

**202024 Cobb Metro Fast Pitch League
Guidelines and Points of Interest**

EXECUTIVE BOARD

Form a three member Cobb Metro Fast Pitch League (CCML) Executive Board, with two High School Head Coaches and one member being a CCML Head Coach as an advisor. The Executive Board consists of High School Head Coaches/CCML Head Coach to hear league disputes and eligibility requests. Rulings of the CCML Executive Board can be appealed to the High School Coach's Board for discussion and vote.

Season – Start Date Aug 1. – End Date Sept. 20

PARTICIPATING Gold Teams

West Division:

Allatoona
Harrison
Hillgrove
Lassiter 2
McEachern
North Cobb

East Division:

Campbell
Lassiter 1
Pope
Sprayberry
Walton
Kell

PARTICIPATING Silver Teams

West Division:

Allatoona
Harrison
Hillgrove
McEachern
North Cobb
Walton 2
Kennesaw Mtn

East Division:

Kell
Lassiter
Pope
Sprayberry
Walton 1
Campbell
Marietta

**** Will forfeit EOS tournament participation – more than two 8th graders. Division games will not count.**

*****Additional gold/silver teams will go to the opposite division**

TEAM ELIGIBILITY

Cobb County Metro League and GHSA eligibility guidelines will be strictly adhered to.

A player must reside within the school district, attend a 100% feeder school through school choice, OR the parent/legal guardian must be a Cobb County School District employee (excluding part time employees). In multiple household families, the parent with primary guardianship as defined by the divorce decree or court order defines the school of record.

All High School Head Coaches are responsible for having your program following Cobb County Metro League and GHSA eligibility guidelines.

TEAM/PLAYER ELIGIBILITY

- GOLD roster can be filled with participants in the following grades - 8th, 7th, 6th, 5th
- SILVER roster can **ONLY** be filled with participants in the following grades – 8th (2 max), 7th, 6th, 5th

***Rosters CANNOT change once a team plays a division game. Non-division games do not fall under this rule.**

****Teams in violation of this rule WILL NOT be eligible for the EOS Tournament. All games in which a roster violation has occurred will be forfeited and the opposing team credited with a 1-0 win.**

*****Silver teams with 3 or more 8th graders Will NOT be eligible for the EOS Tournament. Division games will not count toward overall records for opposing teams.**

SEASON OVERVIEW AND DIVISIONS

The Regular Season will consist of playing division games with a schedule to be processed by July 15th.

- **Teams are required to schedule a Home and Away game with each team in the division.**
- Metro teams will be permitted to play teams outside of the region and league throughout the season. They must be able to fulfill their commitment to division games.
- The league will be split into two Gold divisions and two Silver divisions as declared by the school on July 15th.
- If a school only has 1 established program team and they feel, based on their talent level, they are better suited to play Silver, they can appeal to the High School Coach's Board for approval; however, they will forfeit EOS Tournament participation.
- Game ejections during the season - the coach or player must serve a 1 game suspension from your original season schedule or EOS Tournament. 2 game suspension for 2nd offense, 3rd offense will serve a season suspension from the date of 3rd offense.
- To avoid ejections, whenever possible, umpires can restrict the coach to the dugout as a warning.

It is suggested that games will be scheduled as follows. Conflicts will need to be discussed by the coaches:

- Saturday "Gold" games 10am
- Saturday "Silver" games 12:30pm
- Sunday "Gold" games 2pm
- Sunday "Silver" games 4pm
- Weeknight games all start at 7pm **or earlier if allowed**
- Any changes to the schedule must have the home field coach confirmed with the umpire coordinator.

Games will mostly be scheduled for play on Mon, Sat, and Sun. However, weekday games could be scheduled when needed.

Each team will be responsible for finding a location to play all their home games. If a team has a home game scheduled and does not have a field available, then they will be responsible for getting together with the opposing coach and working out either a different date or playing it at the away team's location if that is possible. It is up to both coaches to be flexible in trying to accommodate rescheduling of games before a forfeit will be called.

Geographical area of the Program:

The league will remain a Cobb County only program. The focus of the program will remain on Cobb County teams.

Standings:

- Game results will be submitted League Lineup by the coach of the winning team.
- Please make sure your scores are correct as the runs against count for tie-breakers.

