



ADULT KICKBALL REGISTRATION: JAN. 8TH- MAR. 2ND

Former Elementary School All-Stars,

If you would like to relive the glory days on the playground and join our adult kickball league, you have until March 2nd to do so! This league will be ages 16+, and games will be played primarily on Saturday mornings. Cost of registration is \$200 per team (less than \$20 per participant) and the league will run 6-8 weeks in April and May.

Don't miss out on this fun and unique opportunity! You do a lot for your kids... Taking them to practice and games, on top of everything else you do on a daily basis. Grab some friends, put a team together, and have some fun spending a little time on you this season! Games will not interfere with BCPRD scheduled games and practices, so you can still be there for your kids! If you have any questions about the league, email Todd Mayfield at tmayfield@co.banks.ga.us, or call the recreation department at 706-677-4407 for more details.

We hope to see you out there this Spring! Don't forget to stretch!

**\$200 registration fee
per team**

Ages 16 & up

Co-ed league

**Teams provide their
own uniforms**

**Team rosters and
registration fee must
be submitted to the
Recreation
Department by Friday
March 2nd**

BANKS CO. PARKS & REC.

607 Thompson Street –
Homer, GA 30547

706-677-4407

www.bankscountyrec.org

BCPRD Kickball

2018 General Guidelines

-Teams must be registered by Friday, March 2nd.

-Cost of registration is \$200 per team. Teams must have a minimum roster of 10, and a maximum roster of 13. Teams will be allowed to field 10 players at a time, and all players will kick in the line-up. If a team has a coach that will not be an active participant, the coach can occupy one additional roster spot, but must be designated as "Coach".

-All team members must be at least 16 years of age by April 1st, and a copy of their identification/proof of age needs to be submitted with the team roster. (Valid forms of identification can include driver's license, passport, birth certificate, or student ID.)

-This will be a co-ed league, and each team must have a minimum of 2 female players.

-Teams will provide their own uniform.

-Teams must have uniform approval before Friday March 9th. Proof of uniform logo, color, and wording must be submitted prior to printing! Any printed jerseys that are later determined to be inappropriate by the recreation department will not be allowed, and different jerseys will need to be printed at the cost of the team.

-Practices will start in March, games will start in April and run through May. Team representatives will be contacted by recreation staff with all necessary information.

-Games will be played primarily on Saturdays at the Banks County Recreation Complex. Some weeknight games may be scheduled, but only if needed.

-No alcohol or tobacco is permitted at the game site. Any player thought to be intoxicated will be asked to leave by the game officials or BCPRD staff. Multiple player infractions will result in a team forfeit.

-Teams will adhere to the Banks County Zero Tolerance Policy at all times.

2018 BCRD KICKBALL RULES

Playing Field

- The playing field will be a softball diamond with bases set at 70'.
- The pitching mound will be set at 50'
- Foul lines will extend from the back of home plate, passing through the right edge of first base and the left edge of third base, extending to the outfield back boundary fence. Foul lines will start from the front of the kicking box.
- A kicking box connecting the right-handed and left-handed batters boxes, making one large box, will be drawn.
- An arc drawn at 15' from the back of home plate starting at the third base line, and finishing at the first base line will be drawn.
- Base coach's boxes will be drawn at first and third base. Boxes will be drawn 5' from the foul line, and starting perpendicular to first and third base will extend 5' toward home plate.
- A line will be drawn even with the front of home plate extending 1' on either side of home plate to mark the strike zone.

General rules of the game

- 1.1 Games will be played by the standard rules of softball/baseball. 10 defensive players (4 mandatory outfielders). 3 outs. 4 balls is a walk, 3 strikes is an out. A runner advancing through all bases and touching home plate without being forced out is a run. Team with the most runs at the end of regulation is the winner.
- 1.2 Games will be played on a 55 minute time limit, or 5 innings, whichever comes first.
 - 1.2.1 In the event of a tie, extra innings are allowed if the time allows. If time does not allow, the game will end in a tie.
 - 1.2.2 If an inning has been started with time remaining, the inning must be completed.
- 1.3 Out of the park home runs are allowed, and are limited to 3 per team, per game. In the event of a fourth home run by a team, the kicker is out.
- 1.4 If a ball is touched in bounds and the result of that touch forces the ball out of bounds, the ball is considered in play.
- 1.5 If a ball that is designated in fair play by the official, bounces out of bounds whether on its own accord, or off of a player, it will be considered a ground-rule double.
 - 1.5.1 If a player intentionally puts a ball out of play to avoid extra bases or a resulting score, the play will result in an automatic homerun at the discretion of the official. This homerun will not count against the team total.
- 1.6 There will be no infield fly rule.
- 1.7 Runners may not steal bases.
- 1.8 Only one time out is permitted per team per inning for defensive changes, etc.
- 1.9 If the kicker kicks the ball foul with two strikes, the kicker is out.
- 1.10 Any player leaving a normal base running path to avoid an out will be called out.

- 1.11 There will be no sliding into first base. If a runner slides into first base, they will be automatically called out.
- 1.12 Infield players may play in front of the baseline, but no further forward than a line perpendicular to the foul line, even with the pitching rubber. All outfielders must start each pitch in the outfield grass, but may move forward once the ball is struck.
- 1.13 Participants must all wear identifiable matching uniforms, with individual numbers.
- 1.14 No metal cleats will be allowed. Only rubber cleats will be acceptable.
- 1.15 No performance enhancing items are allowed. Specifically, Gloves of any kind, pine tar, or items designed to help improve throwing and catching.

Specialty Rules of the game

- 2.1 Base runners not currently touching a base may be struck by the playing ball to result in an out.
 - 2.1.1 If the ball strikes the runner in the head or neck, the player will not be called out. Only a strike below the top of the shoulders will count. If the player is in the process of sliding and lowers themselves to the level of the ball, at the discretion of the official, the head and neck rule will not apply.
- 2.2 If a ball strikes the runner in the base path as a result of the kick or deflection, the runner will be called out for runner interference whether or not the ball has been touched by a defensive player. Consider any touching of the ball by an offensive player not currently occupying a base an out.
- 2.3 Runners will be allowed to run through first base as long as they do not enter into the playing field after touching first base.
- 2.4 Runners may not leave their base until the ball has been struck by the kicker. Any runner leaving early will result in an out.
- 2.5 Kicker must start kick and strike ball within the kicking box. **See specific kicking rules for clarification.**
- 2.6 Pitcher must roll ball so as not to have a bounce that results in more than 1' of height from the playing surface.
 - 2.6.1 Any pitch that appears to bounce at a height of more than 1' from the playing surface to the bottom of the ball, at the discretion of the official will be called an illegal pitch. This will be called immediately as a "dead ball", and result as a ball for the kicker.

Specific Kicking Rules

- 3.1 Kicker must start with at least one foot inside the kicking box and maintain at least one foot in the kicking box through the entire kick.
 - 3.1.1 If the kicker at any point during the kick does not have at least one foot in the kicking box, the pitch will be called a "dead ball" and the kicker will be charged one strike.
- 3.2 The ball may only be struck within the kicking box.

3.2.1 If the kicker strikes the ball outside of the kicking box, this will result in a called “dead ball” and the kicker will be charged one strike.

3.3 If the kicked ball does not travel beyond the kicking arch, it will be called “dead ball” and result in a strike. This can result in a called third strike.

3.3.1 If a defensive player touches a ball before it clears the 15’ arch, the ball is considered in play.