COMPLETED WILL BE RETURNED AND THE ENTIRE TEAM CONSIDERED INELIGIBLE UNTIL THE ROSTER IS PROPERLY SUBMITTED. PENALTY: FORFEITURE OF ALL GAMES PLAYED PRIOR TO PROPER SUBMISSION.

7. ELIGIBILITY OF OLDER PLAYERS PLAYING DOWN ON LOWER CLASS TEAMS

- a. An overage player can play down one class (exception: C-1 to D) or down one sub-class (e.g. C to C-1).
- b. A maximum of three overage players can play on a given team. Players can be one year older than that age group.
- c. Class A-Minor teams can have no more than five fifteen year olds on the team, or the team must play A-Major (Exception: by vote of the District Board)
- d. Overage players must be identified on the Team Roster submitted to the District Supervisor.
- e. Said players can not pitch or catch (Class D-3 - can not play the pitcher or first base positions), nor can more than one said player play an infield position at a given time. Catchers are considered an infielder.
- f. The opposing managers are to be informed of such players prior to the start of the game, and clearly noted in the scorebook/lineup cards. This is to be covered during ground rules.
- g. No team with an overage player can be eligible to play in the City Tournament. No overage

players will be allowed on a West Division, City Tournament eligible year team.

- h. The District Supervisor can make exceptions to these rules if the Area Representative can demonstrate just cause.
- i. **PENALTY:** Any manager violating these rules could be suspended for the remainder of the season, including tournaments. In addition, all games played with the ineligible player(s) will be forfeited, and the ineligible player(s) will be removed from the team roster for any remaining games.

8. Birth certificates are not required by the District Supervisor. However, the manager must be able to provide the District Supervisor with a copy of the birth certificate within 48 hours in case there is a protest. If a team plays in the GCKA tournament, the manager may need to provide a birth certificate if a protest is filed. The area associations may require a birth certificate if they so desire.

9. Area programs are expected to place their entire youth program per age class into District 34 play. The District Supervisor can make exceptions to this rule if acceptable conditions exist as long as these areas place at least two teams in each class or sub-class (C, B-1), with these teams playing in the strong divisions. If only one team is available per sub-class, that team must play up one sub-class (i.e. C to B-1, B-1 to B).

10. INNINGS, GAME TIMES & LENGTH OF GAMES

a. Playing time - Regular game:

AA & A	7 Innings
B & C West & Central/C-1 West	6 Innings
C East/C-1 Central & East	5 Innings
D (All classes)	5 Innings

- b. Times: All weeknight games will start at 6:00 pm. Managers can call the opposing manager in advance to change the starting time. This should be done at least 48 hours in advance of game time.
- c. Length of games: When a game underway runs over into a later scheduled game, no inning will be started after the scheduled start of such game. Play shall be considered suspended at that point, to be completed at a later time. **CRITICAL GAMES** (games affecting eligibility for City play and /or awards which occur within the last two weeks of the regularly scheduled season) may be exempted from time limitations as set forth with prior supervisor approval.
- d. Night game times: During the school year, except for Friday and Saturday nights, for Class D-3 through Class C (lower classes) no game can start after 8:00 pm and for Class B-1 through Class A (upper classes) no game can start after 8:30 pm. No inning can start after 9:45 pm for lower classes and no inning can start after 10:30 for upper classes.
- e. Pre-Game Practice: There shall be no batting practice 30 minutes preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said game. Batting practice is allowed within the 30 minutes prior to the scheduled start time of a game provided that said batting practice is conducted in an enclosed cage or an unscheduled, adjacent field provided that both the home and away teams are given an equal opportunity for said batting. It shall be the home team's responsibility to ensure equality of batting practice time within the 30 minutes prior to the start of a scheduled game. After the start of the scheduled game neither team, nor any player(s) from either team, shall be permitted any batting practice. Batting practice for this rule is defined as a player(s) using a bat to hit any object such as a ball thrown from any distance, a hitting stick, soft toss, hitting wiffle balls, hitting ping pong balls and/or the like, etc. Certain areas' field facilities may have more restrictive batting practice rules than identified herein; those areas' park rules will prevail over District Rules. Each team shall be permitted no less than ten minutes infield practice prior to commencement of game, the order to be determined by the teams at the field, dependent upon availability of players. **PENALTY:** A manager/coach violating this rule shall be suspended for one (1) game. A repeat violation by the same team will result in an Ethics Board hearing (Rule 33).

