

Sumter County Parks & Recreation Department



408 Rucker Street ♦ Americus, GA. 31719 ♦ (229) 924 – 4878 ♦ www.SCPRD.org

Dear Parents, Participants & Fans;

It is my pleasure to welcome you to the programs at the Sumter County Parks & Recreation Department. We are thankful that you have chosen us to be your youth sports provider. It will be our aim to provide your child with a safe, organized, positive youth sports experience. The programs that are offered at our department are designed to be recreational in nature and to be progressively competitive as a child advances in age. The majority of our programs are available to every child within an age division regardless of their physical abilities. In many of our programs there are post season all-star teams selected by the coaches that allows the chosen players to compete at a higher level while representing our department as a part of the Georgia Recreation and Park Association (GRPA). These programs are designed to act as a feeder system to local area scholastic level programs.

We have an excellent leadership team in place. Many of our staff maintain professional certifications and stay current with trends in our industry through professional development trainings, seminars and conferences. Our staff may be small in number but are well trained and knowledgeable and all have a desire to serve our citizens. This department operates as a branch of the Sumter County Board of Commissioners. It is my responsibility as the executive director to ensure that everything is done in accordance with the established policies of the Sumter County government. Our staff is held accountable to upholding these policies and will provide friendly and efficient customer service. In addition to our full-time staff we also will utilize part-time, seasonal and intern workers as well as volunteers. All employees and volunteers will have successfully completed a criminal background check. This is done to help to create a safer environment for the children in our programs.

The rules and regulations, policies and procedures in this online manual have been carefully studied and amended over many years. All of these have been approved by the Sumter County Board of Commissioners. I, along with our staff, have been charged with following these rules, regulations, policies and procedures. When this is done properly it will be supported 100% by the Sumter County Board of Commissioners and the Chief Administrative officer. If you would like an explanation of any rule, regulation, policy or procedure please feel free to ask any of our staff. The rules and regulations in this booklet have been modeled after those of the Georgia Recreation and Park Association (GRPA) and the Georgia High School Association (GHSA). There are several local exceptions that help us to ensure an ample amount of playing time for each player in our programs.

Our administrative office is located within the Columns at Boone Park Community Center at 408 Rucker Street in Americus. Our website is www.SCPRD.org. We can also be reached by telephone at (229) 924 – 4878. Our office hours are Monday – Friday from 8:30AM – 5:30PM. Thanks again for being a part of the Sumter County Parks & Recreation Department.

Sincerely,

Tim Estes

Tim Estes
Executive Director

ATHLETIC PROGRAM MISSION STATEMENT

The SCPRD will provide organized youth sports programs in a safe environment with equal opportunity for participation to ALL young people who meet eligibility requirements, regardless of their physical or mental abilities.

ATHLETIC PROGRAM GOALS

1. To introduce children, beginning at the age of five (5) to a variety of sports programs. In programs such as gymnastics & swimming that have instructors who hold a National certification, those programs may allow participants to begin prior to the age of five (5). In programs that utilize volunteer coaches, a child **MUST** have attained the minimum age of five (5), prior to the age control date, to participate.
2. The SCPRD has set a minimum playing requirement in ALL youth sports programs to ensure that each participant is given the opportunity to hone and improve their skills through actual game situations. These playing requirements may be reduced as a child advances in age.
3. All youth sports programs will be designed to be progressively competitive as a child advances in age. The SCPRD 12 & Under age division in each sport is designed to act as a feeder system to local area scholastic programs.
4. The SCPRD attempts to instill in all players that winning IS important and that equally as important is the proper way to handle a loss. Good sportsmanship is demanded at all times.
5. The SCPRD will form post season all-star teams for players ages seven (7) and above in a fair, equitable and transparent manner. These teams will be encouraged to be competitive on the District and State levels.

EFFORTS TO ACHIEVE ATHLETIC PROGRAM GOALS

1. Beginner sports (ages 5 & 6 Year Olds) will reward players for their participation and should emphasize the fun and socialization aspects of the sport. Beginner Sports that are currently offered include: Tee Ball, Flag Football, 6 & Under Soccer and Buddy Basketball.
2. The SCPRD will provide written rules, regulations, policies and procedures and make them available via the department website for all participants.
3. The playing time requirements will be closely monitored by the SCPRD with a penalty system in place for those who violate this policy.
4. The SCPRD encourages children with physical and mental disabilities to participate in the programs.

5. The SCPRD will continually work with local area schools and their athletic staff to ensure that all sports programs are acting as a quality feeder system.

ELIGIBILITY TO PARTICIPATE

1. The SCPRD programs are designed for the citizens of Sumter County, Georgia. All advertised program rates are for those who reside in Sumter County, Georgia.
2. While the programs are designed for the citizens of Sumter County; the Sumter County Board of Commissioners recognizes that residents of bordering Counties may have a desire to participate in the programs. The Sumter County Board of Commissioners has created an “OUT OF COUNTY” participation policy. Those desiring to participate, who do not reside or own property within Sumter County, Georgia MUST pay the advertised registration fee plus the “OUT OF COUNTY” fee of double the amount of a Sumter County resident.
3. For post-season all-star teams that are affiliated with the Georgia Recreation and Park Association (GRPA): A player must reside and/or attend school full-time within Sumter County, Georgia. GRPA allows the following exceptions to this rule:
 - The Home County or Agency in which the participant resides does not have a program
 - The participant **MUST** have been an integral part of the host agency’s program
 - The host agency **MUST** endorse the player
 - The participant **MUST** be approved by the District Athletic Chairperson. Once approved the participant is declared eligible for District and/or State level GRPA Competition.
 - An “OUT OF COUNTY” participant is not permitted to cross District lines and may not pass over one program to participate in another.
4. All participants must register and agree to the waivers and pay the registration fee at the time of registration.
5. All / Any equipment that was issued in a previous sport must have been returned before participation in another sport is allowed.
6. Players who are on a high school eligibility sheet or roster are not eligible to participate in GRPA all-star competition in the same sport season. Exception: Baseball & Softball, which are Summer sports that occur after school is out for the year.
7. Those wishing to participate in a program **MUST** register during the advertised registration period. Once the registration period has ended, if there are any remaining spots available to ensure that all teams have an equal number of players, those spots will be filled on a first come – first served basis. Once the registration deadline has passed and all teams have an equal number of players, no additional registration will be accepted and a waiting list will be created. If, for any reason, a player leaves the program – players will be taken from the waiting list in the order that they were placed onto the waiting list.

8. **Participants in drafted leagues (ages 7 and above) may NOT request to be placed onto a specific team with specific players or coaches. There is no special considerations given for carpool reasons, cousins, neighbors, etc.**
9. **Siblings, including step children, that are in the same age division will be placed onto the same team unless the parent/guardian requests otherwise. In drafted leagues; when one sibling is drafted – the other child(ren) will be placed into the next available draft spot(s).**

ALL-STAR SELECTION PROCESS

PURPOSE: The Sumter County Board of Commissioners and the staff of the SCPRD desire for an All-Star team to be selected in any eligible league to represent Sumter County is GRPA District and/or State levels of play. The Selection Process has been approved by the Sumter County Board of Commissioners.

SELECTION PROCESS:

1. **Prior to the end of the regular season, during League Play, the head coach of each team will be given a nomination form and allowed to nominate anyone from their team that they feel deserves consideration for selection onto the all-star team.**
2. **The SCPRD staff member that is responsible for the program will gather all nominations and create a Master Ballot of all nominees.**
3. **The SCPRD staff reserves the right to add anyone to the Master Ballot that they feel was left off of the nomination list. While the SCPRD staff may add a nominee to the list – the staff does NOT have a vote on who makes the teams – a staff member may only nominate someone.**
4. **A coaches meeting will be held for the purpose of selecting the all-star team. Each coach will be given the opportunity to discuss the players from their team who was nominated so that all coaches will know a little about each player on the nomination list.**
5. **At this point, an official ballot will be given to each coach and coaches may vote for their choice of the top number of players (actual numbers in each sport are listed below) but may NOT vote for someone who was on their regular season team.**
 - **BASKETBALL** **Coaches Vote On The Top 8 Players**
 - **BASEBALL:** **Coaches Vote On The Top 10 Players**
 - **FOOTBALL:** **Coaches Vote On The Top 20 Players**
 - **SOCCER:** **Coaches Vote On The Top 8 Players**
6. **Any player receiving unanimous votes will be placed onto the all-star roster. A unanimous vote means that all coaches except for the players regular season coach has voted for them. If there are enough spots remaining on the roster to add all players who received all but one vote – those players will be added to the roster. If there are not enough spots remaining to take all who received all but one vote, an additional vote will**

be taken until all remaining spots, equal to the numbers above, have been filled. At this point, the Selected Head Coach will choose the remainder of the roster and their choices must come from the nomination list.

7. To be eligible for selection: a player must meet all eligibility guidelines of the SCPRD and GRPA and MUST have participated in 50% or more of the regular season games.
8. If there are not enough nominations to require a vote: all nominated players would be placed onto the all-star team. If there aren't enough nominees to fill the roster: the selected head coach may select other eligible players from the league to fill the roster.

ALL-STAR COACH SELECTION

During the All-Star Coaches Meeting – the sport supervisor (SCPRD Full-Time Staff Member) will make known their selection for who will serve as the head coach. If no coach from the league is found, the sport supervisor (SCPRD Full-Time Staff Member) may select a Community Coach or they may choose coach the team.

LOITERING / GYM POLICY

The Columns at Boone Park Community Center is used for administrative business, gymnastics, basketball, the Splash Pad and special events. Due to the large numbers of people occupying the building the SCPRD has established a “NO LOITERING POLICY.

