

# GEORGE KHOURY

## ASSOCIATION OF BASEBALL LEAGUES



### KHOURY LEAGUE RULES FOR BASEBALL AND SOFTBALL

Effective January 1, 2019

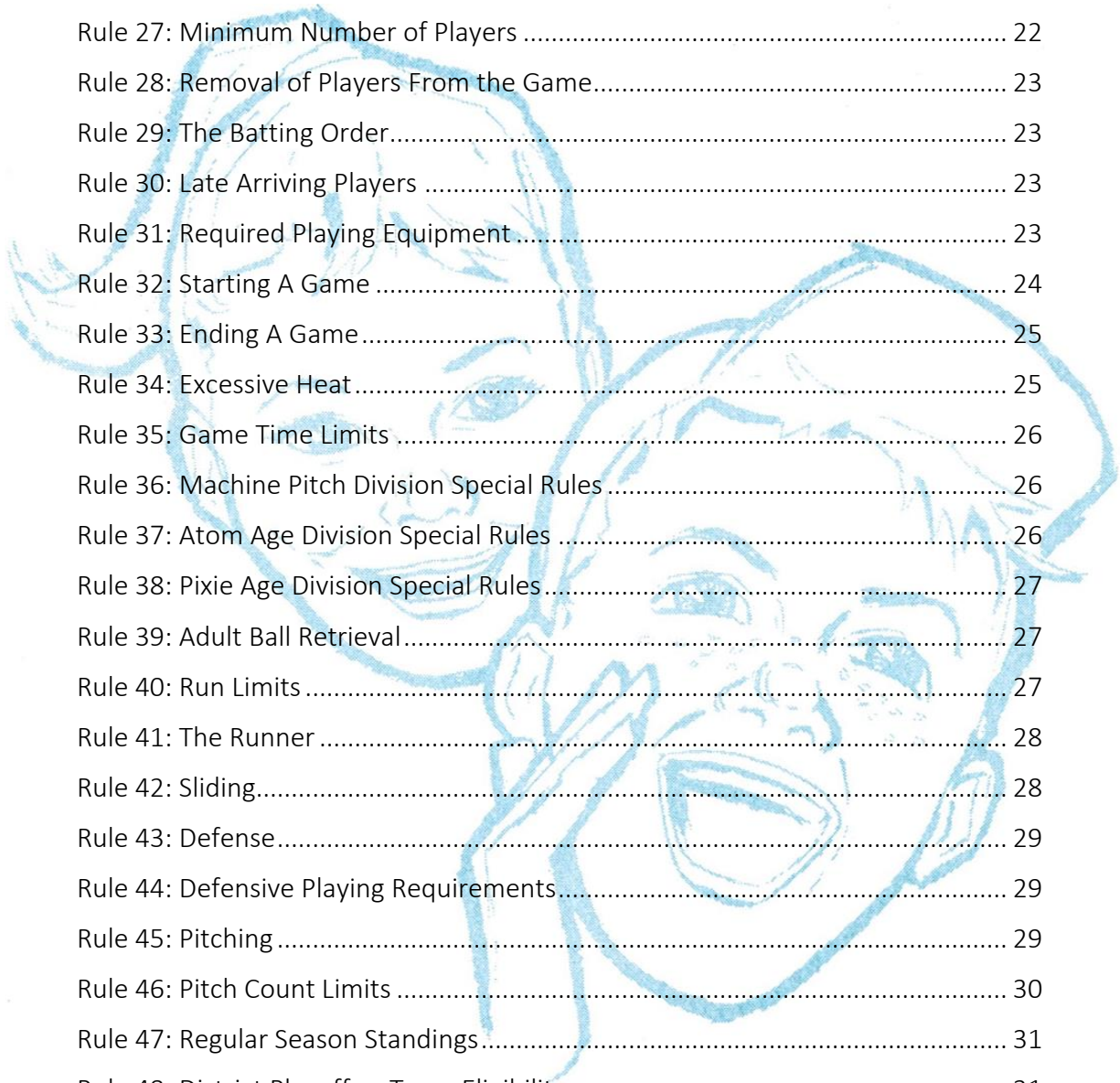
Document Name: 2018 Khoury League Rules for Baseball and Softball.docx  
Revision Number: 26  
Last Date Edited: Saturday, February 9, 2019

# TABLE OF CONTENTS

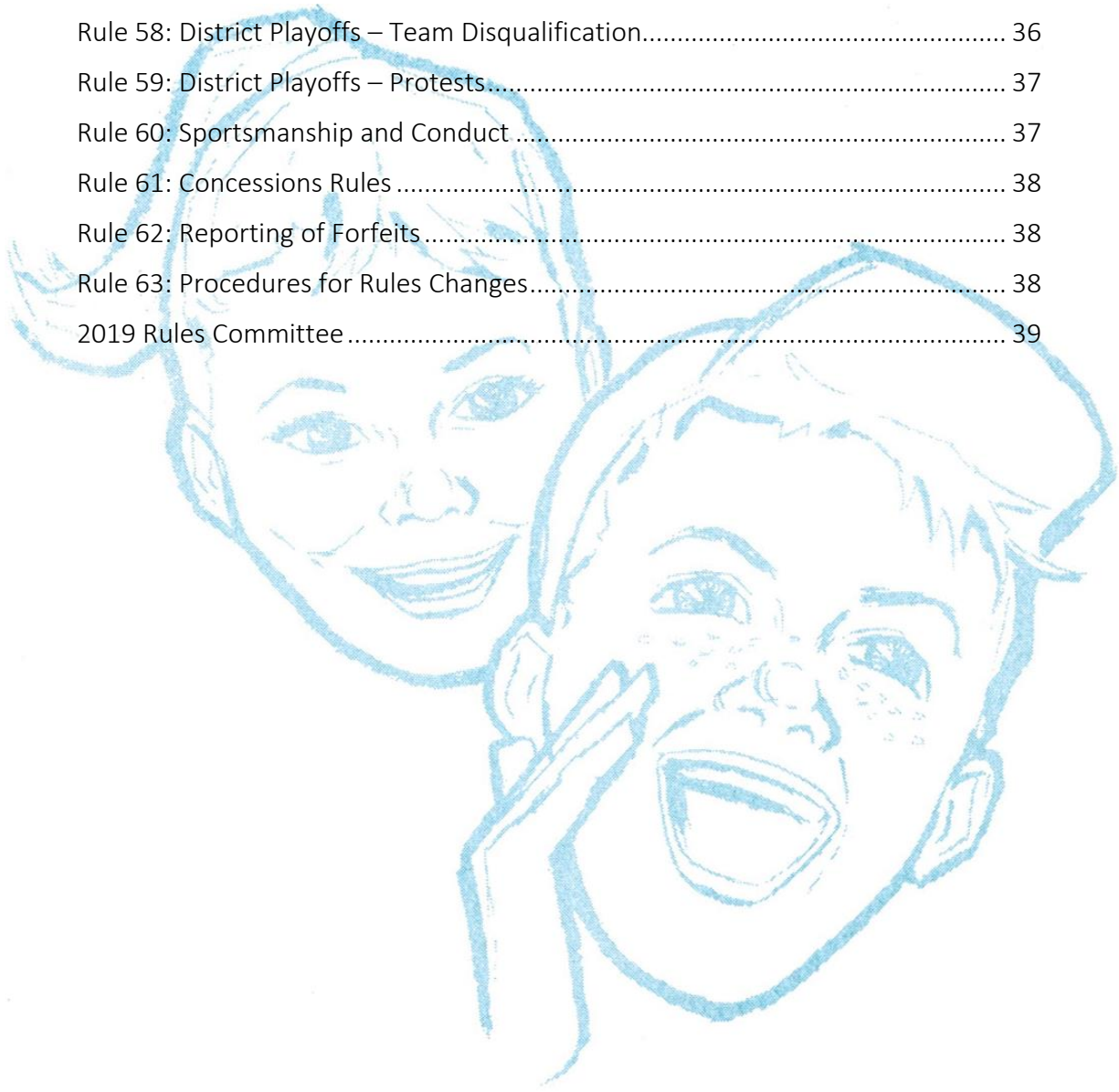
---

Copyright.....	5
Dedication.....	6
Program.....	6
How to Get Started.....	7
Sportsmanship Code.....	7
Authentication.....	7
Definitions.....	7
Full Release and Indemnification.....	9
Rule 1: The District Council.....	9
Rule 2: District Season Planning Meeting.....	9
Rule 3: District Season Review Meeting.....	10
Rule 4: The District Director Role.....	10
Rule 5: The Assistant District Director Role.....	11
Rule 6: The District Roster Coordinator Role.....	11
Rule 7: The District Scheduler Role.....	12
Rule 8: The District Results Coordinator Role.....	12
Rule 9: The District Playoffs Director Role.....	13
Rule 10: The District Playoffs Coordinator Role.....	13
Rule 11: Affiliation Fees.....	14
Rule 12: Eligibility of Players, Managers and Coaches.....	14
Rule 13: Player Registration.....	15
Rule 14: Baseball Age Divisions.....	15
Rule 15: Softball Age Divisions.....	16
Rule 16: Team Registration.....	16
Rule 17: Termination of Team Membership.....	17
Rule 18: The Regular Season.....	17
Rule 19: Team Rosters.....	17
Rule 20: Regular Season Schedule Creation.....	18
Rule 21: Baseball Bat Rule.....	19

