

RSAK KICKBALL RULES & REGULATIONS

Revised September 2019 by Scott Murry, League Founder

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Preamble: Red Stick Area Kickball (RSAK) is a social organization dedicated to bringing Baton Rougeans together around kicking a large blue playground ball. We strive to put community and fun first by always welcoming adults of all backgrounds and skill levels. We are dedicated to achieving the highest level of play while never losing sight of the importance of camaraderie, fair play, and supporting charitable endeavors. This is a continuously evolving set of rules based around the needs and feedback of RSAK players, captains, and commissioners. While the particulars may change from season to season, adult kickball is intended to be a fun, inclusive endeavor; therefore, the importance of our core mission will not change. All participants must agree to adhere faithfully to RULE #1: Have fun, and "Don't be a jerk."

RSAK reserves the right to move a team up or down a division/league to ensure fair play and a fun atmosphere for all kickballers. RSAK alternatively reserves the right to suggest actions that a team can take to remain in their current division (ie. reduce number of upper division players to 1, add to roster, etc.)

ZERO TOLERANCE POLICY

Alcohol

RSAK kickball games are held on BREC sports fields. BREC and the City of Baton Rouge have a strict policy regarding alcohol use at city parks. RSAK adheres to all BREC and Baton Rouge regulations regarding alcohol consumption. The city ordinance and BREC policy are as follows:

- Baton Rouge Code of Ordinance Section 13:1018-a Public Drinking Prohibited

- Public drinking is in the imbibing or drinking of alcoholic beverages, as hereinafter defined, in or on any public street, alley, sidewalk, right-of-way, park, playground, square, unenclosed public place in the city-parish, or within any area designated and posted by the city-parish alcoholic beverage control director or his/her designee as an "alcohol-free zone" during public events permitted by the city-parish.
- BREC Alcohol Policy
 - Due to the nature of the activities and the age of patrons associated with some [BREC](#) facilities, no alcoholic beverages will be allowed or alcohol permit requests approved for these Special Facilities:
 - Perkins Road Community Park Extreme Sports Complex

RSAK has a ZERO TOLERANCE POLICY for alcohol consumption at BREC facilities. If any member of a team is seen with or consuming alcohol, the individual will be asked to remove the alcoholic beverage(s) from the fields. The game will not start or continue until this occurs. The TEAM can be issued a YELLOW CARD. Failure to comply will result in the TEAM receiving a RED CARD and forfeiture of the game in progress or about to be played.

Once a team has received a YELLOW CARD for an alcohol infraction during the season, the second offense in the same season results in a RED CARD.

A team that receives two RED CARDS in a season will be removed from the league. There will be no refunds and the team will not be allowed to return the following season.

Sportsmanship

- **Interactions with Officials, Players, & Commissioners**

RSAK has a ZERO TOLERANCE POLICY for unsportsmanlike conduct, irresponsible behavior, and failure to treat others with respect.

- During games, umpires, referees & commissioners are to be treated as people (friends) and with the utmost respect.
- If an official must be questioned on call or a rule interpretation, it must be done politely and with **respect**, by a team captain. If a calm resolution cannot be found, and the situation warrants the presence of a commissioner, captains **ALWAYS** have the right to request one and cannot be denied this by anyone. Players who choose to ignore this rule are subject to the rules regarding cards & ejections by the officials.
- Interactions with other players (from either team) and commissioners shall follow the same zero tolerance policy as officials. Everyone should be treated with respect at all times. Failure to do so will result in official or administrative action.
- Receiving disciplinary action is not limited to interactions with officials and arguing calls. Interactions with everyone present at the fields on game day, no exceptions. We expect members of RSAK to hold a high standard

in treating EVERYONE fairly and with respect, this includes your teammates.

- **Examples of behavior that will result in actions taken by league officials (Yellow Card (Warning) / Red Card (Ejection):**
 - Excessive, rude, or obnoxiously loud celebrations or gloating,
 - Any excessive behavior taking away from the experience of league members.
 - Poor Sportsmanship in general
 - Insulting members of the opposing team or your own,
 - Cursing or speaking in an impolite way directly at or indirectly at staff, officials, or players,
 - Bullying of any kind,
 - Derogatory comments towards others,
 - Slurs or anything intended to insult other persons,
 - Body language or gestures intended to demean others
 - Violence & threats,
 - Anything that could be interpreted as behavior unbecoming of an RSAK Member. I.e., If your behavior is impacting league members in a negative manner especially repetitively or consistently, action should and will eventually be taken to prevent such behavior.

****Note: If a card is received, it shall not be disputed on the field. Members always have the right to consult the league at BRKickball@gmail.com with comments. If a card is argued the member shall be subject to receiving another card which guarantees an ejection. It is unlikely that any disciplinary will be retracted, but if you feel you have received a card in error you do have the right to express your concerns via email.***

Red & Yellow Cards

-Red cards, multiple yellow cards or a combination of both yellow and red cards can result in suspension or termination from the league at any time.

-The umpire may forfeit the game at any time if physically or verbally abused by any team member or spectator speaking in support of that particular team.

-Team captains are responsible for the conduct of all their players and fans; therefore, captains may be carded for players on their team if they are not assisting in preventing issues regarding poor behavior.

-A red or yellow card can be issued on the field, verbally, or retroactively through a post-game report/submission & review process. Any member can receive a card on game day at any time, whether they are playing/umpiring in a game or not.

-RSAK recognizes that not all officials, players or even part-time employees have the same firm beliefs on what appropriate on-field behavior is. We also recognize that many players, coaches, and officials are non-confrontational in personality. RSAK's stance on inappropriate behavior is very clearly described in the Zero Tolerance Policy and we fully reserve the right to issue citations (red/yellow cards) retroactively based on

statements and evidence provided, gathered, and confirmed by commissioners, staff, and umpires.

- Any commissioner, official, registered player, coach, etc. can submit an email/statement/complaint to notify the league of any sportsmanship-related incidents that occur involving any RSAK player or official. These statements will be reviewed and collaborated with statements from umpers or commissioners present when the incident occurred. All complaints will be verified by an ump or a commissioner. All retroactive cards will be issued and documented within 1 calendar week of the infraction.

- **When a card is issued for any reason, the game shall not continue until a field commissioner is present.**

Yellow cards while serious are considered to be strong warnings. If you are issued one of these cards there is no immediate penalty, other than that the incident is logged into record. A yellow card should be seen as **direct sign** to immediately stop or eliminate the behavior in question. If you receive a second yellow card in the same night the infractions together combine for a Red Card. Therefore, If a player receives more than one conduct warning (Yellow Card) in a day, they will be automatically ejected (Red Card). No on field warning is required prior to issuing a yellow card.

Red cards are the result of a serious violation of the zero-tolerance policy. If any player is issued a red card they will be ejected and asked to leave the park. Players who get ejected from any game, for any reason, are automatically suspended for the rest of the day/night and will receive at least a one game suspension as a minimum. A written appeal must be filed for reinstatement, and the duration of the suspension will be determined by the RSAK administration. (This can come in the form of email and should include the situation from the player's perspective as well as why they are sorry AND why this will never happen again, to the satisfaction of the administration.) If applicable, an ejection also results in a ONE POINT DEDUCTION for overall team standings and a second ejection in the same season renders the player ineligible for the season and will result in an additional TWO POINT DEDUCTION from the entire team.

Consequences of Violating the Zero Tolerance Policy

RSAK reserves the right to revoke any members eligibility (suspend) at any time for violating any written policies or committing any actions that infringe on the rights of others, their safety, or their enjoyment of the league. Reinstatement requires application and is at the discretion of RSAK.

Any player who is suspended from the league, whether suspended for one week or indefinitely, is not allowed to be on the BREC park property during the time that any RSAK event is occurring for the entire duration of their suspension. This includes but is not limited to regular season league nights, playoffs, RSAK tournaments, etc. When a player receives any length of long-term suspension, BREC is notified, and park rangers will enforce any such suspension.

Excessive Cards

Any player who receives the equivalent of 4 yellow cards (a red card counts as 2 yellow cards) within a two-year period will be suspended from RSAK indefinitely. Reinstatement requires application and is at the discretion of RSAK.

Violence & Alcohol

Any ejection related to or any instance of physical violence, serious threats of violence or alcohol use can result in the player being suspended from all RSAK events indefinitely. Reinstatement requires application and is at the discretion of RSAK.