Patrons are encouraged to attend games or gymnastics activities but are asked not to loiter in the lobby or hallways. Law enforcement officers and/or SCPRD staff members may request that you attend the event or leave the property. If law enforcement is required to remove anyone from the property for continual loitering the individual may be subject to an extended period of banishment.

GATE ADMISSIONS

The Sumter County Board of Commissioners and the SCPRD will NOT charge a gate admission or parking fee during any local league regular season contests. A nominal admissions/gate fee may be charged during local playoffs or when all-star teams are participating against teams from another agency.

DRAFT PROCEDURE

1. Each player that is NOT a head coach's child(ren) or the assistant coach's child(ren) should attend the skills evaluation. This allows all of the coaches in a league to evaluate the talent level of all players in the league who are eligible for the draft.
2. A player who does NOT attend the skills evaluations and is not frozen to a team due to being a coach's child will NOT be eligible to be drafted onto a team until all of the players who actually attended the skills evaluations have been drafted. *(EXCEPTION: If*

there are not enough players remaining to be drafted to complete an entire round of the draft ...at that time, all players who did NOT attend the skills evaluations will become eligible to be drafted).

3. **The draft order is determined by a random draw prior to the beginning of the draft.**
4. **Once the draft order has been determined: the head coach's child will be placed into draft position #3 (third round pick). An Assistant coach's child will be placed in the 4th draft position (4th round pick). If any coach has twins, triplets, stepkids, etc. in the same league and on the same team – they will be placed in the next available draft positions.**
5. **Each team may only freeze the child(ren) of the head coach and the child(ren) of their one listed assistant coach.**
6. **Once the draft begins: it will go in successive order in round one (Team 1, Team 2, Team 3, Team 4). In round two, it would reverse in order (Team 4, Team 3, Team 2, Team 1). The draft order will reverse at the end of each round until all of the players who attended the skills evaluations have been selected (or until there aren't enough players remaining of those who attended to make a complete round). Once this point is reached in the draft – the sport supervisor will make it known that all players, whether they attended skills evaluations or not, are eligible to be selected and the draft will continue in the same order.**
7. **No team may select any more than seven (7) players of any one age unless that is all that remains in the draft. Example: If, in the 9 & 10 year old basketball program, a team has seven players who are 10 years of age on their roster: they may only select 9 year olds until there are no 9 year olds remaining.**
8. **During the draft: each team will be given 60 seconds to make their draft selection. If they do not make their selection within the 60 second time frame, their pick will be passed over until the end of the round. This will apply in all rounds except for the final two rounds of the draft.**
9. **Once the draft is completed – coaches may not trade players. Absolutely NO TRADES ARE ALLOWED.**
10. **Siblings (brothers, sisters, stepbrother, stepsister) who play in the same league will be placed onto the same team unless otherwise noted by the parent or guardian. This means that when one sibling or step-sibling is drafted, the other is immediately placed onto the roster in the next available draft position. Any player with a sibling or step-sibling in the same league MUST be drafted prior to the final round of the draft.**
11. **To protect the integrity of the draft and to create an atmosphere that is productive, the SCPRD recommends that the only coaches who attend the draft are the listed head coach and one listed assistant coach.**

FEE REDUCTION POLICY

The Sumter County Board of Commissioners and the SPCRD wishes for every family to have the opportunity to participate in the programs that are offered by the department regardless of financial status. All of our programs operate on a **SHARED COST PHILOSOPHY**. A registration fee, payable at the time of registration, is charged and required in each program. A fee reduction policy has been established for the residents of Sumter County, Georgia only. "OUT OF COUNTY" participants are NOT eligible for fee reductions. To qualify for the fee reduction; an applicant **MUST** provide proof of household income and residency by providing the following:

- The previous year's IRS tax return with the child's name listed as a dependent. OR
- Any proof of DFACS assistance with the child's name listed on the benefit statement
- Any proof of residency that shows that the child lives in public housing such as the Housing Authority of Americus. The child's name **MUST** be listed.
- A current PEACH card with the child's name listed on the card.
- Any of the above listed documents **MUST** be presented at the time of registration **AND** a fee reduction application must be completed at the time of registration. The fee reduction application may be obtained at the front desk of the SPCRD.

FEE REDUCTIONS ARE NOT AVAILABLE WHEN REGISTERING ONLINE.

PROGRAM REFUND POLICY

1. If a program is cancelled due to an insufficient number of participants enrolled – the SPCRD will issue a **FULL** and **COMPLETE** refund to all registered individuals.
2. If a refund is requested, prior to uniforms being ordered, the individual requesting the refund shall be granted a refund minus a \$5.00 administrative fee. This may be done in the form of a monetary refund or a credit onto their account. This is the consumer's choice.
3. Once uniforms have been ordered for a program and a refund is requested: **NO MONETARY REFUND MAY BE GRANTED**. The individual is entitled to the uniform that was ordered for them but no refund or credit may be granted.

SHELTER / FACILITY RENTAL POLICY

Anyone who reserves a park shelter that needs to cancel their reservation will be granted a full refund, minus a \$5.00 administrative fee, as long as the cancellation is made at least 24 hours prior to the event.

A rental that is cancelled due to inclement weather conditions may be granted a "RENTAL CREDIT" to reschedule for a later date OR if the renter prefers a monetary refund, an official check request should be made to the Sumter County Board of Commissioners and a **FULL REFUND (No Administrative Fees)** will be granted within 7 – 10 business days.

Anyone who desires to rent a shelter or any facility from the SCPRD must do so 48 hours in advance or if the rental is on a weekend, it must be made by 12:00 noon on the Thursday prior to the weekend.

No rentals may be officially booked more than 90 days in advance of the event.

NO ALCOHOL POLICY

All properties that are owned by the Sumter County Board of Commissioners prohibits the possession, sale or consumption of alcoholic beverages on the premises. Any renter that is discovered with alcoholic beverages will forfeit their rental with no refund and removed from the property by law enforcement.

Any special event that requests a licensed alcohol vendor to cater the event would need to receive prior approval by the Sumter County Board of Commissioners.

FAIRGROUNDS RENTALS

The Sumter County Parks & Recreation Department acts as the rental agent for the Sumter County Fairgrounds. Those wishing to rent the fairgrounds must complete a Parade and Assembly application as well as a Rental Form. Once this is completed and turned in to the SCPRD, it will be forwarded to the Sumter County Administrator and County Clerk who will seek the Board of Commissioners approval. If approved, a notification will be sent to the SCPRD and we will contact the renter for payment, which must be made immediately, upon approval.

RENTAL SECURITY POLICY

When renting a facility from the SCPRD, you should be aware of the following:

- No event shall extend beyond 12:00 Midnight
- Renters may be granted 1 additional hour for clean-up / breakdown but the event must be completed by midnight and everyone, including the renters **MUST** be out of the facility by 1:00 AM
- Any event that extends past 9:00PM requires the renter to provide a security affidavit with their rental contract. The security affidavit must be from the Sumter County Sheriff's Department, the city of Americus Police Department or any other P.O.S.T Certified law enforcement agency. The security personnel must remain on-site from 9:00PM until the completion of the event and until all renters have left the facility. The security affidavit must be included with payment at the time of rental.
- The number of law enforcement personnel required for your event will be determined by the agency who is providing the security.
- The Sumter County Board of Commissioners may require the renter to provide additional liability insurance coverage due to the high risk factor of certain events.

Rentals such as wrestling matches, boxing matches, MMA, rodeo's, etc. that have a higher risk of bodily injury must have a minimum of \$2,000,000.00 in liability coverage.

COACH, PARENT & FAN BEHAVIOR

- The SCPRD expects for ALL persons in attendance at our events to act in a manner that reflects good, moral character.
 - Anyone ejected from a contest for unsportsmanlike behavior must:
 - Immediately leave the confines of the playing area
 - If there is continued disruptive behavior; the person(s) will be asked to leave the facility
 - The person who has been ejected must sit out the remainder of that game plus the following game
 - May not have contact with the team, in practices or games, until the entire suspension has been served.
- Anyone that is ejected from an event and refuses to follow the above procedures and acts in a way that is hostile is subject to banishment from all SCPRD facilities for a period of up to 1 year.
- No alcoholic beverages or illegal drugs are allowed on any SCPRD property. The discovery of such items will result in expulsion from the facility and possible arrest.
- Everyone is asked to “BOOST THE PLAYERS” by limiting your comments to those of praise.
- When traveling to other facilities, representing the SCPRD, our fans, players and coaches are reminded to have a standard of behavior that reflects positively on our program.
- When playing at an SCPRD facility or representing the SCPRD at an alternate facility in District or State Play: A full-time SCPRD staff member will accompany the team. The SCPRD staff member will be responsible for ensuring proper behavior by all representatives, meeting all eligibility requirements and paying the entry fee from the department. An SCPRD Full-Time Staff Member is NOT required to be at non-sanctioned events.



