

GEORGE KHOURY ASSOCIATION OF BASEBALL LEAGUES



BASEBALL RULES 2011 Edition - Revision A

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DEDICATION

The great body of men and women who volunteer their time and talents to the work of the Association are motivated by a spirit of human service. They know that youth needs direction and proper motivation; the direction and motivation supplied principally by religion and education are supplemented by participation in this program.

The Association is proud of these men and women. We know they take pride and satisfaction in the knowledge that better citizens are being molded for the future through their efforts.

To them we respectfully dedicate these Rules.

PROGRAM

The George Khoury Association of Baseball Leagues is a non-profit, non-denominational organization of affiliated circuits and leagues, using a hub system of control and administration. The Association is designed to administer anything from one four-team league to a network of leagues within a 125-mile radius of a large town or city serving as the network hub, however, the Association is flexible enough to operate larger circuits, such as State or Regional.

The International office in St. Louis, Missouri serves in an administrative and advisory capacity. Affiliation with the Khoury Association provides the advantages of a tested and proven plan of operation. Players graduate from age group to age group, but they are never required to graduate out of the Khoury Association. One of the features of the Khoury Program is that all players get an opportunity to play. It is not restricted to those who "make the team."

The Association supplies the following materials necessary for the operation of a league at a nominal fee per season per team registered:

1. Championship Certificates for each member of Circuit Division Championship teams (8x11 suitable for framing);
2. Certificates of Appreciation for sponsors (awarded once only);
3. Service Awards annually to one or two outstanding persons in each area;
4. Counsel and advice on all phases of the Khoury Program;
5. Each affiliated organization, however elects its own officers, administers its affairs and determines the scope of its own program.

The Khoury Association has nothing to sell but good will. It serves and has grown only through popular demand. There is no financial profit in the Association, only character-building and physical development received by the boys and girls.

All Khoury Leagues are not-for-profit organizations. Association Officers, Boards of Directors and Trustees are all unpaid volunteers. Additionally, "workers" are primarily volunteers as well with few exceptions. However, Khoury Leagues may create positions that are paid a nominal fee including but not limited to umpires, field workers, and concession stand workers. These positions must be approved by the Khoury League in accordance with its by-laws, State law and Federal law. Most of the expenses of the program are met through nominal entry fees and various "Fund Raisers." Additional funds are often needed to meet the ever-increasing expenses of the program. Business, labor, fraternal and civic

organizations have contributed generously to the Program over the years to help assure its continuation and growth. The Khoury League appreciates all of its supporters

HOW TO GET STARTED

The first step in bringing Khoury League Baseball, Softball or Soccer to your community is to write the International Office for an "Application for Charter". Charters are free; they are permanent, subject to suspension, or revocation only by the Board of Governors of the Association. They are issued for a town or area and given charter-holding group exclusive jurisdiction to operate a Khoury League in a specified geographical area.

Write to:

George Khoury Association Baseball Leagues, Inc.,
5400 Meramec Bottom Road,
St. Louis, MO 63128

SPORTSMANSHIP CODE

To encourage and promote good sportsman both on and off the field of play, the George Khoury Association Baseball Leagues, Inc., adopted the following code:

Sportsmanship is that quality of honorable behavior which because of its courtesy, dignity, respect, cooperation and trustworthiness, habitually wins esteem of one's fellow man, be he opponent or ally.

Flashes of sportsmanship comes to all of us at times, but real possession of this virtue comes only to those who so exemplify the Golden Rule that they consistently hold respect and loyalty of the community. For them there are alibis, no unnecessary abusive remarks, no scheming to win at any cost; rather a genuine love of fair play which makes them modest winners and gracious losers.

Acts of sportsmanship on the field of play have in them the seeds of high character and life-long friendships.

AUTHENTICATION

The Board of Governors, by authority of the Charter and By-Laws of the Khoury Association Baseball Leagues, Inc., adopts the herein contained Rules as the Official Rules for all games played under the sponsorship of the Association and/or its Affiliated Leagues, and designates this volume as "The Official George Khoury Association of Baseball Leagues, Inc.—2011 Rules for Baseball."

These rules are hereby adopted by action of The Board of Governors of the George Khoury Association of Baseball Leagues, Inc. at St. Louis, Missouri on January 25, 2011.

DEFINITIONS

As used in these "Official Rules" and in the text herein set out:

1. "Association" shall mean the George Khoury Association Baseball Leagues Inc., as duly chartered by the laws pertaining thereto; and said name shall apply only to the George Khoury Association of Baseball Leagues, Inc.
2. "Board of Governors" shall mean the governing body of the Association as authorized by its Decree of Incorporation and By-laws.

3. "State Director" shall mean that person appointed by the Board of Governors, who conducts all State meetings and acts as liaison between the District Councils of the State and the Association.
4. "District Council" shall mean the administrative body that administers all activities of the Khoury Leagues within a state or declared section thereof.
 - a. A District Council is comprised of one duly elected representative from each Khoury League under its own jurisdiction.
 - b. A District Council appoints its own Protest Committee, which has jurisdiction over all protests involving two or more Khoury Leagues under control of the District Council.
 - c. All Khoury Leagues chartered by the International Organization must belong to and participate in a District Council established by the International Organization.
 - d. A District Council may elect a Secretary to record its actions, handle correspondence, and various other duties that may be assigned by the District Director.
 - e. When a District Council collects, distributes or otherwise handles financial resources, it may elect a Treasurer to manage and report on all activities related to said resources.
5. "District Director" shall mean that person appointed by the Board of Governors, who conducts all District Council meetings and acts as liaison between the District Council and the State Director.
6. "Khoury League" or "League" shall mean an organization duly constituted and having been issued a charter by the Board of Governors, and shall refer to a district, area or local organization. It shall appoint its own Protest Committee, which has jurisdiction over all protests involving players and teams playing under its charter.

FULL RELEASE AND INDEMNIFICATION

Any participation in the George Khoury Association Baseball Leagues, Inc. is expressly conditioned upon the complete release of said Association from any and all liability directly or indirectly connected in any manner whatsoever with said participation.

