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Rule I - The Diamond

- Section 1** The diamond is a square with each side 45 feet in length as shown in the appendix on page 4. The front of the pitcher's plate is 35 feet from the outside tip of home plate, on a direct line between home plate and second base, and the pitcher's plate consists of a painted line measuring 6 inches deep by 24 inches across.
- Section 2** A circle 8 feet in diameter (outside dimensions) is to be painted around the pitcher's plate. The diameter to be figured 4 feet in each direction from the center of the pitcher's plate (see appendix). The purpose of this circle is explained in Rule XV, Section 11.
- Section 3** Kicker's foul line is 8 feet from home plate. This line is drawn across the diamond between the first and third base lines, at a point 8 feet up toward the pitcher's plate from the outside tip of home plate. The serving line (or 3 foot line) is measured and drawn 3 feet from the outside tip of home plate in the same manner as the 8 foot line. The three-foot line is extended out to the restraining line. Both lines are to be painted as shown in the appendix.
- Section 4** A line is to be painted on the diamond 12 feet in front of the front edge of the pitcher's plate that is 6 feet long and 3 inches wide and parallel to both the 8 foot line and the pitcher's plate and equidistant from the two foul lines to be painted on the diamond. This is known as the "pitched ball restraining line."
- Section 5** Pitching lines are not allowed between the pitcher's plate and the 8-foot line.
- Section 6** Special stripes, called "hash marks" 3 inches wide and 18 inches long, are to be painted between first and second bases, second and third bases, third base and home plate perpendicular to the baseline, exactly halfway between the respective bases. These stripes should be bisected by the baseline.
- Section 7** Bases, 24 inches and square, are to be marked off at first, second and third, with an ***18-inch square plate*** at home (See appendix). The outside dimensions for home plate and each of the bases include the baselines. Home plate is to be painted a visible contrasting color from the other lines, which run into it. Preferably it should be the same color as the running line and first base extension (See Rule I, Section 12).
- Section 8** First and third baselines must be extended as foul lines into the outfield as far as playground dimensions permit (or 75 feet, whichever is the lesser distance) to help the umpire call "foul" and "fair" on balls which are kicked near the line.
- Section 9** A line at least 13 feet in length must be painted from the junction of the 8-foot line and the first baseline, perpendicular to the first baseline. An identical line must be painted in the same manner from the third baseline. These lines enclose the kicker's area, and only the kicker and the following kicker are allowed within this enclosure.
- Section 10** Coaches' boxes are to be painted outside first and third base. Each box must be 9 feet by 4 feet, with the inside edge painted along the baseline at a point 3 feet from the line (See Appendix). One end of the box should extend 2 feet beyond the base, as per appendix. Only one person is allowed in each box at a time, and that person must be a coach of the team which is kicking.

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Section 11 Straight lines must be painted on both sides of the diamond from a point 6 feet behind the back line of each coach's box, parallel to the coaches' box, and to a point of intersection directly behind home plate. These are the spectator restraining lines (See Appendix). At no time are the people on the sidelines (spectators, substitutes, etc) allowed to cross this line. Spectator restraining lines are to be extended parallel with the first and third baselines at least 25 feet past first and third bases.

Section 12 Beginning at the kicker's area restraining line on the first base side of the diamond, and 2 feet outside of the first baseline, a line is to be painted parallel to the first baseline and extending as far as the intersection of the first and second baselines. This line shall be of contrasting color (yellow, gold or white) to all other lines on the diamond (See Appendix). The area included by this line and the first baseline shall be called a running lane.

Section 13 In connection with Section 12, above, first base shall be extended from the outside edge of the first baseline to meet the line bordering the running lane. This extension shall be of the same contrasting color as used for that line. This extension is designed as a safety feature, to avoid collision between the fielder and the base runner, and is intended for the use of the runner only.

Section 14 All painted lines should be at least 3 inches wide, unless otherwise specified.

Section 15 Below is the diagram with the defensive restraining line. No defensive player may be positioned closer to home plate than the third base line hash mark extended in an invisible arc intersecting with the first base line. Defensive players may not have any part of their body inside this plane until the ball has been kicked.

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Rule II - Equipment

Section 1 The official ball is the Mikasa Kickball S3030. The umpire shall decide which team's ball is in better condition and that ball will be the official game ball.

Section 2 If uniform shirts are worn the CYO Logo is required to be on the shirts. The CYO Logo may be silk-screened directly on the shirt at the time the uniforms are purchased.

Rule III - Special Playing Rules (Includes Substitution and Playing Time Rule)

Section 1 There are ten players on each side. Positions are the same as in softball. No player is required to occupy an exact position in the field except the pitcher, who must take her position as stated in Rule VI.