YOUTH BASKETBALL LOCAL RULES



SECTION A: AGE DIVISIONS / AGE CONTROL

1. The SCPRD offers the following levels of play in youth basketball, based on age:
 - a. **BUDDY Basketball** **CO-ED** for boys & girls ages 5 & 6
 - b. **8 & UNDER** **CO-ED** for boys & girls ages 7 & 8
 - c. **10 & Under Boys** **Boys** for boys ages 9 & 10
 - d. **9 – 12 Year Old Girls** **Girls** for girls ages 9 – 12
 - e. **12 & Under Boys** **Boys** for boys ages 11 & 12
2. The age control date for youth basketball is September 1st of the current school year. A child's age on September the 1st of the current school year (prior to our youth basketball season) determines their playing age.
3. **No player shall be allowed to play above or below their age division.** *EXCEPTION: The only exception shall be for a player with a documented mental or physical disability who has received prior approval by the Executive Director during the registration process.*

SECTION B: GOVERNING RULES

1. All games shall be governed by the rules and regulations of the Georgia Recreation and Park Association (GRPA) with the local exceptions found in this local rules manual. Any rules that are not specifically covered by GRPA and the SCPRD will revert back to the rules and regulations of the Georgia High School Association (GHSA).
2. Many of the local rules and policies are designed so that ALL players will meet a minimum playing requirement. The basketball program is administered by the SCPRD Athletic Manager and will be staffed nightly by an SCPRD Full-Time staff member and part-time/seasonal employees.

SECTION C: LENGTH OF GAMES / PRE-GAME / SPEED-UP RULES

1. In all divisions, for local play only, teams will play four equal quarters of eight (8) minutes each.
2. During the Local SCPRD League Play: The game clock will run continuously except during the final two (2) minutes of the 2nd & 4th quarters. During the final two minutes of the 2nd & 4th quarters the clock will be operated by GHSA standards.
3. For local play only, and to ensure that all playing requirements are being met: At the mid-way point of the 2nd & 4th quarters, the clock will be stopped and the officials will check with the score table for any players who have NOT met their minimum playing

requirements. At this point, if anyone has NOT met their playing requirements, they will be entered into the game for the remainder of the half.

4. **Prior to the start of each game of local play: Every player on the roster, who is in attendance, will shoot one free throw. Any made free throw will be counted as an official point** (*recorded in the book to the player who scored the goal, as well as on the scoreboard*). If the two teams have an unequal number of players in attendance; the team with fewer players may select a player or players to shoot additional free throws so that both teams shoot an equal number of pre-game free throws. This rule allows ALL players in attendance the opportunity to score at least one point in every game.
5. **SPEED-UP RULE:** If a team ever gains a 20 point or more advantage – the clock will run continuously even during the final two minutes of the 2nd & 4th quarters. The only time the clock would stop at this point would be during a time out or an injury. If the lead is ever cut to below a 20 point lead during the final two minutes of a half, the clock would then revert back to operating by GHSA standards.
6. **FREE THROWS DURING A CONTINUOUS CLOCK:** If a shooting foul occurs during a time when the clock is running continuously: The clock operator will stop the clock until all players are lined up correctly and the shooter has been handed the basketball. Once the shooter is given the basketball the clock begins to run continuously.

SECTION D: SPECIAL PROVISIONS

1. **A team MUST have at least four (4) players to begin a game. If at any time a team has less than four (4) players – the game is declared a forfeit.**
2. **In the 8 & Under Co-Ed Division, for local play only: back court pressure is NOT allowed after a score or on an in-bounds play until the final two (2) minutes of the 4th quarter. If a defensive team gets a rebound and begins what the officials deem to be a “Fast Break” – at that point the opposing team may defend in the back court. However, if upon getting a defensive rebound the rebounding team holds the ball, all defensive players must retreat to beyond the half court line. The first offense for defending in the back court is a verbal warning. All subsequent violations in a half will result in a one shot technical foul.**
3. **In the 10 & Under Boys League as well as in the 9 – 12 Girls League, for Local Play Only: There is no back court pressure allowed during the first half. Once the 2nd half of the game begins, teams may begin to full court press and defend in the back court.**
4. **In the 12 & Under Boys League, for local play only: There is no back court pressure allowed during the first four minutes of the game. After the first four minutes of the first quarter have elapsed, teams may employ a full court press and defend in the back court.**

5. **In the 8 & Under Co-Ed Division: During a free throw, the free throw will be shot from a line drawn at a 12 foot distance from the basket. Players lining up along the free throw lane will fill the bottom box.**
6. **In the 10 & Under, 9 – 12 Girls and the 12 & Under Boys Divisions, free throws will be shot from the regulation 15 foot line and the bottom box will be left unfilled.**
7. **TIME-OUTS: Each team is given four time outs per game (not per half).**
8. **OVERTIME: If a game is tied at the end of regulation play: a two (2) minute overtime period is held. The game clock will operate by GHSA standards during the overtime period. This process will continue until a winner has been determined.**
9. **No more than two coaches are allowed in the Bench area.**
10. **Anyone ejected from a game for unsportsmanlike conduct, whether a player, coach or fan, will be subject to the SCPRD's ejection policy.**
11. **A coach may be restricted to the bench for "borderline" conduct. If a coach is restricted to the bench by an official – that coach must remain in a seated position during live ball action for the remainder of the game. If a coach is penalized again for bad behavior or is penalized for not being in a seated position after being restricted to the bench – it will result in an ejection. Any coach who receives a technical foul during a ball game will be restricted to the bench for the remainder of the game. Anyone who receives two technical fouls in a game will be ejected from the game.**

SECTION E: PLAYING TIME REQUIREMENTS

1. **In all competitive divisions of SCPRD youth basketball (ages 7 – 12): each player on a roster and in attendance MUST play at least one half of one quarter during each half of the basketball game. This means that each player MUST receive a minimum of four (4) minutes of playing time during each half.**
 - a. **To aid in ensuring that coaches are meeting the minimum playing requirements for all players: the game clock will be stopped at the mid-way point of the 2nd and 4th quarters and any player who has not met the minimum requirement will be entered into the game and must remain in the game until their minimum playing requirement has been met.**
2. **PENALTY: While the SCPRD will do our best to stay on top of this – the ultimate responsibility lies with each head coach. If it is discovered that a child did NOT receive their minimum playing requirement in any game – that game will be declared a forfeit. If the team with the violation lost the game, they will forfeit their next win. In addition, the player who did not meet the minimum playing requirement will be required to play for an entire quarter during each half of the following game AND the head coach will receive a one (1) game suspension.**

3. **THE 24 HOUR RULE:** If a player is consistently being disruptive or disrespectful or if a player is consistently missing practices and/or games – the head coach may report this to the athletic manager to receive permission to “bench” a player for an entire game. The athletic manager will make contact with the parent / guardian to verify the accusation and to make them aware of the problem. If the accusation is found to be valid – the athletic manager will grant permission for that player to be “benched” for one game.

4. **During a game:** If a player is in need of disciplinary action for behavior deemed to be blatant disrespect – a coach may receive permission from the athletic manager or his designee to “bench” that player for the remainder of the game. The SCPRD staff member will notify the opposing coach and a notation will be made in the official book. The athletic manager will then make an appointment to meet with that player and their parent/guardian prior to the next game.

SECTION F: EQUIPMENT

1. All shoes **MUST** be soft soled, non- marking basketball style shoes or sneakers.

2. The approved basketball in all competitive divisions shall be leather or synthetic 28.5 or 285 size basketballs.

3. Uniforms are provided by the SCPRD. All players **MUST** wear the provided jerseys with legal numbers on the front **AND** back. Legal numbers are: 0 – 5, 10 – 15, 20 – 25, 30 – 35, 40 – 45, 50 – 55

4. The official goal height in the 8 & Under Co-Ed Division, 10 & Under Boys Division as well as in the 9 – 12 Girls Division will be 8.5 feet. The goal height in the 12 & Under Boys Division shall be the regulation 10 feet.

SECTION G: COVER-ALL

The SCPRD has made a great effort to ensure that all aspects of the game are covered through the rules of this local manual, the GRPA athletic manual and the GHSA. If a situation occurs that is not covered by these rules, the athletic manager shall be the final authority and their decision will stand and be supported by the Executive Director, County Administrator and the Sumter County Board of Commissioners.

YOUTH BASEBALL LOCAL RULES

SECTION A: LEAGUES / AGE CONTROL DATE

1. The SCPRD offers the following levels of play based on age:
 - a. **INSTRUCTIONAL LEAGUE** (Non-Competitive) for players ages 5 & 6
 - b. **8 & Under w/Machine** for players ages 7 & 8
 - c. **10 & Under w/Machine** for players ages 9 & 10
 - d. **12 & Under Live Arm** for players ages 11 & 12
2. The age control date for youth baseball is **September the 1st of the current year**. A player's age on **September 1st** (after our local season is completed) determines their playing age. This age control date is set by the **Georgia Recreation and Park Association**.
3. **No player shall be allowed to play above or below their age division.** *EXCEPTION: The only exception shall be for a player with a documented mental or physical disability who has received prior approval by the Executive Director during the registration process.*

SECTION B: GOVERNING BODY

1. The SCPRD Youth Baseball program is patterned after the rules and regulations of the **Georgia Recreation and Park Association (GRPA)**. In this local rule supplement, there are several local exceptions, many of them are to ensure that a local playing requirement is being met by all players.
2. The SCPRD Youth Baseball Program is supervised and coordinated by the department's **Recreation Manager**. There will be nightly supervision by an SCPRD Full-Time staff member at every sanctioned event.
3. **Good sportsmanship is demanded at all times by players, coaches and fans.** The SCPRD staff has been granted full authority by the **Sumter County Board of Commissioners** to remove anyone from the park for behavior deemed to be inappropriate. If an individual or group is requested to leave the park due to inappropriate behavior and they refuse to leave, the **Sumter County Sheriff's office** will be called for removal of the individual or group.

