

GEORGE KHOURY
ASSOCIATION OF BASEBALL LEAGUES



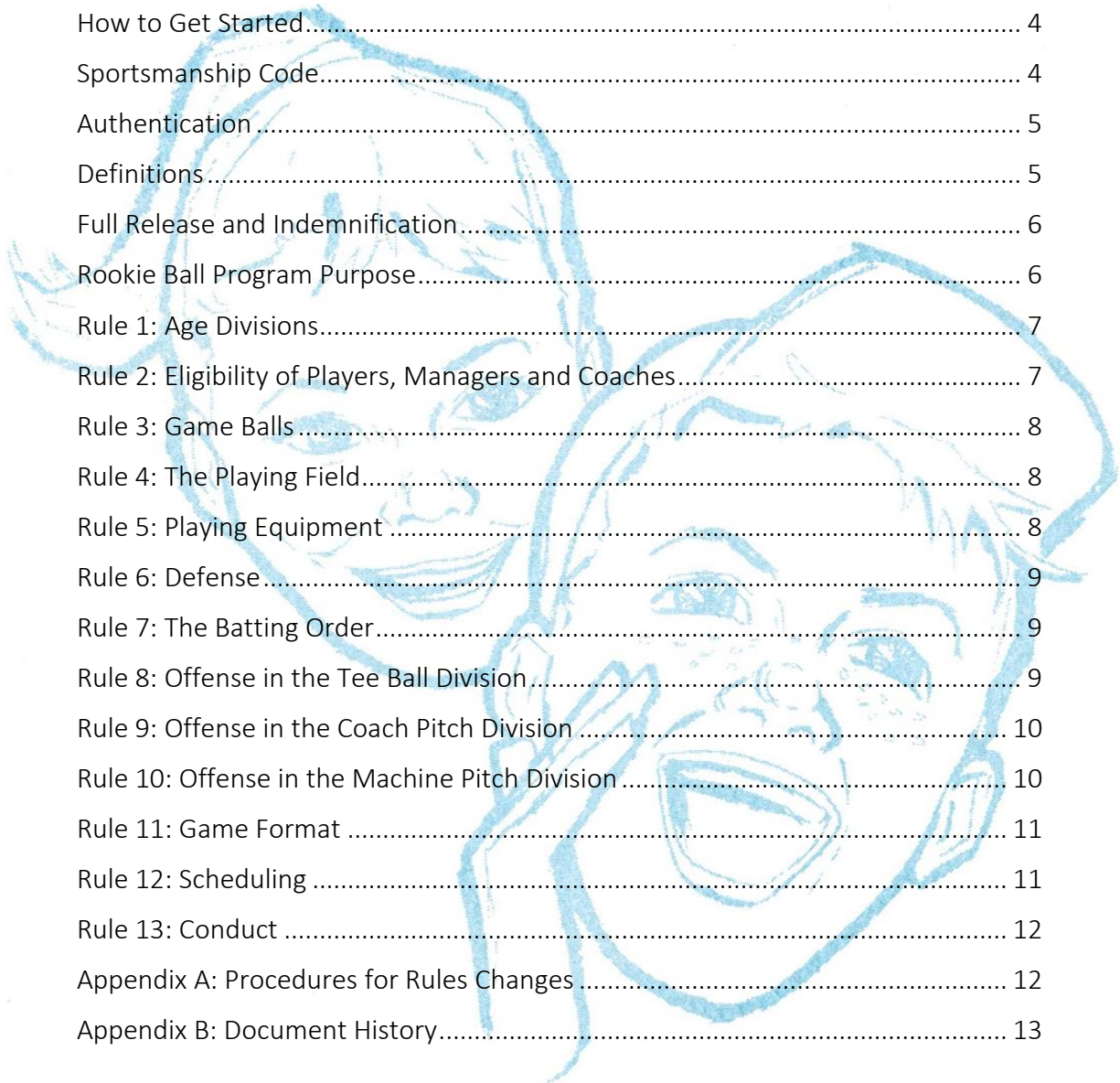
KHOURY LEAGUE ROOKIE BALL RULES

Effective November 14, 2015

Document Name: 2016 Khoury League Rookie Ball Rules.docx
Revision Number: 2
Last Date Edited: Thursday, November 12, 2015

