

**GREATER CINCINNATI KNOTHOLE ASSOCIATION  
2014 REGIONAL LEAGUE GAME PLAYING RULES**

**West Region – Districts 1, 2, 6, & 14 (Class D Junior (8U) – Class A (15U))**

**Class A Junior (14U) & Class A Senior (15U) – 7 inning games**

Follow all Major League and Greater Cincinnati Knothole Association rules except:

1. Run rule is 8 runs after 5 innings (4 ½ innings if home team is leading by 8 or more runs when entering the bottom of the fifth inning).
2. No pitch intentional walks are allowed. No pitches count toward the pitcher's pitch count.
3. Courtesy runners allowed for catchers only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
4. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games) . In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor/Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
5. Grace period – late arriving teams will be allowed a 15 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine eligible(9) players, the umpires may order the game to begin. Only the League Supervisor/Scorekeeper or his/her superiors can declare a game a forfeit.
6. Pre- Game Batting Practice – There shall be no batting practice 60 minutes (1 hour) preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said games. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled game.

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**West Region – Districts 1, 2, 6, & 14 (Class D Junior (8U) – Class A (15U))**

**Class B Junior (12U) & Class B Senior (13U) – 6 inning games**

Follow all Major League and Greater Cincinnati Knothole Association rules except:

1. Run rule is 10 runs after 4 innings (3 ½ innings if home team is leading by 10 or more runs when entering the bottom of the fourth inning).
2. No pitch intentional walks are allowed. No pitches count toward the pitcher's pitch count.
3. Courtesy runners allowed for catchers only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
4. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games) . In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor/Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
5. Grace period – late arriving teams will be allowed a 15 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine eligible(9) players, the umpires may order the game to begin. Only the League Supervisor/Scorekeeper or his/her superiors can declare a game a forfeit.
6. Pre- Game Batting Practice – There shall be no batting practice 60 minutes (1 hour) preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said games. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled game.

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**West Region – Districts 1, 2, 6, & 14 (Class D Junior (8U) – Class A (15U))**

**Class C Senior (11U) – 6 inning games**

Follow all Major League and Greater Cincinnati Knothole Association rules except:

1. Run rule is 10 runs after 4 innings (3 ½ innings if home team is leading by 10 or more runs when entering the bottom of the fourth inning).
2. No pitch intentional walks are allowed. No pitches count toward the pitcher's pitch count.
3. Courtesy runners allowed for catchers only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
4. All rostered players dressed and in attendance at a game must play two(2) defensive innings and have one (1) actual at bat plate appearance. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as an at bat for this rule; the player must have at least one actual plate appearance. This rule does not apply to games ending by run rule.

**VIOLATION PENALTY: FORFEITURE OF THE GAME**

- a) A player with a cast may participate in games. Their participation may be limited due to the player's situation without any violation of this rule. Any situation like this should be brought up during ground rules.
5. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games) . In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor/Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
6. Grace period – late arriving teams will be allowed a 15 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine eligible(9) players, the umpires may order the game to begin. Only the League Supervisor/Scorekeeper or his/her superiors can declare a game a forfeit.
7. Pre- Game Batting Practice – There shall be no batting practice 60 minutes (1 hour) preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said games. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled game.

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**West Region – Districts 1, 2, 6, & 14 (Class D Junior (8U) – Class A (15U))**

**Class C Junior (10U) – 5 inning games**

Follow all Major League and Greater Cincinnati Knothole Association rules except:

1. Run rule is 10 runs after 3 innings (2 ½ innings if home team is leading by 10 or more runs when entering the bottom of the third inning).
2. No pitch intentional walks are allowed. No pitches count toward the pitcher's pitch count.
3. Courtesy runners allowed for catchers only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
4. All rostered players dressed and in attendance at a game must play two(2) defensive innings and have one (1) actual at bat plate appearance. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) at bat in the home half of the last regularly scheduled inning does not count as an at bat for this rule; the player must have at least one actual plate appearance. This rule does not apply to games ending by run rule.

**VIOLATION PENALTY: FORFEITURE OF THE GAME**

- a) A player with a cast may participate in games. Their participation may be limited due to the player's situation without any violation of this rule. Any situation like this should be brought up during ground rules.
5. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games) . In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor/Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
6. Grace period – late arriving teams will be allowed a 15 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine eligible(9) players, the umpires may order the game to begin. Only the League Supervisor/Scorekeeper or his/her superiors can declare a game a forfeit.
7. Pre- Game Batting Practice – There shall be no batting practice 60 minutes (1 hour) preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said games. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled game.
8. The continuous batting order is mandatory and shall be used by both teams at all times.

