



OFFICIAL RULES AND REGULATION

PLAYING FIELD AND EQUIPMENT

I. THE PLAYING FIELD

1. The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field (see Diagram 2):
 - the kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner;
 - the distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each;
 - the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st -3rd base diagonal;
 - the pitching mound extends 12 feet from the center of the pitching strip;
 - the sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area;
 - when available, cones are placed: at the outside corner of first, second, and third base, and not touching the base; on the foul lines 30 feet or about 10 paces behind first and third base; and on the sidelines 10' from home plate;
 - the kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory (see Diagram 2B). The kicker is not required to start in the kicking box, however the kick must occur within the kicking box.
 - the foul lines are fair territory.
2. The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate (see Diagram 4). The strike zone may not be marked by cones or other raised objects.
3. All participants must respect and obey all rules and regulations pertaining to the field used for games.
4. Any player or Referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

5. Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.
6. Optional Extra Base: When available, an additional base may be set up adjacent to First Base to provide more room for the runner (see Diagram 5). If an Extra Base is used:
 - The Extra Base is only available for runners traveling from home plate;
 - Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe;
 - Once a runner has reached first base safely the runner must start the next play on the First Base.
 - No additional base may be used at any other base;
 - The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base;
 - The runner may use First Base if attempting to advance to Second Base, or if there is no fielder making a play at First Base
7. Sideline area; prior to the kick, no participants (or spectators) may be in the sideline area (see Diagram 2) except for the kicker, the kicker on deck, the catcher, Referees and designated base coaches. Coaches on the fielding team must be in the dugout or in the defense coach's box next to it. ONLY BASE COACHES ARE ALLOWED IN SIDELINE AREA. Officials will give one warning to the coach if an infraction occurs. Any thereafter infraction that is committed by the same coach will result in that coach being asked to leave the field completely for the rest of the game.

II. EQUIPMENT

1. While participating, players must have on a jersey with logo on front, registered name or alter ego and number on back.
2. Athletic shoes are required. Cleats are preferred but no metal cleats are allowed.
3. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play.
4. The official kickball is the red Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.
5. All player attire is an extension of the player.
6. ALL players must have numbers on jersey. If a player kicks and doesn't have a number on her jersey it will automatically be an out. If a player is involved in a defensive play and doesn't have number on jersey the runners will be awarded bases or runs if involved in play. ALL teams must have proper uniforms by week three (3) of season.

OFFICIALS

III. REFEREES

1. Games are officiated by two main authorized Referees and when available be overseen by a third. The Referee behind the plate is the acting Head Referee for that game. The Overseeing Referee, will sits in the score box, governs all game plays and issues, and has the

- authority to overrule a play called by officiating referees. Other Referees may assist these officials when available.
2. Prior to each game, the Head Referee must conduct a meeting with the Head Coach of each team, to address any ground rules in effect, to ensure the exchange of team lineups.
 3. Referees have jurisdiction over every play and may:
 - call a time out;
 - call off a game due to darkness, rain or other cause at the Referee's discretion;
 - cancel the game if lightning is seen, or delay it until safe to continue;
 - penalize a player, including game ejection, for any reason. This includes but is not limited to un- sportsman like conduct, fighting, and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game;
 - Remove a player, coach, and/or spectator from the premises where the game, or event is being held, if the removal deems necessary for the event to continue without disruptions;
 4. Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future Rulings.

PARTICIPANTS

IV. PLAYER ELIGIBILITY

1. All participate must be 18 years or older.
2. All participating players must appear on written lineups. That said lineup will reflect that game's kicking order, and must be given to head Referee by each team before first play of each game.
3. A claim of improper kicking order must be made to the Head Referee and they will make the final determination. Such a claim must contain two parts:
 - that the written kicking order was exchanged;
 - that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker.

V. TEAMS

1. Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.
2. While fielding, each team must field at least eight (8) and no more than eleven (11) players, which must include one pitcher and one catcher at any time during the game.
3. All teams must have photos, jersey number and jersey name of each players in teams registration book.
4. For a given game, each team shall have one Captain who are jointly responsible as well as the coach for the team. The Coach and the Captain may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Players that dispute calls with the Referees in an unfavorable manner are subject to ejection from the game.
5. All team should keep their own score sheet during the games but it is not required.
6. An official enrollment affidavit book for every team will be kept by the league's managers and checked before every game. Each book will have player's info and official photo. Each

team will be allowed to add (1) additional player to team before the start of week (2) all paperwork and payments must be completed before that Sunday. If a player's info and picture is not in the official book, they will not play that game. Any new players must have proper uniform as required by league rules prior to their first game. If due to injuries, a team's roster falls under the required fielding amount of EIGHT, and upon league's manager approval, a new player can be added to fill up the roster of eight (8) to ensure no forfeit will take place.