SECTION C: SPEED-UP RULES / LENGTH OF GAMES

1. **An inning that is begun must be completed in a time limit game unless the home team is ahead and is batting when the time has expired.**
2. **A regulation game in the INSTRUCTIONAL LEAGUE is 3 full innings in which all players on both teams shall bat in each inning. The time limit in INSTRUCTIONAL LEAGUE is one (1) hour.**
3. **A regulation game in the 8 & Under w/Machine League is five (5) full innings with a continuous batting order or one (1) hour.**

4. **A regulation game in the 10 & Under w/Machine League is six (6) innings with a continuous batting order or one (1) hour and fifteen (15) minutes.**
5. **A regulation game in the 12 & Under Live Arm League is six (6) innings with a continuous batting order or one (1) hour and thirty (30) minutes.**
6. **No new inning may begin if there is less than five (5) minutes remaining on the time limit.**
7. **During regular season local play only: If a game is tied at the end of regulation play or when the time limit has expired – the game will be declared a tie and no new or extra inning will be played.**
8. **Any game that is called due to rain or lightning or other unusual circumstances will be considered a complete game and will NOT be rescheduled after 3 complete innings have been played (2 ½ if the home team is ahead and batting when the game was called).**
9. **MERCY RULE: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.**
10. **In all competitive divisions (ages 7 – 12): a courtesy runner may be used for the catcher only. The courtesy runner must be the last batted out.**
11. **There are NO INTENTIONAL WALKS in the 8 & Under w/Machine Division. In the 10 & Under w/Machine and the 12 & Under Live Arm divisions – no player may be intentionally walked more than one time per game. When an intentional walk occurs – no pitches are required to be thrown. The umpire is notified and will award the batter first base. The pitcher will be charged with the required number of pitches remaining to walk the batter.**
12. **While a team is batting: a coach may be granted only one time out per half inning (not per player). The penalty for additional time outs in a half inning will be a called strike on the batter.**

SECTION D: SPECIAL PROVISIONS

1. **The SCPRD recognizes that with school activities, church activities, vacations, etc. that there will be times when a few players are not in attendance. In an effort to avoid as many forfeits as possible, a team will be able to begin a game with one (1) fewer than the required numbers of players. In the 8 & Under and 10 & Under w/Machine divisions – the required number of players is ten (10). Therefore, a team in the pitching machine divisions MUST have at least nine (9) players to begin the game. In the 12 & Under Live Arm Division – the required number of players is nine(9) so they may begin a game with**

eight (8) players. If a player arrives late to a game – they may be added at the bottom of the line-up and enter the game immediately upon arrival.

2. **For local play only: In all competitive divisions: A continuous batting order will be used.** This means that everyone on the roster and in attendance at the game will be placed into the batting order. Defensively, each player on the roster and in attendance at the game must play defensively in at least every other inning.
3. **If a player is removed from the game by an umpire due to injury or by a parent/guardian for any reason, that spot in the batting order will NOT be considered an out as long as the team has the required number of players.** If the empty spot in the batting order causes the team to fall below the required number of players – the empty spot in the order will be counted as an out. *Example: If in the 10 & Under with machine division a team has 11 players present and in the batting order and a parent tells the coach that their player needs to leave for a church activity – this would cause the team to have 10 remaining players in the batting order, which is the required number of players for that division, therefore, the empty spot in the order would NOT be an out. However, if the team only had 10 players originally, when the one player leaves and the team has only 9 players remaining – the empty spot would now be considered an out because they have fewer than the required number of players remaining.*
4. **FOR LOCAL PLAY ONLY: In all competitive divisions (ages 7 – 12) we will use a five (5) run per half inning maximum runs allowed rule, except in the fifth (5th) inning of 8 & Under w/Machine division and in the sixth (6th) inning of 10 & Under w/Machine and 12 & Under Live arm games which will be unlimited scoring.** This is a speed-up rule for local play only and means when a team has scored their fifth (5th) run in a half inning – the teams will swap sides as if the final out of the half inning has been made. *The only exception to this rule is the “out of the park” home run rule. EXAMPLE: If a team has scored 4 runs in a half inning and any runners are on base – if the batter hits an “Out of the Park” home run – ALL of those runs will be counted. If the batted ball is NOT an “Out of the park” home run, only the 5 runs will be counted and teams will swap sides.*
5. **PITCHING REGULATIONS FOR 12 & UNDER LIVE ARM**
 - a. **The maximum number of pitches that an individual player may throw in a calendar week is 120 pitches. (Calendar week begins on Sunday and ends on the following Saturday.)**
 - i. *Once a player reaches the 120 pitch mark for the calendar week – they must be removed from the pitcher’s position immediately and may not continue to pitch to the batter.*
 - b. **The maximum number of pitches that can be thrown by an individual player in one day is 85 pitches.**
 - i. *If a player reaches the 85 pitch mark during an “at bat” – the pitcher may continue to pitch to that batter until that batter has completed their “at bat” – provided it does not violate their maximum pitch count for the week of 120 pitches.*
 - c. **A pitcher that throws less than 31 pitches (30 or less) in a day requires no rest period.**
 - d. **A pitcher that throws between 31 – 65 pitches in a day requires one (1) calendar’s day of rest.**

- e. A pitcher that throws between 66 – 85 pitches in a day requires two (2) calendar's days of rest.
 - f. A pitcher, once removed from the mound, may not return as the pitcher during the same game.
 - g. If a team plays a doubleheader in the same day: A pitcher who throws less than 31 pitches in game one may pitch again in game two but their pitch count for the day will be cumulative and may not exceed the 85 pitches in a day rule.
6. Each team, while on defense, is granted three (3) free charged conferences in a game. Any conference that results in a pitching change is NOT considered a charged conference. Any visits to the field, while on defense, after the three charged conferences have been used, must result in a pitching change.
7. **MODIFIED BASE STEALING:**
- a. A base runner is required to remain in contact with the bag until the pitched ball has reached the front edge of the plate. At this point in the flight of the ball a base runner may come off the bag and may attempt to steal (advance) to the next base at their own risk.
 - b. A runner is automatically called out for leaving the base early and all subsequent action on the play is cancelled and the pitch is considered a "No Pitch" to the batter.
 - c. A batter, when walked (intentionally or unintentionally) must remain at first base until the next pitch is thrown to a batter. On a walk, in closed base baseball, a batter who is walked is only entitled to first base. Once the next pitch has been thrown the runner may attempt to advance at their own risk.
 - d. A batter may NOT attempt to go to 1st base on a dropped/missed third strike. All other runners, who are already on base, may attempt to advance one base on a dropped/missed third strike.
 - e. There is NO STEALING in the 8 & Under w/Machine Division
 - f. The SCPRD and GRPA recommend the wearing of a facemask on the batting helmet but it is no longer required. For Local Play Only – The head first slide is not allowed. The penalty for a head first slide is an immediate out being called, regardless of a play being attempted or not.
8. Only three (3) Adult, Volunteer coaches are allowed on the field in all competitive (ages 7 – 12) divisions.
9. In the 8 & Under w/Machine division: when a team is on defense, one coach is requested to stand behind the catcher, near the back stop to retrieve foul or passed balls and return them to the mound in an effort to speed up the game.



SECTION E: APPROVED EQUIPMENT

- 1. Rubber molded cleats and sneakers are approved footwear. No spikes, metal cleats or screw in cleats are allowed.

2. **The official bat for competitive divisions (ages 7 – 12) must have the USA BASEBALL logo affixed to the bat. Bats may be 2 ¼” or 2 5/8” in diameter but MUST have the USA BASEBALL logo affixed to the bat. A sample of the logo is listed above. Please do not confuse this with a USSSA Baseball logo. To be legal, the bat MUST have the USA BASEBALL logo affixed.**
3. **In the INSTRUCTIONAL LEAGUE (ages 5 & 6), players may use any bat with the USA Baseball logo attached and if not, it must have official TEE-BALL affixed to the bat.**
4. **There are no longer any minus ratio requirements for any of our divisions. As long as the bat has the USA BASEBALL logo and does not exceed 33 inches in length, they may be used in any of our divisions of play.**
5. **If a player is discovered to be using an illegal bat or an altered bat: that player is declared out and the bat is removed from the dugout. A second or additional discoveries of an illegal or altered bat during the same season by the same team/player will result in the ejection of that player and the head coach. The player and the coach would sit out the remainder of that game plus the following game.**
6. **Gloves and Mitts are governed by the Georgia High School Association rules. The basic rule of thumb to know is that no pitcher may use a glove that is predominantly white or gray in color.**
7. **Catchers MUST wear full protective gear including a hockey style helmet with attached mask, chest protector, shin guards and all male catchers must wear a protective cup.**
8. **The official baseball in all competitive divisions shall meet GHSA standards. In the INSTRUCTIONAL LEAGUE and reduced injury factor baseball will be used.**
9. **All players in each division must wear a batting helmet that covers both ears and the skull while batting, while on base as a runner and while on deck prior to hitting. An attached Facemask or “C_FLAP” is recommended but no longer required.**

SECTION F: UNIFORMS

1. **A uniform for baseball includes: a baseball cap, full-length (must extend below the knee) baseball pants, a jersey with factory style, non-duplicated number on the back, socks and shoes.**
2. **Uniforms should be identical in style and/or color. If a player is out of uniform, the SCPRD Recreation Manager that is on site may approve them to play after verifying them to the proper roster. Any lost or discolored uniforms should be reported to the SCPRD and must be replaced by the parent/guardian.**
3. **Managers and coaches are NOT required to be in uniform but are encouraged to dress in a way that easily identifies them as an SCPRD coach.**

4. **If a bat boy is used: the bat boy must wear a batting helmet while outside of the dugout.**

