

# Sports Monster Kickball Rules and Regulations

## SAMPLE OF GAME RULES TO LIVE BY:

1. **Starting the Game:** Please try to arrive early so that your captain can have the team's line-up ready prior to the match and we can start on time. Games are to be started no later than 10 minutes after the scheduled start time or forfeit runs shall be assessed as outlined below against the team unable to field a squad. The schedule will show home/visitor for that week. Otherwise the umpire shall flip a coin to determine who kicks first. In the playoffs, the higher seeded team is ALWAYS the home team.

*Warm-up Time:* Pitchers will be permitted a few courtesy practice pitches each inning. Fielding warm-ups shall be limited to the pitcher's practice time. Please pay attention to get practice balls off field as soon as possible to start inning.

*Warm-up Area:* If your team is waiting to play, use of open areas is allowed for warm-up as long as the open area is away from the field of play, including foul territory and permitted by that facility.

2. **Method of Scoring:** Single point runs score all games. Games are won by a one run advantage. The umpire prior to each inning should announce the inning and score as he/she has it recorded. Teams switch hitting/fielding following each three out rotation in the line-up.

Runs are scored when a player has contacted first base, second base, third base and home plate prior to three outs in a hitting rotation. A forced 3<sup>rd</sup> out always supersedes a fast base runner from third base who may have crossed the plate prior to the forced third out made at another base. All runs will be called at umpire's discretion. Remember to touch home plate!

Tie games will be scored as such during the regular season. Playoff games will be played until there is a decisive winner.

Scoring discrepancies in the standings? Contact your local SMC office for clarification.

3. **Game Length:** Please check your location for scheduled game duration. Game duration may be either 7 innings or the time allowed for play, whichever comes first. Some local programs may offer shortened or extended available time as advertised. The SMC umpire shall announce the final inning to be played on/around 10 minutes remaining in the match. Note that this announcement may be made during what turns out to be the final inning of play if it is running long.

*Special Note:* Should inclement weather or other factors limit normal scheduled game duration, SMC shall consider a 4 inning game played as officially recorded. A minimum of 4 innings at-kick by the visiting team (if losing) is required. If the home team takes a lead in their 4<sup>th</sup> inning at-kick and the game has to be called, that score shall be recorded and counted as official. Incomplete games shall be recorded as such and SMC shall make every effort to finish an incomplete match through at least 4 innings at another time. Otherwise, a tie shall be recorded in the standings.

*Slaughter Rule:* Ouch! It hurts to get slaughtered so we have a rule in place that a match is stopped once a team reaches a 12 run lead over their opponent after 4 at-kicks by the losing team. Teams may opt to continue play for fun if time permits but the official scoring shall cease once a slaughter has been reached.

*Extra Innings:* To keep all match times starting on time, there are generally no extra innings for regular season matches. Games may end in a tie and both teams will earn 1 point in the standings. Playoffs will have an extra innings played until there is a winner.

4. **Time-out:** This is kickball! There are no time-outs in kickball. You can rest your butt on the pine.

5. **Playing Area:** The entire marked field is considered within play. Lines are considered in play through 1<sup>st</sup> and 3<sup>rd</sup> base and extended through the outfield. Foul balls maybe played in the air for outs. If a foul ball goes beyond the marked or understood playable distance, the umpire shall declare the ball "Out of Play" and that ball is dead. Please be careful of balls going out into street or parking lot areas and watch for trees or shrubbery at unfenced locations.

Fields may or may not have first and third baselines clearly marked as many locations are played in wide open grassy areas. For fields without foul posts or fences, there should be cones placed 20-25 feet outside the first and third base lines to clearly mark the playing area.

6. **Substitutions and Scorebooks:** Each team is allowed unlimited substitutions between innings. Scorekeeper must clearly mark the substitute players in the kicking order. It is advised that coed leagues sub male/male, female/female to help keep better track of who is on field and maintaining proper kicking orders.

