

2025 KNOTHOLE BASEBALL

EAST REGION RULES

FORMATION AND ORGANIZATION RULES

EAST REGION - is designated as Districts#5, #26 & #45N of Knothole Baseball.
These districts are subdivided into franchises.

Amelia (45N)	Fayetteville (26)	Mt. Orab (26)
Anderson (5)	Felicity (45N)	Newtown (5)
Batavia (45N)	Georgetown (26)	New Richmond (45N)
Bethel (45N)	Goshen (45N)	Ripley (26)
Blanchester (26)	Hamersville (26)	Tealtown (45N)
Clermont Northeastern (45N)	Lynchburg (26)	Whiteoak (26)
Eastern Jr. Sports (26)	Milford (45N)	Williamsburg (45N)
		Withamsville (45N)

Leagues in the East Region are formulated by teams entered from the above franchises.

1. Players may be signed from anywhere in the local school district, within the district that which they reside. When there are two or more Franchises within a school district an agreement on boundary lines will be determined by the Franchises involved. Such agreement must be agreed to and signed by all Franchises involved and approved by the board members (appointed Representatives of each franchise) and the Region Supervision.
 - a. Players attending a school in outside of the franchise of their residence may play for the franchise in which the school is located. Players must sign-up for that Franchise during their first year of attendance at that school or their first registration.
 - b. If a player changes residence from one franchise to another after the season starts, they may continue to play with the team in the franchise from which the player moved for the remainder of the season.
2. **RELEASES:** Players who wish a release from their proper franchise will be required to apply for one of the following:
 - a. **General** – There are two types of General releases and must be requested by March 1st of the current year.
 - i. Type 1: When two franchises involved agree on a release, the release will be granted by the region. **Prior to player participating with team, Regional Director must be notified of request.**
 - ii. Type 2: If no agreement on a release can be reached by the two franchises involved, the following will occur...
 - a. The names of three franchises will be placed in a pool (one being the franchise player wishes to play within).
 - b. Release will be handled at the next scheduled East Regional meeting. Where the player's franchise will be drawn from said pool.
 - c. The new franchise will then place the player on a team.
 - iii. These releases are permanent and the new franchise will be the proper franchise for all future registrations.
 - b. **Placement** –
 - i. May be requested at any time but player must sign up with their proper franchise during regular registration.

- ii. This type of release is for players who do not have a team to play on in their proper franchise.
- iii. Players may find a team to play for on their own or the Region will try to find a team for them.
- iv. This release is only valid for one year.
- v. The following year, the player will have the option of returning to their franchise of residence or staying with the new franchise. If the player chooses to stay with the new franchise, this release will become permanent.

3. The Age limit for each class is as follows...

CLASS	DATE
AA	Youth born on or after May 1, 2006
A – Sr. / 15U	Youth born on or after May 1, 2009
A – Jr. / 14U	Youth born on or after May 1, 2010
B – Sr. / 13U	Youth born on or after May 1, 2011
B – Jr. / 12U	Youth born on or after May 1, 2012
C – Sr. / 11U	Youth born on or after May 1, 2013
C – Jr. / 10U	Youth born on or after May 1, 2014
D – Sr. / 9U	Youth born on or after May 1, 2015
D – Jr. / 8U	Youth born on or after May 1, 2016
D – Jr. Inst. / 7U	Youth born on or after May 1, 2017

No overage players. No exceptions. Penalty – Forfeiture of all games in which overage player participated.

- 4. Each player in each class must be under contract before they play in a regular season game. Managers of each team must deliver all copies of each contract to the Regional Director. The release copy shall not be signed until such time as the manager wishes to release the player. Eleven contracts must be on file with the Regional Director before the first scheduled game. Any contract thereafter that does not reach the Regional Director by game time must be OK'd by the opposing manager and then sent to the Regional Director. No player contract may be OK'd more than once and all such contracts must be on file with the Regional Director within one week. All player contracts must be complete with proper signatures in order for them to be eligible for play. Managers are responsible for player eligibility and proper execution of contract. Any manager/coach who plays an ineligible player in a league game will forfeit all games in which the player has participated and said manager/coach may be suspended for five years. The Regional Director shall have access to any team scorebook for the purpose of inspection at any time without notice of such inspection. Teams that will carry more than 14 players (Maximum of 17 players) must have permission from the Regional Director. Player contracts will end when their team is eliminated from the East Regional Knothole Tournament. Players, who are not competing in the Knothole Baseball World Series Tournament and have completed their regular season, may play in other tournaments while competing in the East Regional Knothole Tournament. Teams cannot add any players after June 1st of current season. Exceptions can be granted by Regional Director.
- 5. A player while under contract in the East Region may not play on any other team or league. **Exception:** A school team (a school team is a team participating in a program sanctioned by the applicable governing body for the school's athletic program such as OHSAA or CYO in play against other sanctioned school programs). **Penalties:** (1) Forfeiture of game in which player(s) participates (2) Disqualification for both East Regional Tournament and the Knothole Baseball World Series.
- 6. A player who is a member of a High School Baseball team may participate in only intra-squad practices of his Knothole team and must secure prior permission from the High School coach.