RSAK Events

All matters relating to the Zero Tolerance Policy and suspensions apply to ALL RSAK EVENTS, including but not limited to social events, tournaments, charity events etc. If a player is ejected or violates RSAK policies during an RSAK tournament or event, the same consequences apply they would if the infraction(s) occurred during a season. Reinstatement requires application and is at the discretion of RSAK.

Note: In all cases where a player is removed from the league, there is guaranteed minimum suspension of one calendar year with no consideration of reinstatement. To apply for reinstatement, a written appeal must be filed for by emailing BRKickball@gmail.com. In the event that RSAK does choose to consider an application for reinstatement, the player applying would need to comply with all terms of reinstatement. This usually includes, but is not limited to things like attending anger management and/or substance abuse classes, written apologies, accepting league restrictions, probation etc. The RSAK league administration reserves the right to deny any application for reinstatement.

SAFETY PROCEDURES

In order to be in line with the rules set forth by BREC and for the safety of everyone. The following rules regarding pets and children at the fields during games must be followed:

Children

At no point during games are children allowed on the field of play. Children in dugouts must be supervised at all times by at least one adult in the dugout with them. Children in dugouts must be behind the doorway area. Where dugouts are not use, children must stay along the fence and must be supervised at all times by at least one adult.

Dogs

- Dog must be confined in a dugout, leashed, or otherwise under the physical control of a person at all times.
- Dogs are not allowed on the playing fields, with the exception of being walked in or out of the dugout area or to be contained along the perimeter of the fields.
- Dog owners must pick up after their pets and dispose of pet waste properly.

- Dogs must have current rabies vaccinations and must display a valid license.
- Dogs that are excessively noisy, vicious, dangerous, disturbing or intimidating to other persons or pets are considered to be nuisances and will not be permitted to remain at the fields.

Section I – Registration

Each individual participant must REGISTER as a member of Red Stick Area Kickball online to be eligible for participation in RSAK leagues & events. This form is available online at www.brkickball.com. All team rosters are deemed final prior to the last regular season game for all leagues, and players must be registered and play in at least one regular season game to be playoff eligible. Team captains are responsible for having all team members complete their RSAK registration.

Multidivisional Players

Playing for Multiple Teams: League members who choose to register for multiple teams may do so, as long as they adhere to the following restrictions:

- Same Night Restrictions: To help prevent scheduling conflicts players may not play for two teams in the same division on the same night.
- Players with multiple teams in multiple divisions will be identified with the team they are playing for in the highest division.
- Players may not play both Classic + and Classic 2 leagues on Tuesdays.
- Scheduling allowances are not guaranteed for players playing in multiple divisions on the same night, but we do our best.
- Intra-Divisional Player Restrictions: Players may not play on different teams in the same division on the same night. However, there are no restrictions on playing for multiple "same division" teams on different nights as long as the multi-divisional player restrictions are adhered to by any players also playing in higher divisions. (Example A: An entire team could choose legally to play across all 3 nights as long as that division exists on all 3 nights. Example B: A player could play in D2 on Monday, Tuesday, and Wednesday nights without conflict.)
- **Classic+ exception:** In an effort to reward players for accepting the challenge and making the leap UP to our Classic+ leagues from lower divisions, current RSAK players who have not yet ever played RSAK Competitive/Classic+ since we started in 2005 & qualifying rookies will not immediately receive the Classic+ tag as it relates to the multi-divisional rules and restrictions. We realize that not all players new to RSAK are new to kickball, so some "RSAK rookies" such as travel players from other kickball leagues or high-level veterans from neighboring cities will not automatically be granted this exception as it is not in the spirit of the promotion. If needed rookie classification can be clarified by the MDRC.
 - Starting in 2019, players who choose to play UP to Classic+ for the first time, will retain their highest previous team division status (Classic 1, Classic 2, Lite) for the remainder of that calendar year. Basically, if any player plays up to Classic+ for the first time ever or as a true qualifying rookie, they are exempt from Classic+ restrictions for the remainder of that calendar year. This could mean 1 to 3 seasons depending on the time of year.

- Note: It is the calendar year, not a year from the start in Classic+.
 - Note: RSAK rookies seeking this exception will be reviewed to determine status for the calendar year and will either receive a Classic+, Classic 1, or Classic 2 tag depending on playing history and ability. This exception is for Classic +. All other multi-division restrictions will apply when playing up in other divisions.
- Multi-Divisional Player Restrictions (Male): Teams can have on their roster a maximum total of 2 male players from any division above theirs. The following combinations are permissible: two male players from a division directly above theirs OR 1 male player from a division directly above + 1 male player from 2 divisions above. No team can have more than one male player from 2 divisions above. No team may have 3 male players from any divisions above. No team may have a male player from 3 divisions above (ex: no Classic+ male players may play in Lite League). Beginning in Fall 2019, male Classic + players are not allowed to play in Classic 2, Lite or New Team Leagues on any night.
- Any male player that plays on teams in different divisions will be restricted to playing outfield on their lower division team(s).
- Multi-Divisional Player Restrictions (Female): Beginning in Fall 2019, Teams can have on their roster a maximum total of 3 female players from any division above theirs. The following combinations are permissible:
 - 2 female players from a division 2 above + 1 female player from a division directly above
 - 1 female player from a division 2 above + 2 female players from one division above
 - 3 female players from a division directly above.
 - *No team can have more than 2 female players from two divisions above.
 - No team may have 4 female players from any divisions above. No team may have a female player from 3 divisions above (ex: no Classic+ female players may play in Lite or New Team Leagues).
- Beginning in Fall 2019, Any player, male or female who has played in 2 or more competitive travel kickball events (KB365, Waka, Etc.) in the last 3 years, will be deemed ineligible to play in leagues below Classic 1. This specifically includes Classic 2, Lite or New Team Leagues. Players can submit a request to RSAK for review if they feel they are an exception to the intent of this rule by submitting an inquiry via e-mail to brkickball@gmail.com. See additional information below regarding the process for exception approval.
- Moving forward players and teams will be able to submit inquiries for review regarding exceptions to the multi-division player restrictions listed above. Inquires shall be submitted via e-mail to brkickball@gmail.com and will be reviewed by an 8-person committee made of league managers, commissioners, and players. 6 "yes" votes will be required for any exception approvals. Special cases and/or requests that the committee decides are in the spirit of the rules will be voted on. Please read all multi division player rules carefully before submitting. It should be understood ahead of time that most requests are not likely to be approved. Approvals will last for only 1 season and would need to be submitted again for each new season.

Section II – Field Specifications

All Kickball games will be played on softball diamonds or on fields with similar dimensions to those found on softball diamonds. In addition to these rules, all park (primarily BREC) rules must be followed.

- The Kicker's Box is a polygon emanating back from the front of the plate from which the kicker must kick (see Section V, 13).
- The Bunt Arc is an arc that goes from foul line to foul line 18 feet from the back of the plate. The bunt zone extends from the intersections of bunt arc/foul lines down to the back corners of the kicker's box and includes all area in between (see Section V, 12). Rules Addendum contains all field dimensions and diagrams.
- The Fielding/Encroachment Lines run perpendicular to the foul lines.

Section III – Game Play

1. Officials

- Field Commissioner: RSAK will designate Field Commissioner(s) at all RSAK Kickball games. The Field Commissioner(s) will oversee all games as they progress and handle any disputes and have final authority. Captains may request the presence of a commissioner (whom, ideally, is not officiating that game) at any time during a game and may call on the commissioner to challenge or to receive clarification any ruling by the umpire. Umpires by rule, may not for any reason deny a captain's request for a commissioner.
- Umpire/Referee: Each game will have up to 3 volunteer officials assigned. The officials will either be fellow players in the league or commissioners. Captains are responsible for checking the ref schedule prior to the start of games each week, and making sure that their team covers their assignments with officials who are familiar with the rules.

The Umpire's role is to keep control of the game including the pace of the game, fair and foul balls, and out/safe calls, and keep track of scoring and outs. There may also be at least one field ref who will assist the umpire in making calls with an emphasis on force plays at the bases and fair / foul calls. This ref should stand to the outside and rear of first base when no runners are on base and should stand between first and second once runners are on base. Rulings made by the umpires and referees on the field are FINAL, only rule clarifications may be requested, and after the game is over any decisions made will be final.

- Missed Assignments: Should a team miss any assignments they will be penalized. The first assignment a team misses, they will be docked 1 point in the standings. If a team misses a 2nd assignment, they will be docked another point in the standings and dropped an entire ranking in the final standings. If they miss a 3rd assignment, the team will be excluded from the playoffs.

See the playoffs section of the rules for further actions taken if missed assignments occur in the last two weeks of the regular season.