Each player, manager, coach, or other authorized or unauthorized participant in consideration of their participation in said Association does acknowledge the adequacy of said consideration as a matter of law and does fully release George Khoury Association of Baseball Leagues, Inc., its Sponsors, Officers, Directors, Employees or Agents from any claim, demand, cause of action or loss in any way connected with direct or indirect participation in any of its activities, and agree to hold harmless and indemnify each of the above for any cost expense or attorney's fee in any manner connected therewith.

Each participant, individually and on behalf of his or her parents, legal guardians, spouses or other parties, herein agree to be fully bound as a matter of law by the provisions hereof and agree to acknowledge as a matter of fact being fully aware of the provision of this section and "The Official George Khoury Association of Baseball Leagues, Inc. — 2011 Rules for Baseball" in its entirety as of the date of execution of a Khoury League's Registration Form.

RULE 1: AGE DIVISIONS

Section 1: Each Khoury League shall consist of teams organized into Age Divisions as follows:

- 1.1 The "Atom I Division" shall include Players who have not attained the age of 9 years before September 1st of the current year.
- 1.2 The "Atom II Division" shall include Players who have not yet attained the age of 10 years before September 1st of the current year.
- 1.3 The "Bantam I Division" shall include Players who have not attained the age of 11 years before September 1st of the current year.
- 1.4 The "Bantam II Division" shall include Players who have not attained the age of 12 years before September 1st of the current year.
- 1.5 The "Midget I Division" shall include Players who have not attained the age of 13 years before September 1st of the current year.
- 1.6 The "Midget II Division" shall include Players who have not attained the age of 14 years before September 1st of the current year.
- 1.7 The "Juvenile Division" shall include Players who have not attained the age of 15 years before September 1st of the current year.
- 1.8 The "Junior Division" shall include Players who have not attained the age of 18 years before September 1st of the current year.
- 1.9 The "Senior Division" shall include Players who have attained the age of 18 years of age before September 1st of the current year or older.

Section 2: A Player may "play up" as if the player is one year older only, at the discretion of the League. If the player cannot compete at this level, then he may return to his appropriate age division at the beginning of the next season with the approval of the League. It should be noted that in age divisions where more than one age group is included, such as Junior, "playing up" may have no bearing on the age division in which the player participates.

Section 3: Players who have not yet attained the age of 8 years before September 1st of the current year shall not be eligible to participate in any Age Division of the Baseball Program.

Section 4: The Age Division in which a team will participate shall be determined by the oldest player on the roster.

RULE 2: TEAM REGISTRATION

Section 1: Teams desiring to play during the current season must make written application to the District Council. All team applications are subject to approval of the District Council and must be filed by the date prescribed annually by the Association.

Section 2: Each team application must be accompanied by the following information:

- 2.1 For each Player on the team roster, the name, complete addresses, telephone number, a date of birth, and an indication as to whether the Player participated on the Team during the prior season;

- 2.2 The name, address and telephone number(s) of the team Manager;
- 2.3 A brief description of the prior season that includes all leagues in which the team played, the win / loss record of the team, and all tournaments in which the team participated.

Section 3: The Age Division in which the team will participate shall be determined by the provisions of Rule 1.

Section 4: The entry fee for each player will be established annually by respective Khoury League.

Section 5: The District Council reserves the right to reject any and all team applications at any time. In such an event the Khoury League involved shall be obliged to return to the applicant any and all entry fees previously paid to that league by the team or teams so rejected.

RULE 3: TERMINATION OF MEMBERSHIP

Section 1: The membership of a team may be terminated:

- 1.1 By resignation
- 1.2 By action of the Khoury League
- 1.3 By action of the Board of Governors

Section 2: A team which has previously resigned, or has been suspended by a Khoury League, may appeal at any time to the Board of Governors for reinstatement.

Section 3: A team forfeiting 3 regular season games of the current season due to failure to notify the opposing manager within 24 hours prior to the start of the respective games shall be automatically eliminated from further competition for the remainder of the current season and its membership in the Association shall be terminated.

RULE 4: ELIGIBILITY OF PLAYERS, MANAGERS AND COACHES

Section 1: In the Atom, Bantam, Midget and Juvenile Age Divisions, no team shall have at any one time over 15 players on its Official Roster or on the players' bench during an Association game. The team may have a non-playing manager and no more than 2 non-playing coaches.

Section 2: In the Junior and Senior Age Divisions, no team may carry more than 21 players plus 1 non-playing manager and 2 non-playing coaches.

Section 3: In order to be eligible to participate in an Association game, a player must be properly registered with a chartered Khoury League.

Section 4: Each player under the age of 18 prior to participating in any Association game, shall be required to have written consent of his parents or legal guardian, and such consent shall be recorded on the respective Khoury League's Player Registration Form.

Section 5: Khoury Leagues shall be held accountable for statements of their players in regard to proof of age.

Section 6: A birth certificate, baptismal certificate, authenticated copy of either, or any other legal evidence acceptable to the Khoury League must accompany each player's permanent registration. Insurance policies are not acceptable.

Section 7: Khoury Leagues fielding players contrary to the age limits prescribed herein shall be liable to disciplinary action as is deemed appropriate by the District Council or the Board of Governors.

Section 8: The Board of Governors reserves the right to reject the registration of any player, manager or coach.

Section 9: It is strongly recommended that each individual Khoury League provide background checks of a financial and criminal nature for all those involved in the management of the individual Khoury Leagues. Those individuals requiring background checks should include all Officers, Managers and coaches. Khoury League International is not responsible and is not held liable for any individual who does not pass an acceptable background check.

RULE 5: OFFICIAL ROSTER

Section 1: The Players, Manager and Coaches of each team must be registered on the team's official Roster. The penalty is forfeiture.

Section 2: Pre-season rosters must be filed for each team by the Khoury League with the District Council or with the Association Office prior to the date of the first game scheduled on the Official Season Schedule.

Section 3: Teams for which a pre-season is not filed in accordance with this Rule 5 shall be ineligible to participate in the National Playoff Tournament.

Section 4: Pre-season rosters may be submitted in electronic format deemed acceptable by the authority with which the filing is made.