7. ALL players must sign off on waivers before participating in any Balling Dollz Kickball Seasons or Events.

VI. COACHES

1. Three coaches are allowed on team roster, which includes a head coach, base coach and a trainer. ALL PARTICIPATE MUST BE 18 OR OLDER.
2. Two members of the team kicking may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.
3. Base coaches may not physically assist runners while the ball is in play. This will result in an out.
4. Coaches are REQUIRED to stay in their designate area at all times. ONLY HEAD COACHES CAN CONTEST A PLAY AND CAN APPROACH AN OFFICIAL ABOUT THEIR CONCERNS. Any infractions of this rule can result in the other coach(s) to be ejected out of the game.
5. Coaches can ONLY contest a play DURING, and/or BEFORE the next play is started. Once the pitcher throws the ball to start a new play, the play before it is considered a DEAD PLAY and CANNOT BE BROUGHT BEFORE THE OFFICIAL FOR REVIEW OR REVERSAL. NO EXCEPTIONS.
6. Coaches are allowed TWO (2) TIME OUTS, and THREE (3) CONTEST OF PLAYS per game. ONLY THE HEAD COACH CAN ASK FOR A REVIEW OF PLAY. No team will be charged a time out due to an injured player.

GAME PLAY

VII. REGULATION GAMES

1. Regulation games last seven (7) innings. (except during Summer Season, which is five (5))
 - In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
 - If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over but the play does not end until the Referee call ball game. Any score that is made before the referee calls the game will count.
2. Every player present during game will be required to kick if time allows. This is only required during regular season games.
3. A player must play at least three (3) games during regular season to participate in Play-offs and Championship games.
4. The mercy rule will go into effect and "ball game" will be called in all games EXCEPT Championship game if any of the following should occur:
 - One team has a lead of at least 15 points after the 4th inning completion, (N/A Summer)

- One team has a lead of at least 12 points after the 5th inning completion, (after 3rd Summer)
- One team has a lead of at least 8 points after the 6th inning completion, (after 4th Summer)

VIII. PITCHING, CATCHING AND FIELDING

1. Balls must be pitched by hand and within the pitching zone. PITCHERS ARE ALLOWED TO STEP OVER THE LINE WHILE PITCHING but ONLY ONE (1) FOOT. Other than this, there are no restrictions on pitching style.
2. If the ball is bouncing higher than 1 foot off the ground (as measured from the bottom of the ball) when it reaches the plate then it shall be called a ball; however the kicker does have the option of kicking it if he/she wishes, and will accept the outcome of the play.
3. All pitches must be thrown towards the kicker box. Any ball thrown outside the strike zone and kicking box after three ball has already been called will be considered a “no pitch” and the pitcher will have to pitch again. A “no pitch” does not count as a ball or a strike and will not count against the kicker unless the kicker steps outside the kicker box and kicks the ball. At this point the kick will be considered a foul ball no matter the outcome of the kick.
4. Pitcher must throw the ball within 10 seconds of arriving in the pitching circle or after the ball is placed in the circle between the change of defense by either the opposing team's pitcher or any referee. Allowing time to expire between pitches will result in a “BALL” being called against said pitcher.
5. Each team is allowed one (1) intentional walk per game;
 - This decision is only made by the Coach of the fielded team, and before the first pitch is thrown to the chosen kicker.
 - The coaches will notify the Head referee of their decision and the Head Referee will then award that kicker first base ONLY.** NO PITCH WILL BE THROWN.
6. All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal until ball is kicked by kicker. Failure to do this will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team, that game, will result in the kicker being awarded first base regardless of the kicking outcome.
7. Before every ball is pitched, at Least Four (4) fielding players must start in/or on the edge of the grass and seven (7) fielding players in the dirt. Once the kicker makes contact with the ball all players can move to wherever deemed necessary to complete the play on the field. If eight (8) or more fielding players are standing on the dirt when the kicker attempts contact with the ball, and is seen by an OFFICIAL/Referee overseeing the game, “dead ball” will be called and the said kicker will be awarded first base regardless of outcome.
8. All catchers must remain behind the kicker until the kick is made. If the Catcher interferes with the kicker there team will receive a warning. The team's second and each subsequent catcher's infraction by that team, that game, will result in the kicker being awarded first base regardless of the kicking outcome.

