Kennesaw Girls Softball
Adams Park – Kennesaw, Georgia
In-Park Playing Rules

***General Rules***

Fundraiser – All recreational players must participate in the association spring fundraiser (maximum of 2 per family) Parents will have the option of either selling in the fundraiser or paying to KGSA an opt-out fee, which will be paid at registration.

Team Sponsorships – Each 8u and up team is responsible for a KGSA sponsor of $175 (or 2 sponsors of $75 each) per season. All sponsorship funds will go directly to KGSA and funds may be used for an end of season tournament, as decided by the Board of Directors. Any team that does not fulfill the sponsorship requirement will have to cover end of season tournament fees.

All late registrants will pay the late registration fee and will be assigned to a team by the Board of Directors. Players will be assigned to teams with the least amount of players, if the teams have equal number of players, the draft numbers will be used.

***Inclement Weather***

In situations that the temperature is less than 40 degrees, taking into consideration the wind chill. The board will send out notifications regarding game status. The decision will be issued by 4 p.m. on weeknight games and 8 a.m. on Saturday.

8U and up – Three innings constitute an official game or two and a half innings if the home team is ahead.

All games not considered an official game will be rescheduled by the Scheduler of the park for a later date if time allows.

Lightning - If activity has been suspended due to lightning, the game will be suspended at least 30 minutes after the last lightning flash or sound of thunder prior to resuming activity. Each time additional lightning is observed or thunder is heard, the minimum 30-minute waiting period should be reset.

***Playing Rules***

A team is allowed to pick up players from a lower age group only to have enough players to field a team. Team is identified as a full defensive line at the starting of a game. If a roster player shows up prior to the start of the game, said roster player must enter the game. Any and all roster players in attendance must play before a pickup player will be allowed to participate. Once the game starts, the lineup is frozen and any late arriving roster player is placed at the bottom of the lineup. The game is said to start with the first pitch.

In the event an umpire is not present at the start of the game a Board member on duty, without any attachment to that age bracket, may step in and umpire the game or select another qualified adult to umpire game. Both Head Coaches must approve the Board Member’s choice. If one (1) coach does not approve, the game will be rescheduled when an official umpire can be in attendance.

All players are to be in the batting order.
All players must be in full uniform to participate in Kennesaw Girl Softball Association games. (This is the uniform provided by KGSA) All uniforms match in color.

If a player becomes sick or is hurt and cannot bat, no out will be declared since all players are in the lineup, even if the team has fewer than 8 players present.

All Players must be in full uniform, consisting of matching shorts or pants, jersey and socks. Jersey must be tucked in at the start of the game.

A team must have eight roster players available and listed on their line-up to start a game. If at any time prior or during the game a team falls below eight roster players, the game will be forfeited unless due to injury or illness. This does not apply to the 6U age group.

All players must play two defensive innings per game. Failure to comply with this rule when a game goes the maximum amount of innings will result in an automatic forfeit.

There will be a fifteen minute grace period for the start of the first game only to allow each team the opportunity to field the maximum number of roster players or until the tenth player arrives. Once the time expires or the tenth player arrives the game will begin.

All players will bat in the order of the lineup as provided to the opposing coach at the beginning of the game. If a player becomes ill or hurt and cannot bat, no out will be declared. Any player arriving late will be placed at the bottom of the lineup.

Double wall or multi-wall bats may be used in the 8U-18U age groups during in-park play and tournament play. 6U will not use double wall or multi-wall bats during in-park play.

All batters must wear batting helmets with a chin strap and face mask. NO exceptions.

All catchers must wear a catcher’s helmet with mask and throat guard, chest protector, and shin guards. Only 8U may use a batters helmet with a mask and is not required to wear shin guards.

No jewelry may be worn. Exception will be made in regards to hair accessories and beads as long as they are secured and pulled out of the players face.

Any KGSA team playing at another leagues park or playing in another league will follow that leagues’ outline of rules.

Any rule not covered by KGSA In-Park Rules will be covered by ASA rules.

Mercy Run Rule: 15 run lead after 3 innings, 10 run lead after 4 innings. (All age groups except 6U)

***Run Restrictions***

6U – Four runs per inning when score is kept, otherwise bat once through the lineup.

