



# structure of the circuit

Originally Created on December 24, 2010

Updated February 8, 2018

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## THE CIRCUIT

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### PRINCIPLES

The primary goal of the Structure of The Circuit document is to address all elements that make up The Circuit. Kickball365 believes in kickball as a wholly unique sport that combines the discipline of other sports, while providing an unforgettable travel experience. Driven by our love of the sport, we built an organization to bring together those who love the sport as much as we do and provide them with the opportunity to compete and socialize with other players from across the country. We do this by offering one-of-a-kind tournament vacation experiences nationwide. We invite you to discover The Circuit.

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### HISTORY

The Structure of the Circuit document was created in 2010. On an annual basis, these policies and guidelines will be reviewed by Kickball365 for potential improvements. Changes made to this document will be posted online.

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### WHAT IS A CIRCUIT EVENT?

A Circuit Event is a kickball tournament hosted by Kickball365. A Circuit Event weekend typically starts on Friday with a social event known as the "Meet & Greet", followed by the Co-Ed Division Tournament on Saturday & a social event After Party on Saturday Evening. Additionally, Kickball365 typically hosts a Women's Division Tournament on Sunday followed by a social event After Party.

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### WHAT IS THE NATIONAL TOUR?

The National Tour is the series of Circuit Events. Circuit Events are held annually across the country in which registered teams compete for Official Circuit Points. Circuit Teams are seeded at each Circuit Event using the Official Circuit Ranking System (CRS). The Circuit Scoring System (CSS) awards points to registered Circuit teams to determine eligibility for the Circuit Championship Weekend and prizewinners for the year-long National Tour Standings.

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### EXPECTATIONS OF A CIRCUIT EVENT

Throughout the National Tour, there are several Circuit Event locations, each chosen for its great kickball culture and its ability to provide unique travel and competition experiences. Nonetheless, each event will always feature a consistent tournament weekend schedule, according to the guidelines shown below. A Circuit Event typically includes a Friday Social Event (or in some cases a Tournament itself), Saturday Tournament, a Saturday night After Party, and a Sunday Tournament (typically on dual weekend events). The number of games offered at a Circuit Event may vary depending on the number of teams attending a tournament.

## OFFICIAL RULE BOOK OF THE CIRCUIT

The Circuit, which includes all of the National Tour of Circuit Events and the Circuit Championship Weekend utilizes the "Official Rule Book of Kickball365". The Official **Rule Book of The Circuit** is a set of **rules** set forth by Kickball365, the governing the playing of **kickball** games by professional teams of **The Circuit** and Circuit **Leagues** that are affiliated with Kickball365. The rules specify the equipment used, the layout of the kickball field, the details of game play, and the expected behavior of the players, non-playing coaches, etc.

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## OFFICIAL KICKBALL FOR THE CIRCUIT

The Official Kickball of Kickball365 is a custom kickball manufactured by Baden Sports. The custom model used is a Baden Sports PG-10 with a unique numerical suffix. This is the only kickball that is allowed on the National Tour. Generic Baden sports PG-10 models will only be used on the National Tour in exigent circumstances.

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## STRUCTURE CHANGES

Changes to the Structure of The Circuit may occur from time to time. When any change is made, we will post revisions on our social media channels and update this document. In some cases, we may notify you of changes via an email through our newsletter. However, it is the player's responsibility to review the Structure of The Circuit and Circuit Policies to remain aware of any changes.

## CIRCUIT TEAM GUIDELINES

Kickball365 uses the following Team definitions when classifying a team playing on the The Circuit:

- (1) New Circuit Team
- (2) Circuit Team
- (3) Availables Team

Circuit Teams who comply with these requirements are eligible to earn the full prize pool offered at a Circuit Event, earn the full Circuit Points of a Circuit Event, and earn the opportunity to compete in the Circuit Championship Weekend.

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### NEW CIRCUIT TEAM

A New Circuit Team is a team that meet all Team Roster Regionalization requirements and has never participated in at least one (1) Circuit Event.

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### CIRCUIT TEAM

A Circuit Team is a team that meet all Team Roster Regionalization requirements and have participated in one (1) Circuit Event since the beginning of the previous calendar year.

For 2018, the Circuit Team Roster System includes team/player data starting from January 1, 2017.

Circuit Teams:

- Previously referred to as "Established Teams" by The Circuit (2011-2016);
- Meet the eligibility requirements of Team Roster Regionalization Rules;
- Team Rosters carryover year over year:
  - This includes all Players who start on the roster of their last Circuit Team played for in 2017.
  - If a Player participates on a different Circuit Team at the start of 2018, then that Circuit Team will have used a Team Player Transfer on that player.
- Must maintain at least 51% of a roster throughout the National Tour to maintain Circuit Team status;
- Will receive ranking priorities at all Circuit Events.
- The use of Out-of-Region Players is permitted with restrictions. Please see the following item effective for 2018:
  - Circuit Teams that currently have Out-of-Region players (i.e. grandfathered players, and players previously approved by the Rules Committee) on their Team Roster will be limited to bringing a max of five (5) of those Out-of-Region players to any given Circuit Event.
  - There is no limit on the total number of those Out-of-Region players a Circuit Team can have on its Team Roster throughout the year.
  - The Out-of-Region Event Roster player cap may be further reduced or eliminated in subsequent years.
  - THIS RULE DOES NOT IMPLY TEAMS CAN SIMPLY PICK UP FIVE (5) OUT-OF-REGION PLAYERS ON THEIR 2018 ROSTER. THE RULE IS FOR THOSE TEAMS WHO CURRENTLY HAVE OUT-OF-REGION PLAYERS ON THEIR ROSTER.

