

GREATER CINCINNATI KNOTHOLE  
DIVISION I BASEBALL – THE CITY LEAGUE

**\*\* INFORMATION AND RULES \*\***

1. TEAM REGISTRATION & LEAGUE FEES:
  - a. FEES ARE: \$160.00 (CHECKS SHOULD BE MADE OUT TO: GCKA)
  - b. IMPORTANT: The Registration Form and the \$160.00 league fee are due by:
    - \* CLASS B & C: MARCH 7<sup>TH</sup> (Sat.)
    - \* CLASS A: MARCH 28<sup>TH</sup> (Sat.)
    - \* SEND TO: Dave Epplen, 5 Anthony Fort Mitchell, KY 41017
    - \* QUESTIONS: Contact: Dave Epplen, (859)-331-1177 - Cell: (859)-640-2031, E-mail: [daepplen28@yahoo.com](mailto:daepplen28@yahoo.com) OR John Graszus (859)-431-1466 – Cell: (859)-628-3766, E-mail: [jgraszus@insightbb.com](mailto:jgraszus@insightbb.com)
2. MANAGER’S MEETINGS:
  - a. CLASS B & C: MARCH 21<sup>ST</sup> (Sat.) @ Blessed Sacrament School 2409 Dixie Highway Fort Mitchell, KY 41017
  - b. CLASS A: APRIL 11<sup>TH</sup> (Sat.) @ Blessed Sacrament School 2409 Dixie Highway Fort Mitchell, KY 41017
  - c. TIME: 9:00 AM for both meetings
  - d. These are MANDATORY meetings. All teams must be represented at the meeting. Come prepared to schedule games after the meeting (even if you do not have field times yet).
3. TEAM ELIGIBILITY:
  - a. The Registration Form, the Team Roster, and fees must be returned to the DIVISION I Supervisor Dave Epplen.
  - b. Both the Registration Form and the Team Roster must have the District Supervisor’s signature. Teams will not be allowed to participate in Division I without your District Supervisor’s knowledge and approval.
  - c. Both the completed copies of each player’s Knothole contract must be returned to team’s DISTRICT SUPERVISOR before the team can participate in a game. PENALTY: FORFEITURE OF GAME.
  - d. Teams may not carry less than 12 players or more than 20 players.
  - e. Teams may not play in any other league. However teams may participate in other tournaments during the season as long as they promptly reschedule games. Exception: When the Division I tournament is going on, a team may NOT play in another tournament.
4. PLAYER ELIGIBILITY:
  - a. You must have both copies of the player’s completed contract in the hands of the team’s District Supervisor before that player can play in a game. PENALTY: TEAM WILL FORFEIT EACH GAME SAID PLAYER PARTICIPATES IN.
  - b. Teams are not required to turn in a birth certificate or a picture for each player. However, in case of a protest on player eligibility, the manager

must be able to produce both items within 24 hours or face possible forfeit of the protested game.

- c. Players may not play on any other team (per G.C.K.A. Rule #1). That includes district Knothole teams.
- d. No players may be added to any team after May 31<sup>st</sup>.
- e. When roster changes are made, revised rosters are to be mailed to Dave Epplen immediately.
- f. Be sure to contact your District Supervisor on your district's rules for player eligibility. Each district is different. Also be aware of any changes in birth date cut-offs.

#### 5. SEASON DATES:

- a. The season starts the weekend of April 11<sup>th</sup> (Class A will start May 9<sup>th</sup>, although teams may schedule games as early as April 11<sup>th</sup> if school play is not a factor).
- b. The last scheduled date will be Sunday, June 21<sup>st</sup>.
- c. The last day for make-up games will be Friday, June 26<sup>th</sup>.
- d. The City Tournament will begin the week of June 28<sup>th</sup> @ Blue Ash OR Covington Complex.

#### 6. SCHEDULES:

- a. They should be completed by the Division I Supervisor on the date of your class meeting (Class B & C on March 21<sup>st</sup> and Class A on April 11<sup>th</sup>).
- b. Teams will be scheduled to play 25 – 30 games depending on the number of teams and regions.
- c. Games will be scheduled by the week. It will be the responsibility of managers to contact opposing managers to set dates for that week. The schedule will list the home and visiting teams.
- d. Teams can play doubleheaders.
- e. Games should be postponed only for weather conditions or school events.