Rule 22: Softball Bat Rule .....	20
Rule 23: Coaching and Umpiring .....	20
Rule 24: Playing Rules.....	20
Rule 25: Official Game Balls .....	21
Rule 26: Field Configuration.....	22
Rule 27: Minimum Number of Players .....	22
Rule 28: Removal of Players From the Game.....	23
Rule 29: The Batting Order.....	23
Rule 30: Late Arriving Players .....	23
Rule 31: Required Playing Equipment .....	23
Rule 32: Starting A Game .....	24
Rule 33: Ending A Game .....	25
Rule 34: Excessive Heat.....	25
Rule 35: Game Time Limits .....	26
Rule 36: Machine Pitch Division Special Rules .....	26
Rule 37: Atom Age Division Special Rules .....	26
Rule 38: Pixie Age Division Special Rules.....	27
Rule 39: Adult Ball Retrieval.....	27
Rule 40: Run Limits .....	27
Rule 41: The Runner .....	28
Rule 42: Sliding.....	28
Rule 43: Defense.....	29
Rule 44: Defensive Playing Requirements.....	29
Rule 45: Pitching.....	29
Rule 46: Pitch Count Limits .....	30
Rule 47: Regular Season Standings.....	31
Rule 48: District Playoffs – Team Eligibility .....	31
Rule 49: District Playoffs – Team Participation .....	31
Rule 50: District Playoffs – Host Leagues .....	32
Rule 51: District Playoffs – Schedule Creation .....	32
Rule 52: District Playoffs – Schedule Format .....	33



Rule 53: District Playoffs – Best 2 of 3 Format..... 34  
Rule 54: District Playoffs – Pool Play Format ..... 34  
Rule 55: District Playoffs – Single-elimination Bracket Format..... 34  
Rule 56: District Playoffs – Pre-Game Sign In..... 36  
Rule 57: District Playoffs – Results..... 36  
Rule 58: District Playoffs – Team Disqualification..... 36  
Rule 59: District Playoffs – Protests..... 37  
Rule 60: Sportsmanship and Conduct ..... 37  
Rule 61: Concessions Rules ..... 38  
Rule 62: Reporting of Forfeits ..... 38  
Rule 63: Procedures for Rules Changes..... 38  
2019 Rules Committee ..... 39



## COPYRIGHT

Copyright © 2016, 2017, 2018, 2019 George Khoury Association of Baseball Leagues, Inc. All Rights Reserved.

This documentation and the rules described herein are subject to restrictions on use and disclosure and are protected by intellectual property laws. Except as expressly permitted herein or by written policy issued by the George Khoury Association of Baseball Leagues, Inc. (Association), this document and these rules may not be copied, reproduced, translated, broadcasted, modified, licensed, transmitted, distributed, exhibited, performed, published, or displayed in whole or in part, in any form, or by any means.

Permission is hereby granted to member leagues holding a current charter with the Association, shown to be in good standing by the Association, to distribute unaltered copies of this document in PDF or printed form directly to managers, coaches, players, umpires, board members, and administrative staff who are directly affiliated with said league.

Those trademarks followed by ® are registered trademarks of George Khoury Association of Baseball Leagues, Inc. in the United States.

Those trademarks followed by ™ are trademarks or common law marks of George Khoury Association of Baseball Leagues, Inc. in the United States.

The information contained herein is subject to change without notice and is not warranted to be error-free. If errors are found, please report them to the Association in writing.

## 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. Rules for Baseball, Softball, and Rookie Ball that are updated regularly based upon feedback from member leagues;
2. Service Awards annually to one or two outstanding persons in each area;
3. Counsel and advice on all phases of the Khoury Program;
4. 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 Rookie Ball to your community is to contact the International Office for an "Application for Charter". Charters are free and they are permanent, subject to suspension or revocation only by the Board of Governors of the Association. They are issued for a town or specific geographic area and assign the charter-holding group exclusive jurisdiction to operate a Khoury League in the specified area.

Write to:

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

Or send an email to: [info@khouryleague.org](mailto:info@khouryleague.org).

## 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 no 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 George 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. Rules for Baseball and Softball."

These rules are hereby adopted by action of The Board of Governors of the George Khoury Association of Baseball Leagues, Inc. in St. Louis, Missouri on February 9, 2019.

## 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. "District Council" shall mean the administrative body that administers all activities of the Khoury Leagues within a geographical area established by the Association.
4. "District Director" shall mean the person appointed by the Board of Governors, who conducts all District Council meetings and acts as liaison between the District Council and the Board of Governors.
5. "Assistant District Director" shall mean the person appointed by the Board of Governors, who performs the duties in the absence of the District Director with intent to become the District Director at the time he or she resigns.
6. "District Roster Coordinator" shall mean the person appointed by the District Director who shall be responsible for the district's team rosters and who shall have the responsibilities and authorities provided for by these rules.
7. "District Scheduler" shall mean the person appointed by the District Director who shall be responsible for the creation, accuracy, completeness, and distribution of the district schedules and who shall have the responsibilities and authorities provided for by these rules.
8. "District Results Coordinator" shall mean the person appointed by the District Director who shall be responsible for the collection, verification, and publication of the results of all Association games played within the district, and who shall have the responsibilities and authorities provided for by these rules.
9. "District Playoffs Director" shall mean the person appointed by the District Director who shall be responsible for the planning and execution of the District Playoffs held at the end of the regular season, and who shall have the responsibilities and authorities provided for by these rules.
10. "District Playoffs Coordinator" shall mean the person nominated by a Host League and confirmed by the District Playoffs Director who shall be responsible for the execution the District Playoffs for one or more Age Divisions, and who shall have the responsibilities and authorities provided for by these rules.
11. "Khoury League" or "League" shall mean an organization duly constituted and having been issued a charter by the Board of Governors.
12. "Program Commissioner" shall mean the person appointed by the League who shall be responsible for the planning and execution of the League's Baseball, Softball, Rookie Ball, or Umpire programs, and who shall have the responsibilities and authorities assigned by the League.
13. "Division Coordinator" shall mean the person appointed by the League who shall act as a liaison between the Program Commissioner and the Team Managers within the assigned Age Division, and who shall have the responsibilities and authorities assigned by the League.
14. "Team Manager" or "Manager" shall mean the individual to which responsibility for a given team is assigned by the League, and who shall act as the liaison between the League and the members of the team and their respective families.



## 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. Rules for Baseball and Softball" in its entirety as of the date of execution of a Khoury League's Registration Form.

## RULE 1: THE DISTRICT COUNCIL

Section 1: A District Council is comprised of one or more representatives from each Khoury League under its own jurisdiction.

Section 2: In all matters for which a vote is required, each Khoury League in attendance shall cast one vote.

Section 3: All Khoury Leagues chartered by the Association must belong to and must participate as an active member of the respective District Council.

Section 4: 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.

Section 5: 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.

Section 6: A District Council shall convene a Season Planning Meeting each year prior to the date declared by the Association as the start of the Regular Season.

Section 7: A District Council shall convene a Season Review Meeting each year within 90 days following the last game played in the District.

## RULE 2: DISTRICT SEASON PLANNING MEETING

Section 1: Members of the District Council shall review all dates and deadlines established by the Association.

Section 2: Each member League shall provide to the District Director the names, email addresses, phone numbers, and home mailing addresses for each of its officers or its duly appointed Khoury League representative(s).

Section 3: The District Director shall nominate and the District Council shall approve by simple majority a District Roster Coordinator, who shall have the responsibilities specified herein.

