

COBB COUNTY PARKS, RECREATION
& CULTURAL AFFAIRS



COBB PARKS SOFTBALL CLASSIC

NOVEMBER 3RD - 5TH

Sites Locations, Rules, Roster Form, and Protest Form included below.

Tournament bracket can be found online at www.quickscores.com/cobbcounty

COBB PARKS

SOFTBALL TOURNAMENT

HOST SITES & LOCATIONS

Lost Mountain Park – 8U Coach Pitch, 10U Kid Pitch & 12U Kid Pitch, 13+ Kid Pitch

4845 Dallas Highway, Powder Springs, Georgia

Powder Springs, Georgia 30067

Terrell Mill Park – Alternate Location

480 Terrell Mill Road SE

Marietta, Georgia 30067

- * **Tournament Rain Out: If the tournament is impacted by inclement weather and games cannot be played at Lost Mountain Park, games may be moved to Terrell Mill Park. The reduction of games may occur.**
- * **If the entire tournament is cancelled due to inclement weather, full refunds will be guaranteed.**

Official softball rules will govern except as hereinafter provided

1. Cobb PARKS reserves the right to adjust these rules prior to the start of the tournament
2. Tournament will consist of recreational softball teams from Cobb County PARKS.
3. No travel, select or all-star teams will be permitted to play in the tournament.

Article I- Eligibility

1. There are four age divisions for the youth softball tournament. The divisions are as follows:
 - a. 8 & Under Coach Pitch
 - b. 10 & Under Kid Pitch
 - c. 12 & Under Kid Pitch
 - d. 13+ Kid Pitch
2. Athletes must have played with the same recreation team as the Fall 2023 season.
3. Rosters must be provided for recreational team prior to the start of the tournament; a player can NOT play on two different teams in the same tournament.
4. Tournament entry fee will be \$100 per team. No admissions fee will be charged the duration of the tournament.
5. At the park's discretion, a team may play in an older age bracket.
6. Full refunds will be given to teams who drop out of the tournament before the end of the registration period. Once registration closes, refunds will not be given.

Article II- Equipment/Teams

1. All uniforms must be same color for tournament play. A number must appear on the back of the uniform to assist the official scorer, umpire, and spectators in identifying the players in tournament play.
1. Head coach and assistant coaches must remain in the dugout during the game; except while coaching a base, warming up a pitcher and during timeouts. A head coach is the only coach that may meet with the Umpire-in-Chief in regards to addressing a call.
2. Athletes are required to wear molded cleats during game play on all playing fields.
3. No jewelry is allowed except in the case of newly pierced ears, and they must be fully covered by tape. Hair clips must be made of rubber or fabric, no metal or plastic is allowed.
4. Catchers must wear an approved masked helmet, shin guards and chest protector in the 10U, 12U & 13+ divisions. In the 8U division, if a team has the full catcher's equipment, the equipment must be worn. If a team only has the masked helmet and chest protector, the team will assume the risk and responsibility for the lack of.
5. Bats must be official softball bats. No bats on the USA Softball disapproved list may be used. Multi-walled and composite bats are permitted in all age divisions. During play,

violation of these rules is subject to the umpire's interpretation of the USA Softball rules. Any team violation a second time may receive a forfeit.

6. In the 8U divisions, batters are recommended but not required to wear a facemask on the helmet. Facemasks are required on a batter's helmet in the 10U, 12U & 13+ divisions. The helmet must remain on until the player exits the field of play.
7. No athlete can participate in tournament play with a cast.
8. Game balls will be provided by the Cobb County PARKS Department. USA Softball approved, 11" balls will be used for 8U & 10U age divisions. USA Softball approved, 12" balls will be used for 12U & 13+ age divisions.
9. The home team will be in the first base dugout. The away team is in the third base dugout. The only way a team can stay in the same dugout is if they have a double header.