2. Game Time

A regulation game shall consist of six (6) innings or 50 minutes. No new inning shall begin after 45 minutes have elapsed from the scheduled start of play. If the time limit has elapsed and the inning in progress has been completed with the score remaining tied, the game will be declared a tie. Except in tournament play, there will be no extra inning games. Should a tournament game reach extra innings, the last player "OUT" from the previous inning will start the inning at second base and the inning will start with 1 "OUT" already assessed in the 7th inning and beyond. The game clock will begin when the officials are ready to start and will not wait for tardy teammates. Teams are not responsible for the tardiness of officials or an official timeout for a rule check with a commissioner.

3. Default, Delayed Start, and Forfeiture of Game:

A. Default: A Default occurs when a team cannot field a full team at their scheduled game time and either offers to provide a scrimmage against the other team and/or notifies the league managers at least 24 hours in advance of not being able to field a team. The penalty for a Default is taking a loss with the official score of 6-0.

B. Delayed Start: Once the Umpire calls for the home team to take the field, a team may delay the declaration of default if they know the 6th player is on the way. An out will be assessed for every two (2) minutes that the start of the game is delayed, measured from the scheduled start time. The outs are assessed sequentially, starting with the team's 1st inning at kick. If 9 or fewer outs have been accrued when the final player(s) arrive, the game will begin with the outs assessed in order. Half innings will be skipped for every 3 outs pre-assessed.

C. Delayed Start Default: If 10 outs are assessed in the "Delayed Start" manner, the final score will be recorded as 6-0 in penalty. After the 20-minute maximum delay has passed, the defaulting team must still play a "scrimmage" game with the remaining time to avoid forfeiture.

D. Forfeiture: A Forfeiture occurs when a team fails to notify league management 24 hours in advance AND fails to show up and offer to "scrimmage" their opponent in lieu of a game. The penalty for a Forfeit is taking a loss with the official score recorded as 6-0. If a team knows ahead of time that they will be unable to play, the captain must contact RSAK at least 24 hours prior to game time to qualify for a default instead of a forfeit.

E. Forfeiture and Default Sanctions: Teams which forfeit 2 times or a combination of 3 defaults or forfeits for any reason (lack of players, "no shows", poor sportsmanship, etc.) will be disqualified from postseason play and may be dropped from the league. Entry fees will not be refunded to teams dropped from the league due to forfeits or defaults.

4. Replay of Game

Games called prior to completion due to circumstances beyond our control may possibly be replayed. The team captains and an RSAK commissioner will confer to make this decision. Generally, RSAK follows baseball-ish rules for replayed games.

Section IV – Team Requirements

5. Roster

Teams consist of nine (9) players on the field. All teams are co-recreational; they must play with a minimum of six (6) players in the field and have a gender differential of no more than one (1). All teams must have a minimum of 12 players on their roster.

Permissible Field Combinations:

Players in the field Guys Girls

9 5 4

9 4 5

8 4 4

7 4 3

7 3 4

6 3 3

Teams may not continue a game with fewer than six players in the case of losing a player to injury. Additionally, the one player advantage rule is to be upheld at all times.

6. Roster Exceptions

6.1 Eight (8) Player Exception

If a team has only three of one gender and at least 5 of the other gender, they may play with 8 in the field provided:

- A. A player from the more numerous gender must play catcher.
- B. The team can never have more than the maximum 5 players of either gender on the field.
- C. This rule exception CAN BE applied during tournament or playoff play if necessary.

6.2 Unregistered Players

A. No team can EVER play a game with players who are not currently on an RSAK roster.

B. If a team is caught prior to the first pitch with a player who is not registered FOR THAT TEAM, the team shall be assessed 3 outs for each illegal player.

C. If an unregistered player is caught after the game begins, they will be removed from the game, 6 outs will be assessed to the infracting team for every illegal player, AND any runs scored by the illegal player(s) shall be subtracted from the total score. (Please Note: The opposing captain is allowed to request a roster check of the other team at any point during the game, but if the umpire or a commissioner becomes aware of a possible illegal player, they can initiate the roster check without a request from the opposing captain.)

D. All roster check requests will be overseen by a commissioner, if a player who is in question refuses or cannot provide identification proving they are a legal player they are assumed to be illegal, and their disqualification will not be reviewable after the fact, and the result of the game will be final.

E. DO NOT attempt to play a game with illegal players. It creates a liability issue for the league AND is unfair to the opposing team. With the omnipresence of smartphones, new players can register online right before the lineup is turned in for the game and still play legally, so there really is no excuse! If an illegal player that is caught playing for a team, individual registration is still open, and their presence on the roster would not violate any of the multi-team player rules, they are welcome to register online and join the team legally the following week, but they cannot play in that game.

F. If a team is caught with an unregistered player **after the completion of the game**, the team or commissioner who discovered the unregistered player must contact the league in writing prior to the start of next week's games regarding the discovery of the unregistered player. If reported by a team captain, they must identify the player and the game and have a commissioner verify that the player participated in said game. If the player is found to have played without being registered, the team with the illegal player will forfeit the previously played game as a 6-0 loss.

7. Uniforms

Teams may wear the apparel of their choice. However, pants/shorts/skirts and shirts must be worn at all times. Teams are encouraged to wear matching uniforms/t-shirts with unique player identifiers on the back, but only like-colored shirts are required.

8. Shoes/Protective Gear

Metal spikes are not allowed. Any protective gear, including shin guards are allowed as long as they do not give the wearer a clear advantage or create a hazard for other players. Athletic gloves (i.e.: receiver or goalie gloves) and/or grip enhancing substances (i.e.: stick-em) are not allowed. Players who choose to play in poor quality footwear increase their risk of being stepped on by a player in a cleat. Playing barefoot is prohibited.

9. Player Designation

- Field Position – Players may start each play in any position on the field, provided that one (and only one) person is provided to "catch" behind the plate.

10. Kicking Order

A. Team captains must create a set lineup with male and female kicking orders and provide it to the opposing captain prior to the start of a game upon request. Teams can choose to leadoff with a male or a female in the first inning, and then all kickers **MUST** alternate sexes after that. The original male and female kicking orders must be followed throughout the game, unless legal additions are made in accordance with rule 10b OR unless a player is replaced by a substitute who has not already been added to the order (replaced completely, due to injury or having to leave). When this occurs, the substitute must take the place of the removed player in the kicking order. If no substitute is available, they must either be "scratched" from the order or they must take an out each time they come up in the order.

B. Additions: Teams may add additional players (from the team roster only) to the end of the kicking order as long as the team has not kicked through that gender's order. Once a player's name has "come up" in the order, the player must be present or get "scratched" from the order, or the team will have an out assessed to keep them in the lineup. However, a kicker who has been added to the kicking order after the game has started is ineligible to be scratched from the line up. The kicker will be assessed an out if he/she is unable to kick for any reason. A player may be scratched at any time during a game if they are a "No Show", even if the team has taken roster out(s) for them previously in the game. A starting player who has been substituted for may reenter the game at any time. To ensure fairness, all non-injured players must kick when it is their turn in the kicking orders whether they have been playing in the field or not.

Example:

Kicking Order

Guys 1 2 3 4 5

Girls A B C D

Effective Kicking Order: 1, A, 2, B, 3, C, 4, D, 5, A, 1, B, 2, C, 3, D, 4, A, 5, B, etc.

C. Kicking Out of Order: If a player successfully, or unsuccessfully kicks out of order during a game, and this infraction is not caught immediately following the try, his/her team shall be assessed an out at the point which the error is discovered. If it is not discovered by the opposing captain or umpire before the end of the game, the time to appeal or correct this penalty will have passed.

If a kicker is discovered out of order during an attempt but has not yet successfully kicked the ball into the field of play, there is no foul. The kicking team may simply resolve this issue by placing the correct kicker in the place of the incorrect kicker and the count shall remain the same.

If the infraction is discovered immediately following an illegal kick, by an out of order kicker, that team shall be assessed an out unless the illegal kick resulted in that player being called out. All outs achieved by the defense during the illegal kick are still in effect. No players that were already on base advance. If the player reached base safely on the illegal kick that player will be removed from his/her base, and all baserunners returned to the bases they occupied prior to this infraction, unless they were called out as a result of a play on the illegal kick. After all, kicking out of order infractions the kicking order must return to the original order immediately, even if this means a player must be skipped in order to correct this issue.

11. Game Ball

A. Each team is issued an official RSAK Kickball at the Captain's Meeting held at the beginning of each season.

B. The Home Team, according to the game schedule, shall provide the ball for each game.

C. If the Home team cannot provide an RSAK specific Ball the Away team may do so.

D. All games shall be played with an official, RSAK issued kickball if possible. Every effort shall be made to obtain a RSAK kickball, such as asking other teams, officials, etc.