Section 4: The District Director shall nominate and the District Council shall approve by simple majority a District Scheduler, who shall have the responsibilities specified herein.

Section 5: The District Director shall nominate and the District Council shall approve by simple majority a District Results Coordinator, who shall have the responsibilities specified herein.

Section 6: The District Director shall nominate and the District Council shall approve by simple majority a District Playoffs Director, who shall have the responsibilities specified herein.

Section 7: Each member League shall provide to the District Roster Coordinator a copy of each of its Teams. This copy shall be in the format specified by the District Roster Coordinator.

Section 8: The District Roster Coordinator shall provide to the District Scheduler a list of all legal teams received, grouped by Age Division, and including the name, email address, and phone number(s) of each team's manager.

Section 9: The District Roster Coordinator shall provide to the District Results Coordinator a list of all legal teams received, grouped by Age Division, and including the name, email address, and phone number(s) of each team's manager.

### RULE 3: DISTRICT SEASON REVIEW MEETING

Section 1: The District Scheduler shall present an overview of the season's schedule as specified in the description of the role.

Section 2: The District Results Coordinator shall present an overview of the season's results as specified in the description of the role.

Section 3: The District Playoffs Director shall present an overview of the season's playoffs as specified in the description of the role.

Section 4: The District Director shall open the floor to discuss any feedback related to the season and shall collect and document any suggestions for improvement to be pursued in the following season.

Section 5: The District Director shall establish the date, time, and location of the next Season Planning Meeting.

### RULE 4: THE DISTRICT DIRECTOR ROLE

Section 1: The District Director shall preside over all meetings of the District Council.

Section 2: The District Director shall forward to the Association prior to the deadline declared by the Association all contact information collected from member Leagues.

Section 3: The District Director shall forward to the Association prior to the deadline declared by the Association the number of teams in each Age Division for each member League.

Section 4: The District Director shall work closely with all other District-level roles to ensure that each responsibility of each role is sufficiently met.

Section 5: The District Director shall work closely with each member League to ensure that all rules are followed and that the experience of its players remains a top priority at all times.

Section 6: The District Director shall submit to the Association within 72 hours of the end of the regular season the final results of the regular season.

Section 7: The District Director shall submit to the Association within 72 hours of the end of the District Playoffs the final results of each District Playoffs.

## RULE 5: THE ASSISTANT DISTRICT DIRECTOR ROLE

Section 1: The Assistant District Director shall take role and record all decisions made by the District Council at each of its meetings, and shall distribute a copy to the members and a copy to the Association following each meeting.

Section 2: The Assistant District Director shall perform the duties of the District Director in his or her absence.

## RULE 6: THE DISTRICT ROSTER COORDINATOR ROLE

Section 1: The District Roster Coordinator shall have the authority to approve or deny roster additions, changes, or deletions. All such decisions may be appealed first to the District Director, then to the District Council, and finally to the Board of Governors.

Section 2: The District Roster Coordinator shall coordinate with all member Leagues to ensure all team rosters accurate and complete.

Section 3: The District Roster Coordinator shall verify that all Players are eligible to play in the Age Divisions to which they are assigned.

Section 4: The District Roster Coordinator shall verify that all Players were either present on the original season roster or were legally added up to but not beyond the midpoint of the playing season;

Section 5: The District Roster Coordinator shall provide upon request a copy of any roster to the local leagues at which those teams are scheduled to play during the season;

Section 6: The District Roster Coordinator shall provide a copy of each roster to the District Playoffs Coordinator for each participating team.

Section 7: The District Roster Coordinator shall provide a copy of each roster to the District Playoffs Director not less than 3 weeks prior to the declared start of the District Playoffs.

Section 8: The District Roster Coordinator shall submit a copy of each approved roster to the Association not more than 72 hours following the declared midpoint of the Regular Season.

Section 9: In the event that the District Roster Coordinator role is not filled at the District Season Planning Meeting, member Leagues shall fulfill each responsibility of the role, except for the approval or denial of roster changes, which shall fall to the District Director.

## RULE 7: THE DISTRICT SCHEDULER ROLE

Section 1: The District Scheduler shall collect from each member league at the District Season Planning Meeting, all information required to create the schedule for the District.

Section 2: The District Scheduler shall create the Regular Season Schedule for all Age Groups for all Leagues within the District, as follows:

- 2.1 Team schedules shall be created for each Team.
- 2.2 Field schedules shall be created for each League
- 2.3 Division schedules shall be created for each Age Division.

Section 3: The District Scheduler shall publish the Regular Season Schedules on the Khoury League website prior to the deadline established by the Association.

Section 4: At the District Post Season Review Meeting, the District Scheduler shall present an overview of the season's schedule, including but not limited to the following:

- 4.1 The total number of teams in the schedule.
- 4.2 The total number of games scheduled by Age Division.
- 4.3 The total number of games hosted by each League.

Section 5: In the event that the District Scheduler role is not filled at the District Season Planning Meeting, each League shall be responsible for the creation of schedules for each of its own Teams.

## RULE 8: THE DISTRICT RESULTS COORDINATOR ROLE

Section 1: The District Results Coordinator shall collect, on a regular basis throughout the season, the results of each game played within the district.

Section 2: The District Results Coordinator shall calculate, on a regular basis throughout the season, the standings for each Age Division.

Section 3: The District Results Coordinator shall publish on the Khoury League website, on a regular basis throughout the season, the standings for each Age Division.

Section 4: At the District Season Review Meeting, the District Results Coordinator shall present an overview of the season's results, including but not limited to the following:

- 4.1 The total number of games played.
- 4.2 The total number of games not played or forfeited.
- 4.3 The standings of each Age Division.

Section 5: In the event that the District Results Coordinator role is not filled at the District Season Planning Meeting, the District Playoffs shall be canceled.

Section 6: The District Playoffs Director shall publish on the Khoury League website each day the updated results and schedules of each District Playoff.

## RULE 9: THE DISTRICT PLAYOFFS DIRECTOR ROLE

Section 1: The District Playoffs Director shall work closely with all District Playoff Coordinators to monitor all aspects of the District Playoffs to ensure that all rules are followed and that the experience of the participating players remains a top priority.

- 1.1 In the event the host league cannot complete a playoff game, the District Playoff Director has the authority to move the game(s) to another facility.
- 1.2 Only the District Playoff Director has the ability to cancel the playoffs for a division.

Section 2: The District Playoffs Director shall collect each day the results of all games played in all District Playoffs that day.

Section 3: At the conclusion of the District Playoffs, the District Playoff Director shall file a report with the District Director that includes, but may not be limited to the following:

- 3.1 The total number of teams that actively participated in each Age Division.
- 3.2 The total number of teams that declined to participate in each Age Division and the reason for each declination, if available.
- 3.3 The total number of games scheduled in each Age Division.

Section 4: At the District Season Review Meeting, the District Playoffs Director shall present an overview of the District Playoffs that includes the same information reported to the District Director at the conclusion of the District Playoffs.

Section 5: In the event that the District Playoffs Director role is not filled, the District Playoffs shall be canceled.

## RULE 10: THE DISTRICT PLAYOFFS COORDINATOR ROLE

Section 1: District Playoffs Coordinators shall appoint an assistant to manage the team sign in process.

Section 2: District Playoffs Coordinators shall appoint an assistant to manage the assignment of umpires to each playoff game.

Section 3: District Playoffs Coordinators shall appoint a three-person protest committee to serve for the duration of the District Playoffs.

Section 4: District Playoffs Coordinators shall distribute to each participating team, in writing, all concessions rules that are to be followed during the course of the District Playoffs.

Section 5: District Playoffs Coordinators shall make every reasonable effort to directly communicate by phone call a Team's schedule to each Manager not less than 24 hours prior to the start of the District Playoffs.

Section 6: If a team should forfeit a District Playoffs game, the District Playoffs Coordinators shall make every reasonable effort to immediately communicate the situation by phone call to the opposing team manager.

Section 7: District Playoffs Coordinators shall immediately notify the District Playoffs Director when any team submits notification that it intends to decline to participate in the District Playoffs.

Section 8: District Playoffs Coordinators shall make every reasonable effort to directly communicate by phone call 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 9: District Playoffs Coordinators shall report the results of each game scheduled, whether played or forfeited, to the District Playoffs Director not more than 12 hours following the completion of the last game on a given day.

