



STRUCTURE OF THE CIRCUIT

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2020 EDITION

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THE CIRCUIT

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.

HISTORY

The Structure of the Circuit document was created in 2010. On an annual basis, these policies and guidelines of The Circuit will be reviewed by Kickball365 for potential improvements. Changes made to this document will be posted online. No notification will be sent to players at time of publishing.

WHAT IS A CIRCUIT EVENT?

A Circuit Event is a kickball tournament hosted, operated and managed by Kickball365. A Circuit Event weekend typically begins on Friday with a social event known as the “Meet & Greet”, followed by the Co-Ed Division Tournament on Saturday & a social event known as the “After Party” on Saturday Evening. Additionally, in select cities, Kickball365 typically hosts a Women’s Division Tournament on Sunday followed by a Sunday night social event After Party.

WHAT IS THE CIRCUIT SEASON?

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

EXPECTATIONS OF A CIRCUIT EVENT

Throughout the Circuit Season, 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 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, fans, etc.

OFFICIAL KICKBALL FOR THE CIRCUIT

The Official Kickball of Kickball365 is a custom kickball manufactured that has been designed for The Circuit 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 for Circuit Events. Generic Baden sports PG-10 models will only be used at a Circuit Event in exigent circumstances.

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.

FRANCHISE GUIDELINES

Kickball365 uses the following Team definitions when classifying a team playing on the The Circuit. Franchises who comply with these requirements are eligible to earn the full prize pool offered at a Circuit Event, earn the full Circuit Points at a Circuit Event, and earn the opportunity to compete in the Circuit Championship Weekend.

Legacy Franchise	Transfer-Eligible Franchise	Available Team
<ul style="list-style-type: none"> May include any number of players currently eligible for the underlying Established Team. All eligible players may participate in any number of tournaments for this franchise. May not accept transfers, and may only add players new to the Circuit. 	<ul style="list-style-type: none"> May include no more than 20 total players (non-playing coaches do not count toward the 20 players). For a coed Franchise, this 20 may include no more than 13 males and no more than 7 females. Players first introduced to the circuit by playing for the Franchise during the current Circuit season do not count against this 20-player limitation or gender-specific maximums. They will count only after they have competed in six (6) Circuit Events with their new Franchise Once the maximum roster is reached, no new established players may be added via free agency or transfer, unless an existing player on the Franchise is released to become a restricted free agent. 	<p>A one-time tournament roster with no more than 13 players whose cumulative “fantasy point” total does not exceed 15 points. For coed, no more than 9 points can be assigned to male players.</p>

FRANCHISE

A Franchise is a team that has participated in at least one (1) Circuit Event as an “established team” since the beginning of 2018.

Franchises:

- May be either Legacy or Transfer-eligible.

Legacy Franchises:

- May include any number of players currently eligible for the underlying Established Team.
- All eligible players may participate in any number of tournaments for this Franchise.
- May not accept transfers, and may only add players new to the Circuit.

Transfer-Eligible Franchises:

- May include no more than 20 total players (non-playing coaches do not count toward the 20 players). For a coed Franchise, this 20 may include no more than 13 males and no more than 7 females.
- Players first introduced to the circuit by playing for the Franchise during the current Circuit season do not count against this 20-player limitation or sex-specific maximums. They will count once they have completed a total of six (6) Circuit Events with that Franchise. If a new player elects to transfer to a different Franchise prior to competing in six events, he/she will count toward that new Franchise’s total roster.
- Once the maximum roster is reached, no additional players may be added via free agency or transfer, unless an existing player on the Franchise is released to become a restricted free agent.

FRANCHISE TRANSITIONS:

- At the start of the 2020 season (and at the start of all future seasons), all existing Established Teams may choose to be Legacy or Transfer-Eligible Franchises.
- If Legacy status is elected, the team may not make any transfers for the calendar year.
- If Transfer-Eligibility is elected, the team’s first 20 eligible participating non-new players are the de facto Franchise. All other non-new players become restricted free agents.

BORROWED PLAYERS:

- In the event that a Franchise has an emergency need for players, a coed Franchise may use “borrowed player(s)” to bring up to a total of 11 rostered players in a given tournament. A women’s Franchise may use “borrowed player(s)” to bring up to a total of 10 rostered players in a given tournament.

- A "borrowed player" is someone who plays for a different Franchise (or who is not tied to a Franchise), but lends him/herself to this Franchise for one tournament only. He/she may not play for the same Franchise as a borrowed player more than once in a Circuit season.
- He/she may not be a borrowed player for another Franchise when his/her Franchise is in attendance at the same tournament.
- Each Franchise may use a total of 4 borrowed players per Circuit season, and borrowed players are not allowed under any circumstances at CCC.
- No more than 2 borrowed players may be used by a Franchise in a single tournament.