Section 2 At least seven players must participate in the game at all times.

Section 3 Positioning of Players

The positioning of any player in close proximity to the kicking area is dangerous and must be avoided. With this in mind, all players on the field must remain behind the hash mark between home plate and third base until after a pitched ball has been kicked. As soon as the kicker contacts the ball with her foot, players may move inside the hash mark toward the kicking area to field a bunted ball or to cover the area. (See page 3 Section 15 - diagram.) ***If a defensive player (after a warning) continues to move up into the restricted area, the kicker will be awarded first base and all runners on bases will be allowed to advance one base.**

Section 4 **Substitution Rule and Minimum Playing Time Rule**

- a. All players present for the game shall be in the kicking line-up and must kick.
- b. Defensive substitutions shall be unlimited.
- c. If a player arrives after the official start of the game, the player will be permitted to kick but must be placed last in the kicking order.
- d. All players present at the official start of the game will play at least 2 complete innings in a defensive position by the completion of the fifth inning. Any player not present at the official start of the game is not guaranteed defensive position playing time.
- e. Any player removed from the game for any reason will not have her place in the kicking order result in an automatic out. Each kicker following her in the kicking order will move up in the kicking order. Remember, no out is given if a player is removed from the game for any reason.

Section 5 Replacement procedure for an injured player

If a player needs to be removed from the game after reaching a base safely, the person who made the last out may come into the game to replace the injured player. After the inning, if the player does not return to the game each kicker following her in the kicking order will move up in the kicking order.

Section 6 Casts or Splints

If a player is wearing a cast or a splint, it must be padded, and she must not only be placed in the kicking line-up, but she must also play the required number of defensive innings.

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THE HOME PLATE - SHOULD BE 18" SQUARE AND SHOULD BE PAINTED A CONTRASTING COLOR FROM THE OTHER LINES, WHICH RUN INTO IT.

1ST, 2ND AND 3RD BASES - SHOULD BE 24" SQUARE
SPECTATOR RESTRAINING LINES - SHOULD BE EXTENDED AT LEAST 25'
PAST 1ST AND 3RD BASES.

THE DISTANCE FROM HOME PLATE TO SECOND BASE OR FROM FIRST TO THIRD BASE IS 63' 7" AND 11/16". BE EXACT IN MEASURING YOUR DIAMOND.

THERE IS A DISTANCE OF 35' FROM HOME PLATE TO THE PITCHER'S BOX.

THE 8' LINE AND 3' LINE ARE MEASURED FROM THE OUTSIDE TIP OF HOME PLATE.

HASH MARKS ARE TO BE 18" LONG AT THE HALFWAY POINT BETWEEN FIRST AND SECOND BASES, BETWEEN SECOND AND THIRD BASES AND BETWEEN THIRD BASE AND HOME PLATE.

RUNNING LANES (SEE SECTION 12 - PAGE 3)

HOME PLATE - (SEE SECTION 7 - PAGE 2)

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Rule III Special Playing Rules

Section 7 Playing Time Rule

The following rule is intended to insure that all participants, regardless of their skill level, are given the opportunity to play a minimum amount of time in every game. When a young person signs up to play in the CYO program she expects, and has the right, to participate in each game. Coaches need to respect all the young athletes if they are to have a rewarding experience in sports. These guidelines were developed in order to maximize the potential benefits of sports participation. ATHLETES FIRST - WINNING SECOND.

1. This rule is in effect for all Kickball Leagues.
2. The CYO does not permit the cutting of players from team rosters.
3. Players may be substituted for and play less than two innings when it becomes necessary because of injury, otherwise all players must play 2 defensive innings by the completion of the fifth inning.
4. Coaches do have the prerogative to exclude a child from being in uniform and entered in the scorebook because of a disciplinary situation, absenteeism or personal problems. In these cases, it is strongly recommended that the reasons for exclusion be discussed with the child's parent (s). A child dressed for a game must play.
5. The CYO substitution rules, as outlined in the respective rules for each sport, remain in effect.
6. Any coach who violates these rules is subject to probation or suspension for a portion or all of the season as determined by the CYO Office.

Rule IV - The Game

***Section 1** *A game shall consist of seven innings. A half-inning terminates when a team records three outs or has scored 20 runs. However, even when 20 runs are scored, play will be allowed to continue until the ball is dead, but no more than 20 runs will be counted in the scorebook. However, in the seventh inning there will be no cap on the number of runs that may be scored by either team. In the fourth grade league a game shall consist of six innings and in the sixth inning there will be no cap on the number of runs that may be scored by either team.*

Section 2 Three and a half or four full innings shall constitute a game if called for darkness, weather or safety reasons, except for playoff games or divisional tie-breaker games, which must be played in their entirety, other than the exception noted in Section 3, (exception refers to 25 run rule). If the team kicking last is ahead after 3 1/2 innings when the game must be terminated for weather, safety or darkness, it shall be a complete and official game. Otherwise, four full innings must be played. **After the 3 1/2 or 4 inning mark, if a game must be called for darkness, weather or safety reasons, the final score at the end of the last complete inning shall determine the winner.** If a game must be terminated for weather, darkness or safety reasons, a decision will be made by the umpire after conferring with the coaches of both teams.