11.	PITCHING DISTANCE	BASE DISTANCE
	AA & A	60 Ft. 6 In.
	B & B-1	54 Ft.
	C & C-1	48 Ft.
	D, D-1 & D-3	45 Ft.
	D-2	40 Ft.
	AA & A	90 Ft.
	B & B-1	80 Ft.
	C & C-1	70 Ft.
	D & D-1	60 Ft.
	D-2 & D-3	50 Ft.

- a. A legal pitching plate must be used. A legal size plate must be used in Class High D and up. The plate must be fastened to the ground. A small pitching plate may be used in all lower D classes.

12. SUSPENDED GAME RULE

- a. Any game called due to darkness, rain or a tie shall be picked up at the EXACT point of interruption and played to a completion the next time the two teams meet.
- b. Home team of the interrupted game shall have the option of supplying umpires for the uncompleted game. When the game is completed at a later time, whichever team that provides the umpires will pay for such umpires.
- c. Run Rule and Critical Game rules will apply.
- d. Extra inning games running over into later scheduled game times: no inning will be started after the scheduled starting time of a later game. Play would be suspended at that point to be completed at a later time.
- e. Game delays due to lightning: Lightning by itself is not cause to suspend or postpone a game. However, a manager can choose to pull his team off the field temporarily (without penalty if forfeit) if there is cause to have concern for the safety of players and fans.

13. RUN RULE: The game shall be called by the umpire if either team is ahead by: Class A - 8 runs or more after five innings (four and a half if the home team is ahead); Classes B (ten runs or more) and C & High D (12 runs or more) after four innings (three and a half if the home team is ahead). Lower D classes have their own rules. The home team always has the opportunity to bat in the bottom of the inning if the visiting team has reached the Run Rule in the top of the inning.

14. PITCHING RULE

- a. The maximum number of innings in which a player can pitch over any three day period will be limited by the following: Class A - nine innings; Class B - eight (8) innings; C & D - seven innings. In one day, a pitcher cannot pitch more innings than the length of a normal game is his class. Note: A single pitch in any inning counts as an inning pitched (City Rule 17).
- b. All innings pitched in the completion of a suspended game apply to the inning limitation.
- c. There must still be two nights rest between appearances (see City Rule 17-1a). PENALTY: A manager/coach who violates this rule will receive a two game suspension, one game will be forfeited, and the pitcher may be suspended one game.
- d. A pitcher may pitch in two games in the same day provided the pitcher pitches no more innings than the length of a normal game in his class (City Rule 17).
- e. Scorekeepers are to be notified when there are pitching changes.
- f. Every time a team makes a pitching change, the inning shall be noted in that team's scorebook and the home plate umpire will sign that line in the book at the time of the change. Failure to comply with this rule (all levels D-2 to A) could lead to forfeiture of the game if challenged for violating parts a, b, or c.

15. PITCH COUNT RULE

- a. The District Board and Area Representatives voted to include a pitch count rule in the District 34 rules as a method to help in protecting pitchers' arms from overuse. Some Knothole Districts have instituted pitch count rules but the City Knothole organization has not yet instituted one; therefore, this rule would not apply to teams playing in the City Tournament.
- b. District 34 encourages managers to develop a number of pitchers for their teams and a pitch count program for pitchers will further enhance that process.
- c. The scoring procedure is: 1) each manager has the team scorekeeper record the pitch count for every pitcher used by both teams in the scorebook by inning. 2) a pitch is recorded for

the pitcher every time the pitcher throws a pitch to home plate after the umpire has called "play ball"; this shall include strikes, balls, foul balls, dead balls, etc. 3) when the pitcher reaches the pitch count listed in item (e) of this rule for his playing class, he could be allowed, if the manager so chooses, to finish the current inning, but not be allowed to start the next inning of that game or any other inning of another game during that same day which might be allowed under other pitching rules. It is suggested that each team's scorekeeper verify pitch counts each inning with the opposing team's scorekeeper. The pitch count recorded in the home team's scorebook shall govern in any disputes and umpires 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 has exceeded his pitch count and should not have started pitching in the current inning, 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 a batter.