**GREATER CINCINNATI KNOTHOLE ASSOCIATION  
2014 REGIONAL LEAGUE GAME PLAYING RULES**

**West Region – Districts 1, 2, 6, & 14 (Class D Junior (8U) – Class A (15U))**

**Class D Senior (9U) – 5 inning games**

Follow all Major League and Greater Cincinnati Knothole Association rules subsequent to the General Rules except:

1. NUMBER OF INNINGS – Five (5) Innings.
2. No pitch intentional walks are allowed. No pitches count toward the pitcher's pitch count.
3. Courtesy runners allowed for catchers only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
4. MINIMUM PARTICIPATION RULE –
  - a. All rostered players dressed and in attendance at a game must play two (2) complete defensive innings and have one (1) actual plate appearance. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) plate appearance in the home half of the last regularly scheduled inning does not count as an at bat for this rule; the player must have at least one (1) actual plate appearance. This rule does not apply to games ending by run rule or otherwise suspended or shorten. This rule does not apply to an injured player. VIOLATION PENALTY: FORFEITURE OF THE GAME
  - b. A player with a cast may participate in games. Their participation may be limited due to the player's situation without any violation of this rule. Any situation like this should be brought up during ground rules.
5. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games) . In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor/Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
6. Grace period – late arriving teams will be allowed a 15 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine eligible(9) players, the umpires may order the game to begin. Only the League Supervisor/Scorekeeper or his/her superiors can declare a game a forfeit.
7. Pre- Game Batting Practice – There shall be no batting practice 60 minutes (1 hour) preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said games. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled game.
8. GAME RUN RULE - The game is ruled completed if the visiting team has a 10 or more run lead after the completion of the bottom of an inning after 3 innings or if the home team has a 10 or more run lead at any time after 2 ½ innings complete.
9. CONTINUOUS BATTING ORDER MANDATORY – The Continuous Batting Order under GCKA Rule #19(b) is mandatory and shall be used by both teams at all times.
10. INNING RUN RULE - An offensive half inning shall be limited by 6 runs scored or 3 outs; whichever comes first.
11. BALKS – Balks shall be called and enforced after two (2) warning to each pitcher.
12. LEGAL LEAD OFF / STEAL / PICK OFF –
  - a. Base runners can lead off. The base runner's lead can be no more than six (6) feet off the base; umpire's judgment (suggest marking this with a chalk line at first base).
  - b. The base runner, after getting his/her lead of no more than six (6) feet off, must remain stationary or move back towards the base they are currently leading off from until the pitched ball crosses the home plate or is

batted; if the base runner moves toward the next base before the pitched ball crosses home plate or is batted, the base runner shall be called out.

- c. If the base runner attempts a walking/running lead/steal, the base runner shall be called out. The base runner however can't be "quick pitched" into a walking/running lead.
  - d. If the pitcher attempts to pick off any base runner, all base runners must remain stationary or move back towards the base they are currently leading off from until the ball reaches or passes (overthrown) the fielder covering that base. Then all base runners may advance at their own peril no more than one base; after such time the play is over, the ball is dead and the ball shall be returned to the pitcher for the next pitch.
  - e. If the catcher makes a play (throw) on any base runner and the ball is missed by any fielder (overthrown), the base runners may advance at their own peril no more than the base they are actively advancing to and one additional base; after such time the play is over, the ball is dead and the ball shall be returned to the pitcher for the next pitch.
13. RETURN THROW TO THE PITCHER – Unless otherwise dead, on the return throw to the pitcher from any fielder (including the catcher) the ball is live, so base runners may advance (steal) at their own peril even to home plate.
14. DROPPED THIRD STRIKE –
- a. On a dropped third strike by the catcher, the batter is out.
  - b. The ball is live, so base runners may advance (steal) at their own peril. However, base runners cannot steal home on a dropped third strike. The base runner can however steal home, after a dropped third strike, on the return throw to the pitcher or if the catcher makes a play (throw) on any base runner.

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**West Region – Districts 1, 2, 6, & 14 (Class D Junior (8U) – Class A (15U))**

**Class D Junior (8U)**

Follow all Major League and Greater Cincinnati Knothole Association rules subsequent to the General Rules except:

1. NUMBER OF INNINGS – Five (5) Innings.
2. Courtesy runners allowed for catchers only – This rule applies only to the player who finished the previous inning as the catcher, not a player who might become the catcher in the next inning. If the continuous batting order is being used, the player who made the last out shall be used as the courtesy runner. For all other batting order options, any player who is not in the batting lineup may be used as the courtesy runner. In any case, the courtesy runner does not enter the scorebook.
3. MINIMUM PARTICIPATION RULE –
  - a. All rostered players dressed and in attendance at a game must play two (2) complete defensive innings and have one (1) actual plate appearance. Extra innings are not considered part of a regulation game for purposes of this rule. Also, an imputed (potential) plate appearance in the home half of the last regularly scheduled inning does not count as an at bat for this rule; the player must have at least one (1) actual plate appearance. This rule does not apply to games ending by run rule or otherwise suspended or shorten. This rule does not apply to an injured player. This rule does not apply to a player being disciplined with it being announced to the umpire(s) and the other manager. VIOLATION PENALTY: FORFEITURE OF THE GAME
  - b. A player with a cast may participate in games. Their participation may be limited due to the player's situation without any violation of this rule. Any situation like this should be brought up during ground rules.
4. GAME RUN RULE - The game is ruled completed if the visiting team has a 10 or more run lead after the completion of the bottom of an inning after 4 innings or if the home team has a 10 or more run lead at any time after 3 ½ innings complete.
5. No inning of a scheduled game in progress will start after the scheduled start time of a following game; the game in progress shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games) . In parks where field permits dictate end times of games if another group has the field permitted, the game shall be suspended if it cannot be declared complete under GCKA Rule #11 (Incomplete Games). All suspended games shall be reviewed by the League Supervisor/Scorekeeper to determine if the game will be played to completion or declared complete. Any games declared complete shall record the team in the lead at that point as the winner of the game.
6. Grace period – late arriving teams will be allowed a 15 minute grace period for late arrival without risk of forfeit. The late arriving team shall forfeit their right to infield practice so long as the game is otherwise ready to be started by the umpires. As soon as both teams have nine eligible(9) players, the umpires may order the game to begin. Only the League Supervisor/Scorekeeper or his/her superiors can declare a game a forfeit.
7. Pre- Game Batting Practice – There shall be no batting practice 60 minutes (1 hour) preceding the scheduled start time of any game on or in the vicinity of the scheduled field for said games. Many parks have rules preventing any type of batting practice; all local park rules shall be followed by both teams. If a park has a batting cage which is able to be used by both the home and visiting teams; then as long as both teams have an equal amount of time to use the batting cage, batting practice would be allowed during the 60 minutes prior to the scheduled game.
8. CONTINUOUS BATTING ORDER MANDATORY – The Continuous Batting Order under GCKA Rule #19(b) is mandatory and shall be used by both teams at all times.
9. INNING RUN RULE - An offensive half inning shall be limited by 6 runs scored or 3 outs; whichever comes first.
10. BALKS – Balks shall not be called or enforced.
11. LEGAL LEAD OFF / NO STEALING / NO PICKOFFS –
  - a. Base runners can lead off. The base runner's lead can be no more than six (6) feet off the base; umpire's judgment (suggest marking this with a chalk line at first base).
  - b. The base runner, after getting his/her lead of no more than six (6) feet off, must remain stationary until the pitched ball crosses the home plate or is batted; if the base runner moves toward the next base before the

pitched ball crosses home plate or is batted, the base runner and their entire team will be given one (1) warning per team per game. No form of stealing will be permitted. After the one (1) warning has been given, the runner shall be called out.

- c. If the base runner attempts a walking/running lead/steal, the base runner and their entire team will be given one (1) warning per team per game. No form of stealing will be permitted. After the one (1) warning has been given, the runner shall be called out. The base runner however can't be "quick pitched" into a walking/running lead.
- d. On an un-pitched or un-batted ball, no base runners may advance and no base runners are at peril. No pickoff attempts of any form are allowed.

12. RETURN THROW TO THE PITCHER –

- a. On an un-batted ball, on the return throw to the pitcher from any fielder (including the catcher) the ball is dead, so no base runners may advance and no base runners are at peril. No form of stealing will be permitted. No pickoff attempts of any form are allowed.
- b. On a batted ball, unless otherwise dead, on the return throw to the pitcher from any fielder (including the catcher) the ball is live, so base runners may advance at their own peril even to home plate. Once the pitcher establishes control of the ball at the mound, the ball is dead and base runners may advance no more than the base they are actively advancing to, even to home plate.

13. DROPPED THIRD STRIKE –

- a. On a dropped third strike by the catcher, the batter is out.
- b. The ball is dead, no base runners may advance and no base runners are at peril. No form of stealing will be permitted. No pickoff attempts of any form are allowed.