Section 5: Any team that does not have an approved roster and Association Photo ID Cards for every player on that roster prior to deadline established annually by the Association shall not be eligible to enter the National Playoff Tournament.

Section 6: The District Director shall nominate and the District Council shall approve by simple majority, prior to the start of the season, a Roster Approval Committee consisting of at least 3 members who shall have the following responsibilities:

- 6.1 A committee member shall review all team rosters for accuracy and completeness;
- 6.2 Shall compare the final team roster to the pre-season roster and shall verify that all Players were either present on the pre-season roster or were legally added up to but not beyond the midpoint of the playing season;
- 6.3 Upon determining the roster is valid in accordance with all provisions of these Rules shall sign and date that roster indicating approval;
- 6.4 Shall submit a copy of each approved roster to the Association prior to the deadline established annually by the Association.

Section 7: Rosters must first be signed and dated by League Presidents or their designees and then approved, signed and dated by a member of the District Roster Committee who is not associated with the League to which the roster belongs.

Section 8: No player shall be eligible to play on more than one Khoury League team.

Section 9: A Player may be eligible to play on one Non-Khoury League team with the approval of the Khoury League's Board with which he is currently registered, except in the Junior and Senior Age Divisions where there are no restrictions.

Section 10: Team assignments of players, managers and coaches is to be carried forward from year to year, with the exception of teams folding, players new to the League, players requesting to be placed on a different team, and the termination of teams by action of the League.

Section 11: Players added to rosters will be done by League Draft Policy.

Section 12: In case of an emergency, non-playing coaches may replace coaches properly registered with a team, but must sign the official lineup sheet before the start of the game involved. Coaches so registered shall have all the rights of the non-playing coach they replace for that particular game only.

Section 13: The Midpoint of the Official Season Schedule shall be defined as midnight on the day that is half way between the dates of the first and last games of any team within the respective Age Division.

Section 14: Changes in a team's Official Roster must be filed with the District Council on or before the third day after the Midpoint of the Official Season Schedule.

Section 15: No Player shall be registered in the Association after the Midpoint of the Official Season Schedule.

Section 16: In the event of an emergency, a manager may make an addition to his Official Roster after the deadline set forth herein by obtaining the unanimous written consent of all team managers in the Age Division in which his team participates. Said consent shall be delivered to the District Council and shall be subject to the approval of the District Council Protest Committee, before such player is eligible to play with that Team. The requested addition must not otherwise be in violation of any other rule of the Association. No emergency shall be allowed after Official Season Schedule has been completed.

Section 17: In the event that a Team shall lose the services of a Player, Manager, or Coach after the final registration day of the current season due to voluntary enlistment or draft in the Armed Forces of the United States, either in time of peace or war, said Team shall be permitted to replace the Player, Manager, or Coach by submitting proper evidence to the Khoury League, giving branch of service, date of enlistment or induction, etc., of replaced team member. The replacement Player, Manager or Coach, after duly registering with the Khoury League, will become immediately eligible to participate as a member of the team involved for the remainder of the current season in all games in which the team participates provided said replacement is not under contract with any other Team in the Association at the time of such registration, or if registered previously, has been duly released by his previous team manager, and provided the team on which he is to participate, whether in the same Khoury League or any other Khoury League, is not of higher standing at the time of registration than the Team on which he originally played.

Section 18: Military personnel and their children may join a Khoury League within sixty days of discharge from military service as long as the registration is filed prior to the end of the Official Season Schedule.

Section 19: Active duty military personnel and their children may join a Khoury League within sixty days of being transferred to the area served by said Khoury League as long as the registration is filed prior to the end of the Official Season Schedule.

Section 20: The registration of a player does not exempt him from protest at a later date provided sufficient proof of ineligibility is presented at the time of protest. The Khoury League Protest Committee, upon proper evidence by any bona fide team member of the Association, must declare the player in question ineligible and his Team automatically forfeits any and all games in which said Player has played as a member of that Team.

RULE 6: BAT RULE

Section 1: Only wood, aluminum, graphite and fiberglass bats are acceptable.

Section 2: In the Atom Age Divisions, non-wood bats are limited to a 2-5/8 inch barrel diameter, and no length-to-weight differential limitation is imposed.

Section 3: In the Bantam Age Divisions, non-wood bats are limited to a 2-5/8 inch barrel diameter, and a minus 13 length-to-weight differential limitation is imposed.

Section 4: In the Midget Age Divisions, non-wood bats are limited to a 2-5/8 inch barrel diameter, and a minus 9 length-to-weight differential limitation is imposed.

Section 5: In the Juvenile and Junior Age Divisions, all non-wood bats longer than 30 inches must meet all NFHS guidelines including but not limited to the following:

- 5.1 Bats are limited to a 2-5/8 inch barrel diameter;
- 5.2 A minus 3 length-to-weight differential limitation is imposed;
- 5.3 Bats 30 inches and less in length that do not meet the NFHS "minus 3 length-to-weight differential limitation" guidelines must have a barrel diameter of no greater than 2 1/4 inches and do not require the BESR label, as adopted by the Southern Illinois Junior High School Athletic Association.

Section 6: If the ball is put into play with an illegal bat, the following penalties shall apply:

- 6.1 For the first offense per team, the bat is removed from the field, the batter is called out, and no runner advances;
- 6.2 For the second offense per team, the bat is removed from the field, the batter is called out, no runner advances, and the batter and manager are ejected from the game and removed from the field;
- 6.3 For the third offense per team, the game is forfeited by the offending team.

RULE 7: NON-SPONSORED TOURNAMENTS

Section 1: No Team may enter a tournament which is not sponsored by the Khoury League or the Association without first obtaining the written permission of the Khoury League.

Section 2: A Khoury League may not sponsor or conduct a tournament without first obtaining written permission from the Association.

Section 3: A Non-Khoury League team may participate in a Khoury League Tournament provided they use the Khoury League age classification such that the oldest team player dictates the Age Division in which the team will complete and they use official Khoury League Balls and these Rules.

RULE 8: PLAYER TRANSFERS

Section 1: No player shall be eligible to play with another Khoury League Team unless the Player has been properly released.