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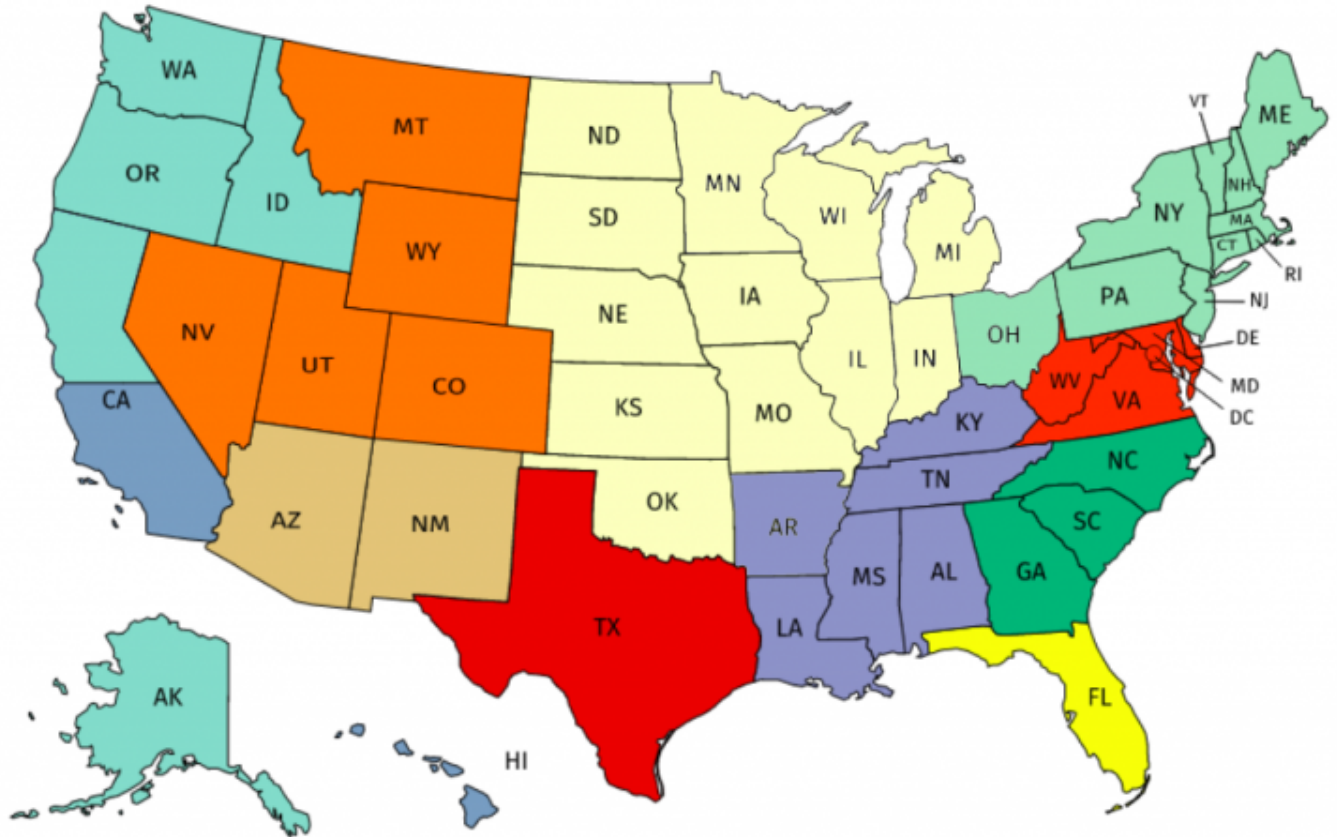
### AVAILABLES TEAM

Any team competing at a Circuit Event who does not meet these requirements will be treated as an "Availables" Team.

For details regarding roster and rules regarding Availables Teams please read the Official Availables Team Policy document which [can be found here \(http://bit.ly/K365AvailablesPolicy\)](http://bit.ly/K365AvailablesPolicy).

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## CIRCUIT REGIONS



Effective for 2018, Kickball365 updated the regional lines for The Circuit. Circuit Teams are required to follow the Regionalization Team Roster rules. These rules apply to all new Circuit Teams, existing teams that wish to merge, and new player additions to any existing Circuit Team.

Specifically, the Great Lakes Region has been removed; the Southern Mid Region picked up Arkansas; the Northeast Region picked up Ohio; and the Midwest Region picked up Michigan, Indiana, Illinois, Wisconsin, and Minnesota.

The updated 2018 Circuit Regions include:

- Northeast – ME, VT, NH, MA, CT, RI, NY, PA, NJ, (New: OH)
- Mid Atlantic – VA, MD, DC, DE, WV
- South Atlantic – GA, NC, SC
- Florida – FL
- Southern Mid – TN, KY, AL, MS, LA, (New: AR)

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- Midwest – MO, IA, NE, KS, OK, AR, ND, SD, (New: MI, IN, IL, WI, MN)
- Mountain – CO, UT, NV, WY, MT
- Pacific Northwest – Northern CA (Monterey and north), WA, OR, ID
- Texas – TX
- Southwest – NM, AZ
- SoCal – Southern CA (San Luis Obispo and south)



## CIRCUIT PLAYER GUIDELINES

### PLAYER DEFINITIONS

Kickball365 uses the standard definition of assigning classes to players who compete in The Circuit: “In-Region” or “Out-of-Region” (i.e., New Players, Grandfathered Players & Rules Committee Approved Players).

For “new” players, Circuit Teams are permitted to recruit “new” players from OUTSIDE their team’s designated Circuit Region ONLY if the player is truly “new” to The Circuit. To The Circuit, a “new” player is a player who has played in at least two or fewer Circuit Events on Available Teams only.

If the “new” player is recruited to compete with a Circuit Team from outside that team’s designated Team Region they will NOT be considered an “Out-of-Region Player” for purposes of the Out-of-Region player cap.

This new player classification dates back to when The Circuit regionalization rule was implemented in January 2017.

Furthermore, Kickball365 is committed to maintaining the Circuit Team classifications of New Team (i.e., 0 events attended, fits regional criteria), Circuit Team (i.e. 1+ event(s) attended, fits regional criteria), and Available Teams (all other teams).

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### PLAYER TEAM TRANSFER GUIDELINES

Circuit Players are allowed to transfer from one (1) Circuit Team to another Circuit Team within their region as many times as they wish so long as the new team has not used all of their allotted team transfers for the calendar year.