SECTION G: PLAYING FIELD

1. **The distance between bases in the INSTRUCTIONAL LEAGUE, 8 & Under w/Machine and the 10 & Under w/Machine divisions is 60 feet.**
2. **The distance between bases in the 12 & Under Live Arm division is 65 feet.**
3. **The pitching machines shall be set at a distance of 46 feet from the front edge of home plate.**
4. **The pitching distance in 12 & Under Live Arm division is 50 feet from the pitching rubber to the plate.**
5. **In the INSTRUCTIONAL LEAGUE, 8 & Under w/Machine and the 10 & Under w/Machine divisions: an 8' x 12' rectangular box shall be painted on the ground at the pitchers area. The front legs of the pitching machine will rest on the front line of the rectangular box. A player who is playing the pitcher's position must have at least one foot inside of the rectangular box when the ball is delivered through the machine by the umpire.**

SECTION H: INSTRUCTIONAL LEAGUE TEAM PLACEMENT & RULES

1. **INSTRUCTIONAL LEAGUE (ages 5 & 6) is a non-competitive division and will NOT have a draft. All players will be placed onto teams at random. Every effort will be made to divide the teams so that every team has an equal number of male and female players as well as an equal number of five year olds and six year olds. This division will NOT use umpires and will NOT have an official score keeper. There will also not be a post season all-star team in this division.**
2. **An official game in the INSTRUCTIONAL LEAGUE shall feature three (3) full innings in which all players on the roster and in attendance shall bat during each inning. Defensively, all players should play in the field. The following are the defensive positions: Catcher, Pitcher, 1st base, 2nd base, short stop, 3rd base, Left Field, Left-Center Field, Right-Center Field, Right Field.**
 - **All outfielders MUST be in the outfield grass at the time the ball is put into play.**
 - **If a team has more players than defensive positions available – they may choose to play a defensive player on each side of the coach who is doing the pitching. If only 10 players or fewer are in attendance, they must play in the above listed positions.**
3. **A coach from the hitting team will act as the pitcher. The pitch MUST be thrown from an overhanded position. The coach is permitted to kneel if needed but must throw from an overhanded position and may not deliver the pitch underhanded.**

4. Each batter will have the opportunity to hit a pitch, thrown by a coach ...however, once a hitter has two strikes – they **MUST** hit and complete their “at bat” from the tee (No exceptions).
5. If a player is out (by force out, tag out, or caught fly ball) – they must leave the playing area.
6. While everyone does bat in each inning: if a defensive team records 3 outs during an inning, any remaining base runners from the offensive team must clear the bases and return to the dugout.
7. Once the final hitter of an inning has completed their “at bat” either by being declared out, having their momentum/advancement around the bases stopped, or by scoring – the half inning is over.
8. Coaches in the **INSTRUCTIONAL LEAGUE** – please do **NOT** teach your players to get the ball into the infield and call “Time Out”. This is not permissible at the 8 & Under w/Machine division or those divisions above that level and we do not want to create bad habit. Please teach your players to stay in the vicinity of their position and to attempt to stop the advancement of the runner. If a defensive player gets the ball back into the pitcher inside of the 8’ x 12’ rectangular box ...any runner that is advancing may only advance to the base in which they are attempting to reach at the time.
9. There are some very specific goals that each instructional league coach should seek. They are:
 - Teach the players the proper way to run the bases
 - Teach the players the difference between a fair ball and a foul ball
 - Teach the players the difference between a force out and a non-force out
 - Teach each player how to properly stand and hold the bat in the batter’s box
 - Concentrate offensively on hand-eye coordination and emphasize contact over power
 - Encourage each player to pay attention at all times and try to teach them the very basic fundamentals of the game.
10. **A reminder to parents in the INSTRUCTIONAL LEAGUE:** This league is about introducing young players to the game in a fun environment. The SCPRD will not provide umpires or scorekeepers and will not form a post-season all-star team in this division.

SECTION I: 8 & UNDER w/MACHINE RULES

1. All pitching will be done with a JUGS jr. electric pitching machine. The digital readout should be set at 40 MPH. The front legs of the machine will be placed onto the front edge of the 8’ x 12’ rectangular box so that the baseball is delivered from directly over the pitcher’s rubber.
2. One (1) umpire will be used to feed the machine and make all calls during local play.

3. **When a batted ball hits the machine or the electrical cord before a defensive play has been attempted: The umpire will immediately call a “Dead Ball” and the batter will be awarded first base. Any base runners that are forced to advance due to the batter being awarded first base will be advanced one base. If a runner is NOT forced, they will remain at the bag they occupied prior to the pitch.**
4. **If a thrown ball from an infielder hits the machine or the electrical cord: the umpire will declare a “Dead Ball” and each base runner will be awarded the base in which they were attempting plus one additional base.**
5. **The player in the pitcher’s position must have at least one foot inside of the rectangular box at the time the ball is delivered by the umpire through the machine.**
6. **There is NO BUNTING in the 8 & Under w/Machine Division.**
7. **There is NO STEALING or advancing on a passed ball in this division. All runners MUST maintain contact with the bag until the ball reaches the plate.**
8. **A defensive player/team must deny the advancement of the offensive team before the umpire will grant “Time Out”. PLEASE DO NOT TEACH PLAYERS TO GET THE BALL INTO THE INFIELD AND CALL TIME OUT. This will NOT stop the advancement of runners. Once the umpire, in their judgement, feels like no advancement is being attempted or is likely to occur – they may, at that time, grant TIME OUT.**
9. **The following defensive positions MUST be played in the 8 & Under w/Machine division: Catcher, Pitcher, 1st base, 2nd base, short stop, 3rd base, Left Field, Left Center Field, Right Center Field and Right Field. A defensive team may NOT play a “short fielder” or place an outfielder directly behind the 2nd base bag. All outfielders must be in the outfield grass at the time of the pitch.**
10. **The infield fly rule is NOT in effect in the 8 & Under division for local play.**

SECTION J: 10 & UNDER w/MACHINE RULES

1. **All pitching will be done with a JUGS jr. electric pitching machine. The digital readout should be set at 46 MPH. The front legs of the machine will be placed onto the front edge of the 8’ x 12’ rectangular box so that the baseball is delivered from directly over the pitcher’s rubber.**
2. **One (1) umpire will be used to feed the machine and make all calls during local play.**
3. **When a batted ball hits the machine or the electrical cord before a defensive play has been attempted: The umpire will immediately call a “Dead Ball” and the batter will be awarded first base. Any base runners that are forced to advance due to the batter being**

awarded first base will be advanced one base. If a runner is NOT forced, they will remain at the bag they occupied prior to the pitch.

4. If a thrown ball from an infielder hits the machine or the electrical cord: the umpire will declare a “Dead Ball” and each base runner will be awarded the base in which they were attempting plus one additional base.
5. The player in the pitcher’s position must have at least one foot inside of the rectangular box at the time the ball is delivered by the umpire through the machine.
6. An arc shall be drawn onto the field at the 46’ mark as a reminder to the defensive team that they may not go any closer to the plate until the ball has been delivered through the machine. The penalty for a defensive player entering the restricted area prior to the ball being delivered through the machine will be the choice of the offensive team to take the result of the play or having the previous pitch declared a “No Pitch”.
7. Once a batter has 2 strikes – the count will remain at two strikes until their “at bat” is completed. There is NOT a 5 pitch rule!!!
8. The infield fly rule is in effect in the 10 & Under division.
9. Modified base stealing is allowed in the 10 & Under division with the following limitations:
 - a. A player, at no time, can steal home (or attempt to reach home on a passed ball)
 - b. A base runner may attempt to steal once the ball reaches home plate but only a one base advancement is allowed.
 - i. If a throw becomes an overthrow during the stolen base attempt, the player attempting to steal may NOT advance to an additional base. This includes on passed balls. We want to encourage players to both run the bases offensively as well as attempting to make plays defensively, but at this age – we do not want to see a “Merry-Go-Round”.
 - ii. If the pitching machine throws a ball that is deemed uncatchable during a steal attempt: the umpire can call it a “No Pitch” and have all runners return to their previous base.
10. Defensively, for local play only, players must play in the following positions: Catcher, Pitcher, 1st base, 2nd base, short stop, 3rd base, Left Field, Left-Center Field, Right-Center Field and Right Field. There may not be a “short fielder” and no outfielder may play directly behind the 2nd base bag. All outfielders MUST be in the outfield grass at the time of the pitch.
11. BUNTING is allowed in the 10 & Under w/Machine Division.
12. “Butcher Bunting / Slash Bunting” is not allowed! A “Butcher/Slash” bunt is when a batter squares to bunt and when the pitch is delivered they pull back and take a swing. If this occurs, the batter is declared out and all runners must return to the base they occupied prior to the pitch.

SECTION K:**COVER – ALL**

While the SCPRD has attempted to cover each situation that could occur – we realize that occasionally a situation may arise that is not covered. If this happens, we will look to the GRPA or GHSA for determination and interpretation of the rule. If none can be found, the SCPRD's Recreation Manager will make the call and that call shall be final.