SMC does not provide paid scorekeepers to keep your costs lower. Each team is responsible for maintaining their line-up and results either in their own book or in the book SMC provides. If your team does not keep an accurate scorebook and questions their score, the umpire shall keep default score he/she kept and there will be no challenge accepted. Please understand that if your umpire is maintaining the scorebook, the game will run slower. Don't know how to keep score? Check this out: <http://www.baseballscorecard.com/downloads/tutorial.pdf>

7. **Gender Ratio:** SMC kickball leagues are set-up for 10 players on the field at all times. Men may not participate in SMC leagues designated for women. Women may not participate in SMC leagues designated for men unless expressly granted by the local office with notification provided to all teams. Please do NOT bring a woman to play in a men's match without receiving local approval first as she will not be allowed to play.

Coed leagues are set-up for 5 men/5 women on the field at all times. If male players are missing, a team may opt to field more than 5 women. If female players are missing, it is up to the discretion of the opposing team whether more than 5 men will be allowed during the regular season. The kicking rule of taking an out for missing female players will still apply. Once agreed upon by the opposing captain to allow extra male player(s), the decision is binding through the remainder of the game. However, upon the late arrival of extra female player(s), that team MUST remove corresponding extra male players and substitute in the newly arrived female players. SMC outlined gender ratio must be followed during the playoffs.

8. **Called Balls and Strikes:** To help the games move along, each player at kick starts with a 1-1 count (one ball, one strike). Players will strike out on their third strike. Foul balls are considered strikes. However, kickball rules do permit one extra foul kick before being called out

An umpire will call strikes on any cleanly pitched ball (see section below) that rolls near home plate and within the pitching parameters.

a) Foul Balls: Foul balls are considered strikes but kickers are given an extra foul ball before they would strike out. Kickers can strike out on foul ball on the fourth strike.

9. **Pitching:** All pitches must be rolled underhand may be pitched either fast or slow. Umpires shall call out "ILLEGAL" or "BOUNCY" for pitches that bounce over 1 foot in the air on the way to the plate or are thrown by the pitcher instead of rolled. Players may opt to kick at called illegal pitches but the result shall stand. Players who do not kick at an illegal pitch shall automatically receive a called Ball for their count.

Remember: No Bouncies! Try to keep your pitched balls flat to the ground.

Any pitch rolling outside 1 foot of either side of home plate shall be called a Ball, unless the kicker kicks. We do NOT place cones on either side of home plate as we feel that this is an unnecessary obstruction – especially to players running home and the catcher. Please note that umpire's called strike zone may vary somewhat due to his/her subjective opinion. If this is an ongoing concern, please contact your local SMC office.

As SMC leagues always promote the spirit of good sportsmanship, the league frowns upon teams actively seeking walk, after walk, after walk, after walk (get the point?) off of a struggling pitcher – especially in recreational level leagues! At the umpire's discretion, he/she may offer a sportsmanship suggestion to kick at close pitches. In cases where this helpful suggestion is ignored, the umpire has the authority to increase the strike zone to encourage kicking action. Clearly, if a pitch is unplayable, the umpire will continue to call Balls.

Pitcher must be in contact with the pitching rubber at time of ball release. In some locations, a cone may indicate where the pitcher must stand at/behind at time of ball release. Pitcher may make a pitch any time the game is called live and the kicker is in the kicker's box. Kicker may step out of the box to slow a quick fire pitcher and the umpire will call time.

10. **Kicking:** SMC permits an 11 kicker rotation in any skill level. For recreational skill level leagues, there is an unlimited kicking rotation so long as there is at least 1 gal for every 1 guy. Make sure you confer with your umpire if you have any questions about adding kickers.

Kickers must contact the ball below the knee. Any contact above the knee shall be called a strike.

In all SMC coed leagues, there is no prescribed male-female kicking order. We view that as sexist and such a requirement takes away from the strategy of the game. So you can kick all the guys first or all the gals first or anywhere in whatever order and that is fine with us so long as 5 gals are kicking in an 11 person rotation.