A suspended game is a game called for darkness or weather **before a winner is determined**, i.e., a game called for darkness or weather before the completion of 4 innings (or 3 1/2 innings if the home team is ahead). A suspended game will be continued from the point of suspension **with the line-up and kicking order of each team the same as the line-up and kicking order at the moment of suspension. Please be sure to mark your scorebooks as such.**

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Section 3 At any point after 4 ½ or 5 full innings have been played, the umpires have been instructed to call any game, **including playoff games and divisional tie-breaker games**, when either team is ahead 25 runs or more. If the home team (the team kicking last in the inning) is behind by 25 runs or more after 4 ½ innings have been played, the home team shall be allowed to kick to complete the inning. If the home team scores enough runs to bring the game score margin to under 25 runs, the game shall continue. This rule will be enforced for all leagues and playoff games, including tie-breakers throughout the season. **Umpires may not make any exceptions to this rule.**

Section 4 **A coin toss** will determine which team takes the field first or kicks first. The team kicking last in the inning shall be referred to as the “**home**” team. The umpire shall call for a captain from each team, and the visiting team’s captain shall call the toss. If a regular season game or playoff game is being played on a neutral field, the captain of the team that has traveled the farthest shall call the toss.

Section 5 In case of a tie at the end of seven innings or play continues until one team is ahead at the end of a complete inning. (**at the end of six innings for the 4th grade league.....**)

Section 6 In all leagues no protest, other than those concerning players' eligibility violations, will be accepted by the CYO Athletic Policies Committee.

Rule V - Forfeiture

The umpire may declare a forfeited game in favor of the team not at fault in any of the following cases:

Section 1 If a team fails to appear upon the field or, having seven players upon the field, refuses to begin within five minutes after the umpire has called play.

Section 2 If a team fails to have at least seven players on the field 15 minutes after the scheduled time for the start of play **unless prior arrangements for a late start have been made.**

Section 3 If a coach fails to remove a player from the game immediately when so ordered by the umpire for unsportsmanlike conduct.

Rule VI Pitching Rules

Section 1 *The pitcher must stand with one or both feet on the pitching line keeping one foot in contact constantly with the pitching line until after delivering the ball.*

The ball must be pitched underhand and rolled on the ground. Any pitched ball must strike the playing surface before it reaches the pitched ball restraining line, which is to be painted on the diamond 12' in front of the front edge of the pitcher's plate. The ball must touch the ground almost immediately after release. If the pitcher fails to keep one foot constantly in contact with the plate until after delivering the ball, or if the pitched ball fails to strike the playing surface before reaching the pitched ball restraining line (or both violations occur on the same pitch), it shall be called a ball by the umpire. However, if the kicker kicks at such a pitch and misses it or kicks it foul, it shall be called a strike. If the kicker makes a fair kick on such a pitch, the ball shall remain in play, and there shall be no penalty for such a pitch. The same rules shall be applied for bouncing pitches. If the bottom side of the ball is 6 inches above the playing surface at the time it crosses the plate, the pitch shall be called a ball. If the kicker takes the pitch, it shall be called a strike if the kicker kicks at it and misses it or kicks it foul. It shall remain in play without penalty if the pitch is kicked fair.

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Rule VI - Pitching Rule (Continued)

The effect of this is to remove any aspect of the term illegal pitch as it applies to softball. In CYO Kickball, either a pitched ball which fails to strike the playing surface before it reaches the restraining line or a pitched ball which is more than 6 inches above the playing surface at the time it crosses the plate is treated as a violation of our pitching rules but is not an illegal pitch. ***The penalty is applied only if the kicker does not kick at the ball.*** If she does kick at it, it is treated as any other legal pitch. The same is in effect if the pitcher fails to keep one foot constantly in contact with the pitcher's plate until after delivering the ball.

Section 2 Securing the ball in the pitcher's circle (PLEASE READ VERY CAREFULLY)

If a kicked ball (or a kicked ball that is deflected off of another defensive player) is caught by the pitcher in the circle, whether it is on the ground or in the air, the pitcher has the right to make a defensive play. If the pitcher wants to secure the ball in the circle, i.e. to end the play and render the ball dead, she must step out of the circle and step back in. Catching a kicked ball and making no action will not automatically stop players from advancing.