A player may not play a game or so-called practice game for his Knothole team while a member of the High School team. When the High School team has been eliminated from the State sponsored tournament and has completed its regular schedule, the player may participate with their Knothole team. Please read and adhere to Ohio High School Athletic Association eligibility requirements.

7. Each manager or team representative must attend a meeting or class where the regional rules are reviewed. One meeting is held annually, prior to the start of each season. Upon completion, everyone in attendance will receive a "Team Rep Card". This card must be shown at ground rules prior to each game. It is this card that appoints a team's voice in matters of disputing rules. Only one card is valid per game. In the event that original card holder must leave the game (non ejection), a replacement holder may assume the role as Team Rep pursuant to possessing their own Team Rep Card. If Team Rep is ejected, no alternate Team Reps may take their place and the offending team forfeits their ability to dispute calls or make protests.
8. All managers of Knothole teams must be 18 years of age or older. Exceptions may be made by the Regional Director when an older person accepts responsibility. Managers will be held responsible for actions of their coaches, players and parents.
9. Winning team must report the score of the game in the manner determined by the Regional Director.
10. Any manager or coach found guilty of using intoxicating beverages or under the influence of alcohol or illegal drugs while coaching a Knothole team may be barred from coaching Knothole for life.
11. All games which affect a championship must be played by the date which is determined by the Regional Director.
12. All rained out, suspended or postponed games must be re-scheduled within 48 hours and played within 10 days of original scheduled date. Re-scheduling of games that cannot be played within 10 days of original scheduled date must be approved by the Regional Director. When two managers cannot agree on re-scheduling a game, the Regional Director may be notified by either manager. The Regional Director will schedule the game on any field, at any time available to him as he sees fit. *****All games that have not been played or reported within 10 days of originally scheduled date will be posted as a forfeit by both teams (FFB). Once these games are played and reported, their status will be amended to reflect its final outcome.*****
13. For league standings – 1) Wins 2) Head-to-Head for teams with like records 3) Games Played will determine placement.
14. Every team in East Region Knothole must have an approved franchised designation on either their hat or uniform for all games.
15. A person can manage only one team (unless approved by the Regional Director). A person may coach as many teams as desired.
16. Team drinks consumed on park property must be purchased at park concession stand. Team drinks: \$15.00 which includes all players and up to three coaches. Penalty: \$25.00 fine charged to offending Franchise. Franchises may also offer addition packages to include snacks but they are to never charge more than the Team Drink Fee for beverages only.
17. Approved Post Season Tournaments:

NO TEAM IN THE EAST REGION IS PERMITTED TO ENTER ANY TOURNAMENT OTHER THEN THOSE LISTED BELOW WITHOUT THE PERMISSION OF THE REGIONAL SUPERVISOR.

This policy is made to protect the eligibility of the Knothole players. Teams that have completed their regular season, and are not eligible for the City Tournament, may play in the East Regional Tournament and any other tournament.

- a. **Knothole Baseball World Series:** Teams that finish 1st, 2nd, 3rd and 4th in classes A Sr, B Sr, B Jr, C Sr, C Jr or D Sr in Division 1 of the second half of the season (full season for those with no split) are selected to and must play in the Knothole Baseball World Series to be eligible for play in the East Regional Knothole Tournament.
- b. **Knothole Baseball Rec. World Series:** Teams that finish (or are in at time of tournament) 1st in classes B Sr, B Jr, C Sr, C Jr or D Sr in Division 2 of the second half of the season are selected to play in the Knothole Baseball Rec. World Series
- c. **East Region Tournament:** Open Tournament – All East Region Knothole teams are invited.