E. If no RSAK ball is available and options have been exhausted, then and only then, can another 10" kickball approved by an RSAK official be used. All non RSAK balls must be approved by RSAK Staff.

Section V – Playing the Game

12. Pitching, Balls, and Strikes

- Strike Zone – The strike zone extends 10 inches on either side of the plate (i.e., the width of the regulation kickball) and 12 inches above the plate. This means the ball does not actually have to come in contact with the plate. It needs only to have crossed the plane of the plate. To be counted as a called strike, the ball must bounce at least three (3) times before reaching the plate or roll at any point en route to the plate (the 3rd bounce may be on or even with the plate). A roll is considered to be infinite bounces. A legal pitch must arrive not more than one-foot above home plate. A strike consists of a foul ball, a whiff, or a called strike.
- Pitch – A legal pitch is one which last contacts the pitcher while the pitcher is in contact with the pitching rubber such that the ball is propelled towards the direction of the plate through non artificial means (no slings, sticks, etc...). (See Fielding Section for limitations on the pitcher's movement after the ball is released.) The ball must be released from a single hand and cannot be over the pitcher's head at any point during the pitching motion. The ball must then pass through the field of play without contacting any out of play object (i.e., the backstop or fence) and without contacting any other player before passing into the kicker's box at which point a ball or strike will be assessed by the umpire based on the above Strike Zone criteria unless the Civil Pitch Rule is invoked. A

ball that is pitched in violation of this rule (through the pitcher's failure to contact the rubber upon release – immediate "Ball" or the failure of the ball to pass into the kicker's box entirely – a "Ball" if the kicker does not attempt to kick it while the kicker is in the kicker's box) will be an automatic ball regardless of any other criteria.

- Civil Pitch – To make all parties aware that the civil pitch rule is being invoked the pitcher must stand in the Civil Pitch Stance astride the pitching rubber with both feet planted shoulders distance apart or further (no verbal or other queues are necessary). The pitcher's feet must remain planted through delivery and the pitcher cannot advance past the rubber until after the ball is kicked. (Since the feet must be planted on release the normal "follow through" steps are not allowed.) The civil pitch must be rolled slowly, two handed, underhanded in a motion emanating from between the pitcher's legs (commonly referred to as "Granny Style"). A slowly rolled, non-curving, non-excessively spinning, non-bouncing "civil pitch" is a rolling ball when it enters the front of the kickers box (which extends 2 feet on the 3rd base side and 3 feet on the 1st base side of the plate) and should be kicked at or called a strike, even if it doesn't pass over the plate. Whether a pitch thrown from the Civil Pitch Stance is "civil" or not is up to the umpire's discretion, but the purpose of the rule is to encourage pitchers to throw kickable balls and discourage kickers from taking walks on kickable pitches. Where possible, we have drawn hash marks on the field between the bunt arc and home plate. The hash marks are even with the edge of the civil pitch strike zone, but this is there merely for reference, it is still up to the umpire to determine whether it is civil or not. (If it's kickable, just kick the thing!) If a pitcher is deemed to be attempting to evade the friendly nature of the civil pitch rule by throwing obviously non-civil, difficult to kick pitches from the Civil Pitch Stance the umpire shall issue an automatic ball and issue a warning to the pitcher and notify both captains of the warning. If the pitcher repeats this infraction the umpire shall eject the pitcher as would happen with any other unsportsmanlike conduct warning.

If a pitcher is incapable of releasing a pitch from the Civil Pitch Stance, the player can declare the pitch as "civil" prior to the pitch and must follow all other civil pitch criteria.

- Walk – Three balls constitute a walk.
- Bunt Arc – All kicked balls must break the plane of the 18-foot bunt arc. If a kicked ball is touched by a fielder before it reaches the bunt arc line, the kick is ruled a foul ball.
- Strike Out – Once a player has three strikes/fouls, in any combination, they are deemed out & the next kicker in the order is now up to kick. (NOTE: This is a rule change as of fall 2015)
- Popped/Damaged Ball – If the ball is popped on a kick or any time during a play, the largest remaining part of the ball shall be considered the ball and should be played by the fielding team until the natural termination of the play. The result of the play shall stand.

13. Kicker's Box

- A. A player may kick any ball as long one foot remains inside the kicker's box and the player is not in violation of any other part of this rule.
- B. Any ball kicked by a player with his/her plant foot outside of the kicker's box (in front, behind, on the side) shall immediately on contact with the ball be called by the umpire as "in front of the plate." The result is a foul ball/dead ball. If a catch is made, the result of the play is an out and runners cannot advance.
- C. Accidental Kick - If a player is standing or moving through the kicker's box and is inadvertently hit by the ball in the feet/legs, the resulting play is either a fair or foul ball.
- D. Reaching down to pick up the ball with one's hands, after it has been called a ball or a strike, to throw it back to the pitcher is allowed and is not considered a fair or foul ball.

14. Fielding

- A. Fielding Encroachment – All fielders, except the catcher, must remain behind the Fielding Line (Section II) until the ball is kicked. The Fielding Line extends from the pitching mound at a 90-degree angle to the foul line. The catcher must be behind or to the left side of the kicker's box until contact is made. Unless pitching from the Civil Pitch Stance the pitcher is allowed a follow through step toward the plate and must halt forward motion. The umpire may call the play dead and assess a ball any time he/she believes a defensive player has violated this rule. Multiple infractions by the same player is grounds for a warning and eventual ejection.
- B. Catcher Positioning – The catcher can never be in front of the kicker/runner. The catcher can never be between the kicker/runner and first base. The catcher must not field the ball until the kicker/runner has left the kickers box. The catcher cannot be in motion towards the field of play until the kicker makes contact with the ball. If the catcher violates any of the above conditions, the kicker/runner is awarded first base.
- C. Headshots – ANY BALL that hits an upright runner at the top of the shoulders or above automatically results in all runners advancing to the base toward which they were in progress, and a warning will be issued to the offending fielder. If the same fielder commits two (2) headshots in a game, he/she will be suspended for 1 full inning WITHOUT replacement. If the suspended player comes up in the kicking order in the next half-inning, the team will be assessed an out and play will continue as appropriate. A third head shot violation will result in ejection from that game and suspension from the next game (replacement IS allowed in this situation). Any runner who ducks or bends over and a thrown ball that would have hit lower than their shoulders strikes them in the headshot area will be considered "out" and the fielder will not be penalized.

15. Baserunning

- A. Sliding – Sliding is allowed at your own risk. All contact rules still apply to sliding. Slide into the base that results in the least amount of possible contact. If the runner makes avoidable or excessive contact with the fielder, the runner is out. This is at the umpire's discretion.

B. Over Running Bases – A runner may overrun ANY base the same way one would overrun first base without being considered "out" if tagged. In overrunning second and third bases, the runner must contact the orange safety bag to demonstrate intent to overrun. The runner is considered out of the play until they return to the white base. (If in the umpire's discretion the runner was prevented from touching the white base by a fielder but clearly never intended to overrun, the runner will be deemed to have advanced legally, likewise, if the runner was prevented from touching the orange safety base by a fielder but clearly never intended to round, they will be deemed to have legally overrun the base) After overrunning the orange base, the runner must return to the white base BEFORE advancing to the next base except at first base. Likewise, a runner is considered to be occupying the base after overrunning it (i.e., a trailing runner that crosses the base before the original runner returns is out). B1) If a runner illegally advances after overrunning a base (without returning to the white bag first) the runner is considered "live" to be tagged out but not to advance. If the runner achieves a base safely when the play is called dead that runner will be sent back to the base that they overran, however, if they are tagged out, they are out. All trailing runners that have achieved or passed the improperly overrun base are also sent back to the bases they achieved prior to the improperly overrun base. The fielding team can accept any all or none of the resulting play after the overrunning infraction took place.

C. Blocking Bases – Blocking a base by a fielder is NOT ALLOWED. Fielders must always allow the runner a clear, unobstructed path to the base. To facilitate this, no fielder may have any part of their body over, in front of, or directly behind the orange safety bag and more than half of any white base that is to be the subject of a play (force, or otherwise). If a fielder comes a few inches off the base for the singular purpose of avoiding a collision, this will count as touching the base in a force play. Coming off the base to deal with an errant throw or attempt to get someone else out or apply a tag DOES NOT qualify for this exception. Additionally, on a close play if a fielder is blocking both the white and orange bags in such a way that the runner is forced to completely miss both bases to avoid a collision the runner shall be called safe. For safety reasons, if a fielder is blocking the orange bag, the runner may run through on the white bag and be treated as if they had contacted orange provided, they demonstrate absolutely NO intent to advance.