If the pitcher is thrown the ball from another defensive player and the pitcher is in the circle, the ball is considered dead at that point. If the pitcher is outside of the circle and catches the thrown ball, the pitcher can make a defensive play; however, if the pitcher steps into the circle while making a defensive play, the ball is considered dead at that point. The pitcher cannot run through the circle to make a defensive play.

Section 3 THERE ARE NO INTENTIONAL WALKS IN CYO KICKBALL.

The ball must be pitched in the general direction of home plate within the intersection of the 3' line with the first and third baseline. ***Should there be a flagrant violation of this rule the pitcher and the coach will be given one warning. Should a second violation occur, the player shall be removed from the pitcher's position for the remainder of the game. However, the player may remain in the game in another position.***

Section 4 – It is common courtesy that the pitcher wait until the kicker is back in position before making her next attempt to pitch a ball. For example, if the kicker kicks a pitched ball and is running to first base when the umpire declares it a foul ball, the pitcher must wait until the kicker has returned and is in position before attempting her next pitch. The umpire has the right to make a call in favor of the kicker in this situation.

Rule VII - Blocked Ball

Section 1 A blocked ball is a kicked or thrown ball that is fair and goes beyond the spectator restraining lines, but remains in play unless the ball is stopped or handled by any person not engaged in the game or if the ball touches any obstruction that is not covered by a ground rule. In the event of a blocked ball, the base runner is entitled to the base she is going to plus an additional base. A kicked or thrown ball (other than an overthrow of first, third or home) remains in play if it goes beyond the spectator restraining lines unless it becomes a blocked ball.

Rule VIII - Foul Ball

A foul ball is a legally kicked ball that settles in foul territory or is handled by a player when ***the ball*** is in foul territory. Balls which are not kicked beyond the 8-foot line are also foul balls.

A fly ball is foul if it is touched by a player while the ball is in foul territory.

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Rule IX - Fair Ball

A fair ball is a legally kicked ball that settles on fair territory or is handled by or touches a fielder within the baselines on or beyond the 8 foot line.

A fly ball is fair if it is touched by a player while the ball is in fair territory.

Rule X - Kicking Order

After the first inning the initial kicker in each inning shall be the kicker whose name follows that of the last player who completed her time at kicking in the preceding inning, subject to any exceptions permitted in Rule III, Section 4.

Kicking Out of Order

The following procedure should be used when a player kicks out of order during an inning:

- a. If the error is discovered while the incorrect kicker is up to kick, the correct kicker may take her place and legally *assume any balls and strikes*. From this point, play resumes with the next kicker up and in order.
- b. If the error is discovered after the incorrect kicker has completed her turn to kick and before there has been a pitch to another kicker, the player who should have kicked is out. *This is the only time an out is called*. Any advance or score made because of a ball kicked by the improper kicker or because of the improper kicker's advance to first base on a kick, an error, or base on balls shall be nullified. The next kicker is the player whose name follows that of the player called out for failing to kick. If the kicker declared out under these circumstances is the third out, the correct kicker in the next inning shall be the player who would have come to kick had the player been put out by ordinary play.
- c. If the error is discovered after the first pitch to the next kicker, the kick of the incorrect kicker is legal, all runs scored and bases run are legal, and the next kicker in order shall be the one whose name follows that of the incorrect kicker. No one is called out for failure to kick. Players who have not kicked and who have not been called out have lost their turn at kick until reached again in the regular order.
- d. No base runner shall be removed from the base she is occupying (except when the kicker-base runner has been taken off the base by the umpire as in b above to kick in her proper place). She merely misses her turn to kick with no penalty. The kicker following her in the kicking order becomes the legal kicker.

Rule XI - Strikes

A strike is recorded when:

Section 1 A pitched ball is kicked at and missed.

Section 2 A foul is not caught on the fly. If any pitch after the second strike is kicked foul, that pitch becomes the third strike, and the kicker is out.

Section 3 Any part of a ball legally pitched to the kicker passes over any part of home plate and the ball is not kicked fair.

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Rule XII - When the Kicker is Out

Prior to becoming a base runner, a kicker is called out in the following instances:

Section 1 If a kicker kicks out of order and if the error is discovered after the incorrect kicker has completed her turn to kick and before there has been a pitch to another kicker, the player who should have kicked is out. This is the only time an out is called.

Section 2 If she makes a foul kick and the ball is caught by a fielder before the ball touches the ground within foul territory.

Section 3 If, in the act of kicking, the kicker steps on or over the 3 foot line with the non-kicking foot before contact is made with the ball by the other foot. (See Rule I - Section 3 on the extension of the 3 foot line).