TABLE OF CONTENTS

Copyright.....	3
Dedication.....	3
Program.....	3
How to Get Started.....	4
Sportsmanship Code.....	4
Authentication.....	5
Definitions.....	5
Full Release and Indemnification.....	6
Rookie Ball Program Purpose.....	6
Rule 1: Age Divisions.....	7
Rule 2: Eligibility of Players, Managers and Coaches.....	7
Rule 3: Game Balls.....	8
Rule 4: The Playing Field.....	8
Rule 5: Playing Equipment.....	8
Rule 6: Defense.....	9
Rule 7: The Batting Order.....	9
Rule 8: Offense in the Tee Ball Division.....	9
Rule 9: Offense in the Coach Pitch Division.....	10
Rule 10: Offense in the Machine Pitch Division.....	10
Rule 11: Game Format.....	11
Rule 12: Scheduling.....	11
Rule 13: Conduct.....	12
Appendix A: Procedures for Rules Changes.....	12
Appendix B: Document History.....	13



COPYRIGHT

Copyright © 2016 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. Certificates of Appreciation for sponsors (awarded once only);
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 write the International Office for an "Application for Charter". Charters are free; they are permanent, subject to suspension, or revocation only by the Board of Governors of the Association. They are issued for a town or area and given charter-holding group exclusive jurisdiction to operate a Khoury League in a specified geographical area.

Write to:

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

Or send an email to: 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 alibis, no unnecessary abusive remarks, no scheming to win at any cost; rather a genuine love of fair play which makes them modest winners and gracious losers.

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

AUTHENTICATION

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

These rules are hereby adopted by action of The Board of Governors of the George Khoury Association of Baseball Leagues, Inc. at St. Louis, Missouri on November 14, 2015.

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 state or declared section thereof.
 - a. A District Council is comprised of one duly elected representative from each Khoury League under its own jurisdiction.
 - b. A District Council appoints its own Protest Committee, which has jurisdiction over all protests involving two or more Khoury Leagues under control of the District Council.
 - c. All Khoury Leagues chartered by the International Organization must belong to and participate in a District Council established by the International Organization.
 - d. A District Council may elect a Secretary to record its actions, handle correspondence, and various other duties that may be assigned by the District Director.
 - e. When a District Council collects, distributes or otherwise handles financial resources, it may elect a Treasurer to manage and report on all activities related to said resources.

4. "District Director" shall mean that person appointed by the Board of Governors, who conducts all District Council meetings and acts as liaison between the District Council and the Board of Governors.
5. "Khoury League" or "League" shall mean an organization duly constituted and having been issued a charter by the Board of Governors, and shall refer to a district, area or local organization. It shall appoint its own Protest Committee, which has jurisdiction over all protests involving players and teams playing under its charter.
6. "Team Manager" or "Manager" shall mean the individual to which responsibility for a given team, as assigned by the League, and who shall act as the liaison between the League and the members of the team.

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 Rookie Ball" in its entirety as of the date of execution of a Khoury League's Registration Form.

ROOKIE BALL PROGRAM PURPOSE

This is an instructional and recreational program. The program is designed to focus on enhancing player skills, including but not limited to the following:

1. Safety of all players and spectators,
2. Good sportsmanship at all times,
3. Batting order, batting, and putting the ball into play,
4. Base locations and base running,
5. Defensive positions, fielding, catching, and throwing,
6. And most importantly, teamwork and sportsmanship.

RULE 1: AGE DIVISIONS

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

- 1.1 The "Tee Ball Division" shall include Players who have not attained the age of 6 years before September 1st of the current year.
- 1.2 The "Coach Pitch Division" shall include Players who have not attained the age of 7 years before September 1st of the current year.
- 1.3 The "Machine Pitch Division" shall include Players who have not attained the age of 8 years before September 1st of the current year.

Section 2: The Age Division in which a team will participate shall be determined by the oldest player on the roster.

RULE 2: ELIGIBILITY OF PLAYERS, MANAGERS AND COACHES

Section 1: No team shall have at any one time over 15 players on its Official Roster or on the players' bench during an Association game.

Section 2: In order to be eligible to participate in an Association game, a player must be properly registered with a chartered 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: Khoury Leagues shall be held accountable for statements of their players in regard to proof of age.