- d. "No pitch" intentional walks (rule #19) do not count toward a pitcher's pitch count.
- e. Pitch count limit by class: D-2 - 30; D-1 - 40; D - 60; C-1 - 65; C - 70; B-1 - 75; B - 80; A Minor - 85; A Major - 90.
- f. Any complaints received by the District against a manager for violation of the pitch count rule will be handled by the Ethics Board (Rule 33). The Ethics Board shall make a recommendation to the District Supervisor as to a course of action based on the facts determined for each complaint, but the manager violating this rule shall serve a minimum one game suspension. The decision of the District Supervisor in resolving each complaint shall be final and not subject to appeal.

16. CRITICAL GAME RESCHEDULING: Any games not completed one week prior to season end which affect the Division standings (First or Second Places) and/or nomination for City Tournament, will be rescheduled by the league scorekeeper or by the class supervisor. Such rescheduled date MUST be kept or the game will be forfeited. In the event of rain, the game will be rescheduled.

17. ELIGIBILITY TO PLAY

- a. Every player in Classes D-3 through B-1 must be given an opportunity to play at least TWO DEFENSIVE INNINGS AND ONE TURN AT BAT (extra innings shall not be considered as part of a regulation game). Innings do not need to be consecutive. An imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as an at bat for this rule; the player must have at least one actual plate appearance.
- b. Failure to abide with this rule will result in FORFEITURE OF THE GAME.
- c. This rule does not apply to games ending by run rule.
- d. A player with a cast can participate in games. Such players' participation may be limited to courtesy and/or pinch running without having to adhere to Rule 17 (a). This situation should be brought up during ground rules.

18. BATTING ORDER OPTIONS - CLASS D THROUGH A

- a. Managers may elect prior to the start of the game (during ground rules) to use either the continuous batting order, the Additional Hitter (AH) Rule, or the Re-Entry Rule.
- b. The AH Rule may be used in Class D through Class A. This allows a team to have ten (10) batters. 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.
- c. The Designated Hitter (DH) Rule may be used in Classes High B and A.
- d. If a player cannot bat (unable to bat because of illness, injury, had to leave, etc.) their lineup position is not an out in the batting order. When (if) the batting order is reduced to less than nine batters, the last position vacated shall be an automatic out.
- e. With the continuous batting order, if the batter cannot continue (injury, illness, etc.), move to the next batter with a fresh count. If a runner cannot continue, the last out on the bench will be used as the replacement runner.

19. "NO PITCH" INTENTIONAL WALKS: In Classes D through A Major, District 34 shall allow "no pitch" intentional walks. The defensive team shall be allowed the option to "intentionally" walk a batter by having the pitcher make an oral request to the home plate umpire to award the batter first base as a "walk" without pitching the four (4) balls. The "no pitch" intentional walk will occur using live ball rules. Further, no pitches shall be added to the pitcher's pitch count for Rule #15 because of the "no pitch" intentional walk. Also, Rule #34 (o) - no "intentional" walks to end batter controlled innings shall still apply.

20. COURTESY RUNNERS FOR CATCHERS (CLASS C-1 TO A-MAJOR): This option is only for catchers. The intent of this rule is to allow the catcher to get ready to catch. This rule applies only to the player who finished the previous inning as the catcher, not the player who will be the catcher the next inning. If the team is using the continuous batting order, the player who made the last out will be used (if there are no outs in the inning, use any batter who will not come to bat while still on base). For the other batting options, any player who is not in the batting lineup may be used as the courtesy runner. In any circumstance, the courtesy runner does not enter the score book.

21. NO HURDLING OR PLOWING OVER THE CATCHER OR OTHER FIELDERS (clarification of City Rule #29): Any runner who does not slide or attempt to get around a "fielder who has the ball (or is in the base line awaiting the play) and is making a tag" will be called "out" if contact is made. In addition any runner who intentionally (willfully) plows into or over a fielder who is attempting to make a play will be ejected from the game. This can be protested.