Section 4 After three strikes have been called on the kicker.

Section 5 Ball touches the kicker after it is initially kicked; however, the ball must be in fair territory in order for the kicker to be called out.

Section 6 Double Kick – If a kicker kicks the ball twice in fair territory, she is out. If a kicker kicks the ball twice in foul territory, a strike will be called.

Section 7 A runner who has overrun first base and is in **fair territory** may be tagged out whether or not she is making an attempt to go to second base.

Section 8 – Two runners may not occupy the same base simultaneously

Two runners may not occupy the same base simultaneously. The runner (lead runner) who first legally occupied the base shall be entitled to the base, unless she is forced to advance. The other runner may be called out if tagged with the ball. If the ball is dead, then the last runner will be sent back to her previous base.

Rule XIII- When the Kicker Becomes a Baserunner

A kicker becomes a base runner in the following instances:

Note: A kicker may approach the ball in any area as long as contact with the ball is made within the kicker restraining area.

Section 1 Instantly after a fair kick. When a kicker becomes a base runner, **she must touch the yellow base** before a defensive player tags her or the white base in order to be declared safe. If she is safe at first, she is entitled to the white base and the yellow base ceases to function as a base until the next kicker. **The defensive player must tag the “white” base.**

Section 2 After four balls have been called by the umpire.

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Rule XIV Entitled to Bases

Section 1 – On any overthrow of first, third, or home which goes beyond the spectator restraining lines, the ball becomes dead (out of play) at the time when it goes beyond the spectator restraining lines. All runners are awarded the base to which they are going at the time when the ball becomes dead **plus one**. (If a player is not making any attempt to go to another base; she will be awarded only one additional base.) However, bases are awarded based on the lead runner. For example, if the lead runner is only entitled to third base, the runner following may only be awarded second base regardless of where she was the time the ball became dead.

Rule XV - When the Base runner is Out

The base runner is out in the following situations:

Section 1 When, **in the judgment of the umpire**, running to any base, she runs more than 3 feet from a direct line between that base and the next base in regular order to avoid being tagged by the ball in the hands of the fielder, in other words, to avoid the tag. **No fielder may obstruct the runner unless she has the ball in her hands.**

Section 2 When, while the ball is in play, she is legally touched with the ball in the hand of the fielder while not in contact with a base.

Section 3 When, on a force out, a fielder tags the player with the ball or holds the ball on the base to which the base runner is forced to advance before the runner reaches the base.

Section 4 When, a base runner physically passes a preceding base runner before that runner has been put out.

***Section 5** A runner on base may advance at risk while the ball is in play when a legally caught fly ball (fair or foul) **is first touched or tipped by any defensive player** as long as the runner was on base when the ball was first touched or tipped by any defensive player. If the runner is not on base when the caught ball was first touched by any defensive player, the runner must return and tag the base she was occupying when the ball was kicked. Otherwise, if a fielder tags the runner or the base she has left, the runner will be out and the ball will remain in play. A runner may be out on appeal **to an umpire made by a fielder or coach** before the next pitch if the runner advances between bases before a caught fly ball has touched a fielder.

Section 6 Appeal Play Procedure: Once the ball has been returned to the pitcher, standing in the pitcher's circle, **any fielder or coach**, including the pitcher, may make a verbal appeal on a runner missing a base or leaving base too soon. The umpire should then make a decision on the play. The pitcher does not need to throw the ball to the base in question, and base runners may not leave their base during this period as the ball remains dead until the next pitch.

Section 7 When a base runner is struck with any untouched ball in fair territory while off base, the runner is out. This is a dead ball. The kicker will advance to first base, all other players will advance one base if necessary. (For example – if a kicker is on second base and the one advancing from first base to second base is the one hit with the kicked ball, the runner on second base will not automatically advance.)

Section 8 When the base runner leaves the base while the pitcher, standing on the pitcher's plate, holds the ball or before the ball has been kicked by the kicker.

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Section 9 Anytime the ball is returned to the pitcher and controlled by the pitcher while she has one foot in or on the pitcher's circle (See appendix), the base runner must return to the base she just passed or stay at the base she is occupying. The following points further explain and clarify this rule.

Anytime the ball is returned to the pitcher as outlined in Section 10, play becomes dead as soon as the pitcher has control of the ball with one foot in or on the circle. Each runner returns to her base, or moves to the next base, on the judgment and instructions of the umpire without risk of being put out. The ball becomes alive only on the next pitch. However, a player or coach on the defensive team may make an appeal play on a runner who (in his or her opinion) has failed to touch a base while advancing or returning to a base, or who failed to touch her base after a fair or foul fly ball has been caught or first touched. In such a play, no succeeding base runners are allowed to advance if the appeal play constituted the third out of the half inning.