Section 2: When a player moves from one area to another area, he must be properly released using the Khoury League Player Release form, properly signed by all parties, with a copy attached to the current roster.

Section 3: Any player violating the above Section shall stand automatically suspended from play in the Association for the balance of the current season.

Section 4: After the fourth regularly scheduled league game of the current season, a Player who is officially registered with a Team of any League shall be ineligible to play in any League on any Team of higher standing than the Team with which he originally played.

Section 5: A player is entitled to a free transfer upon approval of the Khoury League Protest Committee, if:

- 5.1 As a player in the Atom, Bantam or Midget Division, he does not play in a game as required by Rule 10, Section 48 of these Rules.
- 5.2 As a player in any other division he is not allowed or able to play in at least 1 game in every 3 regularly scheduled league games of his team.

RULE 9: COACHING AND UMPIRING

Section 1: Only the officially registered players, the registered manager and 2 registered coaches of a team shall be eligible to coach during an official game of the Association.

Section 2: A player, manager, coach or relative is prohibited from umpiring in any Association game in the division in which his team participates.

Section 3: For all Association games where more than 1 umpire is assigned to work a game, the umpire-in-chief shall be determined by the League and shall be identified to both Managers prior to the start of the game.

RULE 10: PLAYING RULES

Section 1: All games of the Association are to be governed by the Major League Baseball Rules except where such rules are at variance with any rules of these shall apply.

Section 2: The official baseballs of the Association shall be the Khoury baseballs manufactured by the authorized manufacturer and bearing the registered Khoury League name and the registered signature of the founder.

Section 3: In the Atom Age Divisions, only baseballs bearing the letter designation "ATOM" shall be used.

Section 4: In the Bantam and Midget Age Divisions, only baseballs bearing the letter designation "BM" shall be used.

Section 5: In the Juvenile, Junior and Senior Age Divisions, only baseballs bearing the letter designation "JJIS" shall be used.

Section 6: If an illegal ball is put into play, the following penalties shall apply:

- 6.1 For the first offense per team, the offending team is warned and the ball is removed from the field of play;
- 6.2 For the second offense per team, the game is forfeited by the offending team.

Section 7: Two new official Khoury League baseballs are required for every Association game and they shall be furnished by the competing teams in the following order: one ball from each Team at the start of the Game and as necessary, a third ball shall be furnished by the home team, fourth by the visiting team, etc.

Section 8: The regulation pitching distance of 60 feet 6 inches shall be used except as follows:

- 8.1 In the Atom Age Divisions, the pitching distance shall be reduced to 36 feet.
- 8.2 In the Bantam Age Divisions, the pitching distance shall be reduced to 44 feet.
- 8.3 In the Midget Age Divisions, the pitching distance shall be reduced to 52 feet.

Section 9: The regulation distance between the bases of 90 feet shall be used except as follows:

- 9.1 In the Atom Age Divisions, the distance between the bases shall be reduced to 55 feet.
- 9.2 In the Bantam Age Divisions, the distance between the bases shall be reduced to 65 feet.
- 9.3 In the Midget Age Divisions, the distance between the bases shall be reduced to 75 feet.

Section 10: Whenever a game is played on a diamond with the distance between bases less than 90 feet, the coaches' boxes at first base and third base shall be moved in toward home plate so as to be in the same relative position with first base and third base as on a regulation 90 foot diamond.

Section 11: Games in the Atom, Bantam, Midget, Juvenile and Junior Divisions shall be 7 innings in length and any reference to the "Ninth Inning" in the Major League Baseball Rules shall apply to the "Seventh Inning" of such Association games.

Section 12: If during the progress of any Association Game the home team is leading by 10 or more runs after 4½ or more innings have been played or the visiting team is leading by 10 or more runs after 5 or more innings have been played then the umpire shall terminate the game in favor of the leading team and the game shall be considered completed.

Section 13: In the event of rain, darkness or other uncontrolled circumstances, a complete game shall be declared after 3½ innings if the home team is winning or after 4 innings total.

Section 14: If a game is declared to be completed by the umpire but the current inning is not complete then the official score shall revert back to the last completed inning.

Section 15: If a game declared to be complete by the umpire and after all applicable rules herein have been applied the score is tied then the result shall be a tie.

Section 16: In the Atom and Bantam Age Divisions, except when otherwise limited by Rule 10, Section 18, a 2 hour limit will be in effect and no inning can start after 2 hours have elapsed from the scheduled start time unless the start time was delayed due to uncontrollable circumstances.

Section 17: In the Midget Age Division, except when otherwise limited by Rule 10, Section 18, a 2½ hour limit will be in effect and no inning can start after 2½ hours have elapsed from the scheduled start time unless the start time was delayed due to uncontrollable circumstances.

Section 18: On playing fields where more than one Association game is scheduled on the same day, no inning of a game shall start less than 15 minutes prior to the scheduled starting time of the next game.

Section 19: In those areas where municipal laws or other regulations require, it may be necessary to establish ending times for games. Such restrictions must be made known to the managers of both teams by the umpire-in-chief prior to the start of the game and this requirement must be observed by them.

Section 20: No Team shall play more than 2 games per calendar day.

Section 21: When the offensive team has two outs and the catcher is on base, a runner must be substituted, (so that he can get his equipment on for the following inning), by the player who made the last out.

21.1 For the first offense per team, a warning shall be issued to the offending team and the runner is substituted before the game can continue;

21.2 For the second offense per team, the runner is called out.

Section 22: In the Atom Age Divisions the Infield Fly Rule will be waived during all games.

Section 23: In the Atom Age Divisions, whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out" and base runners must return to their respective bases.

Section 24: In the Atom Age Divisions no balks will be called and no pick offs by the pitcher or catcher are allowed however all runners are eligible to advance on a defensive play.

Section 25: In the Atom Age Divisions there shall be no stealing of any base. The only way a runner may advance is by a hit, walk, error, or if a play has been made on any runner by the defensive team.

Section 26: In the Atom Age Divisions runners may lead off such that the back foot is no more than 3 feet from the base. If a runner is caught by the umpire leading off illegally, the following penalties shall apply:

26.1 For the first offense per team, the runner shall be given a warning and shall return to a legal distance;

26.2 For the second offense per team, the runner is called out.

Section 27: In the Atom Age Divisions the return throw from the catcher to the pitcher is a dead ball.