Section 5: 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 6: 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 7: The League 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 8: 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 3: 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. 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 2: Only baseballs bearing the letter designation "KT" shall be used.

Section 3: In the Tee Ball Division, each team shall provide 1 ball at the beginning of the game.

Section 4: In the Coach Pitch Division, each team shall provide two balls at the beginning of the game.

Section 5: In the Machine Pitch Division, each team shall provide three balls at the beginning of the game.

Section 6: At the end of the game, the same number of balls are returned to the teams that provided them, except in the case where any of the balls are lost, in which case the remaining balls are divided as evenly as possible between the teams.

RULE 4: THE PLAYING FIELD

Section 1: For the Tee Ball Division, a base distance of 45 feet shall be used.

Section 2: For the Coach Pitch Division, a base distance of 50 feet shall be used.

Section 3: For the Machine Pitch Division, a base distance of 55 feet shall be used.

Section 4: The pitching rubber shall be placed no closer than 30 feet from the back of home plate and any defensive player positioned there shall not stand in front of the pitching rubber, but instead shall stand on or behind the pitching rubber whenever a batter is present at the plate.

Section 5: An arc with a radius of 10 feet from the back of home plate shall be chalked extending from the first base foul line to the third base foul line.

RULE 5: PLAYING EQUIPMENT

Section 1: Each batter and base runner shall wear a batting helmet with a face guard while on the field of play.

Section 2: Each defensive player shall wear a baseball glove while on the field of play.

Section 3: In the Machine Pitch Division, any player placed in the position of catcher or anywhere behind the plate shall wear full protective catching gear.

Section 4: In the Tee Ball Division, the home team shall provide a batting tee.

Section 5: In the Machine Pitch Division, the pitching machine shall be set up as follows:

- 5.1 The machine shall be placed at a distance of 36 feet.
- 5.2 A circle with a radius of 7 feet will be chalked around the machine with the center fixed at a distance of 36 feet from the back of home plate.

- 5.3 No cords shall extend beyond the immediate area occupied by the pitching machine. The power generator shall be placed directly under or directly behind the pitching machine so as to minimize the probability of being hit by a batted ball.
- 5.4 Once the game has started, the machine shall be adjusted only between full innings (immediately prior to the home team taking the field) except in cases where the machine is adversely affecting game play.
- 5.5 All adjustments to the machine shall be agreeable to the Team Manager for both teams.

Section 6: When there are no additional games scheduled on the field on which the game is played, the home team shall collect the bases at the conclusion of the game as prescribed by the host league.

RULE 6: DEFENSE

Section 1: All players on a team's roster who are present shall play defense unless injured or ill.

Section 2: In the Machine Pitch Division, any ball batted into the circle around the pitching machine or any ball that touches the pitching machine or associated equipment and then continues outside of the circle shall be a dead ball. In this case, the batter shall advance safely to first base and all existing runners shall advance safely to the next base.

Section 3: Defensive players should be positioned at each of the normal positions with all additional players positioned evenly throughout the outfield.

Section 4: Players in the pitcher's position may not make an unassisted out at first base; a natural throw to first base must be attempted.

Section 5: Players in outfield positions may not make unassisted plays at any base; a natural throw to an infielder must be attempted.

Section 6: Players must be assigned to a different defensive position for each inning.

RULE 7: THE BATTING ORDER

Section 1: Every player will be listed on a team's batting order.

Section 2: Every player shall bat in the order specified by the batting order.

Section 3: The batting order shall not change during the course of the game except when a player becomes ill or injured during the course of the game, in which case that player will be skipped for the duration of the player's illness or injury.

RULE 8: OFFENSE IN THE TEE BALL DIVISION

Section 1: Batters shall hit from the batting tee.

Section 2: Every batter shall hit the ball into play during each half inning; there are no outs, strikes, balls, strike outs, or walks.

Section 3: The area inside the arc drawn at home plate shall be considered foul territory. A batted ball not hit beyond the arc at home plate shall be considered a foul ball and all runners shall return to the bases previously occupied.

Section 4: Upon putting the ball into play, the batter-runner shall advance safely to first base and each base runner shall safely advance one base only.

Section 5: Runners may not lead off or steal bases; runners may leave the base only after the ball is hit.

Section 6: The ball batted by the last batter shall be considered a home run such that the bases are cleared at the end of each inning.