Violation of this rule by any runner may affect all runners. If a runner not *on or past* the hash mark is returned to a base by the umpire, she may force any or all succeeding runners back to the nearest open base even though the succeeding runner may have been *on or past* the hash mark when play was stopped by the umpire.

Section 10 If a base runner is touched off base by a handled or kicked ball, the runner is out. If the fielder who has control of the ball touches the runner with it and has the ball knocked from her hands, the runner is still out because when the out was made the fielder had control of the ball. The fielder does not have to retain control of the ball for any period of time after touching the runner with the ball.

Section 11 *Any player who is declared out must report the out in person to both scorekeepers.*

Rule XVI - Return To Bases

The base runner shall return to her base without liability if the umpire declares any foul not legally caught.

Rule XVII - When Runs Are Scored

Section 1 A run shall be scored on a kick or a play:

- A. A runner may score on a fair fly ball after it is first touched by a fielder or on a play upon any other base runner.
- B. A runner may score on a foul fly ball after it is caught. However, she must not leave the base until the ball is first touched by a fielder. If a foul fly ball is touched and not caught, the runner must return to her base.
- C. **On the third out, if it is not a force out, the runner scores if she touches home plate before the third out is called.**

Note: In the case of an appealed play in which the runner has been called out, no succeeding runner shall be permitted to score provided the appeal play constitutes the third out of that particular half inning.

Section 2 Any runner coming in to score is required to report the run *in person* to the scorekeeper of both teams. Failure to report a run before the end of a half inning will result in that run being nullified.

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Section 3 *Before each game, one scorebook should be designated as the official scorebook either by choice or coin toss.*

- A. The official scorebook should include the first initial and last name of all players.
- B. *When a discrepancy occurs, the official scorebook will overrule.*

Rule XVIII -Time Outs

Section 1 Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the kicker, or any member of the team. No further conferences are to be permitted by the umpire for the offensive team in that inning. The coach, his representative, or a player may make the request.

Section 2 Each team, when on defense, may be granted not more than three charged conferences during a game without penalty to permit a coach, a coach's representative, or a player to confer with a player or players. The penalty for any charged conference in excess of three: the pitcher must be removed as pitcher for the duration of the game. She may remain in the game at another position.

Section 3 During an official time out, a runner(s) occupying the base(s) may leave the bases(s) and approach their team huddle without being called out.

Section 4 Changing players through the umpire is not a charged conference. Also, time out for an injury is not a charged conference. The ruling of the umpire will determine whether or not time has been called in any other case.

Section 5 Unofficial Conferences

In order to keep the game moving along as quickly as possible, please follow the time-out rule clearly outlined on page 13, Rule XVIII, Section 1 and Section 2. Coaches holding unofficial conferences (in the opinion of the official) may be charged with an official time out.

SPECIAL NOTES - PLEASE READ THE FOLLOWING CAREFULLY

With the exception of the Infield Fly Rule, which does not apply to kickball, any occurrence or instance which is not covered by these rules shall be judged by the umpire according to the National Federation Softball Rules.

Cheering is welcomed at any sporting event and is indeed an integral part of such events. Do not confuse cheering with jeering, which serves no purpose but the deliberate demoralization of the opposing team? Prolonged jeering will be considered an unsportsmanlike act.

Please remember the purpose of CYO athletics and do not allow the strong and natural desire to win obstruct the carrying out of those purposes. The game is for the girls, and we want it to remain that way, even though we will continue to encourage healthy competition.

No horns, bells, whistles, or other artificial noisemakers will be permitted at any game.

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Cancellation Procedures

Should you need to cancel a game due to inclement weather, please use the following procedure:

1. The host parish should contact the opposing coach in a timely manner.
2. Either the home or away coach needs to contact the CYO Office in order to cancel the official.
3. Both teams involved need to agree on a make-up date and contact the CYO Office with the make-up date.

This should all be done in a timely manner.

Scorekeepers

1. *Both scorekeepers should stand together behind the 3rd base spectator restraining line. Both scorekeepers should mark the starting defensive players with an asterisk or checkmark at the official start of the game.*
2. *Coaches should remind players to report their runs or outs to both scorekeepers.*
3. *Scorekeepers should be sure that the correct kicker is up to kick according to the line-up. This is why we ask that both scorekeepers stand together. This will avoid any confusion concerning the line-up and the reporting of runs and outs.*
4. *We strongly recommend that scorekeepers be aware of the mandatory playing time to assure that all players that are present at the official start of the game complete their two defensive innings by the completion of the fifth inning. Coaches should ask substitute players to report to both scorekeepers in person (if they are not a starting defensive player) when they enter the game.*

Jewelry Rule

Be advised that the wearing of jewelry by the girls on your team is prohibited. The official shall not permit any player to wear items such as head decorations, head wear, or any type of equipment or appliance which in his or her judgment is dangerous to others. **Also, under no circumstances shall a player be allowed to place tape or a covering of any type over a piercing.**

Open Corner for the runner

It is **strongly** suggested that the defensive player leave an open corner for the runner. This is for the safety of the players.