Tie Breakers Rules apply

Game balls must be 12", Yellow, .47 core balls and must have the NFHS stamp on them or else the umpires will not allow you to use them. Supplying game balls is the responsibility of the home team. For Metro games, balls are allowed to be put in play with small scratches.

Mound Distance: Gold 43 feet; Silver 40 feet

All teams must carry insurance.

REGULAR SEASON GAMES

- Time limits for Gold Division: No new inning after 1:45
- Time limits for Silver Division: No new inning after 1:30
- If the teams are tied after game time has expired, they will complete the inning.
- If they are still tied after the conclusion of the inning, the game will go to ITB (no matter what the current inning is).
- If 7 innings are completed BEFORE time expires, the ITB will be implemented beginning in the top of the 8th inning.
- All games must have a winner and loser
- Exceptions: inclement weather

Run limits: per GHSA Guidelines

- 7 innings OR
- 15 run differential after 3rd
- 12 run differential after 4th
- 8 run differential after 5th

For the Silver division ONLY, there will be free substitution on DEFENSE. Substitution on offense is limited to the last recorded out.

Silver Division Only

- Free Substitution on Defense: This applies to anyone in the dugout. The rule is designed to develop as many players as possible without having to bat all players in the lineup. The only defensive substitutes that need to be announced are the Pitcher and the catcher. The other defensive substitutions do not need to be announced to umpires or put into the batting lineup.
 - IE. Team has 11 players on the roster. The team bats 9 in the batting lineup. The team rotates the 2 extra players in the dugout on defense every other inning without penalty.
 - NOTE: For Offensive purposes, a line-up card with batting order must be presented at the plate meeting. Further details on offensive subs mentioned below.
- Offensive Substitution: Silver teams can bat a normal 9 player line-up card up to all players on their roster. This is set at the plate meeting and cannot be changed. Any players on the lineup after 9 are noted as EP's (extra players) on the lineup. If a team decides to bat 9 players and 1 EP out of a 12 player roster, any of the remaining players in the dugout would be used as offensive substitutes. Offensive substitutes must be announced to the umpire when entering the game. The offensive substitute will be tied to spot in the line-up of the player they come in to hit for. The original starter and the offensive substitute have 1 re-entry into the batting lineup. Once the starter or the sub uses their reentry they cannot be used on offense for the rest of the game. In the Silver division only, the player can still play defense.
 - IE. Team bats 10 players and has 2 subs. Sub 1 goes in to hit in the 2nd position on the lineup in the 3rd inning. This is announced to the umpire. In the 5th inning the original starter reenters the game and must reenter at the 2nd position in the lineup. In the 7th inning, the coach decides to reenter Sub 1 into the game again to hit in the 2nd position of the lineup. Once this is done the original starter is burned and can no longer bat on offense for the rest of the game. But the starter can play defense.
 - Courtesy Runners: Courtesy runners are for the pitcher and catcher only. If a team bats 9 and has 2 subs then the subs will be the 2 potential courtesy runners. If a team bats all players, the courtesy runners will be the last completed at bat. **Unlike the Gold division, a player can be a courtesy runner even if they have been in the game, as long as they are not in the batting order at the time of entering as a courtesy runner.** A player cannot courtesy run for more than one player in the same inning.

- Pinch Runners: Only subs can be pinch runners for offensive base runners. The offensive substitution rules apply and this must be announced to the umpires.
- Silver teams may bat all of their players. There will NOT be an automatic out unless a team drops below 9 players during a game. IE - if a team starts with 10 or more and a 10th player must leave the game, the 10th player spot in the lineup is passed up WITHOUT penalty.

INCLEMENT WEATHER, SHORTENED GAMES, OR OTHER ISSUES FOR REGULAR SEASON GAMES

The following GHSA rules apply. (These GHSA rules are listed as a convenience to those coaches not familiar with GHSA rules.) We have modified slightly due to the league using time limits for all games.

The suspended game rule will be used:

- (a) When a game is stopped before it becomes a legal game, it is considered to be "no contest" and any replay will begin from the first inning. **A legal game is 4.5 innings if the home team is winning, 5 innings if the visiting team is winning. Due to time limits, a 75 minute minimum will also count as a legal game.**
- (b) When a game is stopped after it becomes a legal game and a winner can be determined, the game is completed.
- (c) When a game is stopped after it becomes a legal game and a winner cannot be determined, any replay will begin from the point of interruption.