Section 7: The Tee Ball Division is intended to be instructional, therefore runs shall not be tracked and a winner shall not be declared at the conclusion of the game.

RULE 9: OFFENSE IN THE COACH PITCH DIVISION

Section 1: The Team Manager, a Team Coach, or a designated parent shall pitch to batters on his or her team.

Section 2: Every batter shall hit the ball into play during each half inning; there are no outs, strikes, balls, strike outs, or walks.

Section 3: The area inside the arc drawn at home plate shall be considered foul territory. A batted ball not hit beyond the arc at home plate shall be considered a foul ball and all runners shall return to the bases previously occupied.

Section 4: After 4 pitches, the batter must hit from a batting tee.

Section 5: Upon putting the ball into play, the batter-runner and any existing base runners may advance until any defensive player in possession with the ball is standing on any base, the pitching rubber, or home plate. Any base runners caught between bases may safely advance to the bases to which they were headed.

Section 6: A ball thrown into foul territory is immediately declared dead and all runners may safely advance to the bases to which they were headed.

Section 7: Runners may not lead off or steal bases; runners may leave the base only after the ball is hit.

Section 8: The ball batted by the last batter shall be considered a home run such that the bases are cleared at the end of each inning.

Section 9: The Coach Pitch Division is intended to be instructional, therefore runs shall not be tracked and a winner shall not be declared at the conclusion of the game.

RULE 10: OFFENSE IN THE MACHINE PITCH DIVISION

Section 1: The Team Manager, a Team Coach, or a designated parent shall operate the pitching machine for his or her team.

Section 2: A batter shall be called out when 3 swinging strikes have been made or 5 total pitches have been made.

Section 3: Upon putting the ball into play, the batter-runner and existing base runners may advance at the risk of being put out in accordance with normal baseball rules.

Section 4: Each half inning shall end when 3 outs have been made or 5 runs have been scored.

RULE 11: GAME FORMAT

Section 1: Games in the Tee Ball Division shall end after 3 complete innings or 90 minutes from the scheduled start time, whichever comes first.

Section 2: Games in the Coach Pitch Division shall end after 5 complete innings or 90 minutes from the scheduled start time, whichever comes first.

Section 3: Games in the Machine Pitch Division shall end after 7 complete innings or 90 minutes from the scheduled start time, whichever comes first.

Section 4: All games shall start promptly as scheduled and shall not be delayed when at least 5 eligible players are present for each team.

Section 5: Players who arrive late shall be allowed to enter the game as follows:

- 5.1 The player is added to the bottom of the batting order, in the order of arrival when more than one player is added.
- 5.2 The opposing team shall be notified prior to the added Players' first at bats.

Section 6: No inning can begin after the time limits stated herein have elapsed unless the start time was delayed due to circumstances beyond the control of either team.

Section 7: No inning of a game shall start less than 15 minutes prior to the scheduled starting time of the next Association game on that same field.

Section 8: 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 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.

Section 9: No game may begin if the heat index as reported by the National Weather Service or other reputable source is 100 or higher.

Section 10: At any time when the heat index reaches or exceeds 100, all games shall be immediately stopped.

RULE 12: SCHEDULING

Section 1: 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 2: 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 3: The "Away Team" shall be listed first and the "Home Team" shall be listed last on the Official Season Schedule.

Section 4: If the game is rescheduled for any reason the same team shall be the "Home Team" for the rescheduled game.

RULE 13: CONDUCT

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

Section 2: All that is dishonorable, unsportsmanlike and unbecoming is particularly condemned, including but not limited to making negative comments toward any player, coach, manager, spectator, or league official.

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

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

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

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

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

Section 8: All ejections shall be reported in writing to the District Director and to the Association within 72 hours of the event.

APPENDIX A: PROCEDURES FOR RULES CHANGES

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

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

Section 3: Any Rule 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 4: Any matter not expressly covered by these Rules shall be left to the discretion of the Protest Committee having jurisdiction. However, it should be remembered that any decision of a Protest Committee is subject to appeal.

Section 5: Any player, manager, coach, Khoury League Official 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 6: The Board of Governors of the George Khoury Association Baseball Leagues, Inc. shall be the final authority of the Official Rules of the Association.

APPENDIX B: DOCUMENT HISTORY

Nov 2015Initial version document introduced.