18. It is recommended that Franchises require background checks for all managers and coaches.

19. Any game, scheduled or made up, on Sundays may not start prior to 1:00pm. This includes Regional Tournament games.

PLAYING RULES

1. Umpires

- a. It is the responsibility of each franchise to supply certified umpires for each home game. **Classes A & B:** Home team is to supply two umpires. **Classes C & D:** Even though Knothole ultimately wants two umpires on all games, if staffing presents a problem, one umpire may be used for these two classes only. This umpire must be 18 years of age by April 30th of current calendar year, have at least 4 years experience umpiring and approved by their Franchise (OHSAA certification is preferred but not required) **Class D Inst:** Only one umpire is required. Scorebooks for both teams must be presented at ground rules and umpire's names must be **printed** in them at that time. Umpires must check for "Team Rep" cards and perform a bat inspection (see Knothole Baseball Rule #15) during ground rules.
 - i. If the home team does not supply two umpires that are certified for classes **A & B**, but does supply one, the visiting team has the right to put any person of their choosing on the field as the field umpire. This person does not have to be certified and the game is still considered legal. This person must meet the age requirement for this game. Field umpire will be paid \$5.00 by the home team prior to start of the game.
 - ii. If the home team does not supply any certified umpires, the visiting team has the right to decline to play the game and have the game re-scheduled at their field. In this case, umpire fees will still be paid by original home team.
 - iii. Any game played without a certified umpire, will not be considered legal. This only means that the game will still count as a win or loss, but not be able to be protested.
 - iv. No father, mother, son, daughter, brother, or sister may umpire a home game in which their father, mother, son, daughter, brother, or sister is managing, coaching or playing.
 - v. No manager or coach may umpire a game in their age group unless both managers agree before the game starts for them to do so.
- b. **East Regional Knothole** will administer annual Training and Certification Test
 - i. The certification training & test will be held on the date, time and place or places that the Regional Director determines.

- ii. Dates, Venues & Times (once determined) will be posted on East Region website.
- iii. A final test grade of 70% or greater is required prior to working first game.
- c. Regional Director will be able to administer the test for umpire certification after the season begins.
- d. A list of each Franchise's certified umpires not attending the annual training will be submitted to the Regional Director prior to start of season. This list is to include Umpire's name, date of birth, address, phone number and email address (if applicable).
- e. Umpire Age Requirements:

Class A	16 years of age
Class B	14 years of age
Class C	13 years of age
Class D	13 years of age
Class D Inst.	12 years of age

The umpire's age is to be reached by April 30th of the current year

- f. Umpires who are not 16 by April 30 of the current year must attend a class and pass test each year to be certified. Umpires 16 and older must either, (1) attend class and pass the test or (2) be approved by Franchise for certification.

2. **PROTESTS:** Protest may be of two kinds.

- a. Ineligible players and breaking of Standing Rules or By-laws.
 - i. A team may protest these at any time. In cases involving ineligible players and breaking of Standard Rules or By-Laws, the Regional Supervisor may take action without a formal protest.
 - ii. Protests of an overage or ineligible player will cost \$50.00 cash per player.
- b. Misinterpretation of playing rules.
 - i. Umpire judgment decisions cannot be protested, but all protests must be accepted.
 - ii. All disputes should be settled on field if possible before resuming play.
 - iii. When a protest is made on the field of play, the manager must quote which general rule was misinterpreted and have the umpire announce that the game is being played under protest before the next play is made. Umpires must sign both scorebooks at time of protest noting point of protest.
 - iv. A protest form (email is acceptable) must be completed by the protesting team and in the Regional Director's hands within 48 hours after the completion of game. Protests must be accompanied with a fee of \$50.00 cash. This fee is to be given to the Franchise Rep. of which venue the game under protest was scheduled...not the umpire(s) working the game. If the protest is not allowed, the \$50.00 will go into the East Region Knothole Association Treasury.
 - v. Protest of a game in the Regional Tournament must be filed with the Regional Director within 3 hours of completion of game.
 - vi. The Protest Board is to consist of three members, chosen by Regional Director.

- 3. Profane or abusive language by managers, coaches, players and spectators will be grounds for ejection from the game and or viewing area. The name of those involved along with a detailed description of the incident must be turned into the Regional Director for further action. This is the Franchise Rep's responsibility. Any manager or coach displaying disrespect or abuse to umpires, league or tournament officials will be barred from managing or coaching a Knothole team or being associated with a Knothole Franchised in any manner for any length of time determined by the Regional Director. If actions of this nature occur, Franchise Reps concerned will be notified.

