



## **Adult COED Kickball Rules and Regulations**

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## I. League Information

- A. City of Douglasville Parks and Recreation Department is the governing body of this league.
- B. All kickball games will be played under the WAKA Rules with the exceptions of those rules listed herein
- C. All schedules, scores, rosters and other information will be made readily available on our Quick Scores page: [Quickscores.com/Douglasville](https://www.quickscores.com/Douglasville).
- D. Any information on rainouts or other schedule adjustments will be announced through the league GroupMe. All team captains should be in the GroupMe to get those notifications.
- E. Players may participate on one (1) team per league.
- F. There will be absolutely no player pickup

## II. Roster

- A. Co-Ed league, requires a minimum of 8 players (4 girls, 4 guys)
- B. When lineups are exchanged before the game it is the responsibility of each captain to check the other team's lineup.
- C. No new players may be added to the team's roster after the fourth regular season game. 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 fourth game of the regular season will not be eligible for the playoffs regardless of whether they played during the regular season.
- D. When eligibility is in doubt, and a player is participating under a false name, the opposing manager must bring this to the attention of the parks and recreation staff member 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 will be suspended for the remainder of the season.
- E. **A team may not carry more than 20 players on its' roster at one time.**
- F. Rosters will be managed and updated online at <https://www.quickscores.com/douglasville> . It's the team captain's responsibility to input all team members on the roster online.

### **III. Playing Field, Equipment, and Officials**

- A. Base distance will be 60 feet, and the pitching rubber distance will be 42 feet.
- B. The strike zone is 2 feet wide on either side of the plate and 1 foot above the plate.
- C. The Parks Department will provide kickballs for all games. Teams may use a different ball if agreed upon by both team captains.
- D. Rubber cleats or athletic shoes are required. No metal cleats are allowed on the field.
- E. Teams must have a shirt or jersey with a clearly visible number on the back. No duplicate numbers or taped numbers are allowed. Teams with duplicate numbers or without a number will result in 3 runs awarded to the opposing team at the beginning of the game. If the opposing team does not bring it to the scorekeepers and umpires' attention by the top of the 2<sup>nd</sup> inning, then no runs will be awarded. There will be a 3-week grace period for teams to acquire shorts/jerseys with numbers where no punishment will be taken on players with duplicate numbers or without a number.
- F. Umpires will be provided by the park. Each game will have one or two umpire officiating the game. Umpires are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields. All calls made by the umpire will be final in all matters of the game.

### **IV. Game Overview**

- A. Teams will be given a ten-minute (10) grace period for each game to reach the minimum required players to start the game. If at least 8 players are present, the game will begin has to be 4 girls and 4 guys.
- B. The ten-minute grace period is a part of the running clock. The team that fails to meet the minimum player requirement within the grace period will forfeit the game.
- C. Mercy rule: If a team is ahead by 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings.
- D. A regulation game will be 55 minutes (7 innings).
- E. No new inning may start after 55 minutes have been played. If the home is leading after 55 minutes the game will be called.



- i. In the event of a tie, after 55 minutes, 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.
  - ii. The championship game will be played to the full 7 innings. Mercy rule will still be in effect for the championship.
- F. Forfeits: Two forfeits in a row or three total forfeits will result in dismissal from further league play. NO REFUNDS! If a team that meets their limit of forfeits can still field a team for the remainder of the season, they will remain on the schedule but will not be eligible for post season play.
- G. If a team does not have the minimum number (4) of required female players to participate in a game, the opposing team must decide whether to play the game or accept a forfeit. If they choose to play, automatic outs will be recorded in the lineup for each missing female player.
- H. Additionally, if a team knows in advance that it will not have enough female players, the athletic coordinator must be notified by noon or two hours before on game day.

## V. Protest

- A. No protest can be made by the teams of the league. City of Douglasville Parks and Recreation staff can protest an umpire's interpretation of the rules, provided the protest is made prior to the next official roll.
- B. Under no circumstances will audio or visual recordings be accepted for the review of any protested matter or incident.