YOUTH FOOTBALL LOCAL RULES



SECTION A: GOVERNING RULES / AGE DIVISIONS / AGE CONTROL

1. Rules that are not specifically addressed in this local rules supplement will revert back to the current rules and regulations of the Georgia High School Association (GHSAA) with exceptions that may be found in the GRPA Athletic Manual.
2. The SCPRD offers the following levels of play based on age:
 - **FLAG Football** for players 5 & 6 years old (Non-Competitive)
 - **8 & UNDER TACKLE** for players 7 & 8 years old
 - **10 & UNDER TACKLE** for players 9 & 10 years old
 - **12 & UNDER TACKLE** for players 11 & 12 years old
3. The age control date, which is set by the state association (GRPA) is September 1st of the current year. A players age on September 1st of this year determines their playing age.
4. **No player may play above or below their age division.** *The only exception to this rule will be for players with documented physical or mental disabilities who have received approval from the Executive Director during the registration process.*

SECTION B: SPECIAL PROVISIONS

1. The playing field in **FLAG FOOTBALL, 8 & UNDER** and the **10 & UNDER** Divisions shall be 80 yards in length with a 10 yard end zone on each end of the field. The width of the field shall be 160 feet (53 1/3 yards).
2. The playing field for the **12 & UNDER** Division shall be the same as a regulation high school field.
3. **KICKOFFS:**
 - ❖ There are **NO KICKOFFS** in **FLAG FOOTBALL** or in **8 & UNDER FOOTBALL**. The ball is placed on the 30 yard line and marked for play.
 - ❖ In the **10 & UNDER** Division, kickoffs will occur from the 30 yard line.
 - ❖ In the **12 & UNDER** Division, kickoffs will occur from the 40 yard line.
 - ❖ All kickoffs that go out of bounds untouched will be placed at the 35 yard line or at the point in which the ball went out of bounds, whichever is of greater advantage for the receiving team.
4. **WEIGHT RESTRICTIONS:**
 - a. **FLAG FOOTBALL** No Weight Restrictions
 - b. **8 & UNDER** 100 pounds
 - c. **10 & UNDER** 125 pounds
 - d. **12 & UNDER** 150 pounds

- e. To be eligible to advance the ball as a ball carrier, receive a pass or advance the ball on a fumble or interception: a player **MUST** weigh at or below the weight restriction of their age division.
- f. Any player that is above the weight restriction for their age division will have their helmet striped with a Red Stripe to show that they **MUST** play in a down position (tackle – tackle_ on the offensive or defensive line.
- g. If a player with a striped helmet gains possession of the ball – the ball is immediately declared dead at the place where possession was gained.
- h. The head coach is responsible for maintaining the red stripe. Any player discovered to be over the weight limit and not wearing a red stripe will be ejected from the game, along with the head coach and will be subject to the SCPRD's ejection policies.

5. PUNTS:

- a. There are **NO FAKE PUNTS** at any level of SCPRD Youth Football.
- b. In **FLAG FOOTBALL**, a team has 4 downs to gain a first down. If the line to gain is not reached – the ball is turned over on downs. There are **NO DECLARED PUNTS** in **FLAG FOOTBALL**.
- c. In the **8 & UNDER** Division – there are **NO ACTUAL PUNTS**, only **DECLARED PUNTS**. If a team declares their intent to punt – the referee will move the football **25 yards down field** (*However, at no time will the ball be placed inside of the 10 yard line (which is actually the 20 yard line on a regulation field) This division plays on an 80 yard field.*) **So the actual 20 yard line on a regulation field is the deepest distance that a punt can be placed on a declared punt.**
- d. In the **10 & UNDER** Division – all punts are considered “**Dead Ball Punts**”. The team must declare their intention to punt. The center must snap the ball to the punter. All players on both sides of the ball must remain still until the punter actually punts the football. The receiving team may place up to two (2) players deep to receive the punt. Both teams must have at least seven (7) players on the line of scrimmage when the punt occurs. Once the offensive team gains possession of the punt, the ball is declared dead and marked for play at the point in which possession was gained. If the ball is punted out of bounds, the officials will mark the ball for play at the point the ball went out of bounds.
- e. In the **12 & UNDER** Division – the punt begins as a “**Dead Ball Punt**”. The center must snap the ball to the punter. Once the punter gains control of the football – a whistle is blown to make the play a “**Live Ball Play**”. At this point, a rush may occur (Remember, there are **NO FAKE PUNTS**, so the ball must be punted). The receiving team may place up to two (2) players back deep to receive the punt and both teams must have a minimum of seven (7) players on the line of scrimmage at

the time the punter gains possession of the ball. Once the punter gains possession, everything is live.

- f. A delay of game penalty may be called on a punting team if they do not execute the punt within 30 seconds of the ball being marked for play by the officials.

6. EXTRA POINTS / FIELD GOALS:

- a. In **FLAG FOOTBALL** and in the **8 & UNDER Division** – teams can get 1 point on the PAT for successfully running or passing the ball into the end zone from 3 yards out or they may get a 2 point conversion for successfully running or passing the ball into the end zone from the 5 yard mark. The 3 & 5 yard marks are determined prior to the play being executed.
- b. In the **10 & UNDER Division** – teams can get 1 point on the PAT for successfully running or passing the ball into the end zone from the 3 yard mark. A team may attempt a 2 point conversion by successfully kicking the ball through the uprights from the 10 yard mark. When a team desires to kick, the ball must be tee'd up on the actual 10 yard line of a regulation field. The line of scrimmage will be on the actual 3 yard line of a regulation field.
 - i. The kicked PAT in the **10 & UNDER Division** is a “Dead Ball Kick”. There is No Rush! Defensive players on the line may raise their arms but there can be no jumping or leaping. The ball is snapped to a holder who places the ball onto a kicking tee. Once the official sees that the ball is securely placed onto the kicking tee a whistle is blown and the kicker must immediately attempt the kick.
- c. In the **12 & UNDER Division** – teams can get 1 point on the PAT for successfully running or throwing a pass into the end zone from the 3 yard line. They may receive 2 two (2) points for successfully kicking the ball through the uprights from the 10 yard line.
 - i. The kicked PAT in the **12 & UNDER Division** is a “Dead Ball Kick”. There is No Rush! Defensive players on the line may raise their arms but there can be no jumping or leaping. The ball is snapped to a holder who places the ball onto a kicking block (not a tee) and the holder **MUST** hold the ball for the kick. Once the official sees that the ball is securely placed onto the kicking block a whistle is blown and the kicker must immediately attempt the kick.

7. LENGTH OF GAMES / OVERTIME / MERCY RULE

- a. **FLAG FOOTBALL** – Two equal halves of twenty (20) minutes each with a running clock. The only time the clock will stop is during time outs, injuries or after a score. (and during the P.A.T attempt).
- b. In the **8 & UNDER, 10 & UNDER** and **12 & UNDER Divisions**: four equal quarters of eight (8) minutes each with a running clock. The clock will operate by GHSA standards during the final 2 minutes of the 2nd and 4th quarters. The only time the

clock will stop, other than during the final 2 minutes of each half, is on a time out, injury or after a score (and the P.A.T).

- c. **MERCY RULE:** If a team gains a 21 or more point advantage at any time during the game: the clock will run continuously until the end of the quarter, even during the final two (2) minutes of each half. If the trailing team ever cuts the deficit to below 21 points, the clock would revert back to normal operating rules.
- d. **OVERTIME:** If a game is tied at the end of regulation play in the competitive leagues (ages 7 – 12): the 10 yard overtime procedure will be used. Each team will be given the ball on the 10 yard line and given a set of downs to score. If the score remains tied after two overtime periods; beginning with the 3rd overtime period a team must attempt a 2 point conversion after a touchdown is scored.

8. COACHES SPECIFICATIONS

- a. In **FLAG FOOTBALL** and in the **8 & UNDER** Division: one coach is permitted to be on the field, offensively and defensively, to help align players, call plays in the huddle, etc. Once the huddle is broken – a coach is not permitted to go to the line of scrimmage – they must back off a minimum of 10 yards from the line of scrimmage. The penalty for violating this rule is a 5 yard delay of game penalty.
- b. In the **10 & UNDER** and the **12 & UNDER** Divisions: No coaches are permitted on the field during live ball action. Plays and alignments must be sent in via signals, by players entering the game or verbally from the sidelines.
- c. In all age divisions: **GRPA** and the **SCPRD** prohibits the use of electronic communications such as headsets, walkie-talkies, cell phones, etc.
- d. Each team may have up to three adult, volunteer coaches on the sidelines. All volunteer coaches must have been cleared by the **SCPRD** Athletic Manager and must have successfully completed the criminal background check. One waterboy is permitted per team and must be a minor (under the age of 18). This person is **NOT** permitted to be a 4th volunteer coach.
- e. All coaches on the sidelines must remain in the designated coaches boxes which extend to the 25 yard line on each side of the fields.

SECTION C: MISC.

- 1. In the **8 & UNDER** Division: a defensive lineman is not allowed to line up directly over the Center. Consequently, on offense: a team is not permitted to run a QB sneak between the two guards. The penalty for a QB sneak between the two guards is a 5 yard illegal formation penalty.
- 2. Offensive and Defensive lineman (tackle – tackle) must be in a 3 or 4 point stance when the ball is snapped. The ends may be in a 2 point stance or ready position. Linebackers

must be at least 1 yard behind the line of scrimmage at the snap. There are no linebacker blitzes allowed between the tackles. The penalty for this would be a 5 yard illegal formation penalty.

SECTION D: EQUIPMENT

1. All players in tackle football must wear a NOCSAE approved helmet with a mouth piece that is attached to the facemask. In addition: shoulder pads must be worn underneath a jersey. Pants that include pads for the thighs, knees and hips are also required. A “butt pad” is optional.
2. Only rubber molded cleats or sneaker type shoes (turf shoes) are permitted. No steel spikes or screw in cleats are permitted.
3. The official football for each age group will be:
 - a. FLAG FOOTBALL and 8 & UNDER Wilson K2 or Comparable
 - b. 10 & UNDER Wilson TDJ or Comparable
 - c. 12 & UUNDER Wilson TDY or Comparable

SECTION E: SPORTSMANSHIP

1. At the conclusion of each game – the two teams will line up at the mid-field stripe and shake hands with their opponent. This is a gesture of good sportsmanship. Any coach or player who refuses to shake hands will be ejected for unsportsmanlike conduct and must sit out the following game. A coach that refuses to shake hands or instructs his players not to shake hands is subject to removal from the league.
2. Coaches: Taunting, Pantomiming or intimidating actions directed at players, coaches, officials or administrators is prohibited. The SCPRD has no issue with proper celebrations or with properly and calmly addressing the officials for an explanation of a call. Coaches are NEVER to berate the officials or show boisterous pantomiming over a call in a way that would incite a negative reaction from the fans. The officials have been instructed by the SCPRD to be very strict on this type of behavior and to penalize accordingly. If the behavior continues to be disruptive after a proper penalty, the SCPRD will remove the coach from the playing field with possible additional consequences.
3. Any coach that is ejected from a game during the local season will NOT be eligible to be a part of the All-Star, post season coaching staff.