4. **INTIMIDATION:** An opposing manager, coach, player or spectator shall not in any manner harass or intimidate any member of the opposing team or umpire before, during or after the game. Penalty for this action shall be one warning from the umpire and then an automatic ejection for the next offense. Each manager is responsible for the conduct of their team's fans.
5. No use of tobacco of any kind on playing field or player's bench...Umpires included.
6. Visiting team has the use of the field for 15 minutes prior to the scheduled game time.
7. A team is allowed 30 minutes from the scheduled starting game time in case of trouble without the danger of forfeit.
8. Names and numbers (if available) of all players must be recorded in scorebook. It is not compulsory for a player to have a uniform, cap etc. to play Knothole Baseball. However, if such equipment is worn; it will be worn in the proper manner. Violations are subject to the umpire's judgment.
9. The home team will furnish a new game ball. The visiting team will supply a good second ball. Thereafter, home team shall furnish all additional balls. Each ball is to be returned to the team from which it came.

10. Pitching distances shall be:

CLASS - A	60' 6"
CLASS - B-Sr.	54'
CLASS - B-Jr.	51'
CLASS - C	48'
CLASS - D Sr.	45'
CLASS - D Jr.	42'
CLASS - D Inst.	39' (Approximate)

Youth or full-size pitching rubbers will be used in all Classes except Class D Inst.

11. Base Distances shall be:

CLASS - A	90'
CLASS - B-Sr.	80'
CLASS - B-Jr.	75'
CLASS - C	70'
CLASS - D	60'
CLASS - D Inst.	55'

12. REGULATION GAME:

- a. Innings Played
 - 7 Innings – A Jr. & A Sr.
 - 6 Innings – C Sr., B Jr. & B Sr.
 - 5 Innings – D-Inst., D Jr., D Sr. & C Jr.
 - b. In case of a tie, as many innings as necessary will be played to complete the game.
- Completed (Official) Games**
- a. Game will be complete once one team is mathematically eliminated according to the seven-run rule
 - b. Knothole Baseball Rule #11...Any scheduled game stopped by darkness or inclement weather shall be considered an official game if
 - i. 7 Inning Games – 5 Innings are complete (4 ½ if home team is leading)
 - ii. 6 Inning Games – 4 Innings are complete (3 ½ if home team is leading)
 - iii. 5 Inning Games – 3 Innings are complete (2 ½ if home team is leading)

- c. The above are the minimum number of innings for an official game; a game can be official at any point after the minimum number of innings has been played. Games that are stopped by darkness or inclement weather prior to reaching the minimum number of innings are considered suspended and shall be resumed at the point of suspension at a later date. Suspended games that are not completed by the end of the regular season shall be considered a game not played and a forfeit by both teams. In any game that is stopped due to darkness or inclement weather and has reached its minimum number of innings without determining a winning team (home team has not completed its at bat and is behind), Game will revert to last completed full inning to determine winner.
13. SEVEN RUN RULE: Play stops when the third out is made or the 7th run scores in any one-half inning. This rule MUST be used in all East Regional Knothole games.
 14. In all Classes from D–Inst. Through A–Sr., a manager must use the all-player batting order. EXCEPTIONS: Disciplinary action being imposed on player by Franchise. NOTE: A team must have at least ten players in the batting order to be considered using the all-player batting order.
 - a. ALL-PLAYER BATTING ORDER: Manager must place all players at the beginning of the game in the batting order. If a player is injured, becomes ill, has to leave or is ejected, his spot in the batting order is skipped and no out is taken. If he later is able to resume play, he must bat in the same spot he occupied in the batting order at the beginning of the game. There will be no pinch hitters or pinch runners except in case of injury or ejection. A batter or runner who is injured or ejected while at bat or on the bases and cannot continue play will be replaced by the most recent batter not occupying a base. NOTE: Batter will assume the count. A runner may be replaced only one time during a game; a second time will result in the runner being declared out and removed from the game. Players who arrive after the game has started will be placed at the bottom of the batting order. Free substitution will be allowed for defensive positions.
 15. A knothole team in the East Region may start a game with eight players and must finish the game with no less than eight players. The vacant batting slot shall be declared an out. Players arriving after the start of the game shall be added to the bottom of the batting order. When it becomes apparent that it is not a competitive game but a farce; the umpire will forfeit the game. This rule is only used if starting with eight players.
 16. All players must play at least two innings in the field unless game is shortened by the run rule.
 17. INTENTIONAL THROWING OF BATS AND HELMETS: One warning per team, second offense by team will result in the ejection of player or coach involved. Note: If player has put ball in play, a delayed dead ball is called, player is ejected but not out. Refer to ALL PLAYER BATTING ORDER
 18. BALK RULE: If no agreement can be reached by both teams at ground rules, the following rules will be used. Classes D and C: one warning per pitcher per game. If during a pitcher's first balk any runner advances safely, runner will be allowed to remain at that base, if runner is tagged out, runner will return to base occupied at time of balk. Classes B and A: Major League rule.
 19. SLIDING BASE RULE: This rule was written to protect the runner, not put them in jeopardy and to provide safety. This is only to be used when permanent (pegged) bases are not in place. Rule will apply when:
 - a. Non-Permanent (pegged) bases are used