AVAILABLES TEAM

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

An Availables Team is one-time tournament roster that does not exceed 13 players and whose cumulative "fantasy point" total does not exceed 15 points. Of those 15 points, no more than nine (9) points may be occupied by male players for a coed team.

Fantasy Points breakdown as follows:

- .25 points for a final four appearance on an Availables team
- .5 points for a finals appearance on an Availables team
- 1 point for a championship on an Availables team

*Points are not combined within a single event. For example, if you win on an Availables team, you accrue one (1) point, not $1 + .5 + .25 = 1.75$.

Fantasy points are added for the most recent 20 qualifying circuit events.*

*CCC and other non-CCC qualifying events do not count toward Availables fantasy point totals.

For details regarding fantasy points, you may use this document here (form is coming!)

PLAYER TEAM TRANSFER GUIDELINES

Franchise Players may transfer a total of one (1) time per year so long as the new Franchise has not used all of their allotted team transfers for the calendar year.

- Each Franchise may accept up to 4 transfers in 2020;
- 1 transfer may be upward; upward is defined by moving within 5 rankings* above your team AT THE TIME YOU PLAY YOUR FIRST TOURNAMENT WITH YOUR NEW FRANCHISE
 - (i.e., team 17 can go to 16, 15, 14, 13 or 12, but not 11 or above)

- “Retired” Players who have not been part of a Franchise for 24+ months count as a transfer but are not tied to a ranking; therefore, they do not have upward or downward movement attached to their transfer.

Effective for 2020, in an effort to track and show transparency for all transfers, Kickball365 will REQUIRE Team Captains to submit an official transfer, via a Google Form, with no fee at: (form is coming!)

NEW PLAYER EXCEPTION RULE

For “new” players, Franchises are permitted to recruit “new” players in addition to their rostered 20 players ONLY if the player is truly “new” to The Circuit. To The Circuit, a “new” player is a player who has played in two or fewer Circuit Events on Available Teams only.

If the “new” player is recruited to compete with a Franchise, they will NOT require a roster spot for a total of six (6) Circuit Events.

If a new player elects to transfer to a different Franchise prior to competing in six events, he/she will count toward that new Franchise’s total roster.

The new player exception rule retroactively applies to any player who joined their first Franchise any time since January 1, 2018. As long as he/she has not transferred to a different Franchise since, he/she also remains a “new player” outside of the 20 person roster until he/she has competed in six (6) events with his/her Franchise. All Circuit Events that player has competed in with that Franchise starting January 1, 2018 count toward the total six (6) events.

NEW TEAMS

New teams may be formed with:

- Up to 4 players from a given Franchise
- Up to 8 total Franchise Players (for coed, no more than 6 of these 8 may be male players)
- Any number of brand new Franchise Players
- Any number of Franchise Players* who have not competed in a circuit event in 24+ months

*Players are considered Franchise Players if they have played on any Franchise in 2018 and/or 2019.

FRANCHISE PLAYERS WHO ELECT NOT TO COMPETE WITH THEIR CURRENT TEAM

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

Restricted Free Agency:

A player tied to, but not an active member of a Franchise is a Restricted Free Agent. Said player maintains the effective ranking of his/her last franchise *at the time the player became a free agent*. The player may transfer, but said transfer must follow the upward/downward restrictions outlined in the transfer section.

Restricted Free Agency may be invoked by either the player, by successful completion of the Free Agency Release form, or by the team upon the acquisition of a replacing player.

Unrestricted Free Agency:

If a player has not been a member of any existing Franchise for the past two Circuit seasons, they are granted unrestricted free agency. They may join any team as a normal, non-upwards transfer. They will count as a transfer, and all normal maximum player and gender-specific maximum player roster restrictions will apply.

Participating as a Borrowed Player, or on an Availables Teams will not impact this status.

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.

PRICING & DEADLINES

The following is the registration guidelines for Circuit Events:

Early Fee (\$60)	Regular Fee (\$70)	Late Fee (\$95)	Registration Blackout
Up to 28 days before Event	Up to two weeks before Event	Intended for Emergency Players Only. Permitted seven (7) 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.

Non Playing Coaches may use the code NONPLAYINGCOACH365 to receive \$40 off of registration.

* 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 with their request. Only additions to reach roster minimums will be accepted. #CircuitTourPass not eligible to be used for a Late Fee.

**Special events, including the PRKO2020 and SCKO2020, have a flat registration fee of \$100 and close 2 weeks prior to the event.

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 Circuit Season. 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 Franchise'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 Franchise 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. **The only exception is when there are six bins, in which case bin 3 teams will not select bin 4 teams; instead bin 4 teams will be placed in reverse order (from lowest ranking to highest ranking, based on traditional snake seeding).**

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 Method

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. 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.

Specifically:

- 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.

SEEDING TEAMS PRIOR TO THE CIRCUIT CHAMPIONSHIP

All Franchise 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.