Termination of the game due to weather, unplayable conditions, or mechanical malfunctions:

- (a) The umpires may halt play for up to two (2) hours when conditions do not allow play to continue. **The two hour weather delay is applied to weekend games only.**
 1. The two-hour interruption(s) is cumulative. **NOTE: On a weeknight, the weather delay will be a cumulative 45 minutes max, in order to meet the 9:30 pm curfew and minimum of 75 minutes played.** If weather stops a game before it becomes official (4.5 if the home team is winning, 5 if the home team is losing) OR (75 minutes of playing time), the game will be rescheduled and replayed from the beginning. Depending on the game situation, the team that is losing may concede the game in lieu of rescheduling.
 2. The game must be terminated when the two-hour time period has elapsed. If the first game of a doubleheader is terminated, the second game will be postponed.
 3. The two-hour period does not include time needed to prepare the field for the resumption of play.
- (b) Umpires must wait for at least 30 minutes before terminating a game for unplayable field conditions.

In any softball game, if a team does not show up within 30 minutes of the scheduled game time:

A forfeit shall be declared unless the delay is unavoidable, and the visiting team notifies the home team. In emergency situations, the game may be started late, or may be rescheduled.

The tie-breaker procedure for extra-inning games will be used:

Procedure: At the beginning of the eighth inning (and all subsequent half-innings), the player who was the last batter in the previous inning is placed on second base and regular rules apply thereafter. The game continues until a winner is determined.

END OF SEASON TOURNAMENT

The tournament shall separate into two divisions, Gold and Silver.

- Fee 2024: Each team participating (4 teams total) will be responsible to cover cost of umpires, trophies, facility rental (if necessary)
- Top 2 seeds for each division, East and West
- **October 2** - W2 @ E1, E2 @ W1, Championship game **October 5**
- If the 2 winners have the same seed a coin flip will determine home for the Championship game.
- Single Elimination format
- Game ball will be provided by both participating teams
- Seeding will be based on regular season standings
- No time limit for the tournament games
- Same run rules as regular season.
- Home team decided by higher seeded team.
- Trophy is expected for tournament winner only
- The order of rules followed shall be Metro, GHSA, FHSA, and then ASA.

UMPIRES FOR REGULAR SEASON GAMES

The league will schedule the regular season games at the beginning of the season. The umpire associations that we have used in the past have been NGAUA and Steve Marcus group of ASA umpires and these two groups are used by the majority of Varsity/JV games in Cobb County. Paying for umpires for each home game is the responsibility of the home team. When games are rescheduled, it is the responsibility of the home team to schedule their umpires for the make-up. If a game needs to be canceled, it is the responsibility of the home team to notify the umpire association. All rescheduled games must be reported to the Executive Board in order to update the Master Schedule. Cost is \$54.00 per Umpire/\$108 for Individual Game OR \$54 per Umpire/\$108.00 for Game Double Headers.

NGAUA Softball Umpire Scheduler

Shawn Schumacher

(C) 678-449-4130

srschumacher@cherokeega.com

Allatoona, Campbell, Harrison, Hillgrove, Kennesaw Mtn, Marietta, McEachern, N Cobb

NGAUA Softball Umpire Treasurer

Powell Hazzard

powellhazzard@bellsouth.net

(C) 678-644-1781 ****Powell will be billing all NGAUA fees to the High School Programs/Booster Clubs**

SUU (Softball Umpires Unlimited) Umpire Scheduler and Treasurer

Steve Marcus

(C) 770-402-8754

Marcus993@aol.com

Kell, Lassiter, Pope, Walton, Sprayberry

TEAM INSURANCE AND USA TEAM REGISTRATION INFORMATION
LEAGUE CONTACTS

EXECUTIVE BOARD – 3 Members

- 1) High School Coach – Jason Campbell
- 2) High School Coach – Ellie Viland
- 3) Head Coach Metro Team – Dan Torrenti

SCHEDULER (REGULAR SEASON AND TOURNAMENT BRACKET)