- b. The runner slides in, he is considered to be with the base. Remaining on the ground if tagged, runner is SAFE. After sliding in, the runner stands up and makes NO attempt to advance, if tagged, runner is SAFE. If runner moves towards the next base and the fielder makes the tag before the runner can get back to where the base was ORIGINALLY, the runner is OUT. This is umpires judgment.
 - c. The runner goes in standing and the base moves off the spot more than the length of the base and no part of the runner is touching the original spot of the base, when tagged, the runner is OUT.
 - d. A preceding runner moves the base off the spot more than the length of the base; following runners need only to touch the original spot of the base. It is recommended that all base locations are clearly marked so that runners have a visual point for them to touch and the umpires have a reference point.
20. **PLOWING OVER THE CATCHER OR OTHER FIELDER:** Any runner who does not slide or attempt to get around a fielder **"WHO HAS THE BALL AND IS MAKING A TAG"** will be called out. Any runner that hurdles a fielder who has the ball will also be called out. When a runner is called out in either of these situations, the ball is dead immediately and all other runners must return to the last base reached when the ball became dead. In addition; any runner who WILLFULLY plows into or through a fielder that has the ball will be ejected from the game. ****THIS IS STRICTLY UMPIRE'S JUDGMENT****
21. **PITCH COUNT & PITCHING ASSIGNMENTS:**
 - a. Pitch Count: Must be used in all East Regional games. Pitch count will apply per pitcher per day. Players may only pitch up to their Max Pitch Count. In the event that this is reached while facing a batter, he/she may continue pitching until said batter either reaches base or is retired. The pitch count for both teams must be kept by both teams. Teams must notify the plate umpire when a pitcher is within two pitches of their maximum pitch count. The plate umpire must check with each team at the end of each half inning. If there is any dispute of the pitch count, the plate umpire will have the final decision. Penalty for violation of this rule is forfeiture of the game by violating team (s) and the defensive manager/coach will be suspended for the next two home games (1st offense) and one calendar year (2nd offense). Pitch count is per day and does not carryover in the completion of a suspended game.
Notes: Warm-up pitches do not count toward pitch count
For a pitcher in Class D-Jr. the maximum of three innings per game and the pitch count will apply.

Class	Max Pitch Count	Class	Max Pitch Count
A	90	C	70
B	80	D	60

 - b. **Rest between Pitching Assignments:** Any player who pitches in any portion of a game (including practice games) shall not be permitted to pitch again without two complete nights rest between pitching assignments. In any one day a pitcher cannot pitch more innings than the length of a normal game in his/her class. Note: A single pitch in any inning counts as an inning pitched.
22. **INTENTIONAL WALK:** If a manager elects to intentionally walk a batter, the ball will become dead, no pitches will be thrown and the batter will be awarded first base. Note: No pitches will be added to the pitch count.
23. **BATTING PRACTICE:** NO swinging of bats or batting practice of any type including warm-up swings, soft toss, batting sticks etc. is permitted before, during or after a game except on the field of play, another field (if available) or in a designated batting cage.
24. **MANAGER(S) ON FIELD:** For safety concerns, the manager or coach, not acting as a 1st or 3rd base coach, must remain in the dugout (behind field of play) with the rest of his/her players. They are not permitted to direct their team from the "in play" side of the field or

behind the backstop. Only at time out and dead ball situations are they permitted on the field of play. Failure to comply will cause the game to be halted until personnel are in their rightful place. Refusal to comply, or repeated requests made by umpire to comply will result in an ejection for unsportsmanlike conduct.