Section 28: In the Atom Age Divisions face guards are mandatory and shall be worn by the batter and the runners at all times while on the field of play.

28.1 For the first offense per team, a warning shall be issued to the offending team and the proper equipment must be put into place before the game can continue;

28.2 For the second offense per team, the offending Player is called out.

Section 29: In the Atom Age Divisions there is a 6 run limit per half inning for the first 5 complete innings.

Section 30: In the Bantam Age Divisions there is a 9 run limit per half inning for the first 5 complete innings.

Section 31: For the Age Divisions that have run limits, no run shall count once the run limit has been reached except in the case of a "natural home run" in which case all runs shall count. A "natural home run" is defined as a home run hit over an outfield fence.

Section 32: The Manager of a Team shall submit the Official Batting Order to the umpire in charge prior to the start of the game, including the jersey number and the first and last names of the players exactly as registered on the official Team Roster on file with the District Council.

Section 33: In the Juvenile, Junior and Senior Age Divisions, the Manager must also list on the batting order the names of all substitutes of his team who are eligible to play in that game.

Section 34: Shoes with metal spikes or metal cleats are strictly prohibited in all divisions, except in the Juvenile, Junior and Senior Age Divisions. The following penalties for use of illegal cleats shall apply:

34.1 For the first offense per team, the Player is warned and the illegal cleats shall be removed from the game;

34.2 For the second offense per team, the game is forfeited by the offending team.

Section 35: Offensive Players under the age of 18 in all divisions must wear full batting helmets while on the field of play in any capacity including but not limited to batting, running of the bases, coaching of the bases.

35.1 For the first offense per team, a warning shall be issued to the offending team and the proper equipment must be put into place before the game can continue;

35.2 For the second offense per team, the offending Player and the Manager are ejected.

Section 36: Male players must wear a protective cup/or athletic supporter.

Section 37: Catchers must wear a catcher's helmet, a catcher's mask that has a throat protector, a chest protector, shin guards, and any other protective gear that may be appropriate. If the Team is unable to produce the appropriate equipment within a reasonable amount of time, the offending Team shall forfeit.

Section 38: Anyone under the age of 18 who is warming up a pitcher must wear a facemask whether between innings of a game or during practice.

Section 39: If the pivot man has already touched the base and is no longer in the base line, the runner should not go out of the base line in an attempt to make contact with the pivot man. If the runner stands up and runs into the pivot man, he will be declared out for interference. If such contact is malicious or flagrant, the runner shall be ejected from the game. If in the opinion of the umpire, the runner's interference also prevented an out on the batter-runner, the umpire shall declare the batter-runner out.

Section 40: The umpire shall declare the runner out when that runner crashes into a defensive player.

Section 41: A defensive player must avoid contact if he is not a member of or about to become a member of a play.

Section 42: A defensive player will not be penalized for contact made by the offense outside of the normal rules guiding runners.

Section 43: Catchers shall give runners a piece of home plate to which to slide prior to catcher receiving the ball to make the put-out.

Section 44: When the action of any player is interpreted as being a flagrant act, the violator shall be ejected from the game.

Section 45: When a defensive player fakes a tag when he does not have the ball the following penalties shall apply:

45.1 For the first offense per team, obstruction will be called.

45.2 For the second offense per team, the defensive player shall be ejected from the game.

Section 46: Runners are not required by these rules to slide, but if the runner elects to slide, the slide shall be legal as follows:

46.1 A legal slide can be either feet first or head first;

46.2 If a runner slides feet first, at least one leg and buttock shall be on the ground;

46.3 If a runner slides, the runner shall be within reach of the base with either a hand or foot when the slide is completed;

46.4 The runner shall not slide using a rolling, cross-body or pop-up slide into the fielder;

46.5 The runner shall not slide such that his raised leg is higher than the fielder's knee when the fielder is in a standing position;

46.6 The runner may not slide beyond the base and make contact with or alter the play of the fielder;

46.7 The runner may not slash or kick the fielder with either leg;

46.8 The runner is out if he does not slide legally such that he causes illegal contact and / or illegally alters the actions of a fielder in the immediate act of making a play on him;

46.9 The runner is out if he does not obviously attempt to avoid a fielder in the immediate act of making a play on him, or if malicious contact occurs;

46.10 Any illegal slide deemed malicious by the umpire shall result in ejection of the player.

Section 47: Teams must start, play and complete each game fielding 9 eligible players.

Section 48: In the Atom, Bantam and Midget Age Divisions, each registered and roster player shall play no less than 9 defensive outs in each Association game unless the game is shorten and called an official game by a provision of these rules. Penalty for non-compliance will result in the forfeiture of the game. In the event the losing team is in violation and a forfeit would make no difference, the losing team's manager can be put on suspension by the Khoury League for as long as deemed necessary.

Section 49: In the Atom, Bantam and Midget Age Divisions, all players in attendance at an Association game shall be listed in a batting order, and all players shall bat in "Round Robin Order" during the duration of the game. Once the game has started, the batting order cannot be changed, other than removing a player from the list due to injury, illness or some other legitimate circumstance.

Section 50: In the Atom, Bantam and Midget Age Divisions, if a player becomes injured or ill while batting, and is unable to resume play, regardless of the count, the player shall be removed from the game and the next batter shall bat with a clean count and the game shall proceed. The team shall not take an out or be otherwise penalized.

Section 51: In the Atom, Bantam or Midget Age Divisions, if a defensive player becomes injured or ill, another player can be substituted and the injured or ill player shall be removed from the batting order with no penalty.

Section 52: If the removal of an injured or ill player results in an inability to field 9 eligible players, that team shall forfeit.

Section 53: In the Atom Age Divisions, pitchers may pitch no more than 50 pitches per calendar day.

Section 54: In the Bantam Age Divisions, pitchers may pitch no more than 70 pitches per calendar day.

Section 55: In the Juvenile and Midget Age Divisions, pitchers may pitch no more than 90 pitches per calendar day.

