

DISTRICT 34 SUPPLEMENTARY INTERPRETATIONS, MODIFICATIONS, CLARIFICATIONS AND TOURNAMENT PROCEDURES

I. CLASS HIGH D

1. Inning completion

- a. Three outs or twelve batters per inning except in the fourth and fifth innings and all extra innings.
- b. Three outs are required to end both the fourth and fifth innings and all extra innings.
- c. The inning shall end on the third out or when a defensive player touches home plate with possession of the ball after the last batter has had a full chance at bat; time shall be called immediately and play stopped.
- d. If the twelfth batter is awarded first base by the umpire (walk, hit-by-pitch, etc.) he shall get first base only. All existing runners advance one base ONLY if forced.

2. 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.

3. CENTRAL AND EASTERN DIVISIONS

- a. Runners cannot lead off base, but may attempt to steal a base at their peril upon the pitcher's release of the ball to the batter. Runners who leave the base before the pitch is released shall be called OUT. The batter on ball four can only advance to first base unless a play is made at another base which permits the batter to advance at his own peril.
- b. Runners on third base attempting to advance on the release of the ball from the pitcher: once the runner has started to retreat towards third base, the runner cannot advance unless the catcher attempts to make a play on said runner or any other runner on base at that time (umpire should direct the runner back to the base if the catcher makes no attempt to make a play). If the ball is missed by the pitcher when the ball is thrown back from the catcher, all runners may advance at their peril.
- c. The batter cannot advance (even when there are two outs) on a dropped third strike. He is OUT but the ball is ALIVE.
- d. Ten fielders are allowed. The tenth fielder MUST be an extra outfielder. Defensive players MUST play their normal positions. All players must play at least two innings in the field.
- e. County tournament play in the Central and/or Southern Tournaments follows Central/Eastern Division rules.
- f. Prior to or during any game (regular season or County Tournament), managers may NOT decide to vary these rules in any way.

4. WESTERN DIVISION

- a. During regular season play within the Western Division, lead-offs and stealing is permitted pursuant to Major League rules.
- b. County tournament play in the North Tournament follows Western Division rules.
- c. Prior to or during any game (regular season or County Tournament), managers may NOT decide to vary these rules in any way.

RULE #29 (GCKA) - POTENTIAL SITUATIONS ON RUNNING INTO DEFENSIVE PLAYERS:

1. Runner attempting to score from third base. Catcher is waiting on the ball ten feet up the line. Runner bumps into catcher as he runs past the catcher, staggering the catcher. Ruling: Runner should be called OUT and warned about "avoiding contact."

2. Runner attempting to score from third base. Catcher has the ball at home plate. Runner dives and body-blocks the catcher. Catcher drops the ball. Ruling: Runner is OUT. Runner should also be ejected from the game for unsportsmanlike behavior. Ball is DEAD, other runners return to the last earned base.

3. Same situation as #2 above, except catcher hangs onto ball and throws out another runner at third base. Ruling: Same as above, except ball is ALIVE. Do not penalize the defensive player. If the throw to third should be wild, the umpire may judge it to be a result of the collision and declare the ball DEAD, returning the runner to second base.

4. Grounder to short, ball thrown to second baseman covering 2B, runner from 1B slams into baseman, causing the ball to be dropped. Ruling: Runner is OUT and should be ejected for a dangerous and unsportsmanlike play. Ball is DEAD. If less than two outs and in the umpire's judgment there could have been a play at 1B, a double play could be called.

5. Runner attempting to score from third base. Catcher is 12 feet up the line. Runner runs wide to avoid the catcher. Catcher suddenly moves into the runner's path in an attempt to field an errant throw. Collision occurs, knocking both players down. Ball is ALIVE. Neither interference nor obstruction should be called. Runner is SAFE or OUT, depending on which player recovers and finishes the play first.

6. Runner attempting to score from third base. Catcher moves up the first base line to field throw, turns, dives and misses tag on the runner who scores standing up. Ruling: Play is legal (no contact). Run scores, ball is ALIVE. THERE IS NO RULE STATING RUNNERS MUST SLIDE!

7. Runner is attempting to score from third base. Catcher is blocking home plate as throw is coming in. Runner dives directly over the catcher and tags home plate. Ruling: Runner should be called OUT (even if no contact) for creating a dangerous play. If a collision occurs, the runner could be ejected.