Article III- Regulations

1. Games are governed by the current rules and regulations of the GHSA Constitution and Cobb County PARKS.
2. 2 Umpires from NGAUA (North Georgia Amateur Umpire Association) will be used for each game.
3. There will be **NO** protests. The umpire's call is final. Only one coach may approach an umpire to question a rules interpretation. Before the next pitch, the manager or coach must request time to then approach the umpire.
4. **Participation Rule** - No player may sit out more than one inning per game until all other active players, excluding the pitcher and catcher if they are still in those positions, have sat out. If it's determined the playing rules have not been followed, a warning will be given out. If a second offense takes place, the batter of the opposing team will be rewarded first base. This will be the result of any further violations. Each team's scorekeepers will be responsible and will need to check and confirm if there are any questions or concerns in regard to playing time.
5. **Shorthand Rule – Clarifications**
 - a. A team must have least eight (8) participants in all age divisions but may not fall below eight once the game has started. If a team falls below eight participants due to injury, that team may continue to play with seven (7).
 - b. Late arrivals must be inserted at the bottom of the batting order. Vacant positions will count for as an out.
6. **Scorekeeping– Clarifications**
 - a. Each team will be responsible for their own scorekeeper.
 - b. Cobb County PARKS will provide the official scorekeeper.
 - c. Lineups may be changed any time prior to the first pitch.

- d. All players must be listed in the lineup by name and number including those that are not present at game time. An out will be recorded for any player in the lineup that is not available to bat. The head coach must notify the Umpire-in-Chief and scorekeeper of any late arrivals. Late arrivals must be inserted at the bottom of the lineup.
 - e. The head coach or captain of a team making a substitution must immediately notify the Umpire-in-Chief and who will suspend play and announce the change. Substitutes do not have to be listed on the line-up card.
7. If an athlete is injured during the game, they may leave the game and then return if they are able.
 - a. If an injured player taken out of the game cannot bat, the batting position is passed over and no out is recorded. The injured player may return to the game in their original batting order.
 - b. An injured runner can be substituted for the player who made the last out, without penalty.
 8. Each team is allowed one offensive and defensive timeout per inning.
 9. A head coach or coach must request and be granted a time out by the Umpire-in-Chief before being permitted on the field of play.

Length of Games & Base Dimensions

Division	Inning	Time	Base Dimension	Pitcher's Mound
8U	7	1 hour 10 minutes	60 ft.	35 ft.
10U	7	1 hour 10 minutes	60 ft.	35 ft.
12U	7	1 hour 10 minutes	60 ft.	40 ft.
13+	7	1 hour 10 minutes	60 ft.	43 ft.

- a. Double bases will be used at first base when available. Runners should be directed to run to the outside bag when possible.

Official game clock will begin with the 1st live pitch

** Forfeit time will be five minutes after the scheduled start time*

**Time limit applies in all championship games*

1. In the event the time limit has expired before the completion of a game, the home team is required the last bat unless ahead.
2. A game which is tied after regulation play shall continue until winner is determined.

3. **Mercy Rule:** A game shall be considered complete after three innings with a twelve-run lead, four innings with a ten-run lead or five innings with a eight-run lead including championship games.

4. **Tiebreakers:** Record, Head-to-Head, Run Differential, Runs Allowed, Runs Scored, Coin Flip. The maximum run differential is 7 runs per game. The head-to-head tiebreaker is for when only two teams are tied. If three or more teams are tied, then the first tiebreaking criteria is run differential

5. **Max Runs Per Inning:** 5 runs per inning for all age divisions. *Max runs per inning will apply in extra innings as well*

6. If a game is halted before regulation for any cause and can't be completed on the same day, the game will be rescheduled.

7. If a game is called by the umpire due to weather or other cause, the umpire's judgement interfered with further play, provided that:

a. Four or more innings have been played, three and a half innings have been played and the home team is ahead at the end of the half inning or 60 minutes have been played.

b. Delays: Once a game is an official game, there will be a 30-minute window for the game to resume before the game is called.

8. **Forfeits:** Forfeits are scored as 7-0. Forfeit time will be 5 minutes after scheduled start time.