IX. KICKING

1. All kicks must be made by foot, shin, or knee. Any ball touched by the foot, shin or knee is a kick. If the ball is kicked above, regardless of the outcome it will be considered a Dead Ball and a foul/strike will be called against the kicker.
2. All kicks must occur:

- 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. If a kicker kicks in front of the plate they will be out.
- within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick.

X. RUNNING AND SCORING

1. Runners must stay within the baseline unless they are trying to avoid running into a fielder making an attempt to catch the ball.
2. Obstruction. Fielders must avoid being in the baseline. Fielders trying to make an out on base may have their foot HALFWAY on base or up against the edge of the base, and must be 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.
3. Neither leading off base, nor stealing a base is allowed. A runner must stay on base and can only advance once the ball is kicked and not considered a dead ball.
4. Hitting a runner's neck or head with the ball is not allowed. Any runner hit in the neck or head shall be considered safe at the base they were running toward. If the runner intentionally uses the head or neck to block the ball, and is confirmed by the referee as doing so, the runner is out. If the runner attempts to slide into a base and the ball was thrown, but as a result of the slide that said runner was hit in the head, they will still be deemed out if that was the official's call.
5. A tag-up is a requirement once a kicked ball has been caught. After a tag-up a runner may advance. A runner failing to tag-up as required is an out after the departed base that the runner inattentive tagged is tagged by a fielding player with the ball.
6. Runners traveling from home plate may overrun first base, but MUST TURN OUT TOWARDS THE RIGHT TO BE CONSIDERED A DEAD PLAY. If the player does not turn out TO THE RIGHT, the PLAY IS STILL considered LIVE and the player CAN BE TAGGED OUT.
7. Running past another runner is not allowed. The passing runner is out.
8. A run is made when a runner touches home plate before the third out is made, EXCEPT that no runs are counted when the third out is made during a force out situation.
9. Once the pitcher has the ball in control and steps in the pitching zone, the play ends. When the Referee ends the play, the runners who are more than half way to the base may advance to that one base only. If Runners are less than half way, they must return to previous base. Only exception to this rule is when ball is kicked directly to the pitcher.
10. If the player kicks the ball directly towards the pitcher and the pitcher gets the ball and runs back to the circle without making a play by either catching the ball before it hits the ground or throwing the ball to any bases, the play is still considered live. If Referee does not call "times" the play is still considered live. In this event a runner can advance to second base only without breaking stride. If the runner on first passes the base and stops, turn out right and/or stop, go less than half way to second base and stops, the play is dead and the runner must stay at first regardless of whether or not the pitcher made a play.
11. A player running home must touch HOME PLATE to be considered safe. Any object used to show strike zone/areas is NOT an extension of home plate and a runner will not be considered safe if said object is touched only before the out is made.

XI. STRIKES

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

XII. BALLS

1. A count of four (4) balls advances the kicker to first base.
2. A ball is:
 - a pitch outside of the strike zone as judged by the Referee where a kick is not attempted
 - a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
 - a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;
 - a pitched ball that is higher than one foot at the plate.

XIII. FAIRS AND FOULS

1. A foul ball is:
 - a kicked ball first touching the ground in foul territory (see Diagram 3G, 3H, 3J);
 - a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory.
 - a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal (see Diagram 3I, 3K);
 - a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or Referee wholly in foul territory
 - a kick made on or above the knee and land in fair or foul territory
 - a kicked ball first kicked outside of the kicking box (see Diagram 3L, 3M);
 - a kicked ball first touching a permanent object, such as a batting cage or fence.
1. A fair ball is:
 - a kicked ball landing and remaining in fair territory (see Diagram 3C, 3D, 3E);
 - a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal (see Diagram 3A, 3B, 3F).
 - a kicked ball first touching a player or Referee in fair territory
 - a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
 - a kicked ball that touches a runner before touching the ground in foul territory

XIV. OUTS

1. A count of three (3) outs by a team or 7 runs completes the team's half of the inning.
2. An out is:
 - a count of three (3) strikes only and no fouls
 - two (2) strikes and one (1) foul in any order
 - Three (3) fouls only and no (0) strikes
 - any kicked ball (fair or foul) that is caught by a fielder even if its above the knee
 - a kicker kicks the ball with non-kicking foot clearly in front of home plate
 - a Force Out- the base being tagged by a fielder's to which a runner is forced to run while in possessions of the ball, before the runner arrives at the base.
 - a runner tagged by a fielder in possession of the ball while not on base or on base but during a forced play in which the runner must leave that base for the next runner.