D. Collisions – A fielder has the right of way only when making a play on a kicked ball, otherwise the fielder must yield to the runner. A runner has the right of way to the orange base at all other times. It is the fielder's responsibility to not obstruct the base, but it is the runner's responsibility to avoid contact if possible. Runners are also cautioned to run just left or just right of the fielder if they feel the base is being obstructed and PROCEED WITH CAUTION to (or around) the base. If a runner runs toward a blocked base at full speed and does not make a clear attempt to avoid contact, the runner will be out and receive a warning. (Most collisions will result in a warning either to the runner, the fielder, or both, depending on the official's determination of fault.)

E. Returning to a Previous Base – When returning to a previously attained base, a runner may NOT overrun the base and should proceed with caution, i.e., avoid collisions. Once a runner is off the white bag in any direction, the runner is considered live and can be tagged out.

F. Leading Off / Stealing Bases – A runner may not leave a base until the ball is KICKED. No stealing. A player who is caught leading off/stealing is out. The call can be made at any time.

G. Overthrow - One base beyond the base being attempted is awarded on an overthrow that leaves the field of play.

H. Dancing - A runner can be issued a warning for excessive dancing off the base, as this practice unreasonably slows the pace of game and shows a lack of sportsmanship. Multiple infractions by the same player is grounds for a warning and eventual ejection.

I. Tagging Up – In the case of a fly ball, a base runner must tag up and may advance after first contact with the ball is made by a fielder. Field referees should watch runners to ensure that the tag up took place after first contact, because the runner may begin legally advancing before a fly ball is caught.

J. Runner's Interference - If a runner interferes with a fielder making a play on a kicked ball, the runner shall be called out and the play shall be dead. No runners can advance. Runner's interference occurs when: J1) A runner comes into contact with a fielder making a play on a kicked ball. J2) A runner verbally interferes with a fielder (e.g., saying "I got it" or "Boo" etc... in an attempt to distract the fielder). J3) A runner intentionally positions him/herself in such a way as to obstruct the fielder from making a play as deemed by an official. (See rule #1, don't be a dick)

K. Fielder's Interference - If a fielder is deemed to have obstructed a baserunner while not making a play on the ball (i.e., standing in the baseline or on the base for no reason), the runner shall be safe at ANY base they attempt until they are tagged or play has stopped.

Quick Reference Guide:

- Fielder is obligated to not block the runner while making a play on the base.
- Runner is obligated to avoid a collision; if a runner must slow down or is otherwise impeded by a fielder where the fielder does not have the right of way, the runner may throw his/her hands up to demonstrate the impediment to the officials.
- Running outside the baseline: if to avoid a collision with a fielder – not out, if to avoid a tag or peg – out.

L. Sideline Interference - If a player on the sidelines of a game interferes with a fielder making a play on a kicked ball, the kicker shall be called out and the play shall be dead. No runners can advance. Sideline interference occurs when: 1. A player on the sidelines verbally interferes with a fielder (e.g., saying "I got it" or "Boo" etc...in an attempt to distract the fielder). 2. A player on the sidelines intentionally positions him/herself in such a way as to obstruct the fielder from making a play as deemed by an official. (See rule #1)

16. Outs

An out occurs when:

- A. A player accumulates three strikes/fouls in any combination.
- B. A kicked ball is caught in the air, kicker is out.
- C. A runner is touched with a ball at any time when they are not on a base. Avoid Headshots!
- D. A runner is forced out at a base.
- E. A runner significantly leaves the base path to avoid a tag. Running outside the baseline to avoid a collision with a fielder does not equal an out.

Infield Fly/Cheese Ball: The traditional infield fly rule does not exist in kickball. A "Cheese Ball" is a routine fly ball kicked in the infield that is not caught (Intentionally OR Unintentionally), provided there are less than 2 outs AND at least one forced runner on base. If this occurs and the fielding team turns a double play involving forced runners immediately following the drop, only the first out will stand at the end of the play. If the illegal double play results in what would have been the third out, the play is dead with one out assigned and no further advancing. Furthermore, whether a double play or a single out is attained, the offensive team may choose which of the called out runners to leave on base, even if it means the kicker is exchanged for one of the outs as to not remove an offensive baserunning advantage. Since there is no automatic out when the Cheese Ball occurs, if the play results in no outs recorded, the play stands.

17. End of Play

A play is deemed to have ended once any of the following conditions are met:

- A. Once any fielder has the ball in the area of the pitcher's mound, no runner may take an additional base. If a runner has rounded a base and is in the act of advancing to the next before the ball is possessed in the pitcher's circle they are allowed the base they were going to. The pitcher's area/mound is considered to be the dirt circle/oval on the dirt fields and a drawn circle or understood 6 foot extended circle around pitchers rubber in the grass fields.

*The only exception to this rule is in the event of an infield fly ball that is caught in the pitcher's circle with runners on base. If this happens the runners are allowed to advance at their own risk only on an IMMEDIATE tag up to the next base. If this move is not immediate the play shall be considered dead moments after the catch.

*Note: If a defensive player has literally stopped a specific runner he/she is looking at who has also not advanced past the half halfway point to the next base, from advancing/running/moving toward to the next base during a play with the ball, by field position, or posture, (stopped the runner from running, forced the runner to change direction and walk/run back to the earlier achieved base, clearly frozen the runner on the base or base path), and then immediately proceeds to throw the ball to the pitcher to officially kill the play, the runner may not decide to quickly change direction or move to advance after the defensive player is in the act of throwing to the pitcher. This only pertains to the specific runner in question. All other runners on base will be allowed to advance according to the End of Play rules. The intent of this rule is to prevent runners from tricking the fielder and sneaking to the next base after they have clearly been stopped/checked.

B. When no runners are advancing towards another base. (Except if a runner is retreating to a base that they can legally attain, wherein the play becomes dead when they reach the base.) 3 to 5 seconds of no advancement shall be the rule of thumb. The official can call "Time" in this situation.

C. A ball is declared "foul" by the umpire without being caught in the air by a fielder. This includes the unfortunate umpire error that may occur if the ball does not touch something in the field of play and is technically live but is called foul prematurely.

18. Home Runs

On fields with outfield fences, there is a limit of two (2) over the fence home runs per team per game. After the second over the fence hit, all subsequent similar hits will be counted as outs for the remainder of that game.

19. Run Rule

- Games with a score differential of 10 or more runs after the 4th inning will be terminated.
- Games with a score differential of 15 or more runs after the 2nd or 3rd inning will also be terminated. · Games with a score differential of 20+ runs after 1 inning will be terminated.
- Any game starting an inning with a run differential greater than 10 in its 40th minute of play will be called. (Clarification: If at any point in the above referenced innings the home team is ahead by the above referenced number of runs, the game shall be called.)
- NOTE: For the purposes of standings, the maximum single game run differential is 10.

20. Ball out of play

1. If a kicked ball, in fair territory, bounces over the outfield fence, the play is ruled a ground-rule double. The kicker will receive two bases. Any runners already on base will move according to the kicker receiving two bases.
2. If a ball is kicked or knocked out of play by the fielding team in an attempt to stop a ball from crossing the bunt arc, the result of the play is a dead ball and all runner are awarded the base they were attempting when the ball left the field plus an additional base.
3. If a ball, during the defensive play of the game, makes contact with stationary bystanders, objects, enters the dugout or leaves the field, the play is ruled dead at the moment of contact or exit and all runners are awarded the base they were attempting to achieve plus an additional base. If a player on the sidelines on the kicking team actively makes contact with the ball where contact would have otherwise been avoided (such as picking up the ball, kicking the ball, moving into the path of the ball), the play is dead and all runners return to their previously safely, achieved bases.

21. Pace of Play

A RSAK kickball games have a time limit, it is important to keep the games moving to allow teams to have the opportunity to play the most innings possible. Obvious delays of game, by either the offense or defense, such as, but not limited to, excessive time taken between pitches, excessive time taken between kickers, making defensive adjustments between every pitch, etc. will not be allowed. These types of delays will be assessed by the umpire. The first time, the team receives a warning. Second time it happens, the team takes an out for the next kicker and that kicker does not kick. This applies to both the offense and defense, in regard to consequence. If it is the kicking team, the next kicker is out. If it is the defense, the first kicker up when they kick again is out.

