

General Rules

1. Schedule - All games are to be played at the time, date and place specified on the schedule. A five (5) minute grace period is given to teams if they need a little more time for players to make it to the game. The game clock will start running no later than the conclusion of the grace period.

2. Roster: Teams are not limited to the number of players per roster as long as they meet the league fee and gender specific qualifications.

3. Forfeits -

If you know you may not be able to field a full team, please call a ASSC representative at least forty-eight (48) hours in advance and we will try our best to reschedule your game and avoid a forfeit

- Call: 678-869-4690
- Email: havefun@atlantasportandsocialclub.com

How to avoid a forfeit!

- Invite guest players to fill in for missing roster players! The only thing a guest player needs to do is fill out a waiver when he/she gets to the field. If your guest player already participates in an ASSC league and has completed the waiver, then you're good to go!
- A team may play a legal game with 7 players from their roster (with a minimum of 2 females). If a team has less than 7 players, they can pick up players from another team to meet the 7-player minimum.
- If you would like to pick-up additional guests, you must receive permission from the opposing captain.

4. No show officials - In the off chance that our league officials do not make it to the game, teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as official game.

5. Roster Checks

- Roster checks are mandatory during playoff games.

6. RAIN OUTS -

- SEE WEATHER POLICY

7. Overly Competitive Players: All ASSC sports are intended to be recreational (unless designated as a competitive league at registration.) Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of a ASSC staff member.

Kickball Rules

1. Format

- Games are played in either 7 innings or 55 minute games (whichever comes first). No new inning will start after the 50th minute of the game.

2. Playing Field

- The standard field of play exist between the following boundaries.
 - 60 ft. base paths
 - Runner's/Safety base located at 1st base.
 - 45 ft from pitcher's mound to home plate
 - An imaginary line exist from 3rd base, across the pitcher's mound, to 1st base. This imaginary line cannot be crossed by any fielder (excluding the pitcher) until the kicker makes contact with the ball.
 - 2 ft. strike zone on either side of home plate
 - 6 in. strike zone above home plate
 - 2ft pitching zone on either side of the pitcher's mound

3. Scoring

- The kicking team will accumulate runs by safely crossing home plate
- All scores, regardless of gender, are worth 1 run.
- MERCY RULE
 - A mercy rule will be enforced after one team is ahead by:
 - 15 runs after 3 innings
 - 10 runs after 5 innings
 - Once the mercy rule has been declared, the score will be locked in and both teams can choose to continue play for the remainder of the game (7 innings or 55 minutes)
- A forfeit game results in a 10-0 victory for the non-forfeiting team.

4. Game Play

- FIELDING

- Each team must take the field with AT LEAST 7 players
- Each team may have up to 10 players in the field
 - Minimum of THREE (3) female players on the field in order to field 10 players
 - A team with only TWO (2) female players is limited to a maximum of 7 total players on the field.
 - A team with fewer than TWO (2) female players is not eligible to participate in a regulation match.
- If a team is declared ineligible to participate, then a forfeit score of 10-0 will be recorded.
- Both teams may continue to play an unofficial 7-inning (or 55-minute) game.
- If neither team is game eligible, then the game will proceed as normal
- There is no infield fly rule
 - However a fielder is not allowed to intentionally drop a fly ball in order to complete a double play (to the umpire's discretion).
 - If an umpire decides that the dropped catch was intentional, all baserunners and the kicker will be called safe to their next base.
- Each team must always have a player at the Pitcher AND Catcher positions.
- The Catcher must remind home plate until after the ball is kicked
- The Pitcher must pitch from and release the ball from behind the pitcher's mound and within two feet on either side of the pitcher's mound.

- If the ball is thrown or kicked out of the field of play by the defense, all runners will be awarded the base they were going to plus one additional base.
- A fielder may throw the kickball at a baserunner in order to complete an out. NO BALLS CAN BE THROWN AT A RUNNER'S HEAD DURING THEIR NATURAL RUNNING MOTION. If this rule is violated, the base runner will be called safe.
- PITCHING
 - Sidearm and overhand rolls are not legal
 - The ball must roll (or bounce multiple times) when delivered to home plate. The Pitcher may not deliver the ball on a single bounce or in the air.
 - The Pitcher use his/her natural momentum to follow a pitch/cross the imaginary line, once the ball has be delivered.
 - Intentionally walking a kicker is allowed and no pitches have to be thrown
- Kicking
 - The ball must reach home plate before it is kicked.
 - If the kicker crosses the plane in front of home plate, prior to kicking the ball, the pitch will automatically be declared foul.

5. Playoffs

- All teams (eligible) teams qualify for the champions or consolation playoff tournament
- Standings for playoffs are decided by:
 - Overall win/loss record
 - Overall Point Differential
 - Head to head
 - Record vs. like opponents
 - Point differential vs. like opponents
 - Coin Toss
- League Managers will conduct roster checks before playoff matches.
 - Rosters are locked immediately following the conclusion of the team's final regular season game. Once a roster is locked, players cannot be added or removed.
 - All players must arrive to their playoff games with a proof of identity.