8U – Five runs per inning, with the exception of the fifth inning (if time permits), which will have a maximum of ten runs. Any inning started after 60 minutes is considered open.

10U and up – Five runs per inning for the first four innings or one hour of the game. At the start of the fifth inning or the first inning to start after the one hour mark in the game will be declared the open inning and the maximum runs allowed is ten per inning.
***Time Limits***

6U – 60 minutes marks the stop of the game. No Umpires.

8U + – No new inning is to be started after 70 minutes. No game to end in a tie. ASA ITB where applicable.

***Base Distance and Pitching Distance***

6U – 60 feet for bases, Adult Pitchers must pitch at a distance of 20 feet.

8U – 60 feet for bases, Adult Pitcher must stand a minimum of 35 feet from the back of home plate, Player Pitcher must have one foot inside the circle.

10U – 60 feet for bases, Player Pitcher/Coach must stand a minimum of 35 feet from home plate.

12U – 60 feet for bases, Pitcher must stand a minimum of 40 feet from home plate.

14U and up – 60 feet for bases, Pitcher must stand a minimum of 43 feet from home plate.

***Age Division Rules***

**6U (6 and Under) Coach Pitch/Tee Ball**

There will be a five foot radius circle around the 35 ft. pitching rubber.

A semi-circle foul line will be placed ten feet out from the back of home plate. A ball not leaving this arc is considered a foul ball. The line itself is considered to be fair territory. Defensive player cannot enter foul territory to bring the ball into play. Ball will be declared a dead-ball and it will be declared a redo.

An inning is over once all batters have had an “at bat” or if score is kept three outs or four runs.

There are no intentional walks.

It is recommended that there be no sliding.

The Infield Fly rule is not in effect.

There will be no more than four defensive coaches allowed on the field to instruct the players.

The coaches must stay behind the defensive players until the ball is in play.

Up to two player pitchers may stand anywhere around the eight foot circle as long as one foot remains inside the circle until the ball is hit.

All play will halt when any player has control of the ball ahead of the lead runner with no other runners attempting to run.

Chattering is allowed by all players. (Please keep it positive from the field and dugout)

One of the KGSA approved coaches must pitch to all players.

Each batter will receive three coach pitches in an attempt to hit the ball. If the player has not hit the ball the tee will be used for two additional attempts. After the fifth pitch/attempt the player is out. A foul off the fifth pitch/attempt will result in additional pitches until the ball is put in play or the player is deemed by strike.
If the ball hits the adult pitcher from a hit pitch the ball is dead and the batter will bat over. No strike/pitch will be called.

After the ball is hit, the adult pitcher must exit the playing field away from the direction of the defensive play.

The adult catcher must remove the batters tee and bat from the field of play once the ball is hit. If there is no adult catcher the adult pitcher must remove the equipment as he/she exits the field of play once the ball is hit.

Only one base shall be awarded on a ball that is overthrown.

No bunting.
No stealing.

8U (8 and Under) Coach Pitch

There are no intentional walks

No arc is required on the pitch thrown to the batter

Each team will have an adult pitcher. The Adult pitcher must stand 35 feet from home plate and keep one foot on or behind the line until the pitch is delivered. The pitcher coach is not allowed to instruct or direct any players on the field (including the batter) once the ball is pitched (the only exception is in the case of a safety issue or concern) and must exit the playing field away from the direction of the defensive play and remove the bat. Excessive failure to do so will result in removing the adult pitcher.

Each batter will receive five pitches and unlimited fouls. Three swinging strikes will constitute an out. Foul balls will be considered strikes for the first and second strikes only.

All members of a team will be allowed on the playing field for defensive play.

No player may stand closer than forty feet from the batter with the exception of the player pitcher who must have at least one foot inside the circle.

Only six players will be allowed in the infield (including the catcher) before any pitch is thrown. All other players must remain in the outfield (grass) until the ball is put into play.

A team must have a player catcher if there are at least nine players present. If a team has less than nine players a KGSA/City approved adult will catch (preferably a coach.) The appointed adult catcher shall not direct, shout, or instruct any player on or off the playing field (the only exception is in the case of a safety issue or concern.) Excessive failure to do so will result in removing the adult catcher.