Section VI – Playoffs

Playoff seeding will be determined by the following criteria:

1. The Team with the best overall POINT TOTAL (2 Points for a WIN, 1 for a TIE, 0 for a LOSS and MINUS 1 for Failing to meet Official Schedule Responsibilities. See Section VI, 20, for point deductions related to ejections.

NOTE: in seasons where teams in the same division have a different number of games scheduled or played (for these purposes forfeits and defaults count as games “played”), that division shall be calculated by Point Total Percentage instead. (i.e. points earned divided by games played times 3)

2. Division winners will be awarded the top seeds and ranked based on point total. All other teams will be ranked after according to point total.
3. In instances where there are ties between teams run differential will be the determining factor.
4. Head to head Win/Loss. In leagues with a 2 tiered playoff system, for purposes of determining entrance into the upper bracket, this will be tiebreaker #2, and if this does

not resolve the tie (because the two teams tied in the regular season, split 2 head to head games, or did not play), AND the teams in question are competing for a spot in the upper bracket, there will be a "play-in" game with the resulting winner entering the upper bracket and seeded using the normal tiebreaker order, and the loser entering the lower bracket being seeded using the normal tiebreaker criteria.

5. Head-to-head run differential

NOTE: For the purposes of standings, the maximum single game run differential is 10.

6. Coin Toss As soon as one team "wins" on one of these criteria, comparison of the remaining teams restarts with criteria #1 and so on.

7. Any team that misses an officiating assignment in their last two games of the regular season will be dropped one spot in both the conference and overall standings, but not the divisional standing, after the standard point deduction is applied. All teams are obligated to provide refs for time periods in the playoff for which their team is not playing; failure to do so will result in harsh penalties for the teams next season in the league. Furthermore, the league commissioners reserve the right to assess any penalty necessary to hold teams responsible for their actions counterproductive to the league.

8. The team with the higher OVERALL seeding will be deemed the "home" team.

RSAK LITE Rules Addendum

All RSAK Classic rules shall be enforced except where explicitly laid out in the following addendum. RSAK Lite is designed to be a more laid back version of kickball, and all players should keep this in mind while playing.

A) All pitches must be civil, with the "granny style" requirement waived from the RSAK Classic rules since all pitches must be slow, not bouncy, and within 2 feet of the plate.

B) There are no called balls and strikes unless the pitch is ruled uncivil by the umpire.

C) Each kicker gets 3 legal pitches, after the 3rd unsuccessful attempt it's a strikeout, but the kicker may "watch" 1 pitch, after the 1st pitch you watch all other civil pitches count as an attempt. This ONLY applies to pitches that are civil. A civil pitch is a ball that mostly rolls, is slow, and comes within 2 feet on either side of the plate. (No curve balls, no bouncy balls, and no fast balls either!) Once a pitcher has thrown 3 uncivil pitches in a game as declared by the umpire, that player must be replaced as pitcher and cannot pitch for the rest of the game. (See RSAK Classic rule #1)

RSAK Classic 2 Rules Addendum

All RSAK Classic rules shall be enforced. RSAK Classic 2 is designed to be the perfect mix of the competitive aspects of Classic 1 and the laidback camaraderie of RSAK Lite.

Beginning in Fall 2015, Classic 2 shall follow the same rules as Classic 1, with the only difference being the experience/competitiveness of the teams involved.

RSAK Classic + Rules Addendum

All RSAK Classic rules shall be enforced. RSAK Classic + is designed for top level teams with lots of experience who are looking for a challenge.

Pitching: The ball is only required to bounce twice prior to reaching the plate. The second bounce must occur before the plate. All other pitch height and strike zone rules apply.

End of Play: To the end the play, the ball must be within 6' of the pitcher rubber. Any player can have position of the ball. All other foul-related, end of play rules apply.

Classic+ Well Established National Player Cap

This document will serve as a tool designed to identify and define "Well Established" participants in Nationally Recognized Events/Leagues. The Classic+ league is a vital component to the entire RSAK league and serves to provide a competitive environment for those who wish to play at the highest level. Due to the highly competitive nature of this division, we recognize that most or potentially all teams in this division will form or improve as a result of friendships forged through previous RSAK participation, or through recruiting. Ensuring the sustainability of this league is important to all who participate in it. If the league proves unsustainable, as it has in the past, no one will be able to participate at this level. This rule aims to place a reasonable cap on quantiles of elite player resources similar to that of the NFL or the NBA, while preserving the competitive nature of the league. The Classic+ league will define and place a cap on "Well Established National Players".

Nationally Recognized Events:

- Any event related to the National Circuit
- Any regional or national events related to the Founders Cup
- Any obvious independent competitive (Example: The IFK)

Well Established National Player:

A player fitting the included criteria based on participation in Nationally Recognized Events.

Well Established National Player Qualifications:

- a. Current Participation on Established National & Local Travel Teams:
 - Any male or female player having played **at least 1** "Nationally Recognized Event", with a National Coed team ranked in the **top 50%** within four **months** of the scheduled RSAK season shall count towards the player cap. (See Nationally Recognized Events) NOTE: Rankings used to assess top 50% will be current preseason Circuit rankings and prior year Founders cup seeding)

- Any male or female player having played **at least 1** “Nationally Recognized Event”, with a Louisiana based COED Travel Team within **four months** of the scheduled RSAK season shall count towards the player cap. NOTE: Local teams ranked in the bottom 30% in Founders ranks and circuit preseason ranks will be excluded.
- b. Current Participation on Elite Availables/Mixed/Combined teams:
 - Any male or female player having played at least 1 Coed Availables/Mixed/Combined team which places in the top 4 at a “Nationally Recognized Event” within twelve months of the scheduled RSAK Season shall count towards the player cap.
 - Any female player having played on a women’s Availables/Mixed/Combined team which places in the top 4 at a “Nationally Recognized Event” 12 months prior to the scheduled RSAK Season shall count towards the player cap.
- c. Veteran National Player
 - Any player who has participated in 15+ COED “Nationally Recognized Events” and has been active within 3 years of the scheduled RSAK Season shall count towards the cap. (Data goes back to 2013.) NOTE: Players receiving a National Veteran Tag shall count towards the team cap until 2 years have passed with no national participation.
- d. Nationally Recognized Player
 - Any player who has received national honors, or multiple prestigious invitations at the national level 3 years prior to the scheduled RSAK season. This applies to coed and women. This includes The Circuit, competing national tours (Founders), and nationally recognized competitive events such as the IKF. The Nationally Recognized Player Tag shall count towards the team cap until 2 years have passed with no national participation. Honors include but are not limited to:
 - Championships (Established, Coed, or Women’s)
 - 2+ invitations to and participation on top performing available teams (Final 4 and above finishers)
 - MVP or similar accolades/honors etc.
- e. Elite National Player
 - Any male or female actively holding or once widely revered/considered to be a top talent or starter at the defensive positions of Catcher, Pitcher, 1B, & 3B on Coed teams at Nationally recognized events. These players shall count towards the team cap. This specifically includes but is not limited to players starting for currently established local Circuit teams and the local teams competing at Founders Cup.
 - Any male or female actively holding or once widely revered/considered to be a top talent kicking in the offensive positions of 1-7 on top Coed teams at nationally recognized events.

These players shall count towards the team cap. This specifically includes, but is not limited to, players starting for currently established local Circuit teams and the local teams competing at Founders Cup.

- Any female actively holding or once widely revered/considered to be a top talent or starter at the defensive positions of Catcher, Pitcher, & 3B on Circuit women's teams at nationally recognized events. These players shall count towards the team cap. This specifically includes, but is not limited to, players starting for currently established local women's teams.
- Any female actively holding or once widely revered/considered to be a top talent kicking in the offensive positions of 1-6 on Circuit women's teams at nationally recognized events. These players shall count towards the team cap. This specifically includes, but is not limited to, players starting for currently established local teams and the local teams competing at Founders Cup.
- The Elite National Player Tag shall count towards the team cap until 2 years have passed with no national participation.

Note: To prevent confusion and to eliminate teams having to "cut" players mid-season, all activity occurring 1 month prior to the current RSAK Season and during will not be included when determining player definitions. They will however be included in the following season.

Note: Long standing members of teams who have played 3 years or more with the same team who achieve "well established" player status after those 3 years can be considered for exception upon request.

TEAM CAP:

Teams will be allowed to participate in Classic+ with a maximum of 7 Well Established National Players with a Gender Split of 4/3. Exceptions to the split will be considered upon request, and will require review & approval from the league prior to the season. The cap can be increased/decreased in future seasons, depending on # of teams, # of players that are considered "Well Established" and other factors. Teams are expected to comply with these guidelines in order to be eligible for participation the Classic+ league.