#### 7. DISTRICT BOUNDARIES:

- a. Teams are to be made up of players from their Knothole District
- b. If a player wishes to play in another district, the coach must get approval for the District Supervisors.

#### 8. CLASSES:

- a. A (14 & 15 year old teams), B (12 & 13 year old teams), and C (10 & 11 year old teams). Each class will be divided into regions.
- b. In Classes B & C, if there are sufficient teams in a single age group (ex.: 12 year olds), the regions within the class will be set by age group. In Class A, regions will be made up of a mix of 14 and 15 year old teams, with an even balance of young and old teams (if possible, depending on the number of teams and travel distance).

## 9. GAMES:

- a. Innings: A – 7 innings; B – 6 innings; C – 6 innings.
- b. Times: All weeknight games will start at 6:00 PM. Managers can call the opposing manager in advance to change the start time. This should be done at least 48 hours in advance of game time.
- c. Late Team Arrivals: A team is allowed 30 minutes in case of trouble without danger of a forfeit. If both teams and umpires are present, but one team is more than 30 minutes late, umpires have the right to order game played. All attempts to play the game should be made.
- d. ONLY THE CITY LEAGUE SUPERVISOR CAN CALL A GAME A FORFEIT.
- e. Pre-game: Prior to the scheduled starting time, there shall be no batting practice in and around the field of play (this includes, but is no limited to soft-toss, hitting into the fence, using a ball stick, etc.) thirty (30) minutes preceding said scheduled start time.
- f. Each team shall be permitted no less than ten (10) minutes infield practice prior to the commencement of the game, the order to be determined by the teams at the field, dependant upon availability of players.

10. UNIFORMS: This is a uniform league and all teams must wear uniforms.

## 11. GAME BALLS PERMITTED:

- a. At the start of the game the home team will furnish one new ball which must be a ball supplied by Kid Glove or Knothole purchasing (ex.: MacGregor, DeBeer, Rawlings, Diamond) or with the approval of the City League Supervisor.
- b. The visiting team must furnish a good serviceable ball of the same type.
- c. Umpires are directed to remove all balls deemed by them as unfit from the game. At the completion of the game, the home team will be given first choice of the balls which were used in the game.

## 12. UMPIRES:

- a. Home team is responsible for providing both umpires for the game. If the home team is on the visiting team's field, said visiting (host) team will supply the umpires.
- b. Each team will pay on umpire. Cost per umpire: A = \$40; B & C = \$30. If an umpire does a game by themselves, that umpire will be paid: A = \$60, with both teams paying \$30, B & C = \$50, with the host team paying \$25 and the visiting team paying \$25.
- c. Each umpire who shows up at a game that is forfeited will be paid \$15. Teams that forfeit a game will be charged a \$30 penalty (payable to the Division I Supervisor), to be paid immediately, or they will not be allowed to complete their season.
- d. No Division I manager, coach, or player may umpire a game in his class. No person may umpire a game in which an immediate family member is playing or coaching.

- e. Umpires are to be paid on the field BEFORE THE GAME STARTS.
- f. Umpires must be at least two years older than the class for which they are umpiring.
- g. If a game can not be played because there are no umpires, the game will be rescheduled at the opponent's field. The original home team will remain the home team.

### 13. CITY TOURNAMENT:

- a. Approximately half of the teams in the league will qualify for the City Tournament. The top two teams in a region will qualify. Other teams will be chosen according to age group & record.
- b. Each manager is responsible for updating and checking his standings/schedule by June 15<sup>th</sup> so all teams can have a full picture of teams that are in the running for trophies and the tournament.
- c. The City Tournament will be a two and out format.
- d. The tournament will begin the week of June 29<sup>th</sup>.
- e. Team league fees cover the cost of the tournament for those teams that qualify.