Section 10: District Playoffs Coordinators shall not alter the scheduled start time of any District Playoffs Game without the prior consent of the District Playoffs Director.

Section 11: District Playoff Coordinators shall submit to the District Playoffs Director, at the District Season Review Meeting, all sign-in sheets for their respective Age Division Playoff Tournaments.

Section 12: A District Playoffs Coordinator who does not fulfill each of the requirements specified herein shall not be eligible to serve in the role of District Playoff Coordinator in the following season, and the League may not be selected to host any District Playoffs in the following season.

## RULE 11: AFFILIATION FEES

Section 1: The affiliation fee structure shall be established annually by the Association, and shall be communicated to each member League no later than January 1 of the year of a given Season.

Section 2: Affiliation fees are due to the Association no later than the date established by the Association for a given Season.

Section 3: Teams for which a roster is not filed by the deadline established by the Association shall be ineligible to participate in the District Playoffs.

## RULE 12: ELIGIBILITY OF PLAYERS, MANAGERS AND COACHES

Section 1: Khoury Leagues shall be held accountable for statements of their players in regard to proof of age.

Section 2: 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 3: The League, the District Council, and the Board of Governors reserves the right to reject the registration of any player, manager, coach, or umpire by a simple majority vote.

Section 4: 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 13: PLAYER REGISTRATION

Section 1: In order to be eligible to participate in an Association game, a player must be properly registered with a chartered Khoury League.

Section 2: The entry fee for each player will be established annually by respective Khoury League.

Section 3: 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 4: 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 5: 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 14: BASEBALL AGE DIVISIONS

Section 1: The "Atom I Machine Pitch Division" shall include Players who have not attained the age of 9 years before September 1st of the current year.

Section 2: The "Atom II Division" shall include Players who have not yet attained the age of 10 years before September 1<sup>st</sup> of the current year.

Section 3: The "Bantam I Division" shall include Players who have not attained the age of 11 years before September 1st of the current year.

Section 4: The "Bantam II Division" shall include Players who have not attained the age of 12 years before September 1st of the current year.

Section 5: The "Midget I Division" shall include Players who have not attained the age of 13 years before September 1st of the current year.

Section 6: The "Midget II Division" shall include Players who have not attained the age of 14 years before September 1st of the current year.

Section 7: The "Midget III Division" shall include Players who have not attained the age of 15 years before September 1st of the current year.

Section 8: The "Junior Division" shall include Players who have not attained the age of 18 years before September 1st of the current year.

Section 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 10: The Age Division in which a team will participate shall be determined by the oldest player on the roster.

## RULE 15: SOFTBALL AGE DIVISIONS

Section 1: The "Pixie I Machine Pitch Division" shall include Players who have not attained the age of 9 years before September 1<sup>st</sup> of the current year.

Section 2: The "Pixie II Division" shall include Players who have not attained the age of 10 years before September 1<sup>st</sup> of the current year.

Section 3: The "Petite I Division" shall include Players who have not attained the age of 11 years before September 1<sup>st</sup> of the current year.

Section 4: The "Petite II Division" shall include Players who have not attained the age of 12 years before September 1<sup>st</sup> of the current year.

Section 5: The "Chic I Division" shall include Players who have not attained the age of 13 years before September 1<sup>st</sup> of the current year.

Section 6: The "Chic II Division" shall include Players who have not attained the age of 14 years before September 1<sup>st</sup> of the current year.

Section 7: The "Chic III Division" shall include Players who have not attained the age of 15 years before September 1<sup>st</sup> of the current year.

Section 8: The "Sophomore Division" shall include Players who have not attained the age of 17 years before September 1<sup>st</sup> of the current year.

Section 9: The "Senior Division" shall include Players who have attained the age of 17 years of age before September 1<sup>st</sup> of the current year or older.

Section 10: The Age Division in which a team will participate shall be determined by the oldest player on the roster.

## RULE 16: 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, email 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 Age Division for which the oldest player on the team qualifies.

Section 4: 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 17: TERMINATION OF TEAM 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.

## RULE 18: THE REGULAR SEASON

Section 1: The first day and the last day of the Official Season shall be determined by the Association.

Section 2: 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.

## RULE 19: TEAM ROSTERS

Section 1: The Players, Manager and Coaches of each team must be registered on the team's official Roster. The penalty is forfeiture of any game in which non-registered players, managers, or coaches participate.

Section 2: Rosters must be filed for each team by the Khoury League with the District Roster Coordinator or with the Association Office prior to the date on which the schedule creation process is scheduled to begin as established by the District Council.

Section 3: Rosters shall include the player's first and last name, date of birth, and emergency contact information.

Section 4: Teams for which a roster is not filed in accordance with this rule shall be ineligible to participate in the District Playoffs.

Section 5: Rosters may be submitted in electronic format deemed acceptable by the authority with which the filing is made.

Section 6: In the Atom, Bantam, and Midget Age Divisions, no team shall have at any one time over 18 players on its Official Roster or on the players' bench during an Association game.

Section 7: In the Pixie, Petite, and Chic Age Divisions, no team shall have at any one time over 18 players on its Official Roster or on the players' bench during an Association game.

Section 8: A team may have a non-playing manager and no more than 2 non-playing coaches.

Section 9: 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 10: Players can be moved to another team on which he is eligible to play on the authority of the respective League President.

Section 11: No player shall be eligible to play on more than one Khoury League team.

Section 12: A Player may be eligible to play on one non-Khoury League team, except in the Junior and Senior Age Divisions where there are no restrictions.

Section 13: Team assignments of players, managers and coaches shall 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 14: 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 15: Changes in a team's Official Roster must be filed with the District Roster Coordinator before the Midpoint of the Official Season Schedule.

Section 16: No Player shall be registered in the Association after the Midpoint of the Official Season Schedule.

## RULE 20: REGULAR SEASON SCHEDULE CREATION

Section 1: All Leagues shall submit Team rosters to the District Scheduler prior to 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 Team rosters with fewer than 8 eligible players will not be included on the Official District Game Schedule.
- 1.3 A League may attempt, on its own, to schedule games for any of its Teams that were omitted.
- 1.4 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.
- 1.5 Teams that have been omitted from the Official District Game Schedule by these rules are not eligible to participate in the District Playoffs.

Section 2: All Leagues shall submit current Field information to the District Scheduler prior to the deadline established by the District Council.

Section 3: Schedules for each baseball age group shall be created by the playoff host as well as the equivalent softball age group with the exception of Chic, which will be created by the playoff host league.

Section 4: Regular season schedules for the Atom, Pixie, Bantam, and Petite Age Divisions shall consist of 14 games.

Section 5: Regular season schedules for the Midget, and Chic Age Divisions shall consist of 16 games.

Section 6: Regular season schedules for the Sophomore, Junior, and Senior Age Divisions shall consist of 18 games.

Section 7: A Team in the Petite I Age Division may be scheduled to play teams in the Petite II Age Division if there is an insufficient number of teams in either Age Division to produce a viable schedule and if approved by the District Council by simple majority.

Section 8: A Team in the Chic I Age Division may be scheduled to play teams in the Chic II Age Division if there is an insufficient number of teams in either Age Division to produce a viable schedule and if approved by the District Council by simple majority.

Section 9: A Team in the Chic II Age Division may be scheduled to play teams in the Chic III Age Division if there is an insufficient number of teams in either Age Division to produce a viable schedule and if approved by the District Council by simple majority.

Section 10: A Team in the Midget I Age Division may be scheduled to play teams in the Midget II Age Division if there is an insufficient number of teams in either Age Division to produce a viable schedule and if approved by the District Council by simple majority.

Section 11: A Team in the Midget II Age Division may be scheduled to play teams in the Midget III Age Division if there is an insufficient number of teams in either Age Division to produce a viable schedule and if approved by the District Council by simple majority.

Section 12: 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 13: 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 14: The "Away Team" shall be listed first and the "Home Team" shall be listed last on the Official Season Schedule.

Section 15: All Official schedules shall include the dates of the District Playoffs games.

Section 16: The official schedules created by the District Scheduler must be distributed to Teams, either directly by their respective Leagues, or indirectly through the Khoury League website.

16.1 Leagues may not distribute schedules that were not created by the District Scheduler.

16.2 Leagues may distribute non-schedule information with the official schedules.

Section 17: If the game is rescheduled for any reason the same team shall be the "Home Team" for the rescheduled game, regardless of the location at which the game is played.