Effective for 2018, in an effort to cut down on the non-formalized requests that are submitted to the Rules Committee by Team Captains/Players, Kickball365 will REQUIRE Team Captains/Players to submit an official form request, via a Google Form, with no fee (TRANSFER REQUEST FORM at <http://bit.ly/K365TransferRequest>).

This includes Player Transfer Requests, Upward Player Transfers, Emergency Player Addition Requests, etc. All formal requests will be required to go through this process in 2018. Any email requests will be redirected to this URL to complete the submission process. Requests not submitted through the Official Rules Committee Request Tool will be considered invalid.

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### NEW PLAYER EXCEPTION RULE

Players who are considered “New Players” are those who have played in at least two (2) or fewer Circuit Events on Available Teams only.

These players are permitted as Out-of-Region players, without the need for approval from the Rules Committee, as part of the “New Player Exception Rule”. Under the Team Roster Regionalization Rule, Circuit Teams are allowed to recruit players from outside of their Team’s region ONLY if the player is brand new to The Circuit. This means the player has never competed in a Circuit Event - regardless of team status.

Note, Co-Ed and Women’s Division Circuit Events are counted separately. A player could have played in a previous Co-Ed Division Circuit Event but be brand new for a Women’s Division Circuit Event. These types of player pick-ups will NOT count towards any Team Roster transfer limits and will be treated the same as grandfathered players.

Notification of a team’s player recruits from outside their region is NOT required to be sent to The Circuit.

No email notification is required; however if you have questions please email [info@kickball365.com](mailto:info@kickball365.com).

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#### **GRANDFATHERING RULE FOR TEAM ROSTERS**

In 2017 Kickball365 determined that all out-of-region players started the year “grandfathered” into the last Circuit Team they played for in 2016. Players who were part of the Circuit Team prior to 2016 are not automatically grandfathered and must obtain an approval from the Rules Committee. Approval required to transfer will require a 2/3 vote. Grandfathering for these Circuit Teams is not permanent and may be capped or limited in future years.

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#### **OUT-OF-REGION RULE FOR TEAM ROSTERS**

Effective for 2018, all Circuit Players wishing to play on a team outside of their region must seek Rules Committee approval unless previously grandfathered or approved after January 1, 2017.

Specifically, Out-of-Region Players consist of:

- Grandfathered Players: Players who played in 2017 as “grandfathered” into the last Circuit Team they played for prior to January 1, 2017;
- New Players: Players who have played in at least two or fewer Circuit Events on Available Teams only. These players are permitted as Out-of-Region players, without approval of the Rules Committee, as part of the “New Player Exception Rule”;
- Rules Committee Approved Out-of-Region Player Requests.

OUT-OF-REGION PLAYER REQUESTS THAT WILL NOT BE CONSIDERED INCLUDE:

- UPWARD TRANSFERS (TO HIGHER RANKED CIRCUIT TEAMS) Teams ranked;
- PLAYER TRANSFERS to Circuit Teams without ANY previous team history.

## TEAM MERGERS

As was in 2017, if two or more Circuit Teams wish to merge they are required to notify the Rules Committee and request approval beforehand, regardless of either Circuit Team's Official Circuit Team Ranking.

This is required to ensure the proposed merger is justified within the spirit of The Circuit's Team Roster Guidelines. A Team Merger is classified as any "new" Circuit Team that is comprised of more than 50% of existing players from other Circuit Teams.

Approval with a 2/3 majority Rules Committee vote is required if one (1) of the teams is currently ranked in the top 50% of the Official Circuit Team Rankings.

If approval is needed but not received, the Circuit Team will be treated as a Availables Team (i.e., no Circuit Points may be earned, Circuit Team will be limited in their prize pool earnings, and no Circuit Cup Championship eligibility).

All merged teams must also use a new name otherwise the merger will be subject to the four (4) player transfer limit if either existing Circuit Team name is used.

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## CIRCUIT PLAYERS WHO ELECT NOT TO COMPETE WITH THEIR CURRENT TEAM

In the rare circumstances when a Circuit Player has elected not to compete with their current Circuit Team, the player will have the following options:

- If the Circuit Player's previous Circuit Team no longer exists in the Official Team Rankings (i.e., the team has not played since the beginning of the previous calendar year) they are free to transfer to any Circuit Team located in the same region, subject to Circuit Team Transfer limitations.
- If the Circuit Player's previous Circuit Team is still active, they will be considered tied to that Circuit Team. Player transfers to another Circuit Team located in the same region will be permitted with no penalty as long as that Player Transfer is to a lower ranked Circuit Team.
- Transfers to a team ranked higher require prior approval from the Rules Committee.

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## TEAM JERSEY REQUIREMENTS

Kickball365 reserves the right to alter, or require a team to alter, a team name, player nickname, team logo, jersey graphic, or uniform and/or suggest alternatives at or in conjunction with a Kickball365 Circuit League or Event should Kickball365 personnel determine that the existing name, logo, graphic, or uniform might hinder the mission of the organization or the goals of a specific Kickball365 League or event. Alterations must meet with the approval of Kickball365 personnel.

## CIRCUIT EVENT GUIDELINES

### WHO CAN COMPETE?

Anyone who is at least 21 years old at the time of registration, have adequate health insurance, and be properly registered on the roster of a team at the Circuit Event.

### CIRCUIT EVENT PRICING & DEADLINES

The following is the registration guidelines for Circuit Events on the National Tour:

Early Fee (\$50)	Regular Fee (\$55)	Late Fee (\$90)	Registration Blackout
Up to 30 days before Event	Up to two weeks before Event	Intended for Emergency Players Only. Permitted ten (10) days after Event deadline*	No registrations permitted the week before a Circuit Event**

All Circuit Event registrations must submit payments through the Official registration systems. No offline payments will be accepted.

\* **CRITICAL:** Any Team Captain who requires to add an additional Emergency Player after the Event Registration Late deadline is REQUIRED to email [info@kickball365.com](mailto:info@kickball365.com) with their request. Only additions to reach roster minimums will be accepted. #NationalTourPass not eligible to be used for a Late Fee.