Coach Pitch 8U Division:

1. **Pitching Circle:** There shall be an eight (8) foot diameter circle around the front of the 35-foot pitching mound.
2. **Pitching Coach:** The Pitching Coach shall be an adult at least eighteen (18) years of age. Pitching coach must have at least one foot on the 35-foot pitching rubber. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called. Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game. If a pitching coach is hit by a batted ball, it is a dead ball, and the pitch does not count towards the five pitches.
3. **Base Coaches:** Base coaches at first and third may not come into contact with the base runner during the play. The play is considered live until the umpire indicates time has been called. If a coach makes contact with a base runner, the runner will be ruled out.
4. **Pitches Per Batter:** The batter shall receive a maximum of five pitches with unlimited foul balls or three swinging strikes. Batter cannot be out on a foul ball unless it is caught by a defensive fielder.

5. **Courtesy Runner:** A courtesy runner is allowed for catcher of record. The courtesy runner shall be the last batted out player or the previous batter if an out has not been recorded.
6. **Defensive Coaches:** (1) Coach in OF down each foul line. Coaches are permitted to stand behind the fielders. Teams may have (1) coach behind home plate to throw the ball back to the coach-pitcher. They cannot coach players from that position and cannot interfere once the ball is in play.
7. **Player-Pitcher:** The player pitcher may be positioned anywhere in or around the 8-foot diameter circle as long as one foot is positioned inside or touching the circle.
 - a. If the pitcher fields a batted ball in the pitcher circle, the pitcher must make a throw to any respected base except for home plate. The pitcher may tag a runner out at home plate. A pitcher can run to a base or tag a runner out if they field the batted ball outside of the pitching circle.
8. Infielders shall not be closer than 45 feet from home plate until the ball is hit. Outfielders shall be placed in the grass until the ball is hit.
9. **Overthrows:** On any attempt to get an out at first base, should the ball be overthrown, the runner may advance only to second base at their own risk.
 - a. Runners already on base may only advance up to two (2) bases even on a second overthrow. For example, a runner that began play at second base may advance to home at their own risk. A runner that began at first base may advance to third base at their own risk.
10. Play can be determined as ended when the ball reaches the outer edge of the pitching circle or when the progress of the lead runner has been stopped.
11. Pitcher facemask is required. All other infielders are recommended but not required.
12. If an umpire's judgement determines interference by the coach pitcher, the batter is out and all runners will return to the base they occupied when the pitch was made.
13. If the coach pitcher is struck with a batted ball, then the play will result in a dead ball and runners will return to the base they occupied when the pitch was made.
14. Foul ball back to catcher must have a clear arc to result in an out.
15. Bunting is not permitted.
16. Leading off or stealing is not permitted.
17. Base runners may not leave the base until the ball is struck.
18. No intentional walks or base on balls.
19. No infield fly rule.
20. Runners may not advance on passed balls.
21. No dropped third strike.

Live Pitch 10U Division:

1. One (1) out equals one-third (1/3) of an inning, two (2) outs equal two thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
2. The player pitcher should make every effort to finish the batter. If four balls are thrown, a coach pitcher will enter the game and complete the at-bat.

3. There is no five-pitch rule if the first four pitches are balls. If it's a full count (3-2) then the player pitcher is allowed to finish the batter until she pitches the fourth ball or the batter strikes out or the ball is batted in play.
4. The coach pitcher will be allowed a maximum number of pitches equal to the number of strikes remaining for the batter. The final coach pitch must be put in play or hit foul. If neither occurs, the batter is out.
5. **Relief Pitching:** A maximum of eight (8) warm-up pitches regardless of whether she becomes the pitcher during or at the beginning of an inning. After initial warm-up pitches, he/she may also be allowed additional warm-up pitches until such time the umpire believes the player's arm has warmed sufficiently.
6. **Pitcher Removal/Mound Visits:** The manager or designated coach may take one mound visit per inning, per pitcher; on the second visit in the inning, the pitcher must be replaced. This applies to extra innings also. Pitchers removed may return to the mound.
7. A batter hit by pitch from a player pitcher is entitled to first base. A batter who is hit by a coach pitcher is not entitled to first base.
8. **Courtesy Runner:** A courtesy runner is allowed for pitcher & catcher of record. The courtesy runner shall be the last batted out player or the previous batter if an out has not been recorded.
9. **Leading Off & Stealing:**
 - a. Leading off is permitted.
 - b. Runners shall not lead off or advance when the pitcher is on the pitching rubber with possession of the ball. Runners may lead off or advance once the ball leaves the pitcher's hand.
 - c. Runners may only steal one (1) base at a time regardless of an overthrow.
 - d. No stealing home.
 - e. No stealing during coach pitch.
10. No infield fly rule.
11. Runners may advance on passed balls.
12. Bunting is not permitted when there is a coach pitcher.
13. No dropped third strike.
14. The look back rule is in effect. Exception: When a batter receives a walk, runners on second and third base can remain off their bases until the batter-runner reaches first base. As soon as the batter-runner reaches first base and the pitcher has the ball, the other runners must return to their base or commit to the next base.