22. LATE TEAM ARRIVALS: A team is allowed 30 minutes in case of trouble without danger of forfeit. If both teams and umpires are present, but one team is more than 30 minutes late, umpires have the right to order the game played. Umpires shall question the manager of the late team as to the reason for tardiness. A report shall be made to the League Supervisor by the umpire coordinator stating the facts of the matter. Only the District Supervisor or the League Supervisor can declare a game forfeit.

23. FORFEITS

- a. A game must start with nine players, but can finish with eight or less, the vacant batting positions shall be declared "out." When it becomes apparent that it is not a competitive game but a farce, the umpires will stop the game.
- b. A team that does not notify the opposing manager until the day of the game that there will be an insufficient number of players to start the game will forfeit said game. PENALTY: The manager of a team that forfeits a game by not notifying the opposing manager, or not appearing at the field for the game shall pay a forfeit fee of \$20 to the District Supervisor before his next game. If not paid, future games will be forfeited. In the event the fee is not paid within ten days of the forfeited game, the manager will be suspended for the balance of the playing year. Also, if a manager forfeits more than two (2) games, he could be required to appear before an Ethics Board, and could be suspended for the remainder of the playing year. All managers involved in forfeits must notify the District Supervisor within 48 hours.

24. WAITE HOYT DIVISION II CITY KNOTHOLE TOURNAMENT & DISTRICT 34 AWARDS

- a. The City Tournament will be a modified double elimination (team must have two losses to be eliminated) bracket. The City Knothole Tournament is played after the District 34 season ends. Teams finishing in First and Second Places in the West League of classes A, B, B-1, C, C-1 and D MUST enter the City Tournament if they are eligible. Classes D-1, D-2 and D-3 will not be eligible for the City Tournament.
- b. District 34 may have an opportunity to place more than two teams per class in the City Tournament. District 34 selects these teams from the North District Tournaments in each City eligible class. The first team selected will be the North District Champions and the second team selected will be the North District Runners-up and so on until the available slots given to District 34 are filled. District 34 reserves the right not to fill all available City Tournament slots if not enough teams are eligible or if the records of the available teams for

- the regular season are not City Tournament quality.
- c. No teams playing in the City Tournament are allowed to roster overage players or players from another team. Also, a team agreeing to play in the City Tournament must be able to certify that they will have enough players for the entire length of the City Tournament.
 - d. District patches and trophies for Champions and Runners-up of the regular season West Division leagues will be awarded only to teams that qualify for the City Tournament (no overage players during the season). In case of a tie for First Place or Second Place standing positions, the following tie breaker rules shall apply in the following order until the tie is broken:
 - 1. Head to head competition.
 - 2. Run differential in games involving head to head competition (the team that scored the most runs in total during head to head competition). Maximum run difference per game is 10 runs.
 - 3. Team record in divisional play when a division tie within a league is involved.
 - 4. Percentage (%) of regularly scheduled games played to completion.
 - 5. Least runs allowed in games played to completion. If the numbers of games completed is different, then the average runs allowed per game completed will apply.
 - 6. Coin flip.
 - e. Teams MUST be present at the District Award Presentation to receive awards. Team Manager, Coach or parent and team members must attend or awards will not be given.
 - f. Since there is a long layoff between the end of the District 34 season and the start of the City Tournament, the District shall create a round robin game schedule for the champions and runners-up teams from C/C-1 and B/B-1. Each team will be scheduled to play three (3) games. The host area and game coordinator shall be determined at the annual District Tournament Draw Dinner.
 - g. While the District cannot provide interim games for the D West and A Major champion and runner-up teams, those teams are encouraged to contact other teams from other districts in their age class to play a few games between the end of the regular season and the start of the City Tournament.

25. CUTS: No player may be cut from a team with less than 15 players. If 15 players are available for any class of play, a team must be made available to players of such class. NO TRYOUTS for cuts are permitted in this district. Teams will be subject to disqualification for holding tryouts. Players who fill out teams or are late sign-ups should be assigned by lot or in order of sign-up.

26. KNOTHOLE KIDGLOVE GAME VOUCHERS: Each area is responsible for Powell Crosley Benefit Game Vouchers at face value.

27. GAME BALLS PERMITTED: At the start of the game the home team will furnish one new ball which must be approved and/or supplied by District 34 or the GCKA. The visiting team must furnish a good serviceable ball of the same type. Teams not furnishing acceptable and proper type game balls may be forced to forfeit the game. Umpires are directed to remove from the game all balls deemed by them as unfit for play. At the completion of the game the home team will be given first choice of the balls used in the game.