### SEEDING TEAMS PRIOR TO A CIRCUIT EVENT

After a Circuit Event's registration is closed each team registered will be assigned a tournament seed by Kickball365. The Circuit Event seed is determined by the Established Team's current ranking in the CRS. Kickball365 takes a team's averaged ranks (i.e. 1st, 2nd, 3rd) in each of the individual ranking systems – ELO, FIFA®, and RPI – to generate their CRS Ranking to be used to seed teams during the National Tour. Note, New Teams will not be given a pre-tournament rating, as there is no data with which to make such a determination, will be drawn randomly to complete the seeding.

#### Initial Starting Seeding

Once registration closes each team registered will be assigned a tournament seed. A Team's Event seed is determined by the Circuit Team's current ranking in the CRS. New Teams will not be given a pre-tournament rating, as there is no data with which to make such a determination, will be drawn randomly to complete the seeding.

#### Establishing Pool Play Groupings

All Team Pools for Circuit Events will be drawn utilizing the Captain Bin method.

The Captain Bin method means that the top seeds in each pool will be seeded based on the Official Rankings of The Circuit. Each Circuit Team will be seeded into bins based on those same rankings (for example, 6-10 seeds in bin 2, 11-15 seeds in bin 3, and so on).

The #1 seed captain gets to pick who they want as a #2 seed in their pool from the list of teams available to choose in bin 2. Then those teams in bin 2 get to pick who they want as a #3 seed from the list of teams available to choose in bin 3. This process will snake until all teams have been drawn.

Note, the number of Pool Play Games offered at a Circuit Event may vary depending on the number of teams attending a tournament or if weather impacts the event.

### **Elimination Playoff Seeding**

Elimination Playoff Seeding will be ranked according to a team's Win Points, derived from its Win, Loss, Tie, and Forfeit record from Pool Play Games. For tiebreakers for "Elimination Playoff Seeding", once a Team/Team(s) has/have been advanced using a tiebreaker, the tiebreaker process continues by starting over with the first tiebreaker for remaining teams.

- If the calculation of Win Percentage results in a tie, then "Head to Head Score" between all of the tied teams will be used. Each tied Team must have played every other tied Team to use this tiebreaker. Otherwise, the Tiebreaker process continues.
- If the Head to Head Score Tiebreaker results in a tie, then "Run Ratio" will be used.
- If the Runs Ratio Tiebreaker results in a tie, then "Runs Scored" will be used.
- If the Runs Scored Tiebreaker results in a tie, then "Initial Starting Seeding" will be used.

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### **SEEDING TEAMS PRIOR TO THE CIRCUIT CHAMPIONSHIP**

Clarified for 2018, all Circuit Team Pool Play Groupings for the Circuit Cup Championship will be drawn utilizing a modified version of the Captain Bin method.

This means top seeds in each pool will be seeded based on the Official Standings of The Circuit specifically for the Circuit Championship Weekend. Each Circuit Team will be seeded into bins based on those same standings (for example, 6-10 seeds in bin 2, 11-15 seeds in bin 3, and so on).

However, the top-seeded captains for the total number of pools will be able to pick every team in their Team Pool from each bin. This process will snake until all teams have been drawn.

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### **SPECIAL CONSIDERATIONS**

These defined structures provide greater transparency and manage expectations in cases (e.g. odd number of teams attending, limited field permit use, time concerns, etc). They are not 100% suited to every situation, and the Kickball365 will have the final say on each update and has the authority to make specific exceptions at its discretion in truly exigent circumstances.

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### **"BACK DRAW" TOURNAMENT OPTION**

Kickball365 may, at times, determine to host a “back draw” tournament at the conclusion of a Circuit Event’s Pool Play Round for teams who do not qualify for the Elimination Round.

The details surrounding the back draw tournament, or sometimes referred to as the consolation tournament, will be announced online or at the Captain’s Meeting at the start of the Circuit Event.

Back draw tournaments are not guaranteed. The back draw structure is handled this way to manage expectations in cases (e.g. number of teams who wish to not participate, limited field permit use, time concerns, etc).

Each Circuit Event field permit is not 100% suited to every situation, and the Kickball365 will have the final say on each situation and has the authority to make specific exceptions at its discretion in truly exigent circumstances.

## CIRCUIT RANKING SYSTEM GUIDELINES

The Circuit employs a "BCS" style of system, combining three (3) ranking systems to produce CIRCUIT RANKING SYSTEM (CRS) (<http://www.kickball365.com/thecircuit/rankings>).

This includes:

- ELO-Based Ranking System
- FIFA®-Based Ranking System
- RPI-Based Ranking System

The Circuit uses the total of the three above systems to determine the CRS throughout the National Tour. The CRS takes the ranking of each team's ELO, FIFA®, and RPI and combine them to determine their rank. Only Established Teams are eligible for inclusion the CRS. Teams classified as New/Open/Available will be ranked once they are an Established Team.

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### ELO-BASED RANKING SYSTEM DESCRIPTION

The ELO Rating system has been applied to many competitions, including online gaming, international chess, and many American sports (specifically college basketball and college football). However, its most popular use is the ranking of international soccer teams. This specific application of the ELO Rankings is not to be confused with FIFA®'s official rankings. As a point of reference, team ratings will correlate between the two ratings (e.g. as of November 14, 2012, a kickball team with a rating of 2100 can be related to the present-day Spanish national team; a team with a rating of 1750 can be related to the United States national team).

The governing equation of rating changes is:

$$\Delta \text{Rating} = KR(W - W_e)$$

Where:

- K (K-Factor) quantifies the weight of the game evaluated
- R (R-Factor) quantifies the weight of the game score
- W represents the results of the game
- $W_e$  represents expected results

Before calculating ELO, the base rating for all new teams is **1500**.

K-Factor: The K-Factor for all tournaments is **40**.

As The Circuit has evolved, it has become apparent that Pool Play Games and Elimination Games are treated differently by teams. Many teams will leverage their depth more often in pool play games, saving their 'A' squads for elimination games.

