

About CFV Kickball

- ✓ 2 seasons a year (spring & summer)
- ✓ Spring season runs 12 weeks (10 regular games, all star and play offs)
- ✓ Summer runs 11 weeks (no all star)
- ✓ Minimum of 12 players, maximum of 20 players per team with at least 4 being female
- ✓ Games occur every Monday between 6-10pm
- ✓ Beer and Wine available
- ✓ Food trucks every week

Campos Family Vineyards House Rules:

- ✓ No outside alcohol
- ✓ No alcohol on playing field (dugouts excluded)
- ✓ Children must be supervised
- ✓ No medal spikes/cleats
- ✓ Family friendly atmosphere. No cussing, no fighting, ZERO tolerance

FORFEITS AND PICK UPS:

Forfeits will be called if any team does not have a minimum of 7 registered players on the field within five (5) minutes after the scheduled start time.

A team is allowed to pick up to three (3) players if they are needed to fulfill a roster and they must take a courtesy catcher from the opposing team.

In the event a team does not have enough players, we encourage you to pick up players from the stands and utilize the field for a scrimmage against the opposing team.

CO-ED ROSTER REGULATIONS:

All teams must have a minimum of 4 women on the field each week. If you only have 3 show up, but have enough players then you will have to put your 4th on the roster as an out.

Each team is free to place the order of their own roster as they see fit.

If in the event a woman is able to kick and not run then the last woman who was out will be running for the kicker.

If a player is not able to kick or run, then the scorekeeper needs to know prior to the player getting up to kick.



LEAGUE RULES

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@CFVKICKBALL



SPORTSMANSHIP:

We are all playing Kickball to have a good time and understand the overall sense of competition; however, we also will not tolerate or promote bad sportsmanship. Our umpires will make calls on the field, all based on that circumstance. Please do not withhold any act of violation of this policy, as the umpires can only make decisions based on the facts they have.

Campos Family Vineyards Kickball League picks a team per week to promote that the umpires, league commissioners, and/or president feel have displayed quality sportsmanship and deserve recognition.

UMPIRE CALLS:

Umpire calls are not up for discussion, unless it is the field umpire discussing the call with the home plate umpire. If a team disagrees with a call and would like an umpires confirmation, they can send the captain to discuss with the home plate umpire. The home plate umpire is the authority on all calls and results.

GAME PLAY:

Game play will last 50 min or 6 innings, whichever comes first. The bookkeeper will announce the score and innings following each one. Any regular season game can end in a tie. However, playoff games go into extra innings. The first extra inning the last two (2) kickers from the previous inning will start on 1st and 2nd base. All kickers will start with 2 balls and 2 strikes. In the second extra inning and all subsequent innings after, the last three (3) kickers from the previous inning will start on 1st, 2nd, and 3rd base. All kickers will start with 3 balls and 2 1/2 strikes (one pitch rule) until a winner is determined.

FIRST BASE AND HOME PLATE:

First base is the only base you can overrun. If you do, file off to the right so you are not in the fair territory (where you can be hit/tagged with a ball and considered out). Anytime you are not intending to go to second you should use the outer most first base to prevent any possibility of harm or collision.

The Home Plate rule is never up for negotiation. If a runner touches home plate, they are OUT. All runners must travel past the home plate line or threshold.

CATCHER:

The catcher must remain in their "box" (which is 4' back and to the outer most corner of the plate) until contact has been made. If a catcher leaves early and makes a play it does not count.

SUBSTITUTIONS:

You need to let the bookkeeper know about any substitutions in-between innings (before a benched player gets up to bat). It is not up to the umpire to call "batting out of order". If the opposing team notices this, bring it to the umpires attention and they will call the player out at that time.

If a player is on a base and needs a designated runner, it will be the last player of the same gender that was out. If a kicker needs a runner, the designated runner will be the last person who was out and they will stand behind the umpire until contact is made.

PITCHER:

Pitching needs to be done in a manner that's considered good sportsmanship. If an umpire does not feel this is happening a warning will be made. Next warning will result in runner taking a base. Third warning will result in pitcher no longer being allowed to pitch.

Once the pitcher is within the circle of the mound the play is dead and runners must return to the closest base.

Civil pitches must bounce at least 3 times and be at a neutral speed. If the third bounce is on home then it is considered a ball. If the umpire feels that it is too fast or slow then they must pitch it again. All pitchers start out 0-0 and go up to 3-2 (balls are half a strike).

A strike is when the ball passes between the center of the plate and the outside of the chalked line designated for both right and left footed kickers.

FAIR & FOUL / COMMIT LINES:

Each foul ball is a half strike, and if caught (in the air) is an out. First and third are the markers to determine the foul lines. If it goes over the base it is fair. If a player touches it while they are in fair territory, the ball is fair. If the ball goes foul before first and third then it is a half strike and play continues.

Commit lines are placed between third and home as a reference point. If the player passes the commit line they must continue to go home regardless of the circumstance. If they go back to third and the ball touches them, they are considered out.



**For questions, please email
info@camposfamilyvineyards.com**