Section 56: When the pitch count is reached, the current pitcher must be replaced unless he is currently facing a batter for which one or more pitches have already been thrown, in which case the current pitcher shall be replaced between the current batter and the next batter.

Section 57: If the pitch count is exceeded and was reached before the current batter, time is immediately called by the umpire and play is allowed to resume only after the current pitcher has been replaced. Only when no eligible pitcher is available to replace the current pitcher shall the defensive team forfeit.

Section 58: A pitch is defined as any delivery of the ball from the pitcher to the catcher while the ball is in play, except in the case where a runner is attempting to steal home and the pitcher throws to the catcher to attempt to put that runner out.

Section 59: If a batter is awarded first base on balls but no pitches are thrown then no pitches shall count against the pitcher.

Section 60: The Umpire Crew Chief shall be responsible for tracking pitches. However, he or she may designate one or more persons from either or both teams to assist with the tracking of pitches. In the event that any discrepancies exist, the Umpire Crew Chief shall, at his sole discretion, make the determination as to the number of pitches charged to the pitcher.

Section 61: In the event that more than one game is played on a given calendar day, the number of pitches thrown by each pitcher in the first game must be communicated to the Umpire Crew Chief and to the Team Manager of the opposing Team prior to the start of the second game.

Section 62: A pitcher that is removed during the course of an inning shall not be eligible to pitch again in that same inning.

Section 63: If two trips are made to the mound by a manager or coach in the same half inning the pitcher shall be removed from the mound and shall not be eligible to pitch for the remainder of the game.

Section 64: A trip to the mound is defined as the crossing of the foul lines by the manager, by a coach or anyone designated by the manager or by a coach. If a manager, coach or player goes to any defensive player and that player goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or any other play) that will be considered to be a trip to the mound.

Section 65: Any attempt, in the judgment of the umpire, to evade or circumvent the rules restricting the number of trips to the mound shall constitute a trip to the mound.

Section 66: At the conclusion of every Association game, both teams will line up on the foul lines and shake hands. This shall include the manager, all coaches and all players. Any team or portion thereof that fails to show good sportsmanship in this manner shall be reported to their respective league President or his designate, and the manager of that team and all offending parties shall be subject to a conduct hearing and subsequent consequences in accordance with league policy.

RULE 11: SCHEDULING

Section 1: All Leagues shall submit Team and Field information to the District Scheduler by the deadline established by the District Council.

- 1.1 Failure to do so shall result in the omission of that League from the Official District Game Schedule.

- 1.2 A League may attempt, on its own, to schedule games for any of its Teams that were omitted.
- 1.3 Leagues and Teams are not required to accommodate Leagues and Teams attempting to schedule games on its own due to omission by these rules from the Official District Game Schedule.
- 1.4 Teams that have been omitted from the Official District Game Schedule by these rules are not eligible to participate in the National Playoff Tournament.

Section 2: It is the responsibility of the League President or his or her designee to notify all Leagues affected when a team is dissolved within 72 hours.

Section 3: Official schedules shall be made available prior to the beginning of the league season and shall include the dates, starting times, locations and the identities of the opposing teams for all games for the Age Division for the entire current season.

Section 4: All Official schedules shall include the dates of the National Playoff Tournament.

Section 5: All games shall start promptly as scheduled. Teams capable of fielding 9 eligible players must start the game at the scheduled starting time and play and complete the game with 9 eligible players.

Section 6: In the Atom, Bantam and Midget Age Divisions, Players who arrive late shall be allowed to enter the game as follows:

- 6.1 The player is added to the bottom of the batting order, in the order of arrival when more than one player is added.
- 6.2 The opposing team shall be notified prior to the added Players' first at bats; failure to do so shall result in the Player being called out due to batting out of order.
- 6.3 Players arriving after the first pitch at the top of the 5th inning shall not be allowed to enter the game.

Section 7: Should either team not be ready to start an Association game within 15 minutes after the scheduled starting time, the umpire-in-chief shall forfeit the game to the opposing team with an official score of 7 - 0. Should both teams violate this provision, each team shall be charged with a forfeit such that the official score is 0 - 0.

Section 8: The time as ruled by the umpire-in-chief shall be the Official Start Time governing all Association games and the Official Start Time shall be communicated to both managers prior to the first pitch of the game.

Section 9: The "Away Team" shall be listed first and the "Home Team" shall be listed last on the Official Season Schedule.

Section 10: The Home Team shall be responsible for furnishing bases.

Section 11: If the game is rescheduled for any reason the same team shall be the "Home Team" for the rescheduled game.

Section 12: All rescheduled games must be replayed as scheduled by the host Khoury League before the last regularly scheduled league game of the current season. In the event a final game of the regular schedule must be rescheduled, it shall be replayed prior to the start of the National Playoff Tournament.

RULE 12: NATIONAL PLAYOFF TOURNAMENT

Section 1: National Playoff Tournament is held during two consecutive weekends as determined by the Association.

Section 2: No team for which the Affiliation Fees have not been paid shall participate in the National Playoff Tournament.

Section 3: All Teams that wish to participate must register with the Host Area and must provide the win-loss record as of that date by the deadline established by the Association.

Section 4: A deposit of \$100, in the form of a League check, cash, or money order, must be included with each team registration.

Section 5: An Official Roster as approved in accordance with Rule 5 must be included with each team registration.

Section 6: All teams must have a valid Khoury Picture ID Card for each player participating in the tournament.

Section 7: Tournament Schedules shall be submitted to the Association not less than 72 hours prior to the start of the National Playoff Tournament.

Section 8: Tournament Hosts shall make every reasonable effort to directly communicate a Team's schedule to the Manager not less than 72 hours prior to the start of the National Playoff Tournament.

Section 9: Tournament Hosts shall make every reasonable effort to directly communicate any changes to a Team's schedule to the Manager not less than 2 hours prior to the start of the first game impacted by the change except in situations where it is not practical such as delays caused by weather events.

Section 10: All teams must sign in before each game played such that all managers, coaches and players are signed in prior to the start of the game and no player shall enter the game once it has begun.

Section 11: An Official Roster and a valid Khoury Picture ID Card for each player participating in the tournament must be presented and verified by the Tournament Director or his or her designee during sign in process before each tournament game.