Section 18: All rescheduled games must be replayed as scheduled by the host Khoury League before the date established by the Association as the end of the regular season. In the event a makeup game is rescheduled following the end of the season, the results shall not be included in the District Playoff Schedule seeding.

Section 19: No Team shall play more than 2 games per calendar day.

## RULE 21: BASEBALL 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: If the ball is put into play with an illegal bat, the following penalties shall apply:

- 5.1 For the first offense per team, the bat is removed from the field, the batter is called out, and no runner advances;
- 5.2 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;
- 5.3 For the third offense per team, the game is forfeited by the offending team.

## RULE 22: SOFTBALL BAT RULE

Section 1: All bats must meet current USA (formerly known as ASA) Bat Performance Standards.

Section 2: If the ball is put into play with an illegal bat, the following penalties shall apply:

- 2.1 For the first offense per team, the bat is removed from the field, the batter is called out, and no runner advances;
- 2.2 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;
- 2.3 For the third offense per team, the game is forfeited by the offending team.

## RULE 23: 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 the relative of a player, manager, or coach 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 24: PLAYING RULES

Section 1: Every team manager shall be obligated to secure a copy of these Khoury League Rules for Baseball and Softball, and to read, understand, and follow each rule contained herein.

Section 2: All baseball 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 3: Every baseball team manager shall be obligated to secure a copy of the Major League Baseball Rules, and to read, understand, and follow each rule contained therein.

Section 4: All softball games of the Association are to be governed by the National Federation of State High School Associations rules except where such rules are at variance with any rules of these shall apply.

Section 5: Every softball team manager shall be obligated to secure a copy of the National Federation of State High School Associations Rules, and to read, understand, and follow each rule contained therein.

Section 6: The team manger shall acquaint coaches and players with the contents of both set of rules.

Section 7: Ignorance shall not be a valid excuse for any violation of any applicable rule.

## RULE 25: OFFICIAL GAME BALLS

Section 1: 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 2: The Official Softballs of the Association shall be the yellow Khoury softballs manufactured by the authorized manufacturer and bearing the registered Khoury League name and the registered signature of the founder. The Association may from time to time, declare an alternate ball as acceptable if the supply of official Khoury League balls is not sufficient.

Section 3: The Association may from time to time, declare an alternate ball as acceptable if the supply of official Khoury League balls is not sufficient.

Section 4: In the Atom 1 Machine Pitch Division, only 9-inch "Jugs Softies" shall be used.

Section 5: In the Atom II Age Division, only baseballs bearing the letter designation "ATOM" shall be used.

Section 6: In the Bantam and Midget Age Divisions, only baseballs bearing the letter designation "BM" shall be used.

Section 7: In the Junior and Senior Age Divisions, only baseballs bearing the letter designation "JJIS" shall be used.

Section 8: In the Pixie I Machine Pitch Division, only 9-inch "Jugs Softies" shall be used.

Section 9: In the Pixie II Age Division, only softballs bearing the letter designation "PET" shall be used.

Section 10: In the Petite Age Division, only softballs bearing the letter designation "GMK" shall be used.

Section 11: In the Chic, Sophomore and Senior Age Divisions, only softballs bearing the letter designation "CDS" shall be used.

Section 12: If an illegal ball is put into play, the following penalties shall apply:

12.1 For the first offense per team, the offending team is warned and the ball is removed from the field of play;

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

Section 13: Two new official Khoury League baseballs are required for every regular season Association game, tournament game, and playoff game. They shall be furnished by the host league and as necessary, a third ball shall be furnished by the home team, fourth by the visiting team, etc.

## RULE 26: FIELD CONFIGURATION

Section 1: The regulation pitching distance of 60 feet 6 inches shall be used in all baseball games except as specified herein.

Section 2: The pitching distance in the Atom Age Divisions, shall be 36 feet.

Section 3: In the Atom I Machine Pitch Age Division, a 7-foot chalk circle will be prepared around the pitching circle for equipment and machine operation.

Section 4: The pitching distance in the Bantam Age Divisions shall be 44 feet.

Section 5: The pitching distance in the Midget Age Divisions shall be 54 feet.

Section 6: The regulation pitching distance of 40 feet shall be used in all softball games except as specified herein.

Section 7: The pitching distance in the Pixie Age Divisions shall be 30 feet.

Section 8: In the Pixie I Machine Pitch Age Division, a 7-foot chalk circle will be prepared around the pitching circle for equipment and machine operation.

Section 9: The pitching distance in the Petite Age Division shall be 36 feet.

Section 10: For all softball games, a pitching circle with an 8-foot radius shall be chalked around the pitching rubber.

Section 11: The regulation distance between the bases of 90 feet shall be used in all baseball games except as specified herein.

Section 12: In the Atom Age Divisions, the distance between the bases shall be reduced to 55 feet.

Section 13: In the Bantam Age Divisions, the distance between the bases shall be reduced to 65 feet.

Section 14: In the Midget Age Divisions, the distance between the bases shall be reduced to 80 feet.

Section 15: The regulation distance between the bases of 60 feet shall be used for all softball games except for the Pixie Age Division, for which the distance between the bases shall be reduced to 45 feet.

Section 16: 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.

## RULE 27: MINIMUM NUMBER OF PLAYERS

Section 1: Teams must start, play and complete each game fielding 8 eligible players.

Section 2: In the event there are only 8 eligible players, the 9<sup>th</sup> batting position will not result in an out.

Section 3: When more than 8 players are present, 9 players are required to start, play and complete each game.

## RULE 28: REMOVAL OF PLAYERS FROM THE GAME

Section 1: If the removal of a player results in an inability to field at least 8 eligible players, that team shall forfeit.

Section 2: If the removal of a player results in only 8 eligible players, the removed player's turn at bat shall be skipped with no out charged.

Section 3: In the event that a player is unable to continue in the Junior or Senior Age Divisions, a previously-removed player may reenter the game to replace the injured player provided all other eligible players have already entered the game at that point. The player allowed to reenter the game shall be chosen by the manager of the opposing team.

Section 4: In all Age Divisions except the Sophomore, Junior, and Senior Age Divisions, if a player is unable to continue 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.

## RULE 29: THE BATTING ORDER

Section 1: In all Age Divisions except the Sophomore, Junior, and Senior Age Divisions, all players in attendance at an Association game shall be listed on the batting order provided to the opposing team, and all players shall bat in "Round Robin Order" during the duration of the game.

Section 2: Once the game has started, the batting order cannot be changed, other than to add or remove a player as allowed by these rules.

Section 3: In the Junior and Senior Age Divisions, the Manager must list on the batting order the names of all substitutes of his team who are eligible to play in that game.

## RULE 30: LATE ARRIVING PLAYERS

Section 1: In all Age Divisions in which the Round Robin batting order format is used, players who arrive after the game has begun but before the first pitch of the top of the 5<sup>th</sup> inning shall be allowed to enter the game.

Section 2: Late-arriving players are added to the bottom of the batting order, in the order of arrival when more than one player is added.

Section 3: 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.

## RULE 31: REQUIRED PLAYING EQUIPMENT

Section 1: In the Atom Age Divisions and all Fast Pitch Softball 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.

- 1.1 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;

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

Section 2: Male players must wear a protective cup/or athletic supporter.

Section 3: 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 4: 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 5: Shoes with metal spikes or metal cleats are strictly prohibited in all baseball and softball divisions, except in the Baseball Junior and Baseball Senior Age Divisions. The following penalties for use of illegal cleats shall apply:

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

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

Section 6: 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. Only when time has been granted by an umpire shall a player be allowed to temporarily remove one's batting helmet.

6.1 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;

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

Section 7: The "Markwort C-Flap" is allowed on batting helmets for all age divisions.

## RULE 32: STARTING A GAME

Section 1: All games shall start promptly as scheduled and shall not be delayed when at least 8 eligible players are present for each team.

Section 2: 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 3: The scheduled start time shall be the Official Start Time governing all Association games unless the start time was delayed due to uncontrollable circumstances, in which case the Official Start Time shall be communicated to both managers prior to the first pitch of the game.

Section 4: Cancellations by a team manager must be confirmed by two hours prior to a game's scheduled start time. Any cancellations by a team manager not confirmed with less than two hours' notice will result in a forfeit by the cancelling manager's team.