## VI. Pitching/Rolling

- A. Balls must be pitched by hand. Underhand pitches are only permitted.
- B. Spinning the ball on pitches will not be permitted.
- C. Balls may bounce but must bounce at least twice before reaching home plate. 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 throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless of 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. Pitchers must have one foot on or directly behind the pitching rubber upon release of the ball.

- E. Fielders must be in proper position before and during the pitch. Once the Kicker contacts the ball, players may move however until time is called by the umpire. (refer to WAKA ruling on proper fielding position prior to the pitch).
- F. There will be a chalked line that runs along the field from first base, across the width of the pitching rubber, and to third base.
- G. For male kickers, once the ball is rolled, the roller can advance past the line between first and third base. No other fielders can cross the line between 1st and 3rd until the ball is kicked.
- H. For female kickers, the roller is not allowed to advance past the line between first and third 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.
- I. 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 second base.
- J. 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 first base on an errant throw at their own risk.
- K. 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 first base or kicking. If there are less than two (2) outs, then the next kicker must kick.
- L. Once the 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.

## **VII. Kicking and Lineups**

- A. Lineups must be turned into the scorekeeper ten (10) minutes prior to the scheduled start of the game. Lineups must include player name and number (no nicknames).
- B. The game clock will start at the scheduled time regardless of lineup being submitted or not.
- C. We will use a 1-1 count when a kicker steps in the box with 1 extra foul.

- D. You can only kick 12 players in Co-Ed league.
- E. Men and Women must alternate in the lineup as often as possible. If a team has more men than women kicking, they must be distributed as evenly as possible. No more than two males may kick in a row.
- F. A female must kick after two males have kicked back-to-back. If a male attempts a kick after two males have already kicked, that kicker will be recorded as an out and the kicker goes back to the dugout.
- G. If the captain notices the lineup does not follow the kicking order rule, they must let the umpire know. If a team has more than two (2) males kicking in a row, the player who is currently kicking will be called out. The team must notify the umpire before the first roll of the next kicker.
- H. Players may kick without taking a position on the field. However, all fielders must kick. If it is found that a defensive player is not on the lineup, an out will be given and the player will be added to the bottom of the lineup.
- I. 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.
- J. 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.
- K. 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 st 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.
- L. Bunting is allowed.
- M. When a player is injured during the game, and no substitute is available an out will be awarded at their first kick. If the injured player isn’t able to kick again the rest of the game, no out will be awarded after the first kick. If a player leaves the game for another reason an out will be awarded the rest of the game.
- N. Players arriving late may be added to the bottom of the lineup as long as the kicker in the top of the lineup has not yet had a second plate appearance.
- O. Subs are allowed but the kicking order must 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.
- P. When any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a ball or strike, or intentionally touches a kicked ball to



render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came.

## **VIII. Defense**

- A. Fielders must be in proper position before and during the pitch. Once the Kicker contacts the ball, players may move however until time is called by the umpire. (refer to WAKA ruling on proper fielding position prior to the pitch).
- B. 10 players max on defense
- C. There has to be 3 girls and 3 guys in the infield and 2 girls and 2 guys in the outfield, either pitcher or catcher must be a woman
- D. 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.
- E. 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.
- F. There will be a chalked line that runs along the field from first base, across the width of the pitching rubber, and to third base. No infielder may cross this line before or during the pitch. Only after the kicker contacts the ball can the infielders cross that line.
- G. Fielder's may change position during any dead ball.
- H. 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 catchable ball in an attempt to complete a double play. If a player intentionally drops a ball, as determined by the umpire, then all players are safe at their next base including the kicker at first. If the umpire determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- I. All outfielders must stay in the outfield, on the grass and not approach or move into the infield until the ball is kicked.
- J. Teams must have one roller and one catcher on the field at all times.
- K. Runner can be tagged out by defense, forced out at applicable base or hit with thrown ball at shoulders or below. Any thrown ball above shoulders is illegal and runner is safe, any on base runners advance one base.



- L. If a runner tries to evade the kickball by lowering or ducking their head and neck below shoulder level and the kickball contacts the head or neck area, they will be called out. This will be a judgement call by the umpire.
- M. Any throws that miss a runner, the ball remains live until the umpire calls "time."
- N. 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.
- O. If runners are not advancing, time will be called.
- P. On caught fly balls, base runners must tag up to advance at own risk.
- Q. Pitcher (only) may immediately follow the ball toward home plate.
- R. When a kicker or runner is legally hit by a throw ball, an out is called, and the ball becomes dead immediately.