- a runner hit by the ball, while in play, whether by the fielding players or the kicker. If the ball is kicked and the runner is hit by the ball while still on base they are not considered out unless the ball makes contact with a fielding player first AND they are forced to leave the base
- a kicker hit by a pitched ball while in the kicking box and not attempting to kick the ball.
- a kicker or runner that interferes with the ball while in play
- a runner physically assisted by a team member or coach during play
- any kicker that does not kick in the proper kicking line up
- a runner that passes another runner
- a runner who misses a base, as called by a Referee upon the conclusion of the play; team must protest by tagging the base to have call made safe or out
- a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play; and the base they left from is tag by a fielder in control of the ball.
- a runner touched by the ball in a fielder's hand while on a base they are forced to vacate by the kicker becoming a runner

XV. INJURY AND SUBSTITUTIONS

1. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute.
2. If a player is ejected, or seriously injured, and the Head Referee deem the player unfit to continue, the written kicking order will continue in the same formation, less the removed player. There is an "automatic out" ONLY THE FIRST TIME when the removed player's spot in the order is reached. After the first time the removed player is counted as out, they are considered no longer part of the game and will not receive any more outs for her removal.
3. Injured players who do not kick shall not play in the game.
4. Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.
5. Runners who are injured while traveling to any base and who successfully make it, but cannot continue due to injury, may be substituted by the with a runner who made the last out before the person who was injured hit the field. If the injured person cannot continue the remainder of the game, one (1) out will be recorder the first time around in her spot, then she will be removed from the line up for the remainder of the game.

XVI. PLAY OFFS AND CHAMPIONSHIP GAME

1. In playoffs teams can choose to kick continuously (all players kick) or substitutions (Kick 11). If a team chooses to kick continuously, that team can substitute defense as they feel. If a team chooses to kick only 11, the player that comes in can only be subbed out for the same player. If player comes in to kick for player that player must kick in the same lineup spot of player subbing for, that player must also play the next three outs of defense before the starting player can enter back into game. The sub may play in any position on field when on defense. There is no limit that players can be subbed out for same player. If a player comes in to play defense for a player, that player must kick at least one time in that players spot before the starting player can enter back into game.
2. In Playoffs and Championship games, after seven innings and the game are tied up, Over-time Sudden Death will be used:
 - With two (2) outs already recorded, the last kicker, (not the last out), from the regular inning will be places on 2nd base and the next kicker up will receive "one pitch". Every

player will come up to kick with a full count (two strikes, 3 foul balls) already against them.

- If the score stills remains tied after 3rd Sudden Death a runner will be placed on 2nd and 3rd bases with the same format, two (2) outs recorded, three (3) balls, and two (2) strikes. This will continue until there is a winner.

XVII. OTHER PARK RULES AND REGULATIONS

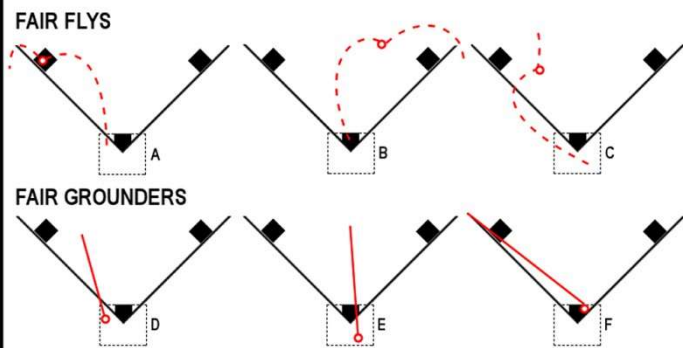
1. By Law, No Alcohol is permitted on the premises of any Clayton County Park and Recreation Centers. NO staff or representatives from Balling Dollz, B & B Sport Association and Rum Creek Park will be held responsible for any individual caught violating this law. That sole individual will have to appear in any court proceeding, pay any fines, and answer to any other penalties THEY receive as a result of this violation.
2. NO WEAPONS ALLOWED OF ANY KIND.
3. No Fighting, excessive cursing, or obscene jesters towards anyone especially the players will be tolerated. If any team, coaches, individual players or anyone affiliated with the team is found guilty of this infraction, they will be asked to leave the premises and may not be allowed to return or partake in anymore BALLING DOLLZ functions and/or activities,

This organization promotes family, togetherness, and fun. Any unflattering behavior that was described above WILL NOT BE TOLERATED. THE POLICE WILL BE CALL IF DEEMED NECESSARY.