As such, Elimination Games wins are given greater value greater than their Pool Play counterparts. Elimination Games wins will include the following modifiers multiplied to the change in Rating ( $\Delta$  Rating) given after each win (if a team loses, this elimination game modifier will **not** be applied):

Round of 16 = 1.10

Elite 8 = 1.25

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Final 4 = 1.50  
 Championship = 2.0

R-Factor: The R-Factor takes two aspects into consideration; the run differential and the run ratio (RR), as the score of a game provides valuable data towards both teams' performance. Common sense indicates that a 1-0 win is different from a 5-0 win, both of which are different from a 10-0 win. That being said, a 5-0 win is not seen as five times better than a 1-0 win, much like a 10-0 win is not necessarily seen as twice as good as a 5-0 win. There is an aspect of diminishing returns when examining the effect of run differential. Further, ties should neither increase nor decrease this value.

The RDI is capped at a 10-run run differential as the value of increasing margin of victory past this point is negligible for rating purposes.

As common sense is used to motivate the run differential discussion, common sense further indicates that a 2-0 win is different from an 11-9 win when making judgments on each team. An argument is made that runs are at more of a premium in a low scoring contest. In a shootout, runs are coming in at an accelerated rate, which diminishes the value of each individual run.

As a measure of these scores, the concept of Run Ratio (RR) is introduced. The RR values for games that involve teams that score from 0-20 runs are presented in the below table.

	0	1	2	3	4	5	6	7	8	9	10
0	1.00	1.09	1.11	1.14	1.16	1.19	1.20	1.21	1.23	1.24	1.25
1	1.09	1.00	1.04	1.07	1.10	1.13	1.15	1.17	1.18	1.20	1.21
2	1.11	1.04	1.00	1.03	1.05	1.08	1.11	1.13	1.15	1.16	1.18
3	1.14	1.07	1.03	1.00	1.02	1.05	1.07	1.10	1.12	1.13	1.15
4	1.16	1.10	1.05	1.02	1.00	1.02	1.04	1.06	1.09	1.11	1.13
5	1.19	1.13	1.08	1.05	1.02	1.00	1.02	1.04	1.06	1.08	1.10
6	1.20	1.15	1.11	1.07	1.04	1.02	1.00	1.02	1.04	1.06	1.08
7	1.21	1.17	1.13	1.10	1.06	1.04	1.02	1.00	1.02	1.04	1.06
8	1.23	1.18	1.15	1.12	1.09	1.06	1.04	1.02	1.00	1.02	1.03
9	1.24	1.20	1.16	1.13	1.11	1.08	1.06	1.04	1.02	1.00	1.02
10	1.25	1.21	1.18	1.15	1.13	1.10	1.08	1.06	1.03	1.02	1.00

There is no corresponding RR that uses the losing team's runs score. When a team loses, the Result/Expected Result calculation (see below) introduces a negative sign into the rating change. This provides the proper effect.

Results and Expected Results: Results and Expected Results are quantified on a zero (0) to one (1) scale where a 0.0 is a loss and a 1.0 is a win. For these purposes, a tie is defined as 0.5.

As the ratings provide a quantitative value that can show you which team in a game is 'better', it follows that the higher rated team would be expected to win more often.



An Expected Result of over 0.5 indicates that the team in question is favored, whereas a We of less than 0.5 describes an underdog. A difference of 100 points in ratings gives an approximate 2:1 split in Expected Results. It should be noted that the sum of Expected Results will always equal 1.0

Upon the game being played, the Result is input into the governing equation as W: 1.0 for a win, 0.5 for a tie, and 0.0 for a loss. It can be seen that winning will always give a positive W- We value, losing will always give a negative value, and a tie will change signs depending on favorite or underdog status.

### **FLEXIBILITY OF WEIGHTS**

The composition of the K-Factor and R-Factor will be reviewed at the conclusion of each Circuit season to ensure consistent relevance to the nature of The Circuit. As needed, the weights will be updated. The updating of weights will not affect the previous season's calculations.

### **SPECIAL CONSIDERATIONS**

While this rating scheme offers an unprecedented level of robustness and flexibility, Kickball365 has final say on each update and has the authority to make specific exceptions at its discretion. The above ranking system has been mechanically described with examples provided, along with an operational description.

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### **FIFA®-BASED RANKING SYSTEM DESCRIPTION**

The Circuit employs a FIFA-based ranking system to add to the ELO-based ranking system and RPI-based ranking system to make up the combined Circuit Ranking System.

The system used is similar to what the rank the men's national teams in the member nations of FIFA®, soccer's governing body. The point system used will represent a team's performance since the beginning of the past year.

All teams that have played in a minimum of two (2) tournaments will be ranked according to their previous year's performance. Afterwards each team's previous FIFA score will be added to their current year score. For example, in 2017, the 2015 calendar year numbers will be removed, and only the 2016 score will be used.

The system used will ensure that it is still representative of each team's performance despite playing differing numbers of games, and the differing strength of opposition that teams have to face. The factors taken into account are as follows:

- Game Results
- Game Status
- Opposition Strength
- Number of Circuit Events Attended

#### **Game Results**

The result of each game will give each team a point total based on the results of the game. Points awarded are based on the following:

- Win = 3.0
- Win in Circuit Overtime (COT) = 2.0
- Win via Accuracy Kick = 1.5
- Tie = 1.0
- Loss via Accuracy Kick = 1.0
- Loss = 0.0

#### **Game Status**

Different games have different importance to teams, and a weighted system accordingly reflects this based on the

total number of teams in a tournament and the point of the tournament at which the game takes place. Typically, this means that a tournament that 12 teams will be given a lower score than a tournament that have 22 teams.

Tier 1 Tournament (8-12 Teams)	Tier 2 Tournament (13-20 Teams)	Tier 3 Tournament (21+ Teams)	Circuit Championship Weekend Events
Pool Play = 1.0 Round of 16 = N/A Elite 8 = 1.125 Final 4 = 1.25 Championship = 1.5	Pool Play = 1.0 Round of 16 = N/A Elite 8 = 1.25 Final 4 = 1.5 Championship = 2.0	Pool Play = 1.0 Round of 16 = 1.25 Elite 8 = 1.5 Final 4 = 2.0 Championship = 3.0	Pool Play = 1.0 Round of 16 = 1.5 Elite 8 = 2.0 Final 4 = 3.0 Championship = 4.0

### Opposition Strength

Obviously, a win against a very highly ranked opponent is a considerably greater achievement than a win against a low-rated opponent, so the strength of the opposing team is a factor. The system uses an opposition strength factor based on team rankings. The formula used is:

#### Example:

Team A (currently #16) plays Team B (currently #10).