YOUTH SOCCER LOCAL RULES



SECTION A: AGE DIVISIONS / AGE CONTROL

1. The SCPRD offers the following levels of play based on age:
 - a. **6 & UNDER** for boys & girls ages 5 & 6 (non competitive)
 - b. **8 & UNDER** for boys & girls ages 7 & 8
 - c. **10 & UNDER** for boys & girls ages 9 & 10
 - d. **12 & UNDER** for boys & girls ages 11 & 12
 - For local play only: if the participation numbers require leagues to be combined, the following leagues will be played on the local level:
 - **6 & UNDER** for boys & girls ages 5 & 6
 - **9 & UNDER** for boys and girls ages 7, 8 & 9
 - **12 & UNDER** for boys & girls ages 10, 11 & 12
 - When post-season all-star teams are selected, they will be divided by the age divisions that are offered by the Georgia Recreation and Park Association which is: 8U, 10U and 12U.
2. The SCPRD does not allow anyone to play below or above their age division. *Exception: The only players allowed to play below their age division are those with documented physical or mental disabilities who have received approval during the registration process by the Executive Director.*
3. The age control date for youth soccer is September 1st of the current year. A child's age on September 1st of the current year determines their playing age.
4. Youth soccer rules are patterned after those of the Georgia Recreation and Park Association (GRPA) with the local exceptions found in this local rules supplement. If neither cover a situation, we will revert to the current rules and regulations of the Georgia High School Association (GHSA).

SECTION B: LENGTH OF GAMES / SPEED-UP

1. A regulation game in the 6 & UNDER Division shall be two equal halves of fifteen (15) minutes each with a running clock.
2. A regulation game in the 8 & UNDER / 9 & UNDER Division shall be two equal halves of twenty-five (25) minutes with a running clock.
3. A regulation game in the 10 & UNDER / 12 & UNDER Division shall be two equal halves of thirty (30) minutes each with a running clock.

4. **All matches will have a ten (10) minute halftime period.**

5. **The playing requirement in youth soccer is that each player must play in ½ of each half. This is hard to keep up with during a game, especially as substitutions are being made throughout the game. However, at the mid-way point of each half, the clock will stop and the officials will ask both teams if they have any players who have not entered the game. If, at this point, a player has not entered the game – they must be entered and play the remainder of the half. If a coach or parent makes a claim of a player not meeting the playing requirement: an SCPRD staff member or designee will be assigned to mark their playing time during the following game. If it is verified that a player has not met the minimum playing requirement at any time – the head coach will be suspended for one game and the player who did not meet the playing requirement must start both halves of the following game and play until the mid-point of each half. The proper procedure for concerns regarding playing time is:**
 - a. **To speak with the coach regarding playing time**
 - b. **To make the SCPRD supervisor aware of the concern**
 - c. **The SCPRD supervisor will clock the exact playing time of the player – the following game.**
 - d. **The SCPRD demands that ALL players meet the minimum playing requirements.**

6. **FOR LOCAL PLAY ONLY: If a game is tied at the end of regulation play – there will be no overtime or shootout played. The game will be declared a tie. During the local playoffs in competitive leagues (ages 7 – 12) a ten (10) minute overtime period will be played (NOT A SUDDEN DEATH). If the game remains tied at the end of the ten (10) minute overtime period: a five (5) person per team shootout will take place until a winner is determined.**

7. **MERCY RULE: If a team gains a seven (7) goal advantage at any time during the first half of play – it will immediately be declared halftime. The second half will be reduced to a twenty (20) minute half. If a team ever gains a ten (10) goal advantage during the second half, the game is declared complete.**

SECTION C: SPECIAL PROVISIONS

1. **A team in the 6 & UNDER Division will field six (6) players on the field at a time. This will include a goalkeeper and five other players.**

2. **A team in the 9 & UNDER Division will field seven (7) players on the field at a time. This will include a goalkeeper and six (6) other players.**

3. **A team in the 12 & UNDER Division will field eleven (11) players on the field at a time. This will include a goalkeeper and ten (10) other players. NOTE: At the GRPA All-Star level, this age division plays 9 v. 9 but for local play, due to high participation numbers, we will be playing 11 v. 11**

4. **GRPA no longer allows “Heading” in an age division below the 12 & UNDER age division. The penalty for “Heading” in the 6 & UNDER and in the 9 & UNDER age divisions will be an indirect kick.**
5. **A team in any division may begin a game with one fewer than the required number of players. If a player arrives late and a team has started a game with one fewer than the required number – the player may be inserted into the game immediately upon any dead ball. If one team has fewer than the required number of players – the opposing team is NOT required to play a person down.**
6. **SUBSTITUTIONS:**
 - a. **A player that desires to enter the game as a substitute, at the coach’s request, should report to the center line where it intersects with the sideline and wait to officially be called onto the field by the referee.**
 - b. **A player who enters the field without being called onto the field by the referee is subject to a RED card (ejection) for illegal participation.**
7. **FOR LOCAL PLAY ONLY: In an effort to meet the local playing requirements – the SCPRD allows substitutions by either team on any dead ball situation as long as the substitute is ready to enter at the center line when the referee calls for subs.**
8. **When a team continuously substitutes in an effort to consume time: the referee or an SCPRD staff member will have an official stoppage of play and the coach will be given a verbal warning for unsportsmanlike conduct. Any further substitutions that are considered excessive by the official will result in a RED card (ejection) of the coach.**
9. **Any player that leaves the playing field during the normal flow of the game without the consent of the referee will be issued a RED card (ejection).**
10. **When there is an injury that causes an official stoppage of play: all other players should “take a knee” where they are at on the field while the injury is being assessed. Once the field is ready for play to resume, the referee will have discretion on giving the ball to a particular team or doing a “Dropped Ball”.**
11. **CARDS & THEIR MEANINGS:**
 - A: YELLOW CARD – indicates a formal caution. The 7 reasons for a YELLOW Card**
 1. **Unsportsmanlike Conduct**
 2. **Dissent in words or actions**
 3. **A persistent breaking of the rules including attacking from behind without attacking the ball first.**
 4. **Intentional Delay of Game**
 5. **A defender failing to stay the proper distance from a kick on a corner kick, goal kick or penalty kick or failing to stay the proper distance from a player performing a throw-in from the sidelines.**
 6. **Entering the field of play without permission from the referee**
 7. **Leaving the field of play without consent from the referee.**

B. RED CARD – given for serious violations. A player or coach receiving a RED CARD is ejected from the game and may NOT be replaced during the game. The ejected player or coach will serve the SCPRD’s suspension. RED CARD violations include:

- 1. The use of excessive force or brutality with the intent to cause bodily harm**
- 2. Violent Conduct**
- 3. Spitting at / or on another player**
- 4. An intentional touching of the ball with the hands by a player other than the goalkeeper**
- 5. Fouling an opponent for the sole purpose of preventing a goal**
- 6. Using abusive, offensive or profane language**
- 7. Receiving a second YELLOW Card during the same game.**

12. In the 6 & UNDER Division: all penalties that occur outside of the penalty box area will result in an INDIRECT kick. An INDIRECT kick must be touched by another player (other than the player doing the kicking) before going into the goal. A penalty that occurs inside of the penalty box will result in a DIRECT kick. A DIRECT kick will be a penalty kick from the penalty spot between the designated kicker and the goalkeeper only. All other players must remain outside of the box at the time of the kick.

13. On a throw-in: the player attempting to throw the ball into the field of play must have both feet touching the ground at the release point and both hands must be touching the ball and raised directly over the center of the head.

SECTION D: EQUIPMENT

- 1. A uniform in soccer consist of a matching jersey with factory style non-duplicated number on the back, shorts, socks and shoes.**
- 2. Shoes must be rubber molded cleats, turf shoes or sneakers and may not include steel spikes or screw in cleats.**
- 3. Shin guards are required at all levels of play and are NOT provided by the SCPRD. Any player discovered NOT wearing shin guards will be removed from the game until the proper equipment is worn.**
- 4. A Soccer Ball comes in various sizes. The SCPRD will provide teams with a designated number of practice soccer balls and will provide game balls for each match. The following sizes will be used by the SCPRD:**
 - a. 6 & UNDER Size 3**
 - b. 9 & UNDER Size 4**
 - c. 12 & UNDER Size 4**

SECTION E: OFFICIALS

- 1. The SCPRD will make every effort to provide referees for each contest. It has become increasingly hard to recruit officials / referees. If you are interested in becoming an official for youth soccer, please contact the SCPRD office.**

2. **In the 6 & UNDER Division: one official will be used who will make all of the calls on the field.**

3. **In the 9 & UNDER as well as the 12 & UNDER Divisions: We will attempt to provide two soccer officials who will work a diagonal system. If three officials are available, we will use a Center Referee and two Assistant Referees. The Assistant Referees will patrol each respective sideline.**

4. **If only one referee is available for a 9 & UNDER game and/or a 12 & UNDER game – the one Center Referee will recruit volunteer side judges.**



SECTION A: AGE DIVISIONS / AGE CONTROL DATE

1. The SCPRD offers the following levels of Track & Field, based on age:
 - a. 8 & Under ...(must be at least 7 years old by December 31st)
 - b. 10 & Under
 - c. 12 & Under
 - d. 14 & Under

2. The age control date for GRPA Track & Field is December 31st of the participating year. A child's age on December 31st of the participating year determines their eligibility age for Track & Field.