## RULE 33: ENDING A GAME

Section 1: Games in all Age Divisions except for the Senior Age Divisions shall be 7 innings in length and the following shall apply:

- 1.1 Any reference to the "Ninth Inning" in the Major League Baseball Rules shall apply to the "Seventh Inning" of such Association games;
- 1.2 For Age Divisions to which time limits apply, all references to the "Ninth Inning" in the Major League Baseball Rules shall apply to the last inning played when the time limit is reached before the "Seventh Inning" can be played.
- 1.3 If the home team is on offense and winning at the moment the time limit is reached, the game shall immediately end and the current score shall be the final score.

Section 2: 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, the umpire shall terminate the game in favor of the leading team and the game shall be considered completed.

Section 3: 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 complete 4 innings. Otherwise, the game shall be replayed from the beginning at a later time.

Section 4: No game may be resumed at a later date.

Section 5: 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 6: If a game declared to be complete by the umpire and after all applicable rules herein have been applied the score is tied, the result shall be a tie.

Section 7: 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 designee, 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 34: EXCESSIVE HEAT

Section 1: A designated League official shall monitor heat conditions any time there is a risk of the heat index exceeding 100 degrees.

Section 2: No game may begin if the heat index as determined by the designated League official is exceeding 100 degrees.

Section 3: At any time when the heat index reaches or exceeds 100 as determined by the designated League official, all games shall be immediately stopped.

Section 4: If a suspended game is ultimately canceled due to heat, these rules shall determine if that game is an official complete game. If the game has not met the criteria for an official complete game, it shall be rescheduled and replayed at a later time as the appropriate League or Association officials shall decide.

## RULE 35: GAME TIME LIMITS

Section 1: Except where otherwise limited by any provision of these rules, the following time limits shall apply.

Section 2: All time limits shall be determined based upon the scheduled start time of the game as determined by Rule 32.

Section 3: A new inning begins the moment the last out is made in the last half inning.

Section 4: No inning can start after 2 hours have elapsed from the start time.

Section 5: 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 6: 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 head umpire prior to the start of the game and this requirement must be observed by them.

## RULE 36: MACHINE PITCH DIVISION SPECIAL RULES

Section 1: The pitching machine speed, height, and other settings must be set prior to the beginning of the game as agreed upon by the coaches and umpire. Once the game has started, the machine may only be adjusted between innings with the approval of both managers and umpire. In extreme cases, the umpire may approve an adjustment during an inning.

Section 2: The Team Manager, a Team Coach, or designee shall pitch to his or her team.

Section 3: A batter shall be called out when 3 swinging strikes have been made or 5 total pitches. If the 5<sup>th</sup> pitch results in a foul ball, an additional pitch will be rewarded until a batter does not make contact.

Section 4: No walks will be awarded to a batter.

Section 5: The pitcher position shall play outside the chalked machine circle either in line with or behind the pitching machine.

Section 6: If a batted ball makes contact with any equipment in the circle, the coach or comes to a complete stop within the circle, the ball shall be declared dead, the pitch will not be counted against the batter and all runners must return to the base they were on prior to the pitch. If a batted ball passes through the circle without coming into contact with any equipment or the coach, the ball is playable.

## RULE 37: ATOM AGE DIVISION SPECIAL RULES

Section 1: The Infield Fly Rule will be waived during all games.

Section 2: Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out".

Section 3: No balks will be called.

Section 4: There shall be no leadoffs or stealing of any base. The only way a runner may advance is by a hit, walk, or error.

Section 5: If a runner is caught by the umpire leading off, the following penalties shall apply:

- 5.1 For the first offense per team, the runner shall be given a warning and shall return to the base;
- 5.2 For the second offense per team, the runner is called out.

Section 6: In the Atom Age Divisions, the return throw from the catcher to the pitcher is a dead ball.

## RULE 38: PIXIE AGE DIVISION SPECIAL RULES

Section 1: The Infield Fly Rule will be waived during all games.

Section 2: 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 3: There shall be no leadoffs or stealing of any base. The only way a runner may advance is by a hit, walk or error.

Section 4: If a runner is caught by the umpire leading off, the following penalties shall apply:

- 4.1 For the first offense per team, the runner shall be given a warning and shall return to the base;
- 4.2 For the second offense per team, the runner is called out.

Section 5: The return throw from the catcher to the pitcher is a dead ball.

Section 6: The lookback rule shall not go in effect. Whenever the pitcher has possession of the ball and is inside the pitcher circle after the ball has been put into play by the offense and the batter-runner has either reached first base or has been retired, the ball shall be declared dead by the umpire and runners must return to their previous base unless forced.

## RULE 39: ADULT BALL RETRIEVAL

Section 1: In the Atom and Pixie Age Divisions, an adult who is 18 years of age or older from the defensive team may be present for the purpose of retrieving wild pitches and pass balls.

Section 2: When present, this person must be positioned against the backstop and may not participate in the game in any other way, including but not limited to talking to the players or the umpires.

## RULE 40: RUN LIMITS

Section 1: In the Atom and Pixie Age Divisions, there is a 5 run limit per half inning for the first 5 complete innings.

Section 2: For all divisions excluding Atom and Pixie, there is a 7 run limit per half inning for the first 5 complete innings.

Section 3: 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.

## RULE 41: THE RUNNER

Section 1: The umpire shall declare the runner out when that runner crashes into any defensive player.

Section 2: If a defensive player has possession of the ball or in the act of throwing, catching, or fielding a ball, the runner shall not make contact with the defensive player. If the runner makes contact with this defensive player, the runner shall be declared out for interference and the play shall be declared dead.

Section 3: If contact with a defensive player by a runner is judged by the umpire to be malicious or flagrant, the runner shall be ejected from the game.

Section 4: If the runner's interference is judged to have prevented the batter-runner from being put out, the batter-runner shall be declared out.

Section 5: A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other defensive player covering home plate). If, in the judgment of the umpire, a runner attempting to score initiates contact with the catcher (or other defensive player covering home plate) in such a manner, the umpire shall declare the runner out, even if the defensive player covering home plate loses possession of the ball. In such circumstances, the umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision.

Section 6: When an offensive team has two outs and the catcher for the next inning is on base, the runner must be substituted by the player that made the last out.

## RULE 42: SLIDING

Section 1: Runners are not required by these rules to slide, but if the runner elects to slide, the slide shall be legal as required herein.

Section 2: A legal slide can be either feet first or head first;

Section 3: If a runner slides feet first, at least one leg and buttock shall be on the ground;

Section 4: If a runner slides, the runner shall be within reach of the base with either a hand or foot when the slide is completed;

Section 5: The runner shall not slide using a rolling, cross-body or pop-up slide into the fielder;

Section 6: 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;

Section 7: The runner may not slide beyond the base and make contact with or alter the play of the fielder;

Section 8: The runner may not slash or kick the fielder with either leg;

Section 9: 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;

Section 10: 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;

Section 11: Any illegal slide deemed malicious by the umpire shall result in ejection of the player.

## RULE 43: DEFENSE

Section 1: A defensive player must avoid contact if he is not a member of or about to become a member of a play.

Section 2: A defensive player will not be penalized for contact made by the offense outside of the normal rules guiding runners.

Section 3: The catcher (or other defensive player covering home plate) cannot block the pathway of the runner as he / she is attempting to score.

- 3.1 For the first offense per team, the umpire shall call or signal the runner safe and the team shall receive a warning.
- 3.2 For the second offense, the defensive player shall be ejected from the game.

Section 4: When a defensive player fakes a tag when he does not have the ball the following penalties shall apply:

- 4.1 For the first offense per team, obstruction will be called.
- 4.2 For the second offense per team, the defensive player shall be ejected from the game.

## RULE 44: DEFENSIVE PLAYING REQUIREMENTS

Section 1: In the Atom, Bantam, Midget, Pixie, Petite and Chic Age Divisions, each registered and roster player shall play no less than 3 at bats in 3 innings in each Association game unless the game is shorten and called an official game by a provision of these rules.

Section 2: Penalty for non-compliance will result in the forfeiture of the game.

Section 3: 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.

## RULE 45: PITCHING

Section 1: A pitcher is allowed the following number of warm up pitches throughout a game or two minutes, whichever comes first:

- 1.1 8 pitches at the beginning of the first inning;
- 1.2 5 pitches between innings or an existing pitcher reenters the game;
- 1.3 8 pitches at any time a new pitcher enters a game whether between or during an inning;

Section 2: In the situation of an intentional walk, pitches must be made. These pitches will be included in the pitch count as defined by rule 46, section 7.