- Opposition Strength for Team A would be:  $(50-16) / 25 = 1.36$
- Opposition Strength for Team B would be:  $(50-10) / 25 = 1.60$

#### Exceptions:

- The #1 FIFA® ranked Established Team will have an Opposition Strength of 2.0
- Any Circuit Team ranked under #35 would have an Opposition Strength of 0.5
- All Provisional and Open Teams will have an Opposition Strength of 1.0.

Available Teams will have an Opposition Strength based on the average of the rankings of each player’s last team, if such a team was an Established Team.

### Ranking Formula

The final ranking points for a single match is multiplied by 10 and rounded to the nearest number.

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### RPI-BASED RANKING SYSTEM DESCRIPTION

The Rating Percentage Index, commonly known as the RPI, is a quantity used to rank sports team based upon a team’s wins, losses, and its strength of schedule. It is one of the systems by which NCAA® basketball, baseball, softball, hockey, soccer, lacrosse, and volleyball teams are ranked. Similar to the FIFA® ranking used above, the RPI standings will include past data, with the exception being that the 2 years will be averaged together to find the RPI Rankings. In 2015, the 2013 numbers will be removed and the 2014 number will be averaged with the 2015 results. Kickball365 will update the CRS on the 1st of each month thereafter. In months where multiple Circuit Events are played, seeding for a later Circuit Event in a given month will be adjusted based on results from an earlier Circuit Event in that month.

The ranking system that will be used in conjunction with the Combined Circuit Rankings will be as follows, where:

**Winning Percentage (WP)**

WP is calculated by taking a team's wins and ties divided by the number of games it has played (i.e. wins plus ties plus losses). Wins count as 1.0, ties count as 0.5, and losses count as 0.0.

**Opponents' Winner Percentage (OWP)**

OWP is calculated by taking the average for each of the team's opponents with the requirement that all games against the team in question is removed from the calculation.

**Opponents' Opponents' Winner Percentage (OOWP)**

OOWP is calculated by taking the average of each Opponents' OWP.

Example - Assume the following game results:

- Team A 4 - Team B 1
- Team A 5 - Team C 2
- Team A 3 - Team D 2
- Team A 1 - Team B 4
- Team C 2 - Team D 1
- Team B 2 - Team D 2

Here is the calculation of WPs, OWPs and OOWPs for each team:

WP:

- Team A:  $(1 + 1 + 1 + 0) / (1 + 1 + 1 + 1) = 0.7500$
- Team B:  $(0 + 1 + 0.5) / (1 + 1 + 1) = 0.5000$
- Team C:  $(0 + 1) / (1 + 1) = 0.5000$
- Team D:  $(0 + 0 + 0.5) / (1 + 1 + 1) = 0.1667$

OWP:

- Team A:  $((\text{Team B } 0.5) + (\text{Team B } 0.5) + (\text{Team C } 1.0) + (\text{Team D } .25)) / 4 = 0.5625$
- Team B:  $((\text{Team A } 1.0) + (\text{Team A } 1.0) + (\text{Team D } 0)) / 3 = 0.6667$
- Team C:  $((\text{Team A } 0.667) + (\text{Team D } 0.25)) / 2 = 0.4585$
- Team D:  $((\text{Team A } 0.667) + (\text{Team B } .5) + (\text{Team C } 0)) / 3 = 0.389$

OOWP:

- Team A:  $((\text{Team B } .6667) + (\text{Team B } .6667) + (\text{Team C } .4585) + (\text{Team D } .3890)) / 4 = 0.5452$
- Team B:  $((\text{Team A } .5625) + (\text{Team A } .5625) + (\text{Team D } .3890)) / 3 = 0.5047$
- Team C:  $((\text{Team A } .5625) + (\text{Team D } .3890)) / 2 = 0.4758$
- Team D:  $((\text{Team A } .5625) + (\text{Team B } .6667) + (\text{Team C } .4585)) / 3 = 0.5626$

Resulting in the following:

- Team A:  $(.7500 * 0.25) + (.5625 * 0.50) + (.5452 * 0.25) = 0.6051$
- Team B:  $(.5000 * 0.25) + (.6667 * 0.50) + (.5047 * 0.25) = 0.5845$
- Team C:  $(.5000 * 0.25) + (.4585 * 0.50) + (.4758 * 0.25) = 0.4732$
- Team D:  $(.1667 * 0.25) + (.3890 * 0.50) + (.5626 * 0.25) = .3768$

## CIRCUIT SCORING SYSTEM

Unlike the Circuit Ranking System, which seeds teams at any given Circuit Event, the Circuit Scoring System (CSS) is used to establish the Official Standings of the National Tour. The Circuit Team with the highest CSS Score at the end of the National Tour will be declared the National Tour Champion.

Teams who attend a Circuit Event on the National Tour will automatically earn Circuit Points to their Total CSS Score. After each Circuit Event attended, a Team's CSS Score earned will be added to their standings on the Official National Tour Standings.

### Circuit Points Score Formula

*Performance Points + Quality Points + Travel Bonus + Strength of Event*

#### PERFORMANCE POINTS

Performance	Points Earned
1st Place	5000
2nd Place	2000
Final Four	1000
Elite 8	750
Top 12	500
Top 16	250

Teams who do not advance to the Elimination Round will earn Quality Points for Pool Play Wins & Ties. In the rare occurrence where a Circuit Event cannot be completed, the Championship Teams will split the Points Earned for 1st Place. In the rare occurrence where the Final Four Round Games cannot be completed, the final four teams will earn 1000 points each.