28. SHIRT NUMBERS

- a. All players must have a number on the shirt of the uniform. Shirt number and name shall be used to determine a team's batting order. Numbers should be a minimum of four inches high.
- b. No two players on the same team may have the same number. No player shall exchange uniforms during the course of the game without advising the opposing manager on numbers, names and positions of the players involved. Failure to abide by Rule #28 (b) could, upon formal protest, result in a forfeit of the game.

29. GAME SCORES AND RESCHEDULED DATES

- a. Winning team managers shall be responsible to call in game scores to their League Scorekeepers. Game scores and rescheduled dates must be given to League

Scorekeepers by Tuesday of the week following the game.

- b. Games not played must be rescheduled for within two weeks of the originally scheduled date. The home team must offer two choices for the reschedule date and the visiting team should accept one.
- c. If the home team does not offer reschedule dates within the 2 week rule, the visiting team manager has the right to offer two reschedule dates within the next 2 week period and then the home team manager must pick one. If the game is played on the visiting teams' field, the home team is still the home team and may provide or must pay for the umpires (at the hosts' sites rates).
- d. League Scorekeepers will be responsible for overseeing the completion of the league schedule. Should neither manager set a reschedule date within the 2 week period, the League Scorekeeper may do so (or he may contact the League Supervisor). In case neither manager accepts the League Scorekeepers' decision, the League Supervisor will be contacted to set a date and advise the League Scorekeeper.
- e. Forfeits for not playing rescheduled games on the established rescheduled date can be awarded by the League Supervisor. These forfeits may be appealed to the District Supervisor. The District Supervisor's decision is final.

30. MANAGERS - ALL CLASSES A THROUGH D-3: All managers must attend the preseason meeting which will be held in April at a location, date and time to be announced. Teams not represented by a manager, coach or parent of a team player will not be allowed to play. Any manager, coach or representative who does not have a player on the team he wishes to represent, will not be eligible to represent such team. Any team that fails to have a representative present at this meeting faces potential disqualification for the season.

31. UMPIRES

- a. The home team is responsible for furnishing two District 34 approved umpires (exception: D-2 and D-3 may use one umpire). Every effort should be made by the home area to obtain 2 umpires, However, if necessary, games may be played with only one umpire (plate). The area Umpire Coordinator should notify the District Supervisor of the inability to obtain a second umpire. Visiting team manager should also notify their area Umpire Coordinator that the game was played with only one umpire. **FOR D-1 AND ABOVE, THE VISITING TEAM MANAGER MAY REFUSE TO PLAY THE GAME WITH ONLY ONE CERTIFIED UMPIRE** (see Rule #31 (c) & (d) below). Managers may not agree to put non-certified people (fans, coaches, etc.) on the field to help umpire the game.
- b. To be a certified umpire, an individual must attend the umpire school held prior to the season and pass the umpire test. Exception: Adults (over 21) can attend a single rules interpretation meeting to be certified. This exception also applies to veteran umpires under 21 (but they are still required to take the test).
- c. If no certified umpire is available by game time, the game is to be rescheduled at the visiting team's field with the original home team remaining the home team. The host area will furnish the certified umpires, the cost of which will be paid by the original home area. The waiting period for the appearance of the umpires is the same as for the teams (30 minutes).
- d. The visiting team has the privilege of furnishing an additional umpire for each game. More umpires may be used by agreement.
- e. Umpires must be at least one year older than the class of ball being played. (Exception: (1) the base umpire in Class A may be the same age, as long as said umpire is not a player in that league and (2) the home plate umpire in classes D, C-1, C and B-1 must be a minimum 14 years of age.)
- f. Under NO circumstances 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 or guardian relationships as well as father, son, brother, sister, mother, daughter relationships. Further, NO manager, coach, player or close relative may umpire a game involving teams or relatives in their division.
- g. Umpires must be at least 12 years of age by August 1 of the current year.