Filming, Telecasting or Video Taping

Filming, telecasting, or video taping for scouting purposes of any season contest by any party other than the two participating schools shall be prohibited.

Arrival of Teams

Teams should be prepared to play 15 minutes prior to their scheduled game time. This includes changing line-up information for both scorebooks.

Defending a Base-Blocking a Base

Coaches, please make sure your players are aware that when defending a base, they may not block a base. If a defensive player (in the opinion of the official) blocks a base or baseline (unless she is getting ready to make a play on a runner), the runner will be called safe

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Judgment Calls - Please keep in mind that judgment calls are not protestable.

Defensive Coaching

Defensive coaches are to coach only on their side of the field.

Making Sure That the Playing Field is Clear

It is recommended that the coach (or designated person) of the home team arrive in enough time to be sure that the field is clear of any obstacles, especially vehicles that may be parked in or near the playing area. It is not the place of the umpire to be sure that the field is clear.

Be sure that all Debris is disposed of after all Games. Please bring trash bags with you if necessary.

It is recommended that both teams check the area to be sure that any debris has been properly disposed of immediately following the game. It is recommended that each team bring trash bags to keep on the sidelines for your trash. Most parishes have large trash bins available for the disposal of trash bags.

The kicker that is up to kick may *not* retrieve the ball and return it to the pitcher

It is the responsibility of the kicker that is on deck (the next kicker up) to retrieve the ball and return it to the pitcher.

4th Grade League – Development and Instruction

Teaching the girls to play the game, learning how to kick the ball and defensive play should be important factors in the 4th grade league. Instruction and development should be the main focus of this particular league.

4th Grade League – Games (including playoff games) for the 4th Grade League will consist of 6 innings. All other rules are still in effect for this league unless otherwise noted.

Time Taken Between Pitches and Slow Pitches– It is suggested that all coaches and players be aware of the amount of time taken between pitches. We do not want the amount of time between pitches and slow pitches to interfere with the “flow of the game”. Please do the very best to monitor this and keep the game moving along in a timely manner. If in the opinion of the umpire the time taken between pitches and slow pitches interferes with the flow of the game, the umpire is allowed to call this to the coaches’ attention.

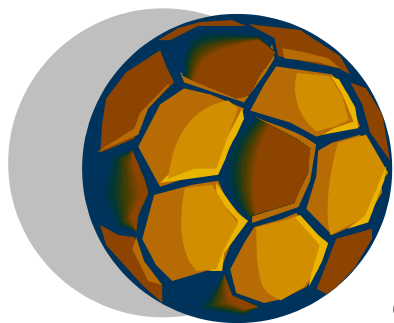
Special Notes for Coaches

- 1. Defensive players may not “intentionally” block a base or the 1st base running lane.**
- 2. Please be sure that your spectators are not in the kicking area.**
- 3. In the 4th grade league, instruction and development should be the main focus. Learning how to kick the ball and safe defensive play should be the most important factors.**
- 4. Please monitor your slow pitches. The time between pitches should not “interfere” with the flow of the game.**

We do not want to induce any penalties for the afore-mentioned, so please make every effort to enforce the special notes for coaches.

PLEASE NOTE THAT ANY INFORMATION NOT COVERED IN OUR KICKBALL RULES AND REGULATIONS WILL REVERT BACK TO NATIONAL FEDERATION SOFTBALL RULES

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CYO GIRLS KICKBALL RULES AND REGULATIONS

Revised in 2013

(Please note that 4th grade games consist of six innings for the league and playoff games.)

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CYO **GENERAL ELIGIBILITY STANDARDS**

This document is designed to provide information for parishes and individuals participating in the CYO program at the Grade School (Cadet, 56 and 4th grade), and High School (Freshman-Sophomore and Junior-Senior) levels.

There may be rules accompanying each activity which may impose additional limitations or provide for participation by additional youth not specified in this general description. However, this document should enable the parish, coaches and parents to determine in the vast majority of cases whether or not a potential participant is eligible.

These standards have been approved by the Indianapolis CYO Board of Directors, working through its Athletics Policy Committee, and are in effect until further notice.