8. Runner is attempting to score from third base. Catcher is ten feet up the line. Catcher fields the throw, turns, and tags the passing runner in the face. Catcher hangs onto the ball. Ruling: Runner is OUT. However, the catcher should be warned that the tag is a dangerous play. If the umpire feels the tag was violent and/or intentional, catcher could be ejected for dangerous and unsportsmanlike play.

MODIFICATIONS OF BALK RULES:

In the Major League rules, Rule 8.01 defines the proper mechanics of the Legal Pitching Delivery for pitchers using the Windup and Set Positions. This rule also defines balks which are to be called when these mechanics are not used. Further, Rule 8.05 defines balks which are to be called when a runner or runners occupy the bases.

We encourage all managers and coaches to train their pitchers of all ages to use the proper mechanics and methods as defined in the rules. Hopefully managers and pitchers using the proper mechanics will not be surprised by an umpire calling the rules as written. However it is increasingly common at the high school, college and professional levels for umpires to not call the rules as written, but rather use a "consistency of mechanics" interpretation of the pitching rules.

District 34 is instructing its umpires to apply the following pitching mechanics when calling balks on pitchers:

1. In the Windup or Set Positions, any part of the pivot foot may be in contact with any part of the pitching plate and this will be considered legal.

2. In the Windup or Set Positions, the pitcher's free foot may be to the side of the pitcher's plate and not within the width of the plate.

3. In the Windup Position, a pitcher is allowed one step back and one step forward with his free foot. This step should be in a straight line back and forth from the starting position of his free foot. The step does not have to be in a straight line back and forth within the width of the pitcher's plate. However, with runners on base, any step sideways toward first or third base with his free foot will be considered a balk. No "stepping in the bucket" to gain leverage.

4. Any pitching delivery a pitcher uses which involves “walking” onto the pitcher’s plate with his pivot foot is a balk. Sometimes, at the younger ages, pitchers are taught this to gain leverage and/or speed up their pitching delivery.

5. In the Set Position, a pitcher will be allowed to “open his stance” with his free foot on an angle from his pivot foot. This angle shall not exceed a line from the front corner of the pitcher’s plate closest to his free foot to a point midway between home plate and the base to which his free foot faces. The first step movement of his free foot in his stretch shall be toward his pivot foot or home plate. Any other step movement of his free foot shall be a balk.

6. When the pitcher is “checking” a runner on base, we allow a slow shoulder turn toward the base and back to his shoulder’s original position without a balk being called. Any quick or deliberate shoulder movement in this regard shall be called a balk. Also, any slow shoulder movement combined with any quick head movement shall be called a balk. Of course, the pitcher with his shoulders square and steady may make any head movements without a balk being called.

7. Finally, if in the judgment of the umpire, the pitcher’s movements outside proper mechanics are intended to deceive the runner or runners on base, a balk should be called.

8. Any other balk situations shall be called using the written rules 8.01 and 8.05 of the Major League Rule Book. In all cases, the umpire should be prepared to explain to the pitcher what he did that caused the umpire to call a balk.

PROTESTS AND APPEALS

1. PROTESTS

- a. A formal protest must be made before the next legal pitch or play.
- b. The opposing manager and both umpires must be notified.
- c. BOTH scorebooks must be noted with:
 - i. the reason for the protest
 - ii. the number of outs, men on base, score, ball and strike count
 - iii. Any other relevant information
- d. BOTH managers must sign BOTH scorebooks.
- e. BOTH umpires must sign BOTH scorebooks.
- f. The League Supervisor must be notified within 48 hours of the game by receiving a written protest detailing the entire situation and rules violated from the protesting team. If the League Supervisor is unavailable, the District Supervisor must be notified within 48 hours.

2. APPEALS

- a. Must be made before the next pitch or play.
- b. Can be made only while the ball is ALIVE (not during a time out).
- c. Can supercede a third out made during continuous action.
- d. Can result in a force out. (4.09a and 7.12)
- e. Can result in a batter-runner being called OUT at first base (4.09a and 7.12)
- f. Can be made only once on the same runner at the same base.
- g. Can be made by tagging the runner or the base.
- h. Can be made in one of two ways.
 - i. If the ball is still ALIVE at the end of the play, the appeal can be made directly to the umpire at that time (by tagging the base or the runner).
 - ii. If TIME has been called, the ball must first be put back into play (appeals must be made during a LIVE BALL situation). First, with the pitcher on the pitching plate with the ball, the umpire will put the ball back into play. Second, the pitcher steps off the pitching plate (a BALK at this time would constitute a “next play” and eliminate the possibility of an appeal) and announces his intention to “appeal” (runner missed base, runner left early); clearly stating which runner and base. Third, he throws the ball to a teammate to tag either the player or base in question.