32. PROTESTS

- a. All protests must be in writing and filed with the team's League Supervisor or the District Supervisor within 48 hours of the game's completion. A \$20 fee must accompany each formal protest. If the protest is not allowed, the fee goes into the District 34 treasury. If the protest is allowed, the fee is returned to the protesting team.
- b. The Protest Board is made of one member from each participating area. Protest Board hearing members will be rotated between the areas, but no member from any area involved shall serve on the board. Only three members will serve on the board when hearing a protest. Every effort will be made to have adult, certified umpires on the Protest Board.
- c. The Chief Umpire, League or District Supervisor shall preside at all hearings. In the event an interpretation of a rule is required, it shall be made by the Chief Umpire, League and/or District Supervisor. No appeal may be made of such an interpretation.

33. ETHICS BOARD: The Ethics Board will be made of area representatives to the District Board. Only three members will serve on the Board when a hearing is held. The Chairman of the Ethics Board (an elected position on the District's Executive Board) shall preside at all ethics violation hearings. The Ethics Board will be responsible for hearings relating to violations of the Rules #10(e), #15, #34 and Rule #35. The Ethics Board will manage the Rule #36 appeals process. The Ethics Board will recommend a course of action to the District Supervisor who will, in turn, render a final ruling on the subject violations for that given hearing. No appeal may be made of a decision by the Ethics Board and/or the District Supervisor.

34. CODE OF ETHICS

- a. Know the rules of the game and teach them to your players.
- b. Always stress the safety aspects of baseball in games and practice.
- c. Always treat your players with respect, whether in games or practice.
- d. Always abide by the rules of the game.
- e. Always treat the umpire with respect, no matter what the call.
- f. Exhibit exemplary conduct at both practices and games. The managers'/coaches' attitude is reflected in team discipline.
- g. Coach clean, skillful, honest and sportsmanlike conduct.
- h. You, the manager or coach, are responsible for the conduct of players at the games and practice.
- i. Maintain a climate of enjoyment among the spectators and coaches by discouraging negative remarks and/or harassment of umpires, players, parents, coaches and spectators.
- j. Never use profanity or vulgar language. You are molding the character of the players.
- k. Do not allow alcoholic beverages in the vicinity of the playing field. PENALTY: Automatic ejection.
- l. Do not allow the use of any tobacco product on the field of play. PENALTY: First offense will be a team warning. Second offense will be ejection for any person on that team.
- m. Managers, coaches and players are not to be located behind the backstop while the ball is in play. Defensive managers and coaches are to be located in the bench area while the ball is in play. Intimidation of umpires and opposing players, coaches and/or parents will be considered to be an unsportsmanlike activity.
- n. Managers and coaches are responsible for the behavior and conduct of their fans to the extent umpires can request managers and coaches see that offending fans stop their inappropriate behavior. If these fans do not stop this behavior, the managers and coaches can be requested to see that these fans leave the vicinity of the ballfield. If these fans refuse this request, the umpire has the power to halt the game.
- o. Managers, coaches and players are prohibited from using "intentional walks" as defined in Major League rule 10.16(b) to end batter controlled innings. Both managers and umpires should report suspected violations of this rule to their respective Umpire Coordinators. Umpire Coordinators shall report violations to the League, Associate and/or District Supervisor(s) who shall then refer the matter to the ethics board. The District Board of Directors considers violation of this rule "unsportsmanlike conduct."

35. MANAGER/COACH/PLAYER/FAN EJECTIONS

- a. The umpire shall notify their area Umpire Coordinator of any ejection from a game. The area Umpire Coordinator will file a report with the Associate Supervisor responsible for the league in which the ejection occurred and/or the District Supervisor, stating the facts of the matter. This report should be filed within 48 hours after the ejection or as close to the ejection as practicable.
- b. The Associate/District Supervisor shall verify the facts as reported and may, if he so chooses, gather more facts to clarify the situation. At this point the Supervisor may take one of two actions:
 - i. Impose disciplinary action on the ejected individual(s), or
 - ii. Report the matter to the Chairman of the Ethics Committee so he may convene a hearing on the situation (Rule #33).
- c. An ejected individual will likely face a minimum of a one game suspension plus probation.
- d. The second ejection of the year for any person shall lead to an Ethics Board hearing which could lead to a suspension for the rest of the year and/or carry over into the next season.
- e. An ejected and/or suspended individual shall not be in attendance at or within the ballfield facility for the remainder of the game and/or games for which they are under suspension. The ballfield facility shall be defined as playing field, adjacent fields and corresponding parking lot. It is the intent of this rule that such suspended individual be absent from the facility during the course of the game(s) for which they are under suspension. Such period being defined as 30 minutes before the scheduled start of the game and 30 minutes after its conclusion.

