



## **Cobb County PARKS Kickball League**



### **Rules and Regulations**

#### **I. LEAGUE ORGANIZATION**

- A. Cobb County PARKS is the governing body of this league.

#### **II. PLAYING FIELD & EQUIPMENT**

- A. The distance between bases will be 60 feet. The rolling distance will be 42 feet.
- B. The strike zone is 2-foot-wide on either side of home plate and 1 foot above home plate.
- C. The roller's mound is located halfway between 1<sup>st</sup> base and 3<sup>rd</sup> base.
- D. Cones are used to designate the width of the strike zone. The cones are used as a reference for the referee to judge the strike zone.
- E. When using outfield area for play, cones will be placed to show foul lines past 1<sup>st</sup> and 3<sup>rd</sup> base. When using infields for play, chalk lines will be used to show foul lines.

#### **III. BALL, EQUIPMENT, & UNIFORM**

- A. The PARKS Department will provide kickballs for all games. The official kickball is a WAKA kickball, measuring 10 inches in diameter.
- B. Athletic shoes are required. Metal cleats are not allowed. All player attire is an extension of the player.
- C. Matching jerseys with numbers is not required but encouraged.

#### **IV. REFEREE**

- A. Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.

#### IV. GAME PLAY

- A. Teams can bat as many players as are in attendance at game time. Each team must field at least eight (8) and no more than eleven (11) players. If neither team meets the minimum player requirement, both teams will be credited with a loss.
1. A ten (10) minute grace period is allowed on the first game of the night. The grace period is considered part of the game time.
  2. At least **3 females** must take the field at all times. There are no infield or outfield requirements for male and female fielders. Defensive alignment is at the team's discretion.
  3. Fielders can be changed anytime between and within innings.
  4. If additional players show up after the game has started, they can be added to the bottom of the line-up.
  5. Team members are not required to take the field in order to kick. All fielders playing in the game must kick.
  6. Three (3) outs by the kicking team constitutes their at kick for the inning.
  7. There will be a mercy rule. Teams ahead by 20 runs after 3 innings, 15 after 4 innings, or 12 after 5 innings will be declared the winner.
- B. The kicking order should be exchanged with the other captain prior to the start of the game. Each team will monitor that the kicking order is correct. If a team kicks out of order the opposing team must notify the referee no later than the first roll thrown to the subsequent kicker. If the referee confirms the player kicked out of order, that player will be counted as an out.
1. Men and women must alternate in the batting order when able. If there are more men batting than women the order must distribute the women throughout the lineup.
  2. The kicking order cannot change during the course of a game unless agreed by the other team. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
- C. Players may participate on one (1) kickball team only. If a player's eligibility is protested and he is found to be on more than one roster, the protested game will be forfeited. The player in question must then declare which roster he will officially remain on for the remainder of the season.

- D. A regulation game will be 7 innings or one hour in length, whichever comes first. No new inning should be started after 59 minutes have been played.
1. In the event of a tie, after 7 innings, the **international tie breaker** will be used. The last out in the previous inning will go to second to start each tied inning until a winner is determined.
  2. If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game (3½ innings if home team is ahead in bottom of 4th inning).
  3. In the case of rain with a game tied after 4 innings, the game will be resumed from the point when it was suspended. If the required number of innings has not been played, the game will be replayed from the start. Games delayed by rain for at least 30 minutes will be rescheduled if necessary.

## V. ROLLING, CATCHING AND FIELDING

- A. Balls must be rolled by hand. The roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
- B. The roller must have at least one foot on or behind the mound when releasing the ball.
- C. The roller must roll or bounce the ball multiple times in route to home plate. If the roller one hops the ball across home plate or throw the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless if it is less than 1 foot or not. Speed of the roll must be kept at a moderate speed (this will be the umpire's judgement).
- D. The roller must roll the ball within a 5-foot roller's path that starts from the mound and extends to home plate with the path being 5-foot-wide and in line with the strike zone cones on each side of home plate. If the ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 1 foot, the roll is still a ball
- E. For male kickers, once the ball is rolled, the roller can advance past the line between 1<sup>st</sup> and 3<sup>rd</sup> base. No other fielders can cross the line between 1<sup>st</sup> and 3<sup>rd</sup> until the ball is kicked.
- F. For female kickers, the roller is not allowed to advance past the line between 1<sup>st</sup> and 3<sup>rd</sup> base until after the ball is kicked. Fielders can cross the line between 1<sup>st</sup> and 3<sup>rd</sup> base after the ball has been kicked.