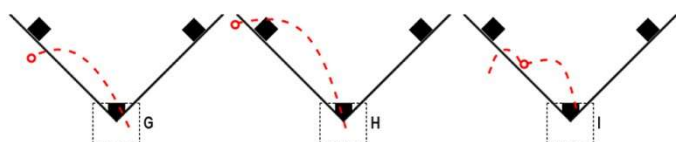
ANY TEAM, COACH, PLAYER OR ANYONE AFFLIATED WITH ANY TEAM, COACH OR PLAYER PLAYING WITH BALLING DOLLZ LEAGUE DURING CURRENT SEASON THAT IS FOUND TO HAVE BROKEN ANY OF BALLING DOLLZ RULES AND REGULATION IS SUBJECT TO PUNISHMENT DEEMED FEASIBLE BY THE BALLING DOLLZ LEAGUE OWNERS AND COORDINATOR.

Any regular scheduled games that are canceled due to weather or other circumstances beyond the control of the league will be rescheduled for makeup dates during regular season. Any team that cannot play on rescheduled date or time will receive a forfeit. These are the only games that will be reschedule (NO EXCEPTIONS)

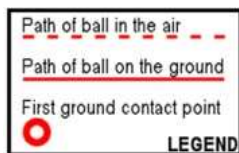
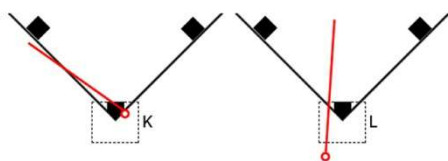
FAIR FLYS



FOUL FLYS



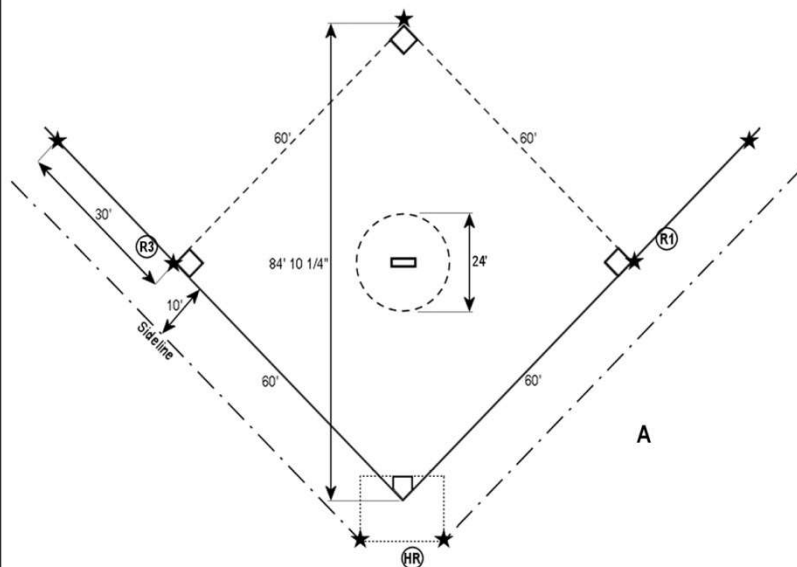
FOUL GROUNDERS



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Diagram 2



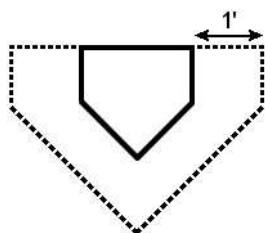
- ★ Cone location
- (HR) Head Referee location
- (R1) 1st Base Referee location
- (R3) 3rd Base Referee location (optional)

LEGEND

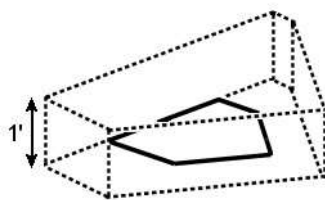
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Diagram 4



TOP VIEW
(not to scale)

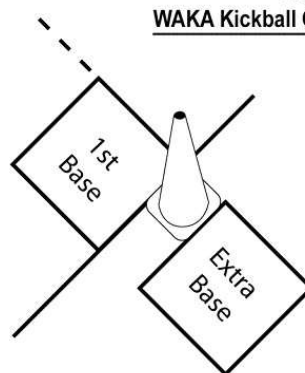


3-D VIEW
(not to scale)

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Diagram 5



*Optional extra base may only be used in accordance with Rule 1.06

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