Known players included for the Spring 2018 Season:

Cedric Johnson

Jennifer Leglue

Bailey Murry

Shannon Selman

Austin Thompson

Sarah Benson

Lisa Newton

Sydney Ladd
Cody Fontenot
Rosa Abella
Brett Lato
Danielle Mceachern
Brittaney Spruill
Jimmy Fincher
Steele Welch
Ray Williams
Connor Lynch
Bryan Heyse

Note: More players are included but either did not play C+ last season or are not yet registered for C+ this season. We will update this list as necessary.

If you feel you are on this list in error, please contact us at BRKickball@gmail.com and we will investigate further. If you feel a player has been incorrectly omitted from this list, please email us and we will investigate further.

RSAK Draft League Rules Addendum

This league is coed and is open to all players. It is designed to give players who want to try different rules or get practice for travel leagues to have a chance to hone their skills. Captains will be chosen based on expressed interest and talent balance. The rules in this league will also differ from Classic rules in several ways:

- A. 3 strikes is an out, 4 balls is a walk (NO Civil Pitch)
- B. All games played on grass for uniform play
- C. Active catcher
- D. No bunt arc
- E. The fielder's encroachment line shall be the diagonal between first and third
- F. All non-catcher fielders, including the pitcher, must stay behind the fielder's encroachment line until the kicker kicks. The penalty for crossing this line early will be an assessment of 2 balls or the result of the play, to be chosen by the kicking team.
- G. Pitches must bounce twice before hitting the plate.
- H. Teams consist of nine (9) players on the field. All teams are co-recreational; they must play with a minimum gender ratio of 6 to 3.
- I. Kicking order will be a straight line-up. One female player must kick in the top 6 and no more than two female players can kick back-to-back.
- J. Due to the fun and balanced nature of the draft league all players, male and female must play at least 4 of 6 innings in a game, and no player shall sit more than 2 innings for any reason other than injury.
- K. Any rules not expressly written here default to RSAK Classic Rules.

RSAK Women's +2 Rules Addendum

Teams will consist of at least 12 players, a maximum of 3 of whom can be male, with never more than 2 males in the field at a time. Only 1 male player can play in the infield at once, and he cannot be the pitcher. All 3 rostered male players may be in the lineup at the same time, but they must kick at the bottom of the lineup.

The rules in this league will also differ from Classic rules in several ways:

- A. 3 strikes is an out, 4 balls is a walk (NO Civil Pitch)
 - B. All games played on grass for uniform play.
 - C. Active catcher
 - D. No bunt arc.
 - E. The fielder's encroachment line shall be the diagonal between first and third.
 - F. All non-catcher fielders, including the pitcher, must stay behind the fielder's encroachment line until the kicker kicks. The penalty for crossing this line early will be an assessment of 2 balls or the result of the play, to be chosen by the kicking team.
 - G. Pitches must bounce twice before hitting the plate.
 - H. Any rules not expressly written here default to RSAK Classic Rules.

RSAK Women's Rules Addendum

Teams will consist of at least 12 players.

The rules in this league will also differ from Classic rules in several ways:

- I. 3 strikes is an out, 4 balls is a walk (NO Civil Pitch)
- I. All games played on grass for uniform play.
- I. Active catcher
- I. No bunt arc.
- I. The fielder's encroachment line shall be the diagonal between first and third.
- I. All non-catcher fielders, including the pitcher, must stay behind the fielder's encroachment line until the kicker kicks. The penalty for crossing this line early will be an assessment of 2 balls or the result of the play, to be chosen by the kicking team.
- I. Pitches must bounce twice before hitting the plate.
- I. Any rules not expressly written here default to RSAK Classic Rules.

RSAK Roverball Rules Addendum

I. Introduction: Except where otherwise noted, Roverball follows the general rules of kickball as laid out in the Red Stick Area Kickball Official Rulebook.

II. Field Specifications: Roverball is played on a softball sized field with additional lines drawn on it. The orange safety base is used, and all baserunning rules in RSAK Classic will be enforced. The kickball encroachment line and the kickball bunt arc are replaced by a different set of lines drawn in orange paint where possible.

The Roverball Lines run perpendicular to the right and left field foul lines. The encroachment/bunt lines make a box that meets at the back corners of the pitcher's rubber (four feet back from the standard encroachment line). The Rover Line is perpendicular to the foul lines and begins four feet in from the front edge of 1st and 3rd bases. The line meets in the middle, roughly 6 feet from 2nd base.

III. Teams:

A. Roster:

1. All teams are co-recreational and must have a minimum of 8 players on their roster.

B. Defensive Positioning:

1. A standard Roverball fielding alignment is 6 in the field, including a catcher.
2. The gender ratio in the field must be 4 - 2.
 - a. Exceptions:
 - i. During the regular season, in order to avoid a forfeit, a team may play with a gender ratio of 5 -1 in the field. A player of the majority gender must play catcher.
 - ii. During the regular season, in order to avoid a forfeit, a team play with a gender ratio of 4-1 with no catcher.
 - iii. In order to avoid a forfeit, a team play with a gender ratio of 3 - 2 with no catcher.
3. You must not have the same player play catcher for more than 3 innings.
4. A maximum of 1 defender can start the play inside of the Rover Line. Defenders can go anywhere on the field after the ball is kicked. A second defender is allowed to "cut corners" through the infield prior to the pitch as long as they are beyond the Rover Line before the ball is kicked.

B. Offensive Positioning:

1. A standard Roverball offensive fielding alignment is 1 Pitcher and 1 Rover in the field, however, if the offensive team has 5 or fewer players and the bases are loaded, the offensive team may forgo a pitcher (or Rover if they so choose). Example: Team A has only 5 players with the bases loaded, leaving only the kicker and one other player not on base. The kicking team may choose to forgo the Rover and have the additional offensive player pitch, OR the runner on 2nd base is allowed to pitch if the additional offensive player chooses to play the Rover position. If the runner on 2nd base pitches, they do not have to be standing on 2nd base to pitch, but they MUST return to 2nd base before the ball is kicked, or they will be called OUT for leading off.
2. The Rover may NOT come inside the Rover Line from the moment the ball is pitched until the play is dead. If the Rover does cross inside the Rover Line before the kicker reaches first base, the play shall be ruled a strike out, with no runners advancing. (The ONLY exception would be if the ball has already hit the

ground or been caught by a defender and the only way the Rover can avoid a collision with a fielder is to jump inside the Rover Line.

3. As soon as the Rover catches a kicked ball and gets at least one foot down before crossing past the Rover Line, the play is dead so there is no penalty if the Rover's forward progress brings them inside the Rover Line.
4. The Rover can be in motion prior to the kick, but unlike the defenders, the Rover is not allowed to "cut corners" inside the Rover Line after the ball is pitched.
5. The Rover, like the defenders may not start the play in foul territory but may cross into foul territory once the ball is kicked.
6. The pitcher is instructed to avoid disrupting the play, and if the defensive team throws the ball to the pitcher (and the throw isn't an errant throw) the pitcher is obligated to catch the ball, but even if they do not the play will be ruled dead.

C. Offensive Lineup:

1. ALL players present must kick.
2. The kicking order shall be a standard, softball-style order with no special gender rules.
3. Teams must have a minimum of 6 players in their kicking lineup. The only exception would be when a team is playing with 5 players to avoid a forfeit.
4. The offensive team is responsible for keeping track of their own lineup, and knowing who is kicking, pitching, and Roving at any given time. Continued failure to send kickers to the plate in a timely fashion will result in a warning from the umpire, and if it persists, the umpire is instructed to assign an out to the offending team.

IV. Game Play:

A. Rover Home Runs

1. If the Rover catches a kicked ball in the air (or deflects it cleanly over the outfield fence without it hitting the ground) an automatic "Rover Home Run" is recorded. All runners on base and the kicker will be considered to have scored without physically advancing home. A Rover Home Run clears the bases the way a normal home run would.
2. If the Rover catches the ball in foul territory beyond the Rover Line extended, a Rover Home Run is recorded provided the Rover was in fair territory until the ball was kicked.
3. If a defender gets to a kicked ball first but has not yet controlled the ball completely with at least one foot down on the ground, the Rover may still attempt to catch the ball at his or her own risk of getting out.
4. If the Rover and one or more defenders come down with a ball at the same time, unless one of the two comes away with sole possession before two steps are taken or before one or both goes to the ground then the tie shall go to the Rover. (If the defender comes away with the ball cleanly as they go to ground or within a reasonable time if they are both standing, then it will be a Rover Strike Out)

B. Rover / Pitcher Strike Outs:

1. If at any point the Rover touches a kicked ball before it contacts the ground or is caught by a defender, but fails to catch the ball, the kicker will be ruled OUT by strike out and all runners will return to their original bases.

