



## **CVSSC Kickball (Soccer Baseball) Rules**

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**1. Spirit Points:** The “Spirit of the Game” is extremely important for all CVSSC leagues and these “spirit points” ratings will factor into the final standings starting for the Spring/09 leagues. Each team will give a spirit rating of between 0-5 points to their opponents after each game based on how fun they were to play against (showed up on time, met the female/male player quotas, called their own fouls, refrained from yelling and had fun). Spirit scores will be kept private until the end of the season, where they will be calculated and used as the first tie-breaker in the standings.

\*Smile, have fun, play fair, know the rules, and show up on time and you’ll do awesome!

\*If you don’t report a “spirit score” for your opponent, they get an automatic 5 and you get an automatic 2.5 (unless graded lower by your opponents).

\*Report the “spirit score” and game score to the CVSSC rep after the game. Or, if not there, email it to [info@comoxvalleysports.ca](mailto:info@comoxvalleysports.ca) or call it into Scott at 250.898.7286 by the following day.

**2. Weather Policy:** It is quite difficult to reschedule games, especially with a number of fields shut down for the summer, so please be prepared to play through some rain during the season. Teams should show up to the field regardless of weather and give 20 minutes grace period for things to clear up (unless it is absolutely disastrous out). That

being said, all teams have the possibility of one make-up game, thereby extending the season another week. Schedules will be adjusted online after the fact.

**3. Equipment:** Each team will be given two sizes of kickballs to use for games, as well as a set of four bases and cones. A \$100 deposit (cash or cheque) will be taken at the orientation day for the equipment. The cheque or cash will be returned at the completion of the season as long as the gear is clean, undamaged, re-usable and everything is accounted for. If that is not the case, portions of the deposit, or the full amount, could be cashed in order to replace and/or clean the equipment.

- Rubber cleats are allowed. Metal cleats are not allowed.
- If teams want jerseys, we have a deal with Aero Art in Comox (\$15 shirts for a single colour front and either name plate or number on the back). Please run the shirt colour past the league coordinator first, so we don't have overlap. But matching shirts are not imperative – you should know which players are teammates.

**4. Field Set-Up:** Each team is responsible for arriving 15 minutes early at the field and setting it up for kickball to commence on time. The first team to arrive with equipment should take it upon themselves to get things rolling. It's always appreciated.

- Please set up the field according to the orientation:
  - o Orange and white “safety base” at first base, approx. 60 feet up the right foul line from home plate, and the foul line should pass right down the middle of the bag to keep the orange base in foul territory and avoid collisions.
  - o Approx 60 feet between each base, with the rubber throw-down bases at second base and third base (stand at second and look over at first, third and home plate to make sure everything is aligned). The home plate goes, yeup, at home plate.
  - o A spare throw-down base should be a few yards back from the left edge of home plate. That is where runners will go to for scoring, again, cutting down on collisions at home.
  - o Cones will be set up to mark the left field and right field foul lines, as well as the suicide line midway between homeplate and third base (once a runner crosses the suicide line, they cannot return to third base, thus making it a “force play” at homeplate). Another two cones should be placed in left-centre and right-centre fields to form a rounded “respect” line in the outfield about 10 feet back from the bases. All outfielders cannot cross that line until the ball is contacted.
  - o Any spots on the field deemed dangerous should also be coned with a field cone (and possibly attempted to be filled) and reported to the CVSSC to have it dealt with.

**5. Match Play/Format:** Games will be seven innings, or up to 60 minutes – whereby the current inning should be finished to complete the game. The league will be looking for feedback on fields and game times this during the course of the year and game times could be extended and locations changed based on that. Start times will be

anywhere from 6 p.m. to 8 p.m. Fields will include Brooklyn El., Cumberland Jr. and G.P. Vanier, though there could be more. Each field may have its own quirks, so do your best to set them up.

- There are eight defensive players on the field (catcher, first base, second base, shortstop, third base, three outfielders). Teams supply their own pitcher. All four outfielders must start behind the outfield “respect line” until the ball is contacted. All infielders must stay behind the infield “respect line” (draw an invisible line between first base and third base, crossing through the pitcher’s mound) until the ball is contacted.

- At least three of the defensive players should be female (eg. 5 male, 3 female set-up in the field) as a default standard. This is just a minimum requirement and captains can decide to do more if that works too.

- If a team can’t field enough girls, they play with fewer players (ie. six guys and two females). Teams can play with as few as six players, but at least one of those must be a female. A team that can’t meet the minimum requirements within 15 minutes of game-time will default, but please split up and play for fun anyways. A default score is recorded as 20-0.

- A game of RPS (rock, paper, scissors) should decide which team bats first and fields first.

- Both teams should keep score and double-check with each other over any discrepancies as the game goes on, and at the end. The captains should report the score and “spirit points” rating to the CVSSC after the game via phone at 250.898.7286, or email at [info@comoxvalleysports.ca](mailto:info@comoxvalleysports.ca). Please do so by the afternoon of the following day at the absolute latest. Standings are usually updated online each Friday.

- There is a limit of scoring seven runs per inning. (Exception is the final inning, when scoring is unlimited.)

- A mercy rule will go into effect when a team takes a lead of 20. The score will freeze and teams are encouraged to play for fun.