Live Pitch 12U and 13+ Division:

1. **Leading Off & Stealing:**
 - a. Leading off is permitted.
 - f. Runners shall not lead off or advance when the pitcher is on the pitching rubber with possession of the ball. Runners may lead off or advance once the ball leaves the pitcher's hand.

- b.
 - c. If the catcher attempts to throw out an advancing base runner and the ball is overthrown, the runner(s) may continue to advance at their own risk.
2. **Courtesy Runner:** A courtesy runner is allowed for pitcher & catcher of record. The courtesy runner shall be the last batted out player or the previous batter if an out has not been recorded.
 3. **Intentional Walks:**
 - a. Intentional walks are permitted (one per game in 12U & 13+). If pitcher intends to intentionally walk a batter, all pitches must be legally delivered to the batter.
 - b. If there are no runners on base, a pitcher must signal to the umpire of her intentions and no pitches need to be thrown.
 4. **Relief Pitching:** A maximum of eight (8) warm-up pitches regardless of whether he/she becomes the pitcher during or at the beginning of an inning. After initial warm-up pitches, he/she may also be allowed additional warm-up pitches until such time the umpire believes the player's arm has warmed sufficiently.
 5. **Pitcher Removal/Mound Visits:** The head coach or designated coach may take one mound visit per inning, per pitcher; on the second visit in the inning, the pitcher must be replaced. This applies to extra innings also. Pitchers removed may return to the mound.
 6. Infield fly rule is in effect.
 7. The look back rule is in effect. Exception: When a batter receives a walk, runners on second and third base can remain off their bases until the batter-runner reaches first base. As soon as the batter-runner reaches first base and the pitcher has the ball, the other runners must return to their base or commit to the next base.
 8. The third dropped strike is in effect. The batter may attempt to advance to first base provided the base is open.
 - a. Exception: If there are two outs, then the batter may attempt to advance with a runner on first.

Article IV- Additional Rules

2. Managers must meet with umpire immediately after the game to confirm the score.
3. A slung bat shall be called out after a warning is issued; one warning per player.
4. If a runner is unable to continue due to injury (injury sustained while running the bases), the umpires and opposing coach shall be notified. The previous batter not on base is allowed to replace that runner as a temporary runner until she is put out, scores or the inning ends.
5. When a play at home plate occurs, the base runner should make every attempt to avoid a collision with the catcher.

Code of Conduct

1. Player Conduct

- a. Coaches and organization representatives will be held responsible for the conduct of their players and fans.
 - b. No profane language, taunting, fighting or unruly conduct will be tolerated before, during or after games.
 - c. Any player ejected from a game for unsportsmanlike conduct (any aggression towards umpires, tournament officials, the opposing team, fans, or spectators) will be suspended for one game, in addition to the game which ejected.
2. Coaches Conduct
 - a. Coaches ejected from a game for unsportsmanlike conduct will not be permitted to coach in their next game. (Forfeits do not count; the coach must sit out of a live game)
3. Parent Conduct
 - a. Any parent or patron ejected from a game for unsportsmanlike conduct will be suspended for the remainder of the day.
- * If any ejected party does not leave accordingly, that individual's team will be disqualified from the tournament.

Cobb County Code of Conduct Policy

The Cobb County PARKS Department has adopted a general code of conduct policy for all county ran athletic facilities. A copy will be posted on-site. **By entering a Cobb County facility, you have agreed to this policy.**