25. **EJECTION RULE:** Any manager, coach, player or fan may be ejected from a game due to unsportsmanlike conduct.

Manager or Coach: In a game where a manager or coach is ejected it must be reported to the ejection phone line by both managers involved in the game no later than noon of the following day. Penalty for ejection will be as follows:

1st Offense = 1 game suspension (next home game...1st East Region Tournament game if no home games remain on schedule)

2nd Offense = 3 game suspension (next 3 home games...1st Three East Region Tournament games if no home games remain on schedule)

3rd Offense = 1 calendar year suspension

Suspensions must be administered and enforced by the Franchise Rep. of the manager/coach suspended. The suspended manager/coach will not be allowed to attend the game or games for which they are suspended. For any ejection that is not reported within the time limit by the manager of the ejected person the penalty will be doubled. Suspensions may be appealed to the Disciplinary Board (3 members) which will be appointed by the Regional Director. Appeal must be filed to the ejection phone line by noon of the day following the ejection. The cost for an appeal is \$50.00 cash. If the appeal is upheld there will be no suspension and the \$50.00 will be returned, if the appeal is denied the \$50.00 will go into the East Region Knothole treasury. All suspensions and games affected will be posted on the East Region Knothole website.

Player or Spectator:

1. For D Jr., D Sr., C Jr. and C Sr. Class players or spectators that are ejected only carries a penalty of being removed from the game where the ejection occurred. All ejections of players or spectators must be reported to their appropriate Franchise Representative. Each Franchise will keep a record of such ejections for possible additional disciplinary action. No appeal process is available for this type of ejection.
2. For a B Jr., B Sr., A Jr. and A Sr. Class player that are ejected for a malicious action or unsportsmanlike conduct the following penalty will be served.
 - a. 1st offense during season - Player will be suspended for his/her next home game.
 - b. 2nd offense during same season - Player will be suspended for his/her next 2 home games
 - c. 3rd offense during the same season – Player will be suspended for a calendar year.
 - d. For serious discipline cases, the Regional Director can impose a more severe punishment.
 - e. Suspensions can be appealed to the East Region Appeal Board (selected by the East Region Director).
 - i. Appeals must be made in writing and received by the Regional Director within 24 hours.
 - ii. \$50.00 cash fee to appeal and ejection. Fee must be presented to Regional Director prior to appeal otherwise it will not be heard.
 - iii. Appellant must attend the appeal or the appeal will not be heard and suspension will be upheld.
3. Player ejections must be called in by both managers

For Manager, Coach & Spectator Ejections: The ejected person(s) must be removed from the play area. They must be out of sight, sound and without use of electronic media. Game will not continue until the offender is in their appropriate location. Refusal to vacate from the area of play could result in forfeiture of game.

Player Ejections: Player(s) ejected from a game cannot be asked to leave the playing area. If they choose to leave the area of play, it is of their own accord.

Note: Franchises reserve the right to impose a more severe penalty on their managers, coaches, players or fans that have been ejected if it is deemed appropriate.

“SPECIAL RULES”

CLASS D-JR.

1. A pitcher may only pitch in 3 innings. One pitch in any inning is to be considered as one inning pitched. Note: In the case of a suspended game, a pitcher is still only allowed to pitch 3 innings in that game regardless of how many days it takes to complete the game.
2. The batter is out after the third strike even though the catcher drops the ball, ball is still alive.
3. **NO STEALING or LEAD-OFFS** at any base. Runner may not leave base until the batter put ball into play or is forced to advance by a walk, hit batsman or catcher's interference. Penalty: Runners will be called out. If after a batted ball, the batted or thrown ball goes out of play, the award of bases will be made according to the Major League Rules. A runner could advance in this situation.
4. If a pitcher cannot control the ball and hits 3 batters in a game, the pitcher must be removed from the mound for the duration of the game.