Once the top captains are in place, he/she will select his/her team’s drafting spot. The number of spots is determined by the total number of teams competing in the Circuit Cup Championship. Once each top captain has selected his/her draft spot, the draft will continue in a normal snake format until all teams have been drawn.

Any team may be drafted by any captain and is not tied to a specific bin or round number. Once all teams have been chosen, the draft is concluded and pools are published.

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.

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 Circuit Season. 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.

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:

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
- We 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 (Δ 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

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.

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.

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
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Pool Play = 1.0	Pool Play = 1.0	Pool Play = 1.0	Pool Play = 1.0
Round of 16 = N/A	Round of 16 = N/A	Round of 16 = 1.25	Round of 16 = 1.5
Elite 8 = 1.125	Elite 8 = 1.25	Elite 8 = 1.5	Elite 8 = 2.0
Final 4 = 1.25	Final 4 = 1.5	Final 4 = 2.0	Final 4 = 3.0
Championship = 1.5	Championship = 2.0	Championship = 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 Franchise 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.

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

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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 Circuit. The Franchise with the highest CSS Score at the end of the Circuit Season will be declared the Regular Circuit Season Champion.

Teams who attend a Circuit Event 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 Circuit Standings.

Circuit Points Score Formula
<i>Performance Points + Quality Points + Participation Bonus + Strength of Event</i>

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 Franchise can earn per Circuit Event. Wins/Ties are calculated only for the Pool Play Rounds and do not include the Elimination Round.

PARTICIPATION BONUS SCORE

Franchises who attend three (3) or more Circuit Events earn an additional 250 Bonus Points for each tournament, beginning with their third, regardless of the Franchise's finish.

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).

The SOE (TM) is defined as follows:

Franchise are required to qualify by playing in at least one (1) Circuit Event with their Franchise throughout the current Circuit Event 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 refunded in the form of a site credit good for use at any future Circuit Event.

The Franchise that a player can qualify for is the LAST Franchise they played for during the year. Players are not eligible to transfer to a previous or new Franchise 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 Franchise 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 Circuit 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 in order to qualify to compete.

TEAM REGISTRATION ACCEPTANCE PROCESS

Franchise 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 Franchise's roster does not reach this minimum requirement or reaches the minimum without a full block of five (5) teams, then the Franchise will be ineligible to compete at the Circuit Championship Weekend until a full block is reached.

Franchises 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 Franchise for the purposes of competing at the Circuit Championship Weekend.

EMERGENCY LATE PLAYER REGISTRATION DETAILS

Franchise 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 Kickball365 in advance. Approval required to permit a Special Exemption request will require an 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.

LEGACY EXEMPTIONS FOR PURPOSES OF CIRCUIT CUP CHAMPIONSHIP

If a player is unable to participate with their Franchise during the current Circuit Season but desires to compete with that Franchise 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 Franchise in the previous Circuit Season and must not have competed with any other Franchise during that time or since then.

To apply for a Legacy Exemption please use the Franchise Player Transfer Request Form (<http://bit.ly/K365TransferRequest>) before the August 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 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
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\$70	\$85	\$110	\$150
January - April	May - July	August 1 st – 30th	Permitted only Sept 1st – 15th*

CRITICAL: If a Franchise’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. #CircuitTourPass 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 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.

CIRCUIT EVENT PRIZE POOLS

PRIZES FOR THE CIRCUIT SEASON

Kickball365 awards prizes to teams within thirty (30) days after the completion of a Circuit Event. Prize Pools for Circuit Event are 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: \$150/registered team
- 2nd Place: \$50/registered team
- Final Four (each): \$25/registered team*

Starting in 2019, 1st Prize Pools increased to \$150/registered team (Up from \$110). Circuit Event Prize Pools will remain on a per team basis. In the event of a tournament with 16 teams or less the company will not pay out a prize pool to the Third and Fourth place teams.

Starting in 2019, Availables Teams with 50% or more sameness are ineligible to win Prize Pool Money. This is defined as any Availables Team with 50% OR MORE of the same players from any previous Availables Team. This includes teams playing under different name from event to event. Availables Teams Rosters will be tracked every year and not reset. The Prize Pool Cap for Availables Teams are now eligible for 70% (from 75%) of the advertised Circuit Event Prize Pool.

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)
40+	\$25,000	\$3,000	\$1,500
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.

CIRCUIT EVENT POINT WINNERS

Kickball365 will award Circuit Event 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 Circuit Season.

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 End of Season 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

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 - Sitch (VA) -- Event held in Austin, TX

2019 - Co-Champions – Beatsmode (FL) & Pitch Intense (MA) -- Event held in Atlanta, GA

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 - The Union -- Event held in Austin, TX

2019 - Flying V Jays (GA) -- Event held in Atlanta, GA

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. Value of \$500 may be held from winnings as deposit until the trophy is returned.

END OF YEAR AWARDS

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