### 14. BATTING ORDER OPTIONS: A GAME CAN NOT START IF A TEAM HAS FEWER THAN NINE PLAYERS AVAILABLE TO PLAY!

- a. The Re-entry Rule: See City Division II Rule #18.
- b. The continuous batting order: If a player can not bat (unable to bat because of illness, injury, had to leave, etc.), such position is NOT an out in the batting order. Any nine players may play defense. If the batter can not continue (injury, illness, etc.), move to the next batter with a fresh count. If a runner can not continue, the last out on the bench will be used.
- c. The additional hitter (AH) rule: If using an AH, a 10<sup>th</sup> batter may be added to the batting order at the start of the game. Any nine of the batters may play defense. If a team using an AH drops from the ten to nine players available, the spot in the lineup is left open and is NOT an out. The re-entry rule applies as well.
- d. The designated hitter (DH) rule: A team can use the (DH) as it is used according to High School rules (the DH can bat in place of any starters). If a designated hitter is used, the DH may play on defense. The DH can be used with either the AH or the re-entry rule.
- e. Managers must choose one of the options before the game begins: 1. Continuous batting order; 2. AH; 3. DH (High School Rule); 4. AH and DH; 5. Regular nine-man batting order with the re-entry rule.
- f. Once a game begins, a team can continue play with eight players. In the batting order, the last vacated position shall be an automatic out. If a ninth player becomes available, that player would be placed at the end of the line-up, or if it is a player already in the line-up, that player would bat in his established position in the line-up (see Rule #15 a-d above). At this point, the open spot in the line-up would no longer be an out. A TEAM CAN NOT PLAY WITH LESS THAN EIGHT PLAYERS.

15. **BATS:** Approved bats are as follows: Any unaltered commercially manufactured bats available for retail purchase (per official baseball rule 1.10(a) maximum diameter is 2 and  $\frac{3}{4}$  inches). Softball bats are not allowed to be used. Penalty: Player is out and the ball is dead immediately
16. **COURTESY RUNNER:**
- THIS OPTION IS ONLY FOR CATCHERS. This rule applies only to a 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. For the other batting options, any player who is not in the batting line-up may be used as the courtesy runner.
  - In any circumstance, the courtesy runner does not enter the score book.
17. **PITCHER:**
- In any three day period, a pitcher is limited to pitch a total of: A = 9 innings; B = 8 innings; C = 7 innings. One pitch in any inning is an inning pitched. (see “pitching scenarios” at end of page 8)
  - Violation of the pitching rule is a serious offense. **PENALTY: MANAGER WILL BE SUSPENDED FOR THE NEXT TWO GAMES AND THE GAME IN QUESTION WILL BE FORFEITED** (Second offense could result in the expulsion of the manager and/or team in question).
  - Pitchers can pitch in both games of a double-header as long as the inning limit is observed.
18. **SUSPENDED GAMES:**
- Any game stopped because of rain or darkness shall be considered an official game after 5 innings (4  $\frac{1}{2}$  innings if home team is ahead) in class A, and after 4 innings (3  $\frac{1}{2}$  innings if home team is ahead) in classes B & C (This rule does not apply to the City Tournament).
  - Any game stopped because of rain, darkness, time, or a tie which has not resulted in an official game will be resumed at the EXACT point of interruption and played to a completion at the earliest time possible. If possible, the suspended game will be completed the next time the two teams meet. The suspended game will be completed before the start of the regular scheduled game.
  - Games running over into later scheduled game times are subject to time rules at the host team’s park. An agreement should be made between the managers and umpires prior to the start of such a game on how to handle a game not completed.
  - Umpire fees should be pro-rated depending on the length of the suspended game to be completed.

## 19. RUN RULE:

- a. The game shall be called if on team is ahead by: Class A – 8 or more runs after the losing team has had 5 complete at bat; Class B & C – 10 or more runs after 4 complete times at bat by the losing team.
- b. No game can end by the run rule if the run limit is reached while the visiting team is at bat.

## 20. RAIN CONDITION RULE:

- a. Home team manager will check field 3 hours before game time and notify visiting team and umpires if the field is unplayable. Home team manager decides if field if playable before the game starts.
- b. Once the game starts and the first pitch is thrown, the game is up to the umpires.