36. APPEALS PROCESS FOR RULE #34 AND RULE #35

- a. The appeals process cannot be used to appeal disciplinary action handed down by the Ethics Board and/or District Supervisor.
- b. A mandatory one game suspension following an ejection must be served and cannot be appealed. For violation of the pitching rule this is a mandatory two game suspension which cannot be appealed.
- c. Any suspensions of a manager, coach, player or fan greater than the mandatory minimum will be subject to appeal by the individual by notifying the Associate or League Supervisor of their desire to appeal the suspension provided such notification is given to said supervisor within 72 hours (3 days) of the notice of suspension. In the case of a player, a team manager or coach ONLY can file the appeal on behalf of the player (parents cannot file an appeal on behalf of the player). The notice of appeal can be either oral or written.
- d. Upon receiving notice of the appeal, the Associate or League Supervisor shall notify the Chairman of the Ethics Board for the need to convene to hear the appeal. At this time, the supervisor shall turn over all details and collected information of the incident to the Chairman. The Ethics Board hearing shall be held as soon as practical following notice of the appeal. The remaining suspension time shall be on hold until the Ethics Board review and the decision process is complete.
- e. The individual making the appeal must be in attendance at the Ethics Board hearing or the appeal will be voided and the suspension automatically upheld.
- f. The Ethics Board will review all details and hear any appropriate testimony at the hearing. After assembling all the information they deem necessary, the Ethics Board will make their final recommendation to the District Supervisor. The District Supervisor will issue the final ruling; such ruling cannot be forwarded to any other party for appeal and/or adjudication.

37. THE RAY BREWSTER SERVICE TO YOUTH AWARD: Plaques will be presented annually to District 34 members who best exemplify the philosophy of Knothole baseball. This award will be based upon such criteria as dedication to the children of his/her community, years of service, hard work, knowledge of the game, the respect shown to other members of District 34 and adherence to the district Code of Ethics. This award is named to honor the memory of Ray Brewster, who faithfully exemplified the foregoing criteria while serving as District Supervisor of District 34 for 14 years, until his death in 1989. The winners of this award will be determined by the area representatives at the June meeting. Each area may nominate one individual (or couple) for consideration.

PAST WINNERS:

2008 - Brad Firsich (Kings)
2007 - Chris Probst (Mason)
2006 - Steve Bradley (Little Miami), P. J. Hannan (Loveland)
2005 - P. J. Hannan (Loveland), Tim Cook, (Little Miami), Bob and Sheila Hammonds (?)
2004 - Greg Robinson (Wilmington), Rick Bethel (Kings), Bruce Hilliard (Little Miami)
2003 - Lora Hewitt (Clinton Massie), Mike Weimer (Loveland), Louie Bowser (Waynesville)
2002 - Tony Reiss (St. Margaret), Jeff Craycraft (Wilmington), Patty Cook (Little Miami)
2001 - Rick Kenter (Kings), Eric Green (Clinton Massie), Ron Bronner (Loveland)
2000 - Jim Boyd (Little Miami), Kevin Ellis (Clinton Massie), Chris Kuczek (Loveland)
1999 - Dennis Becker (Loveland), Steve Bradley (Maineville), Mel Cameron (Mason), Greg Hamlet (Waynesville)
1998 - Jim Martin (Kings), Ted Myers (Waynesville)
1997 - Murray Stall (Kings), Keith Bishop (Morrow)
1996 - Jeff Seeling (Waynesville), Mike Dane (Morrow), Beth Mowry (Clinton Massie)
1995 - Mike Bischoff (Loveland), Bob Keller (Waynesville), Rick Robinson (Clinton Massie), D'etta Stern (Morrow)
1994 - Harry McVey (Butlerville), Jeff Back (Kings), Mike Morley (Waynesville)
1993 - Larry Nelson (Waynesville), Steve Mowry (Clinton Massie), Marvin Julian (Butlerville)
1992 - Pat Cummings (Kings), Rick Thompson (Clinton Massie), Jim Sessler (Waynesville)
1991 - Bob Appel (Loveland), B. R. Bryant (Maineville), Doug Holland (Clinton Massie)
1990 - Nolan Baker (Kings), Doug Gausmann (Loveland)
1989 - John Lucy (Loveland), Pete Mason (South Lebanon)