CLASS D-INSTRUCTIONAL

1. Coaches will pitch overhand the entire game. Note: Spring-loaded pitching machines may be used. If a spring-loaded machine is available each team will have the choice of whether to use it or not.
2. Pitching distance will be approximately 39'.
3. One defensive player must stay within 6' of the pitcher at time of pitch.
4. Batters will be limited to 3 swinging strikes or a maximum of seven pitches, whichever occurs first. A foul ball on the seventh pitch will end a turn at bat. No balls will be counted by the umpire.
5. The batter is out after the third strike even though the catcher drops the ball.
6. Bunting is not allowed.
7. **NO STEALING or LEAD-OFFS.**
8. Two defensive coaches will be allowed in the field.

9. **INFIELD POSSESSION:** When a player has possession of the ball in the infield and he is not making a play on any runner, time will be called by the umpire. Runners that are more than halfway to the next base will be allowed to continue to that base, runners that are less than halfway to the next base must return to the last base reached.
****THIS IS STRICTLY UMPIRE'S JUDGMENT****
10. When a thrown ball goes into foul territory, play stops and the INFIELD POSSESSION rule will be in effect.
11. A fourth outfielder may be used. Extra player must play in the outfield. Extra player cannot play as an infielder or a short center fielder.
12. No official score is to be kept or called in by either team.
13. **THIS LEAGUE IS TO BE INSTRUCTIONAL**

T-BALL

1. Game Information

A. Game Time Limits: There is no time limit for T-Ball games. All ground rules will be covered during a meeting of the managers approximately 5 minutes before game time at home plate.

B. Each team will be permitted a minimum of 15 minutes on-field warm-up time prior to the start of the game. The home team will take their warm-up first, followed by the visiting team.

C. A regulation game for T-Ball is 4 innings (minimum of 2). Innings are to be completed regardless of score, unless the game is shortened due to weather or darkness.

D. No run rule exists in Instructional T-Ball Baseball. The intent is to get each team as much playing time as possible.

2. Player Age Restrictions

Player may not turn 7 years old prior to May 1st of current season.

3. Umpires

No umpires are provided for T-Ball games. Instead, each team provides a coach or parent to act as an official (umpire) on the field while their team is at bat.

4. Team Play

A. A baseball with a RIF soft rubber core will be used for player safety.

B. All players present will be placed in the batting order and will bat in turn.

C. All batters will have to opportunity to hit a pitched ball (thrown over-hand).

a. Batters will be allotted a maximum of 5 over hand pitches to put the ball in play.

b. If ball is not put into play once batter has received the 5 pitches, ball will be placed onto a batting tee for batter to do so.

D. All players will play a minimum of two (2) innings in every game except for weather or time shortened games. Violations of this rule will result in disciplinary action for the manager.

E. Players arriving at the game late will be placed at the bottom of the batting order.

5. Field Dimensions:

<i>Pitching Distance</i>	<i>Base Distance</i>	<i>Innings</i>
30'	45'	4

6. Stealing

No Stealing or Lead Offs will be permitted in **T-Ball** games. The only way a runner may advance from any base is by a batted ball.

7. Pitching

One player must be within six feet (behind or to either side) of the pitching rubber and will be considered the pitcher for defensive purposes. A Coach/Parent will pitch the initial 5 pitches to batter. Coach/Parent acting as pitcher will utilize a fielding glove and remain in the pitcher's position if and/or while batter needs to hit ball from tee. Note: Spring-loaded pitching machines may be used. If a spring-loaded machine is available each team will have the choice of whether to use it or not.

8. Innings

The inning will end when the entire team has completed their at-bat. If the last batter hits the ball into fair territory, play will be stopped when the ball has been returned to the home plate.

9. Infield Possession

When a player has possession and control of the ball in the infield, and is not making a play on any runner, time will be called by the "on field umpire (offensive manager/coach)" and play will stop. Runners who are more than half-way to the next base will be allowed to continue to that base; runners who are less than half-way to the next base must return to the last base reached. Play is stopped when a defensive player forces the runner to stop, or when a player stops on his/her own. Once stopped, the runner is to remain at that base. When a thrown ball goes into foul territory, play stops and the runners do **NOT** advance.

10. On-field Coaches

Each team is permitted to have three (3) defensive coaches on the field only for instructional purposes. These coaches must not obstruct runners or fielders. If the ball comes in contact with a defensive coach, the ball is dead and the batter returns to the plate for another pitch or swing. The offense is permitted to have a 1st and 3rd base coach. Additionally, a third offensive coach is permitted to assist the batters with placement of the ball onto the tee.

11. Scorekeeping

No scorekeeping is to be kept. Standings are not reported in T-Ball.