



**Cobb County PARKS Department
Adult Coed Kickball League
Rules and Regulations**



*****UPDATED August 17th, 2023*****

I. LEAGUE ORGANIZATION

- A. Cobb County PARKS is the governing body of this league.
- B. Each team is responsible for checking the website for schedules, standings, and make-up game information. League information can be found at www.quickscores.com/cobbcounty.
- C. Three (3) leagues will be offered each season. An A League (Geared for Upper Intermediate teams), a B League (Geared for intermediate teams), and a C League (Geared for new teams that have never played or beginner teams), If we do not have a minimum of 5 teams per league, we will combine leagues.
- D. Cobb PARKS reserves the right to place any team in a higher or lower division. Any team that comes in first place in its division during the regular season and or playoffs may be moved up to the next highest division the following season.

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 1st base and 3rd base.
- D. Mats will be used to designate the width of the strike zone.

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. Teams may use their own ball if both teams agree.
- B. Athletic shoes are required. Metal cleats are not allowed. All player attire is an extension of the player.
- C. All players must have a clearly visible number on the back. (If a player is wearing a piece of clothing that covers their shirt, they must show staff if requested to confirm they have a number). No duplicate or taped numbers are not allowed. A 2-week grace period will be in effect from the opening day of the season. After that time, if a team has a player**

without a number the other team will be awarded 3 runs. Teams must notify the staff and umpire of any player without a number before the top of the 2nd inning. If it is confirmed that a player does not have a number, the other team will be awarded 3 runs. At the top of the 2nd inning and beyond no runs will be awarded to late arriving players without a number. This rule may not be used to protest the outcome of a game.

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 seven (7) and no more than eleven (11) players. If neither team meets the minimum player requirement, both teams will be credited with a loss.
 - 1. Teams will be given a **10-minute** grace period from the start of the scheduled game time for each game. After the 10-minute grace period, the team failing to place the minimum number of players on the court shall forfeit the contest. The grace period is considered as 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. Must be during non-live ball.
 - 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. An out will be recorded if a player is found playing in the field and is not listed on the kicking order. That player then must be added to the bottom of the lineup where it satisfies the kicking requirements.
 - 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.

8. Subs: When making substitutes the kicking order must always remain the same. Any starter or substitute may be re-entered once. Players must occupy the same kicking position whenever they are in the lineup.

B. Line-ups should be turned into the scorekeeper 10 minutes prior to the start of each game. Proper line-ups consist of first and last name and jersey number. The game clock will begin at the appropriate time whether a lineup has been submitted or not.

C. If no scorekeepers are available, the kicking order must 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. When the kicking order is questioned, the burden of proof rests with the team protesting the order.

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 evenly throughout the lineup. **No more than 4 men may kick in a row.** When lineups are exchanged before the game it is the responsibility of each captain to check the other team's lineup. If the captain notices the lineup does not follow the kicking order rule, they must let the other team know and that team must update their lineup order. If a team has more than 4 males kicking in a row the extra players will be removed from the lineup and can be used as subs. If a team kicks out of order or more than 4 males kick in a row the other team must bring it to the attention of the umpire and staff and that kicker would be called out. The team must notify the umpire before the first roll of the next kicker.

2. If a team chooses to kick all its players and a player is injured and no substitute is available an out will be awarded at their first at kick. If the injured player isn't able to kick again the rest of the game, no out will be awarded after the first at kick. If a player leaves the game for another reason an out will be awarded the rest of the game.

D. A regulation game will be 7 innings or one hour in length, whichever comes first. No new inning should be started after 60 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.

1. A League: Underhand and sidearm rolls are allowed
2. B & C League: Underhand rolls only.
3. If leagues are combined, both teams must agree on pitching style. Underhand only or sidearm/underhand. If split, they will play underhand rolls only.

B. Spinning: Spinning the ball on rolls/pitches will not be allowed in any league. Before each game, both managers may get together and decide to allow spinning. If managers decide to allow spinning, they must notify the umpire prior to the start of the game. Both managers must agree if they want to allow spinning.

C. The roller must have at least one foot on or behind the mound when releasing the ball.

D. The roller must roll or bounce the ball multiple times (2 bounces) in route to home plate. The ball must be below one foot as it crosses home plate to be called a strike. 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).

E. 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

F. For male kickers, once the ball is rolled, the roller can advance past the line between 1st and 3rd base. No other fielders can cross the line between 1st and 3rd until the ball is kicked.

G. For female kickers, the roller is not allowed to advance past the line between 1st and 3rd base until after the ball is kicked. Fielders can't cross the line between 1st and 3rd base until after the ball has been kicked.