- 1) Volunteer – David Gilstrap – League Lineup

HIGH SCHOOL COACH’S BOARD

ALL High School Coaches participating within league

GOLD	DIVISION	SILVER
<ul style="list-style-type: none"> 4.5 INNINGS IF HOME TEAM LEADS 5 INNINGS IF VISITING TEAM LEADS 75 MINUTES IF SHORTENED DUE TO WEATHER/OTHER REASONS 	OFFICIAL GAME	<ul style="list-style-type: none"> 4.5 INNINGS IF HOME TEAM LEADS 5 INNINGS IF VISITING TEAM LEADS 75 MINUTES IF SHORTENED DUE TO WEATHER/OTHER REASONS
<ul style="list-style-type: none"> 105 MINUTES COMPLETE THE INNING 	GAME TIME	<ul style="list-style-type: none"> 90 MINUTES COMPLETE THE INNING
<ul style="list-style-type: none"> 9:30PM ON SCHOOL NIGHTS—COMPLETE THE INNING 	CURFEW	<ul style="list-style-type: none"> 9:30PM ON SCHOOL NIGHTS—COMPLETE THE INNING
<ul style="list-style-type: none"> IMPLEMENTED IN TOP OF 8TH OR AFTER 105 MINUTES HAS EXPIRED PLAY UNTIL THERE IS A WINNER OR UNTIL 9:30PM CURFEW SCHOOL NIGHT GAMES (OR MAX 2 1/2 HOUR TIME LIMIT)—COMPLETE THE INNING. IF GAME IS STILL TIED AFTER COMPLETION OF INNING PAST CURFEW (MAX TIME), GAME ENDS IN TIE 	ITB	<ul style="list-style-type: none"> IMPLEMENTED IN TOP OF 8TH OR AFTER 90 MINUTES HAS EXPIRED PLAY UNTIL THERE IS A WINNER OR UNTIL 9PM CURFEW SCHOOL NIGHT GAMES (OR MAX 2 HOUR TIME LIMIT)—COMPLETE THE INNING. IF GAME IS STILL TIED AFTER COMPLETION OF INNING PAST CURFEW (MAX TIME), GAME ENDS IN TIE
<ul style="list-style-type: none"> 9 	# OF BATTERS	<ul style="list-style-type: none"> 9 UP TO ENTIRE ROSTER
<ul style="list-style-type: none"> REQUIRED AT PLATE MEETING FOR OFFENSIVE AND DEFENSIVE SUB REPORTING 	LINE-UP CARD	<ul style="list-style-type: none"> REQUIRED AT PLATE MEETING FOR OFFENSIVE PURPOSES
<ul style="list-style-type: none"> ALL OFFENSIVE AND DEFENSIVE SUBS REPORTED FOLLOWING GHSA GUIDELINES FOR RE-ENTRY 	SUBS	<ul style="list-style-type: none"> ALL OFFENSIVE SUBS REPORTED AND FOLLOW GHSA GUIDELINES FOR RE-ENTRY FREE SUBSTITUTION FOR DEFENSE
<ul style="list-style-type: none"> COURTESY RUNNER ATTACHED TO POSITION AND USED FOR PITCHER 	COURTESY RUNNER	<ul style="list-style-type: none"> IF TEAM BATS 9, EXTRA PLAYERS USED FOR COURTESY RUNNER FOR

AND CATCHER ONLY FOLLOWING GHSA GUIDELINES		<p>PITCHER AND CATCHER ONLY. THEY MAY COURTESY RUN EVEN IF THEY HAVE ALREADY BEEN IN THE GAME AND REMOVED</p> <ul style="list-style-type: none"> • IF TEAM BATS ALL PLAYERS, THE LAST RECORDED OUT WILL SERVE AS COURTESY RUNNER. A PLAYER CANNOT COURTESY RUN FOR MORE THAN ONE PLAYER IN THE SAME INNING.
<ul style="list-style-type: none"> • 15 RUN LEAD AFTER 3 INNINGS • 12 RUN LEAD AFTER 4 INNINGS • 8 RUN LEAD AFTER 5 INNINGS • 1 RUN LEAD AFTER 7 INNINGS 	RUN-RULE	<ul style="list-style-type: none"> • 15 RUN LEAD AFTER 3 INNINGS • 12 RUN LEAD AFTER 4 INNINGS • 8 RUN LEAD AFTER 5 INNINGS • 1 RUN LEAD AFTER 7 INNINGS