It is recommended that there be no sliding.

The Infield Fly rule is not in effect.

The no-slinging of the bat rule will be enforced. The first offense will result in a warning from the umpire to the team. A repeat violation by any player of the same team may result in the batter being called out at the umpire’s discretion.

There will be no more than two defensive coaches allowed on the field to instruct the players.

All coaches must stay in the outfield grass while the ball is in play.
There will be no intentional rolling of the ball to get the runner out. This will be left up to the discretion of the umpire and if called, all runners will be safe. Any ball fielded within the circle must be thrown for any attempt at an out. There can be no unassisted play when the ball is fielded within the circle.

All play will halt when the player has control of the ball ahead of the lead runner with no other runners attempting to run.

Chattering is allowed by all players. (Please keep it positive from the field and dugout)

If a batted ball hits the adult pitcher or adult defensive coaches, the ball is dead. No runners will advance, the batter will bat over and no strike/pitch will be called.

Only one base shall be awarded on a ball that is thrown out of the field of play. (I.E. over fences, dugout)

The umpire is directed to ensure that the defensive team is not standing in the baseline during the offence at-bat.

Time outs can only be called by the umpire.

Base runner must maintain contact with base, until ball is in field-of-play. No lead off. No stealing

10U (10 an Under)

The Infield Fly Rule is NOT in effect

The Dropped 3rd Strike Rule is NOT in effect.

Base runners may only advance one base, including home; per pitch/steal attempt. Attempts may not be made in the event of a foul ball. Runner is to return to previous base.

The no-slinging of the bat rule will be enforced. The first offense will result in a warning from the umpire to the team. A repeat violation by any player of the same team may result in the batter being called out at the umpire’s discretion.

All equipment must be ASA approved.

All players shall wear chinstraps and facemasks on their batting helmets.

Modified Pitch rule (when in effect):

Each Spring Season, Modified Pitch Rule will end the first weekend of Cobb County Spring Break and will be used till the end of the season, included any end of season tournaments. Each Fall Season, Modified Pitch Rule start date will be announced prior to the season opening. At that time no modified pitch games will be played.

- The player pitcher will be allowed to pitch until she pitches four (4) called balls or the batter puts the ball in play or is out. Once, four (4) balls have been assessed the coach will take the field.
- The coach pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter. The final coach pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out.
- A 3rd strike foul against the coach pitcher entitles the batter to another pitch until the ball is put in play or a non-strike is thrown. If neither circumstance is met, the batter is declared out.
- All balls pitched to a batter shall count as a pitched ball.
- Pitches for strikes will be assessed; either called, swinging or hit foul, and accrues in the pitched ball count.
Pitches for non-strikes (balls) will not be assessed in the count, but will accrue in the pitched ball total. There will be no walks.

With a 2 strike count, the player pitcher will be allowed another pitch.

The player pitcher will then assume a "pitcher's helper" position. The coach pitcher must pitch from the pitching rubber. The coach pitcher must start the pitch with both feet on the rubber.

A batter who is hit by a pitch from a player pitcher is entitled to 1st base. A batter who is hit by a pitch from a coach pitcher is not entitled to 1st base.

When the ball is in play, the coach pitcher must avoid all contact with the ball and all defensive players.

If the coach pitcher is struck with a batted ball or makes contact with a player attempting to field a batted ball, play will stop, the ball shall be declared dead ball. All runners will return to the base they occupied when the pitch was made. The pitch does not count in the pitch total or the pitch count, and the batter is awarded another pitch.

If, in an umpire’s judgment, interference by the coach pitcher is intentional, then the batter is out, all runners will return to the base they occupied when the pitch was made.

No stealing or bunting allowed during coach pitch.

**12U and Up (12 and under and all age groups above)**

The Infield Fly Rule is in effect

The Dropped 3rd Strike Rule is in effect.

The no-slinging of the bat rule will be enforced. The first offense will result in a warning from the umpire to the team. A repeat violation by any player of the same team may result in the batter being called out at the umpire’s discretion.

All equipment must be ASA approved.

All players shall wear chinstraps and facemasks on their batting helmets.

Any rule not covered is governed by ASA rules.