#### QUALITY POINTS

Performance	Points Earned
Win	50
Tie	25

There is no limit for the total amount of Quality Points a Circuit Team can earn per Circuit Event. Wins/Ties are calculated only for the Pool Play Rounds and do not include the Elimination Round.

## TRAVEL BONUS SCORE

Circuit Teams who attend a Circuit Event located outside their Home Region will earn an additional **250** Bonus Points for traveling outside of their assigned region; regardless of the Circuit Team's finish or region traveled to.

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## STRENGTH OF EVENT SCORE

The Strength of Event Score takes three aspects into consideration – the size of the Circuit Event, the strength of the Circuit Event (Tournament Modifier, TM) and the stage of the Circuit Event (Pool Play versus Elimination).

$$1 + \frac{\textit{Average rating of participating teams} - 1500}{.5}$$

The SOE (TM) is defined as follows:

## CIRCUIT CHAMPIONSHIP WEEKEND GUIDELINES

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### WHAT IS THE CIRCUIT CHAMPIONSHIP WEEKEND?

The Circuit Championship Weekend is the weekend of events when Kickball365 crowns its National Champions for the Co-Ed and Women's Divisions. This event is held in November.

### WHO CAN COMPETE IN THE CIRCUIT CHAMPIONSHIP WEEKEND?

ALL PLAYERS of a Circuit Team are required to qualify by playing in at least one (1) Circuit Event with their Circuit Team throughout the current National Tour calendar year.

If a player fails to meet this requirement they will not be permitted to compete without the Rules Committee approval. Players who have registered but have not qualified for the Circuit Championship Weekend will be refunded in the form of a site credit good for use at any future Circuit Event.

The Circuit Team that a player can qualify for is the LAST Circuit Team they played for during the year. Players are not eligible to transfer to a previous or new Circuit Team for the sole purpose of the Circuit Championship Weekend.

There is also no "Free Agent" category for the Circuit Championship Weekend.

Once registered for a Circuit Event a Circuit Team will automatically claim Circuit Points earned and will be listed in the Official Standings of The Circuit. There is no action required by the Team Captain to be included in the Circuit Ranking System or National Tour points standings.

### QUALIFICATION CATEGORIES

Circuit Event Qualifier Bids are for teams that attend a Circuit Event will not expire unless they are locked out due to Circuit Championship Event reaching capacity.

Previously, The Circuit permitted Wild Card bids in an APPLICATION category. The Wild Card category was discontinued in 2017. Teams seeking to compete in the Circuit Cup Championship are required to attend any of the Circuit Events on the National Tour in order to qualify to compete.

### TEAM REGISTRATION ACCEPTANCE PROCESS

Circuit Team spots for the Circuit Championship Weekend are officially confirmed and secured in groups of five (5) teams at a time.

This method is based on the order in which teams reach the minimum roster requirement of ten (10) players (minimum of four (4) females for the Co-Ed Division). If a Circuit Team's roster does not reach this minimum requirement or reaches the minimum without a full block of five (5) teams, then the Circuit Team will be ineligible to compete at the Circuit Championship Weekend until a full block is reached.

Circuit Teams who have not met this requirement but have players who have registered for the Circuit Cup Championship will be given full site credit to any future Circuit Event. These players will not be eligible to transfer to another Circuit Team for the purposes of competing at the Circuit Championship Weekend.

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## REGISTRATION CAP DETAILS

Effective for 2018, Circuit Team Registration Caps for the Circuit Championship Weekend will be capped in increments of eight (8) teams to produce even pools for the Event.

A Circuit Team spot is secured once the ten (10) player minimum is reached (at least 4 females for Co-ed Division).

Effective for 2018, after the LAST Circuit Event of the National Tour has completed, Kickball365 will implement a Transfer & Merger Request deadline for the purposes of the Circuit Cup Championship.

Any requests that would fall under the "Circuit Transfer Policy" will have to be submitted BEFORE OCTOBER 1st.

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## CUP CHAMPIONSHIP TEAM ROSTER DEADLINE

Effective for 2018, after the LAST Circuit Event of the National Tour has completed, Kickball365 will implement a Transfer & Merger Request deadline for the purposes of the Circuit Cup Championship. Any requests that would fall under the "Circuit Transfer Policy" will have to be submitted BEFORE OCTOBER 1st.

CIRCUIT CUP CHAMPIONSHIP REQUESTS THAT WILL NOT BE CONSIDERED INCLUDE:

- a) UPWARD TRANSFERS (TO HIGHER RANKED CIRCUIT TEAMS) Circuit Teams ranked;
- b) PLAYER TRANSFERS (Outside Region/Special Circumstances);
- c) PLAYER TRANSFERS to Circuit Teams without ANY Team History.

CIRCUIT CUP CHAMPIONSHIP REQUESTS THAT WILL BE CONSIDERED INCLUDE:

- a) SPECIAL TEAM NEEDS FOR CIRCUIT CUP CHAMPIONSHIP;
- b) LEGACY EXEMPTIONS.

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## EMERGENCY LATE PLAYER REGISTRATION DETAILS

Circuit Team Rosters will be audited in the three (3) week period leading up to the Circuit Championship Weekend.

All Team Roster and Player Exemption requests must be submitted to the Rules Committee in advance. Approval required to permit a Special Exemption request will require a approval 2/3 vote. If a team has not met the Team Roster minimum requirements required to compete at the Circuit Championship Weekend, then a request to utilize local player may be considered.

Evidence to support this request is required in order to add players who did not formally qualify for the Circuit Championship Weekend.

To apply for a Special Exemption please email [info@kickball365.com](mailto:info@kickball365.com).

## LEGACY EXEMPTIONS FOR PURPOSES OF CIRCUIT CUP CHAMPIONSHIP

If a player is unable to participate with their Circuit Team during the current National Tour but desires to compete with that Circuit Team at the Circuit Cup Championship, then a Legacy Exemption may be requested to the Rules Committee.

Approval required to permit a Legacy Exception requires a 2/3 approval vote. The player must have competed with the same Circuit Team in the previous National Tour year and must not have competed with any other Circuit Team during that time or since then.