- H. 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.
- I. If the ball is kicked and the encroaching player fields 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 1st base. The runner may advance past 1st base on an errant throw at their own risk.
- J. The catcher must play behind the kicker and must stay on the outside of the kicking box until after a kicked ball. The catcher may not block the kicker's attempt to kick the ball in any way.
- K. 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 2nd base.
- L. 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.
- M. Teams must have one roller and one catcher on the field at all times.
- N. 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.
- O. Any runner not safely on a base can be hit with the kickball by a fielder. The fielder must attempt a legal throw to get the runner out. Kicking the ball at a runner is not considered a legal throw. If a ball is kicked by a fielder and hits a runner the runner will be called safe. The runner is out with a legal throw unless the ball hits them in the head or neck.
- P. Once the roller (pitcher) has the ball in their possession in the infield and is not actively targeting a runner, time is called and the play ends. Runners may not advance once time has been called. If runners are off base when time is called, they will go to the closest base.

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 1st 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.
- D. A fouled kick is a strike

IV. BALLS

- A. A count of four (4) balls advances the kicker to first base.
- B. A roll outside of the 2-foot strike zone where a kick is not attempted.
- C. Any roll that is more than one foot off the ground when it goes through the strike zone.
- D. Any rolled ball that does not roll or bounce multiple times before reaching home plate.
- E. A ball that is not rolled completely with the 5-foot-wide roller's path.
- F. A roll that is thrown sidearm in the B or C league.

X. PLAYING ROSTER

- 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.
- 3. Rosters will be managed and updated online at www.quickscores.com/cobbcounty. It is the manager's responsibility to input all team members on the roster online.
- 4. No new players may be added to the team's roster after the **4th of the regular season**. All players must be added to the roster with their first name, last name, and email on QuickScores. A team's coach may delete players on his/her roster at any time. Rosters and id's will be checked for all playoff games. Players that are not on the roster after the **4th game of the regular season will not be eligible for the playoffs regardless of whether they played during the regular season.**
- 5. A player cannot be a member of 2 teams within the same league. Teams may pick up players on another team, **ONLY** if they are short the full starting lineup and the other team agrees. Teams may not pick up players as subs from another team. If the team's regular players arrive, the pickup players will have to leave the game and the regular players must be placed in the lineup where the pickup player was listed in the lineup. Once the playoffs start, teams may only use players that are on their team/roster. In the playoffs, if a team does not have enough players to start the game, they will forfeit their game.
- 6. For a player to change teams either (1) the manager of the player's original team must report to the league coordinator and verbally release the player or (2) the player may report to the league coordinator and request his/her release. If a player requests a release to play for another team, he/she must be added to the roster of his/her new team.

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.
- 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.
- C. When eligibility is in doubt, the burden of proof rests with the team whose player is in question.
 - 1. A case of a player participating under an assumed name **MUST** be handled on the spot. The opposing manager must bring this to the attention of the supervisor on duty before the last out of the game. The player under question must produce a picture I.D. or his/her team will forfeit the game, and the player could be suspended for the remainder of the season. **EXCEPTION:** The supervisor on duty may accept a non-photo I.D. if, in his/her judgment, extenuating circumstances exist.
 - 2. In other cases where eligibility is in doubt (**EXAMPLE:** A player playing on two teams in the same league or a player playing in the playoffs that is not on the roster), the protest must be submitted in writing to the league coordinator by 5 p.m. the next working day. A \$50 protest fee must accompany the report. If not reported by the deadline, the game will be considered official and cannot be contested.
 - 3. Recreation department staff will decide all cases of player eligibility. Teams found to have played an ineligible player(s) will forfeit the game, and the ineligible player can be suspended for the remainder of the season (from ALL Cobb PARKS leagues).
- D. Players may participate on **1 team per league**. If a player's eligibility is protested and he is found to be on more than one roster in the same league, the protested game will be forfeited. The player in question must then declare which roster he/she will officially remain on for the remainder of the season. The field scorekeeper/supervisor has the authority to stop an ineligible player from participating.

XII. PLAYER CONDUCT

- A. **Abusive language, behavior, or profanity will not be tolerated by players or spectators who are on the bench, on the field or in the park. Offenders may be ejected before or after a game has been concluded and are subject to removal from the park, playing area and league.**

- B. 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, they 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**). Violators may also be subject to legal penalties as enforced by the Cobb County Police Department.
- C. Any player or coach ejected from a game will serve a (2) game suspension for all Cobb County PARKS leagues he/she participates in. If 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.**
- D. Fighting among players, coaches and spectators, or any other conduct judged inappropriate by recreation department staff will result in ejection of the individuals or teams involved for an indefinite period set by the department. (**Minimum suspension is (1) one calendar year in all Cobb County PARKS leagues**). Violators may also be subject to legal penalties as enforced by the Cobb County Police Department.

XIII. THE SEASON

- A. 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.
- B. 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.
- C. 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.

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. In double elimination tournaments the higher seeded team will be the home team unless the higher seeded team is coming out of the loser's bracket. In this case the team in the winner's bracket will be the home team.

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.
- C. Smoking in county owned or maintained parks, smoking or vaping shall be prohibited within the boundaries of any park, sports complex, recreation area or facility owned, leased, or operated by Cobb County, including any open area within such park, sports complex, recreation area or facility.

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.