Applications for exceptions to these standards may be made to the Athletics Policy Committee of the CYO Board of Directors. If the exception requested concerns participation in a specific activity, application must be received by the Athletics Policy Committee no later than three weeks prior to the start of that particular activity's season. Any such application must be made in writing to the CYO Office. All particulars of school and residence circumstances, age, grade and any other factors, including but not limited to roster size, which are pertinent to the proposed exception must be included in the application.

If any uncertainty concerning the eligibility of a potential participant remains after reading these standards, the CYO Office should be contacted.

CADET AGE GROUP

1. **Age and Grade** - Fifth, sixth, seventh and eighth grade students who have not reached the age of 16 before the completion of the athletic season in which they are competing. Any student over this stated age limit, who wishes to participate, must submit a written request to the CYO office for review at least three weeks prior to the start of an athletic season.
2. **Parish and School Affiliation** - All full-time students of the parish school and all registered members of the participating parish.

56 AGE GROUP

1. **Age and Grade** - Fifth and sixth grade students who have not reached the age of 14 before the completion of the athletic season in which they are competing. Any student over this stated age limit, who wishes to participate, must submit a written request to the CYO office for review at least three weeks prior to the start of an athletic season. (Fourth graders are eligible for some 56 sports. Check with the parish athletic director or CYO Office).
2. **Parish and School Affiliation** - All full-time students of the parish school and all registered members of the participating parish.

4th Age Group

1. **Age and Grade** - 4th grade students who have not reached the age of 12 before the completion of the athletic season in which they are competing. Any student over the stated age limit, who wishes to participate, must submit a written request to the CYO Office for review three weeks prior to the start of an athletic season. (Fourth graders are eligible for some 56 sports. Check with the parish athletic director or CYO office).
2. **Parish and School Affiliation** - All full-time students of the parish school and all registered members of the participating parish

3rd Grade Age Group (34 Boys' Football Only and Girls 4th Grade Spring Kickball Only)

1. **Age and Grade** - 3rd grade students who have not reached the age of 11 before the completion of the athletic season in which they are competing. Any student over the stated age limit, who wishes to participate, must submit a written request to the CYO Office for review at least three weeks prior to the start of an athletic season.
2. **Parish and School Affiliation** - All full-time students of the parish school and all registered members of the participating parish.

HIGH SCHOOL AGE GROUP

1. **Age and Grade** - Freshmen, Sophomores, Juniors and Seniors in high school who have not reached the age of 20 before the completion of the athletic season in which they are competing, which includes the following summer. A potential participant who is not presently attending regular high school also is eligible to participate during the school year and including the following summer as long as this person falls within the age rule outlined above and the class with which he or she completed grade school has not graduated from high school. Any student over this stated age limit, who wishes to participate, must submit a written request to the CYO Office for review at least three weeks prior to the start of an athletic season.
2. **Parish Affiliation** - All registered members of the participating parish. There will be no exceptions.

CYO Concussion Initiative And Policy

There has been no issue more important in athletics in recent years than concussions and head injuries. The CYO has adopted a concussion policy that will be in effect for all CYO sports. This policy was formulated in conjunction with the physicians, athletic trainers and administrators of St. Vincent Sports Performance and the Athlete's Concussion Alliance. The CYO wishes to thank everyone at St. Vincent Sports Performance who helped to develop this important concussion policy.

Concussions or mild traumatic head injuries are common injuries in sports resulting from a blow or bump to the head. Early recognition and appropriate treatment of concussions are vital for recovery, prevention of future concussions and the safe return to playing athletics.

With this in mind, the following policy pertaining to concussions will be followed in all CYO sports:

Any player who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the game, match or team practice until the player has passed a sideline concussion evaluation and test. Some of the warning signs of a concussion are loss of consciousness, headache, dizziness, confusion or balance problems.

Each team will be given a sideline concussion evaluation and test that has been prepared by St. Vincent Sports Performance so that all coaches will be able to recognize a possible player concussion. This sideline concussion form will list the many symptoms of a concussion and will include several tests to administer to the player with a possible concussion. These include a memory function test, a concentration test and a balance test all designed to help coaches recognize the signs of a concussion.

If the athlete answers incorrectly to any of the questions, exhibits any single symptom of a concussion or cannot perform the balance test, he may not under any circumstances, return to play for that day. If a player fails the concussion test, the player may not return to play or practice until the athlete has been cleared by a licensed health care provider. Written approval must be received before the young athlete may participate again.

After the sideline concussion evaluation and tests have been completed, the person conducting the evaluation and tests, the head coach and the player's parents or legal guardians must sign the evaluation and test form attesting to the fact the concussion evaluation has been completed and whether the player has passed or failed the evaluation. A copy of the signed form must be mailed, faxed or emailed to the CYO Office with an additional copy given to the parish athletic director.

All pertinent information can be found on the CYO Website www.cyoarchindy.org under the Athletics Link.