To apply for a Legacy Exemption please use the Circuit Player Transfer Request Form (<http://bit.ly/K365TransferRequest>) before the September 30th deadline. All requests after this deadline will not be approved.

## PLAYERS WITH MULTIPLE REGISTRATION PROFILES/ACCOUNTS

Players are allowed to have ONE (1) registration account for use on The Circuit Official Registration System (<http://register.kickball365.com>).

For any login issues, players may:

- Use the "Forgot Your Password" feature on the LeagueApps registration page to reset the account (You can do so by going to <https://kickball365.leagueapps.com/login>);
- Please e-mail [info@kickball365.com](mailto:info@kickball365.com) to notify us of the error and for any continued login issues;
- Failure to comply may result in the Player receiving sanctions, including up to a Red Card impacting their play in an upcoming Circuit Event for registering with secondary profiles to circumvent roster audits.

## CHAMPIONSHIP EVENT PRICING & DEADLINE

Players can register at any time for the Circuit Championship Weekend. Kickball365 uses the following registration payment deadlines:

Early Registration	Regular Registration	Late Fee Players Registration Deadline	Penalty Fee
\$60	\$75	\$90	\$150
January - April	May - September	October 1st - 15th	Permitted only up to one week before Event*

**CRITICAL:** If a Circuit Team's roster has not reached the minimum requirement of having ten players (6 males & 4 females OR 10 females) registered by the deadline, then the previously approved Team spot will be rejected, and the team will be ineligible to compete at the Circuit Championship Weekend.

Players who had registered will be given a full refund and will not be eligible to transfer to another team to compete at the Circuit Championship Weekend. #NationalTourPass holders are not eligible.



## **POLICY REGARDING NON-PLAYING TEAM COACHES**

Within The Circuit, a Team competing in either the Co-Ed and/or Women's Division is allowed, but not required, to have a maximum of two (2) Non-Playing Team Coaches. This includes signing the player waiver that all players must sign prior to competing.

Additionally, Non-Playing Team Coaches must register prior to the Circuit Event registration ending. Non-Playing Team Coaches are required to register and pay a fee for the Circuit Championship Weekend in November for either the Co-Ed and/or Women's Division Events.

As a reminder, a Non-Playing The team's Non-Playing Coach is allowed to engage with the Head Game Referees ONLY if they are wearing the required Captain's Band during the game.

For additional details on this Policy please refer to the FAQ.

If you have additional questions please email [info@kickball365.com](mailto:info@kickball365.com).

## CIRCUIT EVENT PRIZE POOLS

### PRIZES ON THE NATIONAL TOUR

Kickball365 will award cash prizes to teams within thirty (30) days after the completion of a Circuit Event. Note, the Prize Pool minimums may increase the expected payout at any time depending on the Circuit Event Manager.

Circuit Event Prize Pools are now on a per team basis. The bigger the event, the bigger the prize pool.

Prize Pools are calculated at the time of the Circuit Event:

- 1st Place: \$110/registered team
- 2nd Place: \$50/registered team
- Final Four (each): \$25/registered team\*

\* In the event of a small tournament size the company reserves the right to not pay out a prize pool to the Final Four teams.

### CHAMPIONSHIP EVENTS

Kickball365 will award cash prizes associated with Circuit Championship Weekend within thirty (30) days after the completion of the Circuit Championship Weekend. All related cash prizes for the Championship Events are not guaranteed. Final awards are to be determined based on the total number of registered teams attending either Championship.

Teams	1st Place	2nd Place	Final Four (each)
30+	\$10,000	\$2,000	\$1,000
20-29	\$7,000	\$1,500	\$750
Up to 19	\$5,000*	\$1,000*	\$500*

\* In the event of a small tournament championship event the company reserves the right to not pay out a prize pool to the Final Four teams.

### NATIONAL TOUR CIRCUIT EVENT POINT WINNERS

Kickball365 will award National Tour plaques and in-kind prizes (subject to sponsor availability) to the 1st place teams with the most total Circuit Points at the end of the National Tour.

All prizes are subject to applicable taxes and withholding and prize winners' compliance with and agreement to this. At this time only registered Circuit Championship Weekend Players are eligible to vote on the National Tour Awards.

Furthermore, the MVP Awards will be calculated using the player popular vote and a Selection Committee as determined by Kickball365 at a later date.

## AWARDS & HISTORY

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### CIRCUIT CHAMPIONSHIP WEEKEND CHAMPIONS

#### Co-Ed Division Champions

- 2011 - The Meatballs (FL) -- Event held held in Las Vegas, NV
- 2012 - The Meatballs (FL) -- Event held held in New Orleans, LA
- 2013 - The Meatballs (FL) -- Event held held in New Orleans, LA
- 2014 - The Situation (VA) - Event held in San Antonio, TX
- 2015 - Flying V (GA) - Event held in Orlando, FL
- 2016 - Flying V (GA) - Event held in Dallas, TX
- 2017 - Co-Champions - SHOCKWAVE (MD) & SIK (FL) - Event held in Austin, TX
- 2018 - Event to be held in Austin, TX

#### Women's Division Champions

- 2014 - DMV 18 (MD) - Event held in San Antonio, TX
- 2015 - Most Wanted (MO) - Event held in Orlando, FL
- 2016 - ALLIN (GA) - Event held in Dallas, TX
- 2017 - Mile High Club (CO) - Event held in Austin, TX
- 2018 - Event to be held in Austin, TX

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### CHAMPIONSHIP TROPHY

At the end of the Circuit Cup Championships, the Co-Ed & Women's Division Team's winners will be awarded the Circuit Cup Championship Trophy. This trophy is a traveling trophy and must be returned at the end of the year for the next winners. We encourage all winners to pass the trophy around to each player and share a moment with it to [info@kickball365.com](mailto:info@kickball365.com). Value of \$500 may be held from winnings as deposit until the trophy is returned.

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### NATIONAL TOUR AWARDS

At the end of the National Tour, Kickball365 awards additional recognitions for the categories below. Players vote for their favorites during the month of October prior to the Circuit Championship Weekend. Voting is only available to those officially registered for the Circuit Championship Weekend events.