14. NO BASE ON BALLS / COACH PITCH / BUNTING –

- a. The batter shall not be entitled to a base on balls by a called fourth ball.
- b. No pitch intentional "fourth ball" is allowed. No pitches count toward the pitcher's pitch count.
- c. Upon the fourth ball being called by the umpire, the ball is dead and one of the batter's own coaches shall pitch to the batter from the pitcher's plate. The player catcher shall catch in the same manner as if it was a player pitcher. The player pitcher shall remain on the mound and not obstruct the coach pitcher. If there is no mound, the mound shall be considered a six (6) foot radius from the center of the pitcher's plate.
- d. The batter retains the same number of strikes he had accumulated from the player pitcher and continues to accumulate them just as if a player pitcher was pitching instead of a coach pitcher. The umpire shall use the same strike zone to call strikes as he had with the player pitcher. The batter shall strikeout if he accumulates a total of three (3) from the player and coach pitchers.
- e. Therefore, the plate appearance ends with a batted ball or a strikeout. No base on balls or hit by pitch can be earned off the coach pitcher.
- f. Bunting is allowed off the player pitch or the coach pitcher. A runner may advance to home plate on a bunt provided they follow the rules of leading off. Therefore, the "suicide squeeze" play is not allowed but the "safety squeeze" play is.

15. PITCHING RULES – The pitching rules under GCKA Rule #17 (The Knothole Pitcher) for Class D shall be followed with no additional alterations.

16. NO INFIELD FLY RULE – The infield fly rule shall not be called or enforced.

17. UMPIRE NO SHOW – If no qualified umpires show to umpire the game, the managers can mutually pick from the coaches or spectators. There must be mutual agreement. If no mutual agreement, the game will need to be rescheduled. An umpire no show does not result in a forfeit for the home team. An umpire no show does not remove a forfeit for lack of eligible player under General Rule #4.

## Team Manager's Responsibilities

### A. General

1. Know and comply with all rules pertaining to playing games in their league.
  - a. In Class A, know and follow High School rule about the number of players from the same High School Baseball team being allowed to play on a Knothole team prior to June 1<sup>st</sup>.
  - b. For schools with Junior High School baseball teams, the OSHAA rules apply, but so far the school districts do not appear to be enforcing this. If your school district has Junior High School baseball teams, check with your school's athletic director for direction. This could affect Class B.
  - c. If either 1(a) or 1(b) affects your team, you are expected to roster the required players to play your scheduled games before your school baseball team players can play for your Knothole team.
2. Complete team roster and player contracts, verifying all information provided as correct. Submit as required.
3. Treat all umpires with respect. During a game, address the umpire(s) only after receiving a proper time out.
4. Provide a scorekeeper for each game who will record for both teams the following information:
  - a. Each player's first and last name and jersey number.
  - b. Pitches thrown by each pitcher.
  - c. Runs scored by each team.
5. Discuss ground rules before each game with the opposing team manager and the umpires. This shall occur when directed by the umpires.
6. Control the conduct of the team's players and spectators before, during and after the game while within the vicinity of the playing field. During the game, no one is allowed to be directly behind the backstop.
7. If you need to cancel a game, do so at least 48 hours before the scheduled start time of the game. The only acceptable reasons to cancel a game for lack of players without possible forfeit are for conflicts with scheduled school or religious functions. Managers are encouraged to work together in these situations to get games rescheduled because "what goes around comes around." The League Supervisor/Scorekeeper should be notified regarding any unresolved conflicts.

### B. As Home Team

1. Inclement weather
  - a. Ideally 2 hours (but not less than 1 ½ hours) prior to the game's scheduled start time call the opposing team manager to cancel or delay the game as the case may be.
  - b. Some parks have field conditions hot lines which shall be published so each manager can call in for updated information.
  - c. Any cancelled game needs to be rescheduled by the home team manager with the visiting team manager within 72 hours of the originally scheduled date. Ideally, the game should be played within 2 weeks of the original schedule date. If this is not possible, the League Supervisor/Scorekeeper should be notified to see if the game can be played on a different field with the home team remaining the home team.
2. Provide at least one umpire to umpire the game and provide for paying the umpires. Game can be played with one umpire who shall be the home plate umpire. If no qualified umpire's show to umpire the game, the game will need to be played if both teams agree to use a parent or spectator.
3. Set up the field of play with home plate, bases and pitching rubber all at proper distances. This shall include providing chalk foul lines between home plate and first and third base at a minimum.
4. Furnish one new game ball plus all back-up balls required to complete each scheduled game.
5. Team's scorebook is the official scorebook used by the umpires for the game. Make sure your scorekeeper communicates any required information to the home plate umpire and is available to answer any scoring questions the umpire(s) might have.
6. Communicate with visiting team manager about any situations which might impact the playing of a scheduled game.

### C. As Visiting Team

1. Work with home team manager to quickly reschedule any games cancelled due to inclement weather.
2. Communicate with home team manager if you will be late to start a game as soon as that situation is known.
3. Provide one new game ball for the each scheduled game.

### D. As Winning Team

1. Report game score as directed by League Supervisor/Scorekeeper within 48 hours of the completion of the game to the West Region Website.