SECTION B: GOVERNING RULES

1. GRPA Sanctioned meets are governed by the current rules and regulations set by USA Track with the exceptions found in the GRPA Athletic Manual.

2. A representative from each participating agency **MUST** attend a mandatory GRPA Track Meeting, prior to the District track meet or pay a fine to the GRPA offices.

SECTION C: EVENTS

1. Events that are held at the GRPA District & State Track Meet that are offered by the SCPRD are:

a. 50 Meter Dash	8 & Under / 10 & Under Only
b. 100 Meter Dash	All Age Divisions
c. 200 Meter Dash	All Age Divisions
d. 400 Meter Dash	All Age Divisions
e. 800 Meter Run	All Age Divisions (Waterfall Start)
f. 1600 Meter Run (1 Mile)	10 & Under / 12 & Under / 14 & Under Only (Waterfall Start)
g. 3200 Meter Run (2 Mile)	12 & Under / 14 & Under Only (Waterfall Start)
h. 4 x 100 Meter Relay	All Age Divisions
i. 4 x 400 Meter Relay	10 & Under / 12 & Under / 14 & Under Only
j. Standing Long Jump	All Age Divisions
k. Running Long Jump	All Age Divisions
l. Softball Throw	All Age Divisions
m. Shot Put	10 & Under / 12 & Under / 14 & Under Only

2. SHOT PUT RULES

- a. The shot shall be put from the shoulder with one hand only and the competitor shall **NOT** allow the shot to pass behind or below the shoulder during the attempt. No harness or mechanical device attached to the hand or arm shall be allowed.

Taping of the wrist, palm or back of the hand is permitted. It is also permissible to tape only two fingers together, provided they are adjoining fingers.

- b. The put must be made from the designated circle. It is a foul if the competitor, after stepping into the circle, fails to pause before starting the put or touches the circle (not including the inner face of the stop board or band if one is used) or the ground outside of the circle. It is a foul if the shot falls outside of the sector or if the competitor, after having completed the put, does not leave the back half of the circle.**
- c. A foul put is not measured but is counted as a trial. The measurement is from the nearest edge of the first mark made by the shot to the point of the inside of the stop board nearest the mark.**
- d. All participants in an age division must throw the same shot.**

3. STANDING LONG JUMP

- a. A competitor may rock forward and backward lifting the heels and toes alternatively from the surface but may never leave either foot completely from the ground or slide it in any direction off of the ground. Both feet must be parallel to each other and of equal distance from the scratch line before jumping.**
- b. The jumper should take off from behind the scratch line. If the jumper's shoes extend over the scratch line or makes a mark in front of the scratch line, the jump shall not be measured and will be counted as a trial.**
- c. Each jumper is entitled to three jumps. Each jump shall be recorded. The competitor with the longest legal jump is declared the winner.**

4. SOFTBALL THROW

- a. This event will be conducted with a rubber, leather or synthetic cover 11" softball. All competitors will use the same set of softballs provided by the hosts.**
- b. The throw may be made from a standing position or with a running start**
- c. Stepping over the line constitutes a foul. A contestant is allowed one run-up without releasing the ball. Failure to release the ball on a second run-up will constitute a trial.**
- d. Each thrower is given three (3) trials**

1. **Shoes are mandatory for all track & field events. No “Sock-Style” shoes are permitted. Shoes must comply with USA Track rules and any spiked track shoes may not exceed 1/4” metal spikes.**
2. **The shot put shall be a 6 lbs. Shot**
3. **A starter pistol is recommended to begin all races. If a starter pistol is unavailable, a whistle may be used.**

SECTION E: Uniforms

1. **Agency teams must wear similar jerseys. All teams should be dressed alike from the waist up. Boys teams and girls teams may be dressed differently from each other but all boys on the team should be dressed alike and all girls should be dressed alike.**
2. **No jewelry is allowed and no beads in the hair.**



ADULT CO-ED KICKBALL RULES



ROSTERS:

- All players **MUST** be at least fifteen (15) Years of Age by September 1st of the current year.
- Teams **MUST** have a minimum of four (4) male players and four (4) female players
- Rosters are due 3 weeks prior to the first games so that jerseys can be ordered by the SCPRD.

RULES:

- The basic rules of Adult Slo-Pitch Softball will govern the Co-Ed Kickball Tournament with the following exceptions and modifications listed in this document.
- All games will be played on a youth size baseball field at the Sumter County Regional Park. The base distance shall be 60 feet
- There will be one umpire used to call each game. All calls shall be determined by the one umpire on the field unless the umpire is shielded from the play, at which time the two team managers will discuss the matter and the honor system will be used.

EQUIPMENT:

- Athletic shoes are required! No open toe shoes or metal spikes are allowed.
- Players may wear any protective equipment that doesn't create an unfair advantage
- A round, rubber playground kickball, provided by the SCPRD, will be used for all games.
- The official jersey for each team will be provided by the SCPRD. One jersey per player listed on the roster will be pre-ordered and the size of the jersey will be listed by the manager.

TEAMS:

- A team **MUST** field four (4) Male and four (4) female players to begin AND finish a game.
- The pitcher – catcher battery **MUST** be one male and one female
- The infield positions **MUST** be filled by two (2) males and one (1) female (or vice-versa)
- The outfield positions **MUST** be filled by one (1) male and two (2) females (or vice-versa)
- The offensive, kicking order **MUST** alternate between male and female.
- If a male player is intentionally walked, the female player kicking behind that player has the option to intentionally walk or kick.

GAME PLAY:

- Regulation games are seven (7) innings. No new inning may begin after the one hour and 10 minute mark unless the game is tied.
- Any game that is tied at the end of regulation play will go to extra innings until a winner is determined.

- The **MERCY RULE** is 15 runs after 3 innings or 10 runs after 5 innings.
- The positions in Adult, Co-Ed Kickball include:
 - A pitcher & a catcher (one must be male and the other female)
 - 3 infielders and 3 outfielders (2 male, 1 female or vice-versa)
 - All outfielders **MUST** be in the outfield grass at the time the ball is kicked
 - No outfielder may be stationed directly behind 2nd base near the infield lip

PITCHING / FIELDING

- **No Bouncies!!!** A pitch that bounces more than 12" above the ground is considered an illegal pitch
- The pitcher must stay behind the pitching stripe until the ball is kicked
- No defensive player can advance inside of the 1st – 3rd diagonal line until the ball is kicked
- The catcher may not cross home plate until the ball is kicked.
- No side spin or curve balls are allowed. A pitch must be rolled straight toward home plate.

KICKING

- All kicks must be made by the kicker's foot or shin
- All kicks must occur within the designated home plate area. It is best to paint / chalk a box that encompasses both batters boxes so that a kicker may kick the ball while they are inside that box. A kick that is determined to be kicked from outside of the designated area is considered a foul ball.
- There are **No BUNTS ALLOWED**. Kicks considered to be an intentional bunt will be a dead ball and the kicker is declared out. Any kick that goes beyond the 1st – 3rd diagonal line is **NOT** considered a bunt. Any kick, where a full leg swing is taken, but the ball was "topped, side swiped, etc. and the ball stays inside of the 1st – 3rd diagonal line is **NOT** considered a bunt (umpire's judgement). Any kick where a full leg swing is not used and the ball stays inside of the 1st – 3rd diagonal line is considered a bunt and will be called a foul ball.

RUNNING

- Runners **MUST** stay within the base lines. Runners that are hindered by any fielder within the base lines shall be safe at the base in which they were attempting to advance.
- Runners must maintain contact with the bag until the pitched ball reaches the kicker. There is no stealing or lead offs.
- Hitting a baserunner with the ball above the shoulders is not allowed. Any runner that is hit above the shoulders by a thrown ball is declared safe at the base they were attempting to reach and will be awarded one additional base. If other runners are forced because of this – they will advance as well. If a runner is not forced, they will remain at their bag.
- After a kicked ball is caught in the air, runners may attempt to tag up and advance at their own risk
- Sliding in **NOT** mandatory on a play but **NO MALICIOUS CONTACT** is allowed. The general rule of thumb on a play is to: get down (slide), go around or give yourself up.

BALLS & STRIKES

- ❖ **Each kicker will come to the plate with a 1 ball and 1 strike count**
- ❖ **A strike is a pitch that is within the strike zone that is either not kicked or missed by the kicker**
- ❖ **A foul on the 3rd strike IS an out. No additional fouls are given.**
- ❖ **The strike zone shall be an alley directly between the pitchers area and the home plate area, clearly marked.**

MISC.

1. **Once the pitcher has control of the ball and is in the mound area: each base runner must return to their bag and maintain contact with the bag until the pitched ball reaches the kicker.**
2. **Once all runners have stopped advancing toward a base – the umpire shall grant “time out”**
3. **Defensive players may attempt to throw a ball at an advancing runner. If the thrown ball hits the runner prior to them reaching a base – they are declared out as long as the ball hits the runner at the shoulders or below.**

ENJOY:

- **The Adult, Co-Ed kickball tournament is designed for the enjoyment of our citizens. While the tournament is a competitive, double elimination event, we hope that it will be an enjoyable experience for all who enter.**