Section 3: A pitched ball that touches the ground is not a dead ball.

- 3.1 For divisions that allow stealing, runners may attempt to advance.

3.2 For divisions with drop third strike, if the third strike touches the ground before reaching the catcher, the batter may attempt to reach first base if first base is unoccupied or there are two outs.

3.3 If the ball hits the batter, whether first hitting the ground or not, the batter is awarded first base.

Section 4: A pitcher that is removed during the course of an inning shall not be eligible to pitch again in that same inning.

Section 5: In a baseball game, 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 6: In a softball game, in accordance with NFHS rules, after three charged conferences in a seven-inning game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game.

Section 7: 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 8: 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.

## RULE 46: PITCH COUNT LIMITS

Section 1: In the Atom Age Divisions, pitchers may pitch no more than 50 pitches per calendar day.

Section 2: In the Bantam Age Divisions, pitchers may pitch no more than 70 pitches per calendar day.

Section 3: In the Midget Age Divisions, pitchers may pitch no more than 90 pitches per calendar day.

Section 4: In the Pixie and Petite Age Divisions, pitchers may pitch no more than 100 pitches per calendar day.

Section 5: 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 6: 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 7: 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 8: 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 9: In the event that more than one games are 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.

## RULE 47: REGULAR SEASON STANDINGS

Section 1: At the beginning of each season, each League shall designate one or more Age Division Coordinators to work with the District Results Coordinator to ensure that the results of each game are accurately recorded and included in the season standings.

Section 2: Each League's Age Division Coordinator(s) shall, on a regular basis throughout the season, report to the District Results Coordinator, the scores of each game played at the League's fields.

Section 3: Scores not reported within the requirements specified herein may be omitted from the standings at the discretion of the District Results Coordinator.

Section 4: Only the scores of games played between the dates established by the Association as the beginning of the regular season and the end of the regular season shall be included in the standings for the Season and in the seeding used to create the District Playoffs schedule.

Section 5: Team rank within each Age Division shall be determined by adding the total points earned by each team, where a win is worth 2 points and a tie is worth 1 point, and where the team with the highest number of accumulated points shall be in first place.

Section 6: Tie breakers for the regular season shall be head to head, run differential (runs scored minus runs allowed), total runs scored, coin toss.

Section 7: Published standings shall include the team identifier, the manager's last name, the League of which the team is a member, the total number of games won, the total number of games lost, the total number of games tied, the total number of games played, and the total number of points accumulated.

Section 8: Standings shall be displayed in rank order wherever they may appear; ties shall be listed in alphabetical order based upon the manager's last name.

Section 9: Standings shall include only the results of regular season games and shall not include the results of any tournament game.

## RULE 48: DISTRICT PLAYOFFS – TEAM ELIGIBILITY

Section 1: Every team properly registered and included on the regular season schedule shall be eligible to participate in the District Playoffs, regardless of standing, except as specified herein.

Section 2: All teams of a League for which the Affiliation Fees have not been paid shall not be eligible to participate in the District Playoffs.

## RULE 49: DISTRICT PLAYOFFS – TEAM PARTICIPATION

Section 1: Every eligible team shall be included in the District Playoffs schedule.

Section 2: Any team may decline to participate in the District Playoffs by notifying the respective District Playoffs Coordinator that the team intends to forfeit all District Playoffs games, in which case all games scheduled against that team shall be recorded as forfeits with a 7 – 0 score.

Section 3: A team must play at least one game of the District Playoffs to be eligible to be recognized as a winner or runner up and to receive any medal, trophy, or other recognition of participation.

## RULE 50: DISTRICT PLAYOFFS – HOST LEAGUES

Section 1: District Playoff Host Leagues are nominated by the District Council and approved by the Board of Governors each year.

Section 2: A District Playoff Host League must be able to host games on the dates specified by the Association.

Section 3: A District Playoff Host League that did not submit to the District Playoffs Director, at or prior to the District Season Review Meeting, all sign in sheets from a prior season's District Playoffs shall not be eligible to host a current season's District Playoffs.

Section 4: Each League selected to host a District Playoffs must provide to the District Scheduler all requested information related to field availability not less than 3 weeks prior to the start of the District Playoffs.

Section 5: Each League selected to host a portion of the District Playoffs shall nominate a District Playoffs Coordinator not less than 3 weeks prior to the start of the District Playoffs. The District Playoffs Director shall accept or deny the nomination at one's sole discretion.

Section 6: Should the League fail to provide an acceptable candidate for the District Playoffs Coordinator role, the District Playoffs Director shall select a new Host League that is able to meet all of the requirements specified herein, including the provision of an acceptable candidate for District Playoffs Coordinator.

## RULE 51: DISTRICT PLAYOFFS – SCHEDULE CREATION

Section 1: District Playoffs Schedules shall be created by the District Scheduler.

Section 2: District Playoffs shall be held on dates established each season by the Association.

Section 3: The game dates shall follow the pattern used in the regular season schedules with regard to day of the week.

Section 4: Schedules for each District Playoffs shall be distributed by the District Playoffs Director to District Playoffs Coordinators not less than 48 hours prior to the start of the District Playoffs.

Section 5: 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 6: No team shall play more than 2 playoff games per calendar day.



Section 7: If a game is rescheduled at any point during the District Playoffs, it shall be rescheduled on the following day. If there was already a game for either team scheduled on that day, it shall be rescheduled on the next day. This pattern shall continue such that the games are played in the same order, on the soonest date possible.

Section 8: The home team for each playoff game shall be determined by coin toss with the winner choosing to be the home or visiting team.

## RULE 52: DISTRICT PLAYOFFS – SCHEDULE FORMAT

Section 1: When there are only 2 teams in a given Age Division, the schedule shall follow the “Best 2 of 3” format. The winner shall be declared the Division Champion.

Section 2: When there are only 3 teams in a given Age Division, the schedule shall follow the “Pool Play” format. The winner shall be declared the Division Champion.

Section 3: When there are between 4 and 8 teams in a given Age Division, the schedule shall follow the “Single-elimination Bracket” format. The winner shall be declared the Division Champion.

Section 4: When there are 9 teams in a given Age Division, the District Playoffs shall begin with a “Wild Card” game scheduled between the eighth and ninth seed teams. The winner of this game shall become the eighth seed. The schedule for these teams for the remainder of the playoffs shall follow the “Single-elimination Bracket”. The winner shall be declared the Division Champion.

Section 5: When there are more than 9 teams in a given Age Division:

- 5.1 The eight teams with the highest rank from the final regular season results shall be scheduled following the “Single-elimination Bracket” format, which shall be referred to as the Division Championship Bracket, and the winner of which shall be declared the Division Champion.
- 5.2 The teams that ranked 9 or higher from the final regular season results shall form a Class B, which shall be scheduled as follows:
- 5.3 When there are 10 teams in a given Age Division, the scheduled for Class B shall follow the “Best 2 of 3” format.
- 5.4 When there are 11 teams in a given Age Division, the schedule for Class B shall follow the “Pool Play” format.
- 5.5 When there are between 12 and 16 teams in a given Age Division, the schedule for Class B shall follow the “Single-elimination Bracket” format.
- 5.6 When there are 17 teams in a given Age Division, the teams ranking 16 and 17 shall play a “Wild Card” game. The winner of this game shall become rank 16 for purposes of District Playoffs scheduling. The schedule for Class B for the remainder of the District Playoffs shall follow the “Single-elimination Bracket”.

Section 6: When there are 18 or more teams in a given Age Division, additional classes shall be created for teams with ranks from the final regular season results higher than 16. The schedule for these classes shall follow the pattern established herein for Class B.

## RULE 53: DISTRICT PLAYOFFS – BEST 2 OF 3 FORMAT

Section 1: Three games shall be scheduled between the two participating teams.

Section 2: When all games have been played, the team with the best record shall be declared the winner. The other team shall be declared the runner up.

Section 3: In the event that both teams achieve a record of 1 – 1 – 1, tie breakers are run differential (runs scored minus runs allowed), total runs scored, coin toss.

Section 4: The winner shall receive a first place award and the other team shall receive a second place award.

## RULE 54: DISTRICT PLAYOFFS – POOL PLAY FORMAT

Section 1: Each team shall be scheduled to play every other team in the pool once.

Section 2: When all games have been played, the team with the best record shall be declared the winner. The team with the second best record shall be declared the runner up.

Section 3: Tie breakers are head to head, run differential (runs scored minus runs allowed), total runs scored, coin toss.