Section 12: All teams shall play in their respective Age Divisions.

Section 13: The format of the National Playoffs shall be "pool play" such that on the results of the first weekend shall determine assignment into classes for the second weekend.

Section 14: Brackets used on the first weekend shall be seeded such that the number one seed is assigned to the first bracket, the number two seed is assigned to the second bracket and so on until each bracket shall have one team assigned. The next round of assignments shall then occur in reverse-seed order such that, for example, the fifth seed is assigned to the fourth bracket, the sixth seed is assigned to the third bracket, and so on.

Section 15: Brackets are seeded based on each participating team's season win-loss percentage such that the team with the best record shall be considered the number one seed; ties are broken by Tournament Director discretion.

Section 16: Teams in each bracket play every other team in the same bracket once during the first weekend.

Section 17: For the purposes of seeding the classes for the second weekend, the winner of each pool shall advance to Class A, the second place team in each pool shall advance to Class B, and so on.

Section 18: If a game is tied at the end of the time limit then the game will be declared a tie. If the game is tied after 7 innings but the time limit has not expired then the game will continue until a winner is declared or the time limit is reached.

Section 19: Results shall be determined by total points earned where 2 points are awarded for each win, 0 points are awarded for each loss, and 1 point is awarded for each tie. Ties are broken by head to head, then run differential (runs scored minus runs allowed), then total runs scored, then coin toss.

Section 20: Games shall be scheduled such that there is a minimum of fifteen 15 minutes between games and such that scheduled game length is not less than 2 hours.

Section 21: No team shall play more than 2 games per calendar day.

Section 22: Host Areas are assigned by the Association and are subject to renewal each year at the sole discretion of the Association.

Section 23: If a game is rescheduled at any point during the National Playoff Tournament, it may only be scheduled at a later date and time and not at an earlier date and time.

Section 24: In the event that a team does not show for the first game for which they are scheduled within the time allotted by these rules:

24.1 The team shall not be allowed to participate for the remainder of the entire National Playoff Tournament;

24.2 And the \$100 deposit or any remaining amount thereof shall be forfeited to the Host Area.

Section 25: In the event of a forfeit during the course of a game, the winning team shall have the option to take the score of 7-0 in their favor or the current score of the game so as to avoid penalty to the winning team in the event of a tie breaker becoming necessary.

Section 26: In the Atom, Bantam, and Midget Age Divisions, an Umpire Fee of \$25 shall be assessed by the Host Area for each game played.

Section 27: In the Juvenile, Junior and Senior Age Divisions, an Umpire Fee of \$30 shall be assessed by the Host Area for each game played.

Section 28: The \$100 deposit shall be applied to the umpire fees for the games played last in the tournament; if the number of games can not be determined, the Tournament Director shall use his or her best judgment.

Section 29: All deposits must be refunded directly to the League in which the Team is registered and not to the Team Manager or any other person affiliated with that Team.

Section 30: Baseballs for all National Playoff Tournament games shall be provided in accordance with Rule 10 of these rules.

Section 31: The home team for each tournament game shall be determined by coin toss with the winner choosing to be the home or visiting team.

Section 32: All protests will be handled at the field of play in writing, if necessary, and the Protest Committee must complete a written report and file it with the Tournament Director immediately following the occurrence.

Section 33: The protest fee for the National Playoff Tournament shall be \$100, cash only.

Section 34: The determination of the Protest Committee shall be final.

Section 35: Except as specifically provided for by this Rule 12, the remainder of “The Official George Khoury Association of Baseball Leagues, Inc.—2011 Rules for Baseball.” shall be in affect for the National Playoff Tournament.

Section 36: Ongoing game results and standings shall be posted at the Host Area for Teams to review within 1 hour following the completion of each game.

Section 37: Final results of the National Playoff Tournament shall be submitted to the Association within 72 hours following the completion of the last game of the tournament.

RULE 13: CONDUCT

Section 1: The Sportsmanship Code described at the beginning of this document shall be followed by all participants of all events at all levels of the Association.

Section 2: All that is dishonorable, unsportsmanlike and unbecoming is particularly condemned.

Section 3: The use of intoxicants in any form, tobacco in any form, and profane language is prohibited all property under Association or League jurisdiction immediately before, during, or immediately after any Association game.

Section 4: Any spectator, player, manager, coach or team guilty of misconduct described herein shall be removed from the game and from the area surrounding the field, at the discretion of the umpires, and such person may be subject to probation or suspension.

Section 5: The manager of a team is responsible for the proper conduct of his players, coaches, and followers of his team.

Section 6: Any person affiliated with the Association who directly or indirectly approaches a player for the purpose of inducing him to leave his team during the current season shall be liable to such penalty as is deemed proper by the Khoury League. Failure of the Khoury League to act in such a case will pass jurisdiction to the District Council having jurisdiction. In the event no District Council is in effect then, the Board of Governors of the Association may act on the case.

Section 7: Concessions, food and refreshment rules must be observed in all host areas where they exist and where they are clearly posted.

Section 8: Failure to abide by the provision of this Rule 13, whether occurring before, during, or after a game, shall result in the following penalty:

- 8.1 For the first offense per Team time shall be called and the Manager shall be issued a warning by either the Umpire or a League Official;
- 8.2 For the second offense per team the current game shall be forfeited by the offending team;
- 8.3 If the second offense per team occurs prior the start of a game, then the game that is about to be played shall be forfeited by the offending team;
- 8.4 If the second offense per team occurs following the conclusion of a game, the game that was just played shall be forfeited by the offending team.

Section 9: All forfeitures shall be reported in writing to the District Director and to the Association within 72 hours of the event.

Section 10: All ejections shall be reported in writing to the District Director and to the Association within 72 hours of the event.

RULE 14: RULES VIOLATIONS, PROTESTS, AND COMPLAINTS PROCEDURES

Section 1: The Khoury League Protest Committee shall have the authority to act on all rules violations and protests involving leagues, teams, players, managers or coaches under its jurisdiction, which is defined as all Association Games played on its diamonds during the course of the regular season to include all tournaments.