#### **IX. Runners**

- A. Base runners must be on base when ball is kicked, any off-base runners off base when the ball is kicked, will be declared out.
- B. 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.
- C. Co-Ed: you can pinch run for 1 girl and 1 guy per inning, but you must use a guy to run for a guy and a girl to run for a girl.
- D. Stealing is not permitted.
- E. 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.
- F. Head first and feet first slides by male or females are legal.

#### **X. Weather and Cancellations**

- A. If for any reason a game is cancelled and the game clock is at least 35 minutes, the game will result in an official game and the score at the time of cancellation will be the final score.
  - i. If the game was at less than 35 minutes, then the game will start back on a rescheduled date and the time will be set to how it was when the game was cancelled.



- B. If lightning strikes within 8 miles of the game, gameplay will be stopped for a 30-minute delay. If any other lightning strikes within 8 miles after that, the 30-minute timer will reset. Games may resume after 30 minutes have passed without a lightning strike. If the lightning delay resets more than once, the Athletic Coordinator has the discretion to call the game.
- C. In the case of inclement weather game play may be delayed. Games delayed by inclement weather for at least 30 minutes will be rescheduled if necessary.

**XI. Player Conduct**

A. Any player who indulges in heckling or unfair rooting, uses profanity or abusive language, makes obscene gestures, or exhibits any other form of unsportsmanlike conduct towards other players, officials, department staff, or others who are in the area, shall be subject to expulsion from the league.

B. Players that do not adhere to the conduct policy may receive the following:

1. Forfeiture of the game being played.
2. Disqualification from the league/tournament.
3. Removal from the park, facility, and playing area.
4. Any player or coach ejected from a game will serve a two (2) game suspension in all City of Douglasville leagues he/she participates in. If a player plays in multiple leagues (does not have to be the same sport), the suspension covers all games he/she participates in until the suspension league night has been served. A player ejected for the second time from any game during a season will be suspended for the remainder of that season.

5. Any player or coach attempting to play or coach when suspended shall be automatically ejected for the remainder of the season and the game shall be forfeited. If a player is ejected from a game and refuses to exit the park, the team will forfeit the game, and the player will incur a substantial suspension.

C. 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 City of Douglasville leagues). Violators may also be subject to legal penalties as enforced by the Douglasville Police Department.

D. If a player or coach touches an umpire or department staff member in anger, or threatens to do bodily harm, before, during, or after a game, they will be



barred from all City of Douglasville leagues indefinitely. Violators may also be subject to legal penalties as enforced by the Douglasville Police Department.

## **XII. Tiebreaker**

**Regular Season:** In the event of a tie score at the end of the game, the game shall be marked as a tie.

**Playoffs:** In the event of a tie score at the end of the game, there will be an extra inning to determine winner.

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

### **XIII. Douglasville Parks and Recreation Rules**

- A. It shall be unlawful for any person to take part in or abet the playing of any games involving thrown or otherwise propelled objects such as balls, stones, arrows, javelins, drones or model airplanes except in areas set apart for such forms of recreation. The playing of rough or potentially dangerous games such as football, baseball and soccer is prohibited except on the fields, courts or areas provided therefore.
- B. No dogs, except for service animals, as defined by the Americans with Disabilities Act (ADA), shall be allowed: (i) indoors, (ii) inside any fence other than a fence surrounding the entire park, (iii) within 30 feet of any athletic field, playground equipment, or swimming pool.
- C. It shall be unlawful for any person to vend, sell, peddle or offer for sale any commodity or article within any park unless permitted by the director of parks and recreation.
- D. It shall be unlawful for any person within any park to have in his possession, custody or control any alcoholic beverage of any kind whatsoever, except at the West Pines Golf Course.
- E. It shall be unlawful for anyone to paste, glue, tack or otherwise post any sign, placard, advertisement or inscription whatever upon and within public parks or playgrounds and recreational facilities unless same is permitted by the director of parks and recreation.