*Missing gals in coed league?* It is REQUIRED in SMC coed leagues that every missing female player be entered into the 10-11 person kicking rotation as an out – no exceptions. It is up to that team as to where those missing players are put into the rotation.

*Base coaches* are allowed outside of 1<sup>st</sup> and 3<sup>rd</sup> bases.

Kickers are to remain in the kicking box when kicking at a pitch. If there is no clearly defined box, the understood kicking box shall be two feet behind home plate to one foot above home plate and one foot on either side of the plate. The kicker will be called automatically out if:

a) He/she steps clearly past home plate to kick a pitch.

b) He/she steps too far behind or too far above home plate to kick at a pitch and interferes with the catcher

11. **Bunting:** Intentional bunts are legal. However, they are strongly frowned upon – ask your umpire for a suitable frown should your opponents bunt often.
12. **Base Leads, Running, Tagging and Stealing:** Taking leads off of any base are not allowed. Runner must wait until pitch crosses home plate before leaving base. Umpire will issue a warning for the first infraction and then call offenders out.

To stop base runners and put an end to a play, a ball played in the outfield must be thrown into the infield/pitcher, and fielded cleanly inside the base path. So long as runners are not already in motion towards the next base, the umpire will hold both hands up and outstretched to indicate the play has ended.

For fields with fences marking fair/foul play, any ball thrown inside the fence shall be considered live and base runners may advance at will. Should the played ball be thrown outside of a fence OR if a field does not have a fence and the thrown ball goes past the marked fair territory, umpire shall indicate base runners may proceed to the next base and stop there.

A base runner may tag-up – meaning they make sure the base they were on has been touched following a caught fly ball – whether fair or foul – and attempt to run safely to next base. Failure to properly tag-up shall result in a called out.

Stealing is not permitted.

13. **Sliding:** Use safe sliding! Slides may be feet first or head first. A dirty slide or extensive contact made by not sliding will result in an out (Umpire's discretion). Aggressive sliding is not permitted. (Avoid contact with defensive player, period!).

Safety of all players is our main concern.

14. **Pinching:** Stop pinching me! That hurts – I'm telling – Mommmy!

a) Pinch Runners – Only allowed if player is injured and will not be playing in the field following that at-kick. Pinch runner is to be the last player of the same sex to get out.

b) Pinch Hitters – Not allowed. Substitutes may be utilized to switch one player for another in the scorebook.

15. **Fielding:** The following rules are specific to fielding a ball:

- a) Outfield players are NEVER to be standing in the infield when a kicker is at the plate. Outfielders may run into the infield to make a play but cannot be positioned there. Most fields have a clearly defined infield but if your location does not, inquire with the umpire as to how far in you can stand.
- b) Infield players are to stay out of the base path and not block bases. It is understood that the transition of the live game or required movement to field a ball may take one into the base path. It will be the umpire's discretion to issue a warning and/or call a runner safe or out due to obstruction.
- c) In kickball, the defensive/fielding team can throw the ball at base runners to get them out. Runners may be thrown out between bases by the fielding team with a ball thrown at the runner with the ball making contact with their clothing or body. If the runner is contacted above the shoulders by the thrown ball, they will be called safe, and play will be stopped with a "dead ball". If the runner is ducking and the ball contacts them above the shoulders, they will be called out.
- d) If, in the opinion of the umpire, a runner arrives at a base simultaneous to the thrown ball, the tie shall go to the runner.
- e) There may be occasional unexpected field obstructions or field features unique to a specific location. The umpire shall determine the result for a ball played near or into that obstruction or feature.

16. **Uniforms/Attire:** Players are encouraged to wear same colored permanent numbered shirts. However, this is not a requirement for kickball. Teams may be a motley assortment of shirts and colors and be fine to play.

Shirts are required for play. Feel free to prance around and preen before or after your game shirtless but not during play. Those headfirst slides would become extra painful otherwise...

Athletic shoes are encouraged. Bare feet are not permitted. Metal cleats are not permitted. Cleats must be molded rubber.

17. **Other Rules:** Unless