



Chula Vista Elementary School District COED KICKBALL LEAGUE

2023-2024 RULE BOOK

LEAGUE GOALS

- To have FUN while representing the school community
- To promote good SPORTSMANSHIP
- To teach players the FUNDAMENTALS
- To instill a sense of TEAMWORK

REGISTRATION

- Registration fee is due by last game of the season
- Submit fees to school secretary
- Fees must be deposited to district account
0100-9010-901-Y-0000-000-8699

SCHEDULE

- Games will be played on Wednesday and Thursday at 3:45 pm October through December
- Some games may be played on Tuesday.

REQUIRED STUDENT FORMS

- Concussion Form
- CVESD Covid Sports Liability Waiver

LIABILITY

All coaches must be cleared before starting practices and participating in games by completing the following requirements:

- Fingerprint / Live Scan (once and no expiration)

- CPR/First Aid Certification (every 2 years)
- Online Concussion Training Certification (yearly)
- TB Clearance (every 4 years)
- Signed CVESD Code of Conduct

EXPECTATIONS OF COACHES

- Uphold the goals of the league at all times
- Display good sportsmanship
- Provide a positive, supportive environment that emphasizes the importance of teamwork and sportsmanly behavior rather than winning at all costs

EXPECTATIONS OF PARENTS

- Spectators are to abide by our code of conduct at all times.

CODE OF CONDUCT

1. Coaches and spectators are to conduct themselves as positive role models and display appropriate behavior.
2. Coaches are responsible for the conduct of their players and spectators at all times.
3. Coaches, players, and spectators should treat the umpire and their opponent with respect. * Unruly players, coaches, and spectators will be asked to leave if they do not follow these guidelines. Refusal to leave may result in suspension of the game and an eventual forfeit (10-0) to the offending team.

RESPONSIBILITIES OF THE HOME TEAM

- Provide a safe field
- Submit roster to visiting team
- Mark the field appropriately with cones or paint

RESPONSIBILITIES OF THE VISITING TEAM

- Submit roster to home team

REPORTING OF SCORES

- Report the score and the umpire's rating after the game
- Both home and away teams report score using scores link
- Weekly scores and standings will be posted on the blog
- The maximum run differential that can be awarded per game is 10 runs.

REPORTING SPORTSMANSHIP

- Please report your opponent's sportsmanship
- What was your overall impression of your opponent (coach, players, and spectators)?
- Scale: 1 = poor 2=fair 3=good 4=excellent
- Teams with poor ratings will receive a follow-up email.

RESCHEDULING GAMES

- Cancellations must be done at least 24 hrs. in advance
- Cancellation of a game with less than a 24 hr. notice will result in a forfeit
- Forfeit make-up deadline (last week of reg. season)
- If a canceled game cannot be rescheduled by the deadline, the team who originally canceled the game will receive a forfeit

FIELD

- 60-foot base paths & 42 feet to pitchers rubber
- Chalk, paint or mark with cones left and right field line and pitcher's circle
- Bunt line will be 13 ft. from home plate
- Kicking line will be 3 ft. in front of home plate.
- Pitcher's circle will be 8 ft. in diameter

EQUIPMENT

- Players must properly wear a school team game shirt with a number on the back.
- Athletic shoes are required. No metal cleats of any kind are allowed. Soccer, baseball and football cleats are allowed.
- Any equipment deemed by the umpire as a performance enhancement must be removed.
- The official kickball has a pressure of 1.5 pounds per square inch and 8.5 inches in diameter (red playground ball issued by CVESD) and is provided by the home team.

UMPIRES

- Only head coaches can dispute a call.
- Players, coaches, and fans are expected to show good sportsmanship. No yelling at umpires. Ejected participants must leave the field area and may not return to the game. Ejected players, coaches, or fans may sit out the next game, season, or permanently as determined by CVESD administration.
- Umpires will keep official score

ELIGIBILITY

- All players must be registered at the school and on the team roster.
- All players must be in good academic standing and in 4th , 5th or 6th grade.
- Boys and girls are eligible to play.
- Two girls must be on the field at all times.
- If you can't field girls, you will play short 1 or 2 players depending on the number of girls not on the field

TEAMS

- Teams field 10 players.
- Teams kick the entire roster.

- Playing time on the field will be determined by the head coach.
- Team rosters are frozen after the 3rd game

BASE COACHES

- Base coaches can be assistant coaches or team members

REGULATION GAME

- Games end after eight (8) full innings.
- One extra inning will be played if the score is tied.
- A game can end in a tie after 9 innings. ·
- A team failing to field the minimum number of players (7 players) within 10 minutes after scheduled game time will forfeit (10-0). ·
- Any team playing non-registered or improperly registered players will forfeit their game (10-0). ·
- There is a 5-Run per inning limit per inning except the last inning.

PITCHING / CATCHING

- Teams pitch to their own team
- Pitcher must be a player
- No balls or strikes
- Maximum of 3 pitches
- A player has 3 pitches to put the ball in play including foul balls
- A re-kick will be awarded to the kicker if a fielder goes in front of the bunt diagonal line before the ball is kicked
- The ball is live if a fielder fields a ball in front of the bunt line
- If the pitcher is hit by the ball, the play is dead and it counts as a strike
- The pitcher must stay inside the pitcher's mound circle and evade the ball if kicked in their direction.
- The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked.
- Balls must be pitched by hand.

KICKING

- A player's foot or leg must make all kicks.
- All kicks must be behind, on, or no more than 3 feet in front of home plate.
- Bunting is allowed as long as the ball crosses the bunt line.

RUNNING

- Runners must stay within the base line.
- No sliding or running into a fielder. No contact is allowed...the runner is out if the runner initiates contact or the runner is safe if fielder initiates contact.
- Fielders must stay out of the base line. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
- No leading off or stealing. Runner can only advance after the ball is kicked. A runner off a base when the ball is kicked is out.
- Runners may Tag-Up after a kicked ball is caught in the air by the defense
- Runners may only overrun first base.
- One or more bases will be awarded on an overthrow
- Running past another runner is not allowed. Any runner passed by another runner is out.

FOUL BALL

- A foul ball is:
 1. A kick landing in foul territory
 2. A kick that goes foul prior to reaching 3rd and 1st base & not touched by a player.
 3. A kick that does not cross the bunt diagonal line

OUTS

- Three (3) outs by a team complete the team's half of the inning.
- Runner touched by the ball while not on base & the ball is in play; If defender makes a play for the ball and then the runner is hit by the ball, the runner is eligible to keep playing.
- A fielder can throw a ball at a runner below the shoulders. Runners hit in the neck or head with the ball will not be out unless they were ducking to dodge the ball...Play stops and the ball is dead after hitting a base runner and being declared out.
- A kicked ball (fair or foul) that is caught in the air
- A ball thrown to fielder touching base beats the runner who is forced to run
- A runner off of his/her base when the ball is kicked;
- A runner physically assisted by a base coach during play

PLAY ENDS

- When the rover or defender has the ball inside the pitching circle and waits for the umpire to call time
- A runner intentionally touches or stops the ball (the runner is out)
- Interference is when any non-fielder, runner, or non-permanent object touches the ball. Any time there is interference, play automatically ends and runners proceed to the base to which they were headed, unless it was initiated by the offensive team.

DETERMINING A CHAMPION

- Playoff seeding will be determined by the final regular season record (i.e. #4 seed vs. #1 seed and #3 seed vs. #2 seed).
 - Tie-breakers
 1. Head-to-head
 2. Run differential
 3. Least runs scored against