## 21. CANCELLED GAMES:

- a. Scheduled games should only be cancelled because of rain-outs or school events (teams face possible forfeits for other reasons).
- b. All games are to be rescheduled and played within two weeks after the cancellation.
- c. NO GAME IS TO BE RESCHEDULED AFTER SUNDAY, JUNE 21<sup>ST</sup> EXCEPT OR GAMES CANCELLED DURING THE WEEK OF JUNE 15<sup>TH</sup>. League Scorekeepers are to be notified about rescheduled games. If there is any problem in rescheduling a game the League Supervisors should be contacted.

## 22. RUNNING INTO OR OVER THE CATCHER OR OTHER BASEMEN: This can not be tolerated for player safety reasons. PENALTY: PLAYER IS CALLED OUT. Flagrant cases are subject to the player being ejected form the game for unsportsmanlike conduct (this is a judgment call by the umpire, but can be protested). If the contact is initiated by the defensive player, that player should be penalized.

## 23. DISCIPLINE:

- a. Any player, coach, or fan ejected for a game for disciplinary reasons will be suspended for a minimum of one game on the first offense.
- b. On the second ejection, the player, coach, or fan will be suspended for a minimum of 2 games and the team could forfeit the game in which the second ejection occurred.
- c. A player, coach, or fan who is ejected and/or suspended shall not be in attendance at or within the ball field facility for the remainder of the game and/or games for which they are under suspension. The ball field facility shall be defined as playing field, adjacent fields, and corresponding parking lot. It is the intent of this rule that such suspended person be absent for the facility during the course of the game(s) for which they are under suspension. Such period being defined as thirty (30) minutes before

the start of the game and thirty (30) after the conclusion of said game. Violation of this rule will lead to more serious penalty.

- d. All ejections for disciplinary reasons must be reported to the League Director by BOTH managers.
- e. For serious discipline cases, the League Supervisor can impose a more severe punishment, with final appeal to the Division I Supervisor.

#### 24. FORFEITS:

- a. Only the Division I League Supervisors can declare forfeits.
- b. If a team does not field a team within 30 minutes of the scheduled starting game time, the game could be forfeited. Unusual circumstances and emergencies will be considered before a forfeit is final.
- c. 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.

#### 25. PROTESTS:

- a. Protests must be made in accordance with City Knothole Rule #14. The protest, along with the \$50.00 CASH PROTEST FEE, must be filed in writing with the League Director with 48 hours of the protested game.
- b. The League Director will be responsible for setting up a Protest Committee and the League Director will head said committee. No person involved will be on the Protest Committee.

#### 26. SCORES:

- a. Winning team is expected to report scores to the League Scorekeepers within 48 hours of the completion of the game.
- b. Failure to comply with this rule could lead to a disciplinary situation or a possible forfeiture of the game.

#### 27. FINAL STANDINGS:

- a. The final regional standings will be determined by the number of wins on the final day of the regular season.
- b. Team trophies and patches will be given for the first and second place finishes. In case of ties, head to head competition will be the determining factor. The second determining factor will be play within the region, with the third determining factor considered being play within the league. There will be no playoffs (if it can be helped).
- c. Each manager is responsible for updating his standings/schedule on a regular basis.
- d. Remember, all standings must be updated and checked by Sunday, June 16<sup>th</sup> so all teams can have a full picture of teams that are in the running for trophies and the tournament.

## 28. OTHER RULES:

a. Major League or Greater Cincinnati Knothole Club rules will apply to any situation not covered in these rules.

b. DISTRICT RULES DO NOT APPLY TO DIVISION I BASEBALL.

## EXAMPLES:

1. warnings for balks (no such rule)
2. rules on the number of at bats and defensive innings played for players (no such rule)
3. out calls for thrown bats (no such rule)
4. BE SURE TO COVER POSSIBLE PROBLEMS DURING GROUND RULES. SOME PARKS HAVE SPECIAL RULES.

c. PITCHING SENARIOS: ALL OF THESE ARE LEAGAL SITUATIONS.

- Class A: A player pitches 5 innings Saturday, 3 innings Sunday, 4 innings Tuesday, 3 innings Wednesday, 2 innings Thursday and 4 innings on Friday.
- Class B: A player pitches 2 innings each day Monday, Tuesday, Wednesday, and Thursday, plus 6 more innings on Saturday.
- Class C: A player pitches 4 innings on Sunday, 3 innings on Tuesday, and 4 innings on Wednesday.