Section 2: The District Council Protest Committee shall have the authority to act on all rules violations and protests involving two or more Khoury Leagues under its jurisdiction, which is defined as all Association Games played on the diamonds of its member Leagues during the course of the regular season to include all tournaments.

Section 3: If either of the teams involved in the protest are not satisfied with the ruling of the Khoury League Protest Committee, they may appeal to the District Council Protest Committee.

Section 4: If either of the teams involved in the protest are not satisfied with the ruling of the District Council Protest Committee, they may request that the District Director refer the matter to the Board of Governors. If approved by the District Director, the manager or coach protesting may file an appeal with the Board of Governors. No appeal will be considered by the Board of Governors without prior approval by the District Director.

Section 5: All appeals must be made in writing within 72 hours of a decision by any protest committee.

Section 6: Protests and complaints should always be directed first to the governing body of the local leagues. If no resolution is determined; the protests or complaints should then be directed to the District Council. If no resolution is determined, said protests or complaints should then be sent to the International Office. Clear documentation, including protest letters previously sent to the league and district council, their responses and the correct fee should be included as outlined.

Section 7: Any player, manager, coach or team violating any of the rules referred to in Section 6 hereof, or the rulings of the Protest Committee having jurisdiction, shall be liable to forfeiture of games and to probation or suspension from the Association. It shall be the responsibility of the Protest Committee taking such action to notify the manager of the team as to games forfeitures, probation or suspension.

Section 8: Each protest must be in writing, signed by the manager or coaches making the protest and accompanied by a protest fee of \$100.00 in cash only. Each appeal must also be in writing, signed by the manager or coaches making the appeal and accompanied by a separate appeal fee of:

- 8.1 Fee to appeal to a District Council shall be \$150.00 in cash only;
- 8.2 Fee to appeal to the Board of Governors shall be \$200.00 in cash only.
- 8.3 In the event a protest or appeal is disallowed, or declared not valid, or declared to be frivolous, the fees shall not be refunded.
- 8.4 In the event a protest or appeal is allowed, all fees shall be refunded.

Section 9: Decisions of the Board of Governors are final and there can be no further appeal or review of such decisions.

Section 10: A protest can only be made on alleged rules violation or player eligibility. No protest can be accepted when it involves a question of an umpire's judgment.

Section 11: A team manager shall be obligated to secure a copy of the Major League Baseball Rules and of these Rules of the Association. One shall acquaint oneself, his coaches and his players with the contents of both set of rules. Ignorance shall not be a valid excuse for any violation of such rules.

Section 12: An umpire has the right to expel or suspend a player, manager, coach, spectator or team for the remainder of the current game only, when, in his judgment, that person or persons has committed an offense against the rules. Further, whenever an umpire believes that said person or persons has committed a serious offense against the rules, one can, by written notice to the Khoury League, recommend that further disciplinary action be taken in the matter.

Section 13: Protests on a violation or violations of any rule of the Association governing eligibility may be filed by any bona fide member of the Association against any other member of the Association, provided all protests of a violation, or violations of eligibility rules during the regularly scheduled league season must be filed not later than 24 hours after the close of the regularly scheduled or re-scheduled league game of the current season. Such protest shall be filed with the Khoury League Protest Committee.

Section 14: Whenever an alleged violation of a playing rule occurs during the progress of an official game during the regular season, or an official rescheduled game, the manager or a duly registered coach of the protesting team must call "time" and immediately notify the umpire-in-chief and the manager of the opposing team that the game is being continued "under protest". This will enable all interested parties to take notice of the exact conditions prevailing at the time and will aid in proper determination of the issue. Failure of the complaining manager to comply exactly with this Section will nullify and render void any future protest regarding the alleged violation of playing rules referred to herein.

Section 15: A protest involving an alleged violation of a playing rule as referred to in Section 14 herein must be made in writing, signed by the authorized person making the protest on the field, and filed with the Khoury League Protest Committee having jurisdiction within 24 hours following the date of the game in which the alleged rules violation occurred.

Section 16: In the event the protest referred to herein is withdrawn at the end of the game involved, and the umpire-in-chief is so informed by the manager or coach making the original complaint on the field, there shall be no protest and such action will nullify and render void any future protest regarding the alleged violation of rules referred to herein.

Section 17: If, however, the protest is not withdrawn as described in Section 16 herein, it shall become the obligation of all umpires working the game to file a written report of the incident causing the protest, with the Protest Committee having jurisdiction, within 24 hours following the date of the game in which the alleged rules violation occurred. It shall also become the obligation of the "opposing" manager to file a written report of the incident causing the protest with the Protest Committee having jurisdiction within 24 hours following the date of the game in which the alleged violation of rules occurred.

Section 18: The Protest Committee receiving the protest and the written reports referred to in Section 13 herein, shall render its decision within 5 days following the date of the game in which the alleged rules violation occurred.

Section 19: Protests filed by players, managers, coaches or teams not properly registered shall be declared invalid and the protest fee shall be forfeited to the Khoury League.

Section 20: When a protest is made involving an umpire's interpretation of the playing rules, Rule 14, Section 14 must be strictly followed and any deviation there from shall render the protest null and void.

RULE 15: PROCEDURES FOR RULES CHANGES

Section 1: Any section of these Rules may be amended, altered or repealed only by the action of the Board of Governors.

Section 2: Changes may be made to these Rules only during the off season except in an emergency situation as determined by the Board of Governors.

Section 3: Any Rule at variance with these Rules which are contemplated by a Khoury League or a District Council must be submitted in writing to the Association and approved in writing by the Association before it shall become effective.

Section 4: Any matter not expressly covered by these Rules shall be left to the discretion of the Protest Committee having jurisdiction. However, it should be remembered that any decision of a Protest Committee is subject to appeal.

Section 5: Any player, manager, coach, Khoury League Official, Coordinator or District Council official has the right to recommend changes and improvements in these Rules. Such suggestions must be made in writing and directed to the International Office of the Association at 5400 Meramec Bottom Rd., St. Louis, Missouri 63128.

Section 6: The Board of Governors of the George Khoury Association Baseball Leagues, Inc. shall be the final authority of the Official Rules of the Association.