**Team Selection and Draft Process**

A full draft will take place each season. All players will be drafted, except for any coach’s daughters who are automatically placed on her parents team. A returning head coach may freeze/protect a total of four (4) players.

*In the event a head coach is unable to return the following season, the named assistant coach of the previous season is able to list players from that season as part of their “protected” players.*

Each team will have their “protected” players assigned to their team first, in the round according to her skill score (any protected player that does not participate in the skills test will be assigned to a team at random by hat-pick)

Teams will be drafted in accordance with the Draft Rules.

Sisters will be placed on the same team by procedure of the draft, unless parents request to place sisters on separate teams.

Players may only elect to move up one age group, pending the approval of the Board of Directors.
All final decisions regarding league formations and player division will be determined by the Board of Directors on the basis of fairness, equity and competitiveness.

All coaches will form teams in accordance with the following:
   a. A head Coach and up to one assistant coach will be assigned.
   b. The Assistant Coach if known must be identified prior to the draft and must be an approved coach.
   c. Team selection will be in accordance with the Draft Rules.

Parents have the ability to request that daughter(s) not play for a named coach. Each parent will have the option to provide the Board of Directors a name of one (1) coach for that request. Parents will not be allowed to request that their daughter(s) not play for more than one (1) coach. Along with such request, parents will be required to explain their reasoning behind such request. All requests will be reviewed in their entirety by the Board of Directors and a decision will be made accordingly. All requests will be confidential.

All coaches are approved on a one-season basis with no guarantee made for a team the following season.

Amended and Approved by KGSA Board of Directors Jan 2016
DRAFT PROCEDURE AND RULES

Each draft will be directed by a League Coordinator, all other board members present will make up the Draft Committee.

1. Teams will be placed in a hat and will be randomly drawn to determine the order in which the draft will take place.
2. Teams will then name all “frozen/protected” players on their teams. Once all names have been recorded, the team with the least amount of players on the roster will pick first, the team with the 2nd least of players will be next, and so on, until all teams have the same amount on their roster.
3. The order of sequence will be as follows: #1,#2,#3,#4,#5,#5,#4,#3,#2,#1. That will complete a “round”. This order will continue until all names are drafted from Skills Assessment.
4. Once all names have been drafted, teams will total their rosters. The team with the least amount on their roster will have a name (of an absentee from skills assessment) drawn out of the hate and assigned to them. It will then go to the next team with the least amount until all teams have the same number of players. Once that happens, the sequence during the draft will be followed until all the names out of the hat have been assigned.

The draft will be conducted as follows:

A) Pitchers/Catchers:
   a. KGSA suggests that each coach select and identify one (1) pitcher and one (1) pitcher.

B) Trades:
   a. All trades must be approved by the Board of Directors and must be presented to Draft Committee before the end of the draft completion. No Exceptions.

C) Absentees (Skills Assessment):
   a. All players who do not attend the skills assessment will have their names put into a hat. At the end of the draft, these names will be drawn randomly and assigned to a team. The team with the least amount of players will get the first name drawn and so forth. Once all teams have the same number of players, names will be drawn and placed on teams based on the order of the draft. NO EXCEPTIONS.

D) All specific team requests:
   Once the draft begins, these requests will not be entertained. All special requests must be made public prior to the start of the draft.

E) Frozen/Protected Players:
   a. Each coach will have his/her daughter(s) frozen.
   b. Each assistant coach named prior to the draft will have his/her daughter(s) frozen.
   c. No more than four (4) players may be Frozen/Protected from season to season.
   d. Sisters will be drafted together unless the parent specifies the girls are to be on different teams. If a coach drafts a player, her sister will also be assigned as assessed according to their draft placement. In the event of a sister named as a Frozen/Protected player her sister will not be counted as an additional Frozen/Protected player.

F) Time Limit:
   a. Each round will be assigned a “time” in which the draft pick will be chosen. If the team does not pick in the allotted time the Draft Chairman will assign the team a player at random.

G) Late Registrations:
   a. Late registrations will be assigned to the team with the least amount of players on their roster. But before such, the following will be confirmed:
      i. Treasurer confirms payment has been received.
      ii. Player representative confirms the coach has been notified of the addition.

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