2. If the Pitcher touches a kicked ball before it is contacted by a defender, the kicker will be ruled OUT by strike out and all runners will return to their original bases. This even applies to kicked balls that have already hit the ground but have not been contacted by a defender yet. If the defensive infielder touches the ball before it hits the ground and the pitcher subsequently catches it off of the ricochet, a Rover Home Run shall be recorded, but if this happens and the pitcher touches the ball but doesn't make the catch it is a Strike Out.
3. A defender may "bat" or redirect the ball at the Rover, causing a Rover Strike Out. (Note: this only applies before the ball is caught by a defender or hits the ground) The defender is not allowed to have any type of possession of the ball for the deflection to count, think of a "carry" in volleyball, a defender cannot cup the ball in their hand and cradle it into the Rover, they are only allowed to "swat" or "bat" the ball at them.
4. If a defender is attempting a catch and the Rover reaches into the defender's hands and tries to wrest the ball from the defender but fails to gain possession, a Rover Strike Out is recorded.
5. Once a ball hits the ground or is fielded by a defender, the Rover may not interfere with the defender's ability to make a play. This includes running along and "shielding" a ground ball from the fielder. If the Rover does interfere with the defensive team prior to the kicker achieving 1st base, it shall be recorded as a Rover Strike Out. If the Rover interferes after the kicker makes first base, the runner the defender was trying to get out is out and no runners advance further. The same rule applies to the pitcher.

C. End of Play

1. If at any point after the play begins a defensive player hit either the Rover or the Pitcher with the ball the play is dead and runners do not advance past the base they are currently attempting.
2. The play is also dead if the defense gets the ball back to the pitcher's mound. The pitcher is not allowed to dodge a ball thrown to him or her to allow the play to continue.

D. Contact

1. Roverball is a non-contact sport.
2. Whichever player arrives to the spot where the ball is coming down has the right to that spot. No offender or defender may "go through" another player to get to the ball. (you can jump over or beside the person to swat the ball away, but you are not allowed to initiate contact if the other person has position).
3. If both players reach the spot simultaneously, they both have equal right to the ball. They are instructed to jump straight up. If both players jump straight up for the same ball neither shall be at fault unless one pushes, elbows, or otherwise attempts to impede the other player.
4. While jostling for position is a part of any game, pushing is NEVER allowed. If you push off on the other player or grab the jersey it will either be a strike out or home run recorded in favor of the other team, and you will be issued a warning.

E. Foul

1. If the rover violates any of the conditions in the above **CONTACT** section, the play will result in a strikeout. It treated like a deadball foul, and no baserunners advance.
2. If a defender violates any of the conditions in the above **CONTACT** section, the offense has the option of electing to let the result of the play stand OR put all baserunners back in their pre-kick positions and take the Roverball Penalty Kick.

F. Roverball Penalty Kick

1. If a penalty kick is called for by the official, the defending clears the field. The rover, pitcher, kicker, and baserunners that were in play when the foul occurred (unless someone is injured on the previous play) will play the unguarded penalty kick phase.
2. The pitcher will pitch the ball to the kicker, who will have one attempt to kick the ball to the rover. If the ball is caught, a homerun is awarded, including all runner that are on base. If the rover does not catch the ball, the penalty phase, the defense retakes the field, and the play resumes at the point prior to where the penalty occurred. (If the the ball was kicked and the penalty occurred on the first pitch, the kicker has two attempts remaining. If the ball was kicked and the penalty occurred on the second pitch, the kicker has one attempt remaining.) Neither the kick where the penalty occurred nor the roverball penalty kick itself, count against the kicker's strike count in any way.

RSAK Winter Survivor Series Addendum

I. INTRODUCTION

The Winter Survivor Series is a short tournament style league that implements a weekly and overall points system. Games are played on Saturdays in the winter over 4 weekends with a minimum of 8 games guaranteed per season (2 guaranteed per Saturday).

II. TEAMS

A. ROSTERS

- Teams will be required to carry a minimum of 12 players
- If less than 12 players free agents will be added.
- If a team has less than the minimum (12), games will be played but are subject to forfeit for rankings purposes.

III. RULES

Primarily RSAK Classic Rules apply unless otherwise specifically stated in the below modifications.

Modifications:

-Because we play exclusively on grass in the winter league, 2-bounce pitching and sliding are allowed.

-Due to the shortened format (4 weeks) All registered players are eligible for playoffs in week 4. No prior participation in weeks 1-3 is required.

IV. TOURNAMENT FORMAT

Week 1:

8 – 4 – 2 single elim with first 4 losers playing 4 – 2 consolation series.

Week 1 will be seeded randomly.

Week 2:

4-2 with top four teams & 4 – 2 with bottom 4 teams from week 1

Seeded 1v2, 3v4 / 5v6, 7v8

Week 2 Seeding: Upper bracket: 1v2, 3v4. Lower bracket: 5v6, 7v8.

Seeding is based on previous week's performance (points total).

Week 3:

Same as Week 2.

4 – 2 two with top 4 teams & 4-2 with bottom 4 teams from week 2. Winner of Week 2 lower moving up and loser of the Week 2 upper moving down.

Week 3 Seeding: Upper bracket: 1v2, 3v4. Lower bracket: 5v6, 7v8.

Seeding is based on previous week's performance (points total).

Week 4:

8 – 4 – 2 single elim with first 4 losers playing 4 – 2 consolation series [same as Week 1].

Seeding will be based on season overall rankings using point totals.

Week 4 Seeding = All teams Ranked 1 – 8 based on accumulated point total during the first three weeks.

NOTE: Format may vary depending on Team participation. RSAK reserves the right to make adjustments where needed.

V. POINT SYSTEM

GENERAL:

Teams receive 1 point for every win and receive additional points for their rank after play has completed each week.

#1 and #2 seeds post-play receive 1.5 points.

#3 and #4 seeds post-play receive 1 point.

#5 and #6 seeds post-play receive 0.5 points.

#7 and #8 seeds post-play receive 0 points.

UPPER BONUS:

In weeks 2 & 3, a 0.25 bonus will be awarded to all teams playing in the upper division.

NOTE: Point structures can vary depending on team participation. RSAK reserves the right to make adjustments where needed.

PLAYOFF OVER-TIME

1st Over-Time: Standard RSAK Inning

2nd Over-Time: Runner on 2nd (last out) with 1 out

3rd Over-Time: Runner on 2nd & 3rd with 1 out

SURVIVAL SHOWDOWN

Points will be assigned for week 4 with an additional bonus going to the tournament winner. The overall tournament winner will get an additional 2 points.

Points will be tallied upon the final game in week 4. If the 1st place finisher in week 4 is not also the overall points winner and the overall points leader did not play in the final game, then this activates the SURVIVAL SHOWDOWN. The Survival Showdown is an additional game that will be played between the overall points leader and the Week 4 bracket winner. This is to reward the points system and determine the true champion with no asterisks.

SOCIAL CHAMPS

Social Champs will be awarded at the end of the season based on criteria set by RSAK.

Remember: This sport is fun and exciting, but everyone should always play with the safety of other players in mind. Be safe, and have fun, meet awesome people!

Thanks again for playing with RSAK!

Fall 2020 Classic 1 & 2 Addendum

Classic 1 & 2 Playoffs

Playoffs for both divisions (Classic 1 & 2) will be evaluated prior to and during the season and then possibly modified ensure a more balanced and competitive format for all teams. This means that at or prior to the 1/3 mark of the season (2 games in) and depending on the number of teams etc. these divisions could be split for playoffs. Thus, allowing for the formation of a higher division to be established and creating another opportunity for a championship team. If needed and for all leagues on both nights, refer to Section VI Playoffs for tie breaker rules.

2020 Classic 2 Player Guidelines:

Any player who has attended Travel tournaments of any kind and for any brand of competitive kickball must register for Classic 1 or our Men's & Women's divisions. The Classic 2 division is intended for inexperienced teams/players only.

Any player who has regularly played in our Tuesday Classic 1 division, especially those who have won championships, or has played in our former Class+ leagues should not register for this division. Register only for Classic 1 or our Men's/Women's leagues.

If you have any questions about eligibility, please email us at BRKickball@gmail.com.