Section 4: The winner of the pool shall receive a first place award and the runner up shall receive a second place award.

## RULE 55: DISTRICT PLAYOFFS – SINGLE-ELIMINATION BRACKET FORMAT

Section 1: For purposes of scheduling, the seeding of the playoff bracket will be based upon the final standings recorded for the regular season.

Section 2: Games in a single-elimination bracket must not end in a tie; each game in a single-elimination bracket shall be played until a winner is determined.

Section 3: If a game in a single-elimination bracket is ended before a winner can be determined in accordance with these rules, it shall be replayed at a later date.

Section 4: When there are four teams, the games shall be scheduled as follows:

- 4.1 Game 1 shall be between seed #1 and seed #4.
- 4.2 Game 2 shall be between seed #2 and seed #3.
- 4.3 Game 3 shall be between the winner of game 1 and the winner of game 2.
- 4.4 The winner of game 3 shall be receive a first place award and the other team shall receive a second place award.

Section 5: When there are five teams, the games shall be scheduled as follows:

- 5.1 Game 1 shall be between seed #2 and seed #5.

- 5.2 Game 2 shall be between seed #3 and seed #4.
- 5.3 Game 3 shall be between the winner of game 2 and seed #1.
- 5.4 Game 4 shall be between the winner of game 1 and the winner of game 3.
- 5.5 The winner of game 4 shall receive a first place award and the other team shall receive a second place award.

Section 6: When there are six teams, the games shall be scheduled as follows:

- 6.1 Game 1 shall be between seed #1 and seed #6.
- 6.2 Game 2 shall be between seed #2 and seed #5.
- 6.3 Game 3 shall be between seed #3 and seed #4.
- 6.4 Game 4 shall be between the winner of game 2 and the winner of game 3.
- 6.5 Game 5 shall be between the winner of game 1 and the winner of game 4.
- 6.6 The winner of game 5 shall receive a first place award and the other team shall receive a second place award.

Section 7: When there are seven teams, the games shall be scheduled as follows:

- 7.1 Game 1 shall be between seed #2 and seed #7.
- 7.2 Game 2 shall be between seed #3 and seed #6.
- 7.3 Game 3 shall be between seed #4 and seed #5.
- 7.4 Game 4 shall be between the winner of game 3 and seed #1.
- 7.5 Game 5 shall be between the winner of game 1 and the winner of game 2.
- 7.6 Game 6 shall be between the winner of game 4 and the winner of game 5.
- 7.7 The winner of game 6 shall receive a first place award and the other team shall receive a second place award.

Section 8: When there are eight teams, the games shall be scheduled as follows:

- 8.1 Game 1 shall be between seed #1 and seed #8.
- 8.2 Game 2 shall be between seed #2 and seed #7.
- 8.3 Game 3 shall be between seed #3 and seed #6.
- 8.4 Game 4 shall be between seed #4 and seed #5.
- 8.5 Game 5 shall be between the winner of game 1 and the winner of game 4.
- 8.6 Game 6 shall be between the winner of game 2 and the winner of game 3.
- 8.7 Game 7 shall be between the winner of game 5 and the winner of game 6.
- 8.8 The winner of game 7 shall receive a first place award and the other team shall receive a second place award.

## RULE 56: DISTRICT PLAYOFFS – PRE-GAME SIGN IN

Section 1: The Official Roster as provided by the District Roster Coordinator shall be used during the sign in process before each playoff game.

Section 2: 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 3: Each sign in sheet for each game played must be submitted to the District Playoffs Director at the conclusion of the District Playoffs.

## RULE 57: DISTRICT PLAYOFFS – RESULTS

Section 1: 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 2: Final results of the District Playoffs shall be submitted to the Association within 72 hours following the completion of the last game of the District Playoffs.

Section 3: For pool format only, if a game is tied at the end of the time limit, the game will be declared a tie except as follows:

- 3.1 If the game is tied after 7 innings but the time limit has not expired, the game will continue until a winner is declared or the time limit is reached.
- 3.2 If class includes only two teams and the final game in that class is tied after 7 innings or when the time limit has expired, the game will continue until a winner is declared.

Section 4: For pool format, ties are broken by head to head, then run differential (runs scored minus runs allowed), then total runs scored, then coin toss.

Section 5: For pool format, 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 or their current score in the game so as to avoid penalty to the winning team in the event of a tie breaker becoming necessary. The score recorded for the forfeiting team shall be 0.

Section 6: For bracket format only, if a tied game is called for darkness, the score shall revert back to the last complete inning. If the result is also a tie, the game shall be replayed the next day. The game cannot end in a tie.

## RULE 58: DISTRICT PLAYOFFS – TEAM DISQUALIFICATION

Section 1: For pool format only, in the event that a team does not show for any game for which they are scheduled within the time allotted by these rules, and the team has not notified the respective District Playoffs Coordinator at least 24 hours prior to the scheduled start of the game, the team shall be disqualified from the remainder of the District Playoffs.

- 1.1 A team may forfeit any District Playoffs game without further penalty only when the Team Manager notifies the respective District Playoffs Coordinator at least 24 hours prior to the scheduled start of the game. In this case, the result shall be recorded as 7 – 0 in favor of the team that did not forfeit. If both teams forfeit, the result shall be recorded as 0 – 0.

Section 2: In the event that a team forfeits a game for reasons of unsportsmanlike conduct, the team shall be disqualified from the remainder of the District Playoffs.

Section 3: In the event that a team is disqualified from the District Playoffs, each game scheduled against the disqualified team shall be recorded as a forfeit with a score of 7 – 0.

## RULE 59: DISTRICT PLAYOFFS – PROTESTS

Section 1: The protest fee for the District Playoffs shall be \$100, cash only.

Section 2: All protests will be handled immediately at the field of play in writing, if necessary.

Section 3: The determination of the Protest Committee shall be final.

Section 4: The Protest Committee shall immediately file a written report with the District Playoffs Coordinator immediately following the occurrence.

Section 5: The District Playoffs Coordinator shall forward a copy of all protest reports to the District Playoffs Director at the conclusion of the District Playoffs.

## RULE 60: SPORTSMANSHIP AND 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, including but not limited to the following:

- 2.1 Only the team manager or one of the coaches may communicate with the officials at any given time during the course of a game. Other coaches, parents, and spectators are prohibited from doing so.
- 2.2 Only umpires may make calls, including but not limited to calling balls, strikes, or foul balls, and calling runners safe or out. Calls and comments made by anyone else that are clearly intended to influence the umpires or players are strictly prohibited.
- 2.3 No one may make negative comments toward any other player, coach, manager, umpire, or spectator.

Section 3: When the action of any player is interpreted as being a flagrant act, the violator shall be ejected from the game.

Section 4: The use of intoxicants in any form, tobacco in any form, and offensive language is prohibited on all property under Association or League jurisdiction immediately before, during, and immediately after any Association game.

Section 5: 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.

- 5.1 All ejections should be reported to the District Council and should include the name of the person ejected, the associated league, division and manager name as well as the date and description of the incident.

- 5.2 First offense shall be addressed by the host league, and forwarded to the team's league for further review.
- 5.3 Second and subsequent offenses shall be addressed by the host league at the time of the incident and forwarded to the team's league and District Director for further action.
- 5.4 Disciplinary action will be decided on a case by case basis.

Section 6: The manager of a team is responsible for the proper conduct of his players, coaches, and followers of his team.

## RULE 61: CONCESSIONS RULES

Section 1: Concessions, food and refreshment rules must be observed in all Khoury Leagues where they exist and where they are clearly posted.

Section 2: Failure to abide by this rule, whether occurring before, during, or after a game, shall result in the following penalty:

- 2.1 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;
- 2.2 For the second offense per team the current game shall be forfeited by the offending team;
- 2.3 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;
- 2.4 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.

## RULE 62: REPORTING OF FORFEITS

Section 1: All forfeitures shall be reported in writing to the District Director and to the Association within 72 hours of the event.

Section 2: All ejections shall be reported in writing to the District Director and to the Association within 72 hours of the event.

## RULE 63: 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: Any Rule or variance with these Rules which is 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 3: Any player, manager, coach, Khoury League Official or District Council member 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 4: The Board of Governors of the George Khoury Association Baseball Leagues, Inc. shall be the final authority of the Official Rules of the Association.

## 2018 RULES COMMITTEE

Mark Bujnak

Brad Swartz

Jessica Whaley

