

Snellville Parks and Recreation Youth Kickball Rules

The governing authority of this league shall be the Snellville Parks and Recreation Department.

Game time

Regulation games are 45 minutes or four (4) full innings (whichever comes first).

Tie Game

If game is tied at end of regulation there will be one extra inning with runner on 2nd. The runner on 2nd will be the last kicker on the lineup. Then the inning will start with the first kicker on the lineup. If the game is still tied after the extra inning then it will be recorded as a tie.

Teams

Teams must field at least eight (8) players and no more than ten (10) players. **Note:** League officials will do their very best to implement creative strategies to make sure a game is not cancelled and every child plays. 2. Teams must do their best to wear their team shirt for every game. 3. Teams shall have at least 1 Head Coach who will be responsible for the team. 4. Head Coaches must ensure that: A. All team players present must kick and play in the field. B. All team players must kick in the written order (line ups will be turned in to umpires). 5. Only the Head Coach may dispute or discuss calls with the umpires. 5. Each team may have up to three Coaches: A dug out coach, first base coach and third base coach. 6. The base coaches will assist in retrieving fouls balls. One coach is allowed on the field for defense but must be standing on grass in outfield.

Equipment

1. Athletic shoes/cleats are strongly recommended, along with bringing water. Metal cleats are not allowed

The Playing Field

Bases are set to 60'. The strike zone extends from 1-2 feet on either side of home plate, and 1 foot high or less off the ground(strike zone is at the discretion of the umpire). 2. There will be a restraining line that runs from 1st base to 3rd base that all fielders must stay behind until the ball is kicked. There will be a pitcher's circle-this is what the pitcher must be inside for the play to end and time to be called. There will be a kicking box that the kickers must stay inside when kicking the ball.

Pitching/Catching

- Pitches must be a steady roll to the kicker. “bouncies” are allowed but it must bounce at least twice before home-plate. There should be no bounces higher than 1 foot above the plate.
 - The pitcher must start the act of pitching with at least one foot within the pitching circle
 - The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball;
 - No part of the pitcher’s front foot may be in front of or across the front edge of the pitching strip.
- For Catchers:
 - The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
 - The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.

Kicking

Each inning, each team will kick through their entire lineup (no outs recorded). Each team will kick the same amount of times in each inning. For example if one team has 12 players in their lineup kicking and the other team has 10 then their first two players will kick twice-kicking 12 times total.

All kicks must occur:

1. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate
2. within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.

A kick in front of home plate is called a foul. **A running bunt will not be allowed!** All kickers must clearly be attempting to kick with a full leg swing. The call of it being determined as a bunt or not will be at the discretion of the Umpires. The kicker will be asked to re-kick if it was called a bunt.

Running

Runners must stay within the baseline. Any runner outside the baseline is out

1. Runners may choose their path from one base to the next, and may follow a natural running arc;
2. Runners are free to change course to avoid interference with a fielder making a play;
3. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

Obstruction. Fielders may be within the baseline when doing so is necessary 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. Runners may choose to advance beyond this base while the ball is still in play.

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

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 umpire, the runner is out.

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. A runner failing to tag-up as required is out

All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

Base Running on Overthrows;

1. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
2. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;

3. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance
4. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

Running past another runner is not allowed. The passing runner is out. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

Fielding

All fielders must stay in fair play territory and out of the baseline – fielders may have their foot on the base. 2. Fielders trying to make an out on a base may have their foot on the base, but must lean out of the baseline. 3. Defensive players may also throw the ball at a baserunner to get them out. When a baserunner is struck with a ball thrown by a defensive player, the base runner is out even if the ball bounces before it hits the runner. 4. Players may not cross the **RESTRAINING LINE** (white line between 1st and 3rd base) until the ball is kicked. 5. Baserunners cannot advance forward until the ball is kicked.

Strikes

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

A strike is:

1. a pitch that is not kicked and is not called a ball and that enters any part of the strike zone
2. an attempted kick missed by the kicker inside or outside of the strike zone

Balls

A count of four (4) balls advances the kicker to first base, with the exception of four-pitch walks.

During a single plate appearance, if a kicker is walked on exactly four pitches, without being pitched any strikes or any resulting foul balls, the kicker will be awarded a walk of two bases.

Base runners shall only advance as far as they are forced by the kicker proceeding through 1st base to 2nd base.

A ball is:

1. a pitch outside of the strike zone as judged by the umpire where a kick is not attempted;
2. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
3. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
4. a pitched ball that is higher than one foot at the plate.

Fouls

1. A count of **three (3)** fouls constitutes an out 2. A **foul** is: **a.** a kick landing out of bounds **b.** a kick landing in bounds, but traveling out of bounds on its own before being touched or reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play) **c.** a kick in front of home plate **d.** a pitched ball stopped by the kicker before kicking it. **e.** error made on an attempt to catch a foul ball, results in a foul.

Outs

Outs will not be recorded. Each inning, each team will kick through their entire lineup.

End of Play

A play ends once the pitcher has complete control of the ball and is in the pitcher's circle. 2. An out will be charged if a runner intentionally or unintentionally touches or stops the ball (while not on a base) before the play ends.

Substitutions

In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute, preferably of the same sex. 2. If the participant returns to play, the participant must be inserted in the same kicking order position previously held. 3. If a player is ejected, injured or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player. Designated runners, courtesy runners, and designated kickers are not permitted in kickball, unless an injury occurs.

PLAYER/COACH/SPECTATOR CONDUCT

The Snellville Parks Recreation Department Code of Conduct governs all participants and operates under the Zero Tolerance policy. Profane language or display or unsporting conduct will not be tolerated in the program. The following additional provisions shall apply.

- 1) Players, coaches and spectators are expected to demonstrate a good sportsmanship attitude and courteous behavior. It is the coach's responsibility to make sure their spectators are demonstrating good sportsmanship.
- 2) Persons failing to demonstrate appropriate conduct or behavior will result in an immediate warning or prompt ejection from the game, depending on the severity of the incident.
- 3) If a person is warned regarding their misconduct (including arguing umpire calls), the next offense will result in a prompt ejection from the game.
- 4) Any person ejected from the game must leave the park.
- 5) Any person ejected from a game will also be suspended from their next scheduled game.
- 6) If the offending act is flagrant, involves a fight or if the unsportsmanlike conduct continues after ejection, the person will be suspended from the league.
- 7) Failure of an ejected player to leave park will warrant a forfeiture of the game.
- 8) If a player or coach receives a suspension for the next game on the last game of the season, the suspension will be in effect in the first game scheduled the following season.
- 9) Any player, manager and/or spectator who does or attempts to do bodily harm to an official will be immediately ejected from the game, suspended from the program. The Governing Body will determine the length of time for the banned suspended. It starts with a year.
- 10) First Ejection---- The person will be suspended for the remainder of the game and the next scheduled game and must leave the park immediately.
- 11) Second Ejection----The player or coach will be suspended for the season, and must leave the park immediately following the ejection.

NOTE: Any person ejected or suspended from a game must leave the premises, if possible. If person is unable to leave premises, the person must be "out of sight, out of sound."