* REMEMBER: These are LIVE BALL situations so runners may advance at their peril.

DISTRICT TOURNAMENT RULES

1. **ELIGIBILITY & FEES:** Teams playing in Knothole District 34, unless qualified for the City Tournament, must participate in the District Tournament. Fees are part of the team fees paid at the March District Board Meeting. There will be no refund of fees for any reason unless a league tournament is not held due to an insufficient number of teams.
2. **STARTING DATE:** The District Tournaments may begin the Thursday following the end of regular season play or another date as assigned by the District Board.
3. **TOURNAMENT DIRECTOR AND FIELD ARBITRATOR:** The host area shall name a Tournament Director, an alternate Tournament Director and a field arbitrator for each tournament being hosted. No manager, coach or parent of a team playing in the tournament can hold any of these positions.
4. **NORTH TOURNAMENT CHAMPION AND RUNNER-UP ELIGIBLE FOR CITY TOURNAMENT PLAY:** The champion and runner-up teams of the North District Tournaments in Classes D, C-1, C, B-1, B and A is eligible for City Tournament play if they meet all other requirements and the North City Tournament has bracket openings in the respective class.
5. **HOME TEAM** is determined by a coin toss immediately preceding the game. Winner of this toss shall elect to be "Home" or "Visiting" team.
6. **GAME BALLS:** The area hosting the tournament will provide two new balls (one ball for Classes D-1, D-2 and D-3). Both teams shall have a serviceable backup ball available.
7. **UMPIRES:** Two certified umpires shall be assigned to each game by the host area. Area umpire fees will be reimbursed by the District at a rate determined by the District Board. The following special umpiring assignments apply:
 - a. All tournament semi-final and championship games in classes D through A shall have at least one (1) adult umpire.
 - b. The Class A North tournament championship game shall have three (3) adult umpires.
 - c. The Class B North tournament championship game shall have two (2) adult umpires.
8. **TIE GAMES:** There will be no tie games. All games will be played to conclusion. RUN RULES apply.
9. **FORFEITS:** Teams must notify their own area association of their intent to forfeit out of the tournament before the Tournament Draw Meeting (date and time to be announced). In addition, any team that must forfeit a tournament game must notify the host area no less than 24 hours before its scheduled game. Failure to comply with this rule may cost the team's area association \$50, payable to District 34 Treasurer.
10. **PICKING UP PLAYERS:**
 - a. Any player on a team that forfeits out of the tournament BEFORE it begins is eligible to play on another team in the tournament. Additional players must be picked up by a team PRIOR to the beginning of the tournament. That team must notify their Tournament Director BEFORE that team's first game.
 - b. Teams from the area association from which a team forfeits out of the tournament shall have first priority in picking up eligible players. The site manager should be notified that players are available.
 - c. Other teams should also contact the site manager to advise they may need players. If necessary, a draft would be held at the tournament site of such players and teams with the order of the draft running the opposite of the final league standings. Teams do not have to draft anyone if they so choose.
 - d. Such players cannot pitch. (D-3 players cannot play first base.)
 - e. Managers must identify such players to their opposing manager/scorekeeper before the start of all games.

11. PROTESTS AND ARBITRATORS: Each host area will designate an adult certified umpire as Arbitrator. The Arbitrator will decide any umpire ruling (not judgment) in question. Generally the Arbitrator's decision is final and cannot be appealed. However, a manager can formally protest an Arbitrator's decision regarding player eligibility only to the District Supervisor. The protest must be filed on the day of the game. A fee of \$35 must accompany all such protests. Fee may not be refunded if the protest is denied. Any decision by the District Supervisor is final.

12. GAME TIMES: Tournament games on weeknights will begin at 6:00 pm. Second, evening games (under the lights) may be scheduled by the host site. Tournaments can run through July 15.