- Teams can sub players in and out of whichever positions they like between innings, but not during innings (unless there’s an injury).

- Regular season games can end in a tie (unless there is plenty of time left over, no teams are waiting to play, and both captains agree to continue). In the playoffs, teams will go to extra innings to decide a victor.

## **6. General Rules:**

- Each team supplies their own pitcher. Each batter gets a maximum of three pitches from their own pitcher (fouls, tips, terrible pitches, etc... all count), unless there is a re-pitch based on a ball contacting the pitcher.

- The pitcher should do his/her best to stay out of the defence’s way. If a kicked ball contacts the pitcher, the play is dead and there is a re-pitch.

- Pitches are to be rolled in towards home plate, not bounced.

- Each inning is played with three outs or when a team hits the maximum run limit of seven runs. (Exception is the final inning, when scoring is unlimited).

- Bunting is now allowed for both sexes.

- There are no lead-offs or stolen bases allowed. Runners must wait to leave the base until the ball is contacted. Please respect this rule.

- OUTS -- Runners can (i) strike out (do not put a ball in play after three pitches), (ii) be tagged out with the ball, (iii) caught out on a fly ball, (iv) forced out at the base on force plays, (v) or hit with the ball on a throw. The thrown ball must contact the runner at the shoulders or below for an out. If it contacts them in the head, the runner is safe (unless the runner is sliding, then they are out) and is awarded the base they were running to, plus the next base. If a teammate is occupying the base they are awarded, the teammate also advances to the next base.

- When a ball contacts a runner, the runner is out, but the play is still live.

- Fair balls and foul balls are judged the same via baseball rules, so use those guidelines – ie. the ball's first contact with the ground or a defender must take place in fair territory to be a fair ball. However, a defender can catch a foul ball pop-up to get an opponent out. And if they drop it/miss it in foul territory, it's still a foul ball.

- No blocking runners between bases. This is not safe. Please be sure to get off the base path, unless you are making a play.

- All kicks must be made with the foot or leg, at or below the knee to be considered a legal kick.

- All kicks must take place at or behind home plate to be a legal kick, and within a metre of home plate to either the left or right side. The kicker can step on home plate to kick the ball.

- Players may run up to the ball and kick it.

- Sliding is allowed at second and third base only. If the runner is hit in the head with the ball while sliding, the runner is out (ducking into it).

- All ties go to the runner. Runners may overrun first base.

- Overthrows or deflected balls that go deep into foul territory result in an advancement of one extra base for the base runners. If the overthrow or deflected ball remains in fair territory, the base runners can keep running.

## **7. Batting Lineup:**

- The entire team should be placed in the batting lineup, regardless of whether they're playing defence in the field for a given inning.

- There can never be more than two guys batting in a row in the lineup. That means a girl should be up at least every third batter. To make this possible, some teams may have to rotate girls through the order like this: Joe, Frank, Girl1, Gary, John, Girl2, Bill, Bob, Girl3, Lou, Drew, Girl4. (In this instance, the team may only have three girls, but the girls just rotate up to bat in their own order each time a Girl spot comes up. The guys' lineup stays the same.) If a team has more girls, they should all bat before each guy has a second at-bat.

## **8. Self-Umpiring:**

- All games are self-umpired. The hitting team will provide an umpire, first base coach and third base coach to help make calls on the field. The hitting team makes the calls. Please have these players be as knowledgeable about the rules as possible.

- If teams cannot agree on a call and play is stalled, just replay it.

- There is no trash-talking allowed, but friendly banter can be fun.

**9. Rough Play:** This is a non-contact league and physical play will not be tolerated. Anyone reported as being overly aggressive, physically or verbally, can be suspended from the league at the CVSSC's discretion.

**10. Alcohol:** The CVSSC rents public facilities for all its leagues and tournaments. These facilities, unless otherwise stated, are unlicensed. As such, the consumption of alcohol during CVSSC league games and tournaments (unless in a licensed area) is not allowed and done so at your own risk.

**11. Scores, Standings, Schedules and Playoffs:**

1. Schedules will be posted with 48 hours before the first game, though they can change due to weather, field cancellations, compete levels, etc. It is up to team captains and players to double-check their sked online before each game.
2. Scores and "spirit points ratings" should be submitted to the CVSSC rep by both teams at the end of the game. If a CVSSC rep is not at the game, both teams should email the final score to [info@comoxvalleysports.ca](mailto:info@comoxvalleysports.ca) by the next afternoon. If only one team submits a score by then, that score will be used in updating the standings.
3. The standings will be determined by number of points (two points for a win; one point for a tie). The first tie-breaker will be spirit points, then point differential.
4. The playoffs will be scheduled to take up as many as three weeks of the season, or as little as one. All teams make the playoffs, but typically only the top four finishers have a shot at the championship. This allows for closer, "funner" games.
5. Playoff matches will be set by the CVSSC based on the standings at that point.

\*\*Kickball is a fun, laid-back sport that can be a blast. Please remember that this league is fun-first and there shouldn't be any problems. Have a great time!

\*Got questions or suggestions? Please contact us at [info@comoxvalleysports.ca](mailto:info@comoxvalleysports.ca).