38. THE DOUG GAUSMANN UMPIRE OF THE YEAR AWARD: Plaques will be presented annually to District 34 junior and senior umpires who best exemplify the qualities and philosophy of the proper and best methods of umpiring youth baseball games. This award will be based upon such criteria as dedication to umpiring, years of service, mentoring other umpires, hard work, knowledge of the game, and respect given to all individuals involved in a game of baseball. This award is named to honor Doug Gausmann, District 34 Supervisor for 15 years and the individual who encouraged, supported, trained and championed umpiring throughout District 34. The winners of this award will be determined by the area representatives at the June meeting. Each area may nominate one junior and one senior umpire for consideration.

PAST WINNERS:

2008 - Scott Wyrick (Sr., Wilmington), Randy Scott (Jr., Mason)
2007 - Jim Pecot (Sr., Loveland), Niko Blankenship (Jr., Loveland), Matt Gramke (Jr., Mason)
2006 - Jim Martin (Sr., District 34), Dave Gramke (Sr., Mason), Mitch Tomlinson (Jr., Loveland), Bill Hall (Jr., Wilmington)

RULE ADDITIONS, CHANGES AND/OR INTERPRETATIONS AFTER THE RULE BOOK HAS BEEN PUBLISHED

1. The District Rule Books are published after the January District meeting. After leagues are established in the March District meeting, it may be necessary for the District Board to change, eliminate, add, and/or modify the published rules in order to successfully complete certain league schedules for the upcoming regular season. Any such changes shall be communicated to the League Supervisors and umpire Coordinators by the District Supervisor; these changes are final and binding on all parties. League Supervisors shall communicate any changes to all managers in the league(s) they supervise. Umpire Coordinators shall do the same for the umpires under their supervision.

2. During the season, certain rules that may be unclear, misunderstood, unevenly applied and adjudicated in game situations, etc. may come to the attention of the District. These rules shall be reviewed by the Chief Umpire and District Supervisor. The Chief Umpire shall issue any required clarifications to the League Supervisors and Umpire Coordinators; these clarifications are final and binding on all parties. League Supervisors shall communicate any rule clarifications to all managers in the league(s) they supervise. Umpire Coordinators shall do the same for umpires under their supervision.

CLASS C EAST AND CLASS C-1 CENTRAL AND EAST DIVISION RULES

1. Three outs or 12 batters per inning except in the fifth inning and all extra innings. Three outs are required to end the fifth inning and all extra innings. When the twelfth batter comes to bat in the first four innings, the inning shall end with the third out or the completion of the twelfth batter's turn at bat. At which time there will be three outs by rule. The offensive manager, coach or scorekeeper shall advise the defensive manager and plate umpire when the twelfth batter comes to bat. Failure to identify the last batter in a specified inning to the defensive manager and plate umpire by the offensive team will give the defensive manager the option of replay or acceptance of the play. In the event of replay, all runners will return to the base held at the conclusion of the eleventh batter's turn. Batter shall take his place at the plate and play shall resume as though the previous play had never taken place. The offensive manager will have no right of appeal.

- a. In the District Tournament, the North Tournaments will follow the "West" rules
- b. If there is a C-1 Central District Tournament, it will follow this rule.
- c. If there is a C Central District Tournament, it will follow the "West" rules.
- d. South District Tournaments for C and C-1 will follow this rule.

2. The batter cannot advance on a dropped third strike (this applies even if there are two outs). The batter is OUT, but the ball is ALIVE (except when the dropped third strike is the third out).

- a. In the District Tournament, the North Tournaments will follow the "West" rules
- b. If there is a C-1 Central District Tournament, it will follow this rule.
- c. If there is a C Central District Tournament, it will follow the "West" rules.
- d. South District Tournaments for C and C-1 will follow this rule.