- G. If a fielder comes across the line before the ball is kicked and attempts to interfere with the play in the judgment of the referee, the kicker will be awarded an automatic walk. If the next kicker is a female, the walked kicker advances to 2nd base.
- H. If the ball is kicked and the encroaching player field the ball or interferes with the play in the judgement of the referee, the kicker will be awarded an automatic walk unless the result of the play allows the runner to advance past 1<sup>st</sup> base. The runner may advance past 1<sup>st</sup> base on an errant throw at their own risk.
- I. The catcher must play behind the kicker's box until after a kicked ball. The catcher may not block the kicker's attempt to kick the ball in any way.
- J. If any part of the catcher's body moves within the kicking zone before the ball is kicked or interferes with the kicker's ability to kick the ball in any way, as determined by the referee, the kicker will be awarded a walk. If the next kicker is a female, the walked kicker advances to 2<sup>nd</sup> base.
- K. There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- L. Teams must have one roller and one catcher on the field at all times.
- M. If a player (male or female) is walked at any time (intentional or unintentional) and a female kicker is next at-kick in the lineup, the player automatically walks to 2nd base. If there are 2 outs, the female kicker next in the lineup has the option of walking to 1st base or kicking. If there are less than 2 outs, then the next kicker must kick.
- N. Any runner not safely on a base can be hit with the kickball by a fielder. The runner is out unless the ball hit them in the head or neck.
- O. Once the roller has the ball in control and retains possession on the mound, the play ends.

## **VI. KICKING**

- A. All kicks must be made by foot or leg, below knee level. Any ball touched by the foot or leg below knee level is a kick.
- B. All kicks must occur at or behind home plate. A kick made in front of home plate is a foul. A kicker may step on home plate to kick; however, no part of the planted foot may come across the front of the plate.

C. A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a “double kick” and results in a foul ball. Once a kicker begins to run to 1<sup>st</sup> base, if the ball touches them in fair territory, they are out and it’s a dead ball. All baserunners must return to their previous base.

D. Bunting is allowed

## **VII. RUNNING AND SCORING**

A. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out

B. Runners are allowed to slide. Hitting a runner’s neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.

C. When attempting to avoid a tag, runners may move no more than 4 feet out of their established path. Fielders may be within the baseline to make an active play on the ball, but must otherwise stay out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.

D. A tag up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag up a runner may advance.

E. Teams are allowed to utilize a courtesy runner once per half inning. You can use anyone in the line-up or use a legal substitute. If the runner you use is on base when his or her bat comes up, they will be an automatic out. Both a male and female courtesy runner may be used once per half inning. The courtesy runner must be of the same gender.

## **VIII. STRIKES**

A. A count of three (3) strikes is an out.

B. A strike is a roll within the strike zone either not kicked, or missed by the kicker.

C. An attempted kick that is missed by the kicker is a strike. One foul on the 2<sup>nd</sup> strike is allowed.

## **IV. BALLS**

A. A count of four (4) balls advances the kicker to first base.

B. A ball is:

- 1) A roll outside of the 2-foot strike zone where a kick is not attempted.
- 2) Rolls that hit one of the strike zone cones.
- 3) Any roll that is more than one foot off the ground when it goes through the strike zone.
- 4) Any rolled ball that does not roll or bounce multiple times before reaching home plate.
- 5) A ball that is not rolled completely with the 5-foot-wide roller's path.
- 6) A roll that is thrown sidearm or overhand.

## **X. PLAYING ROSTER**

- A. Team rosters must be submitted to the League Coordinator before the start of the first game of the season. A team that fails to submit a roster automatically will have its games forfeited if an opponent protests the eligibility of its players.
  1. Must be 16 years old to be eligible to play.
  2. A team will not be allowed to carry more than 25 players on its roster at one time.

## **XI. PROTESTS**

- A. A manager can protest an umpire's interpretation of the rules, provided the protest is made prior to the next official roll. The protesting manager must make the umpire aware of the protest. The protesting manager must file a written report with the League Coordinator by 5 p.m. the next business day, along with the \$50 protest fee. (CHECK OR MONEY ORDER ONLY)
- B. Upon receiving the written protest and protest fee, the League Coordinator will determine the validity of the protest. If, in their judgment, the protest is valid due to a misinterpretation of the rules, they will call a meeting of the staff protest committee and address the protest. If the protest is upheld, the protest fee will be refunded.

## **XII. PLAYER CONDUCT**

- A. Abusive profanity directed toward county representatives, players, umpires or spectators will not be allowed by players who are either on the bench or on the field. Offenders are subject to ejection from the playing area and the league.
- B. No smoking is allowed on the field or in the dugout.

- C. If a player or coach touches an umpire or county representative in anger, or threatens to do bodily harm, before, during or after a game, he will be barred from the league indefinitely. The length of the suspension will be determined by Cobb PARKS staff (**MINIMUM SUSPENSION IS FOR 1 CALENDAR YEAR IN ALL COBB PARKS ADULT ATHLETIC PROGRAMS**).
  
- D. Any player or coach ejected from a game may not play or coach at a minimum in his team's next 2 league games. A suspension must be served in the league in which it occurred. A player ejected for the second time during a season will be suspended for the remainder of that season. If a player or coach participates in a game while ineligible due to suspension, the game shall be declared a forfeit and the player or coach will be suspended for the remainder of the season. **NOTE: Scorekeepers are not required to notify said player prior to the start of the game concerning ejections. Failure to do so shall not affect a player's ejection for the season.**
  
- E. Fighting among players, coaches and spectators, or other conduct judged inappropriate by Recreation Department staff may result in ejection of the individuals or teams involved. If suspension is warranted, PARKS staff will determine the length of the suspension. (**MINIMUM SUSPENSION IS 2 ADDITIONAL GAMES**)

### **XIII. THE SEASON**

- A. The number of games will be announced at registration. Team will play regular season games followed by a post season tournament.
  
- B. If a team forfeits two games or more during the season, Cobb PARKS reserves the right to drop that team from the league with no entry fee refund.
  
- C. After the schedule is complete, **there will be no changes or refunds**. Schedules will be emailed to the team managers. You may submit a scheduling request before the season, and the League Coordinator will accommodate if possible.
  
- D. Rain-out games and playoff games will be scheduled based on available days, not according to the specific days of the week on which participating teams may have played. All playoff games will be scheduled as soon as possible after the regular season ends.
  
- E. **Championship Tournament Games:** In leagues where a tournament decides the winners, the higher seeded team will be the home team. The time limit shall remain in all games until the championship game when the time limit will be waived. All other league rules apply.

### **XIV. PARK RULES**

- A. Drinking of alcoholic beverages will not allowed.
  
- B. Unattended or unleashed dogs are not allowed in the parks. Dogs are not allowed on athletic

fields. Dogs cannot be tied to the fence.

## **XV. RAINOUT PROCEDURE**

WE ENCOURAGE ALL PLAYERS TO REGISTER FOR FIELD CLOSURE ALERTS.

To receive an automated text about field closures, please visit

<https://rainoutline.com/search/dnis/7622028142> and click the email or text alerts link.

You would then click the email or text heading and check which locations you would like to subscribe to for rainout alerts. You can also download the mobile app to receive notifications. No cancellations will be made before **4pm**.

## **XIV TIE-BREAKER**

The following procedures will be used to determine the first-place finisher or to break ties for other places.

### **A) TWO-WAY TIE:**

- 1) **Head-to-Head** - If two teams are tied with identical records, the winner is the team that won the game when the two teams played.
- 2) **Fewest Runs Allowed** - If the teams split their games, the team that allowed the fewest runs during the entire season will be declared the winner.
- 3) **Most Runs Scored** - If the teams still remain tied, the team scoring the most runs during the season will be declared the winner.
- 4) If a tie still remains, the team that allowed the fewest runs when they played each other will be declared the winner.

### **B) THREE-WAY OR MORE TIE:**

- 1) **Head-to-Head** - If one of the three or more teams defeated each of the other teams during the season
- 2) **Fewest Runs Allowed** - If three teams or more are tied, the winner will be determined by the team that allowed the fewest runs.
- 3) If two of the teams still have the same total of runs allowed, the winner will be the team that won the game played between the two teams during the season. If the teams split their games, the team that scored the most runs during the season will win.

**NOTE\*** Forfeit games will be recorded as a 7-0 score. This score can be used except when a disadvantage would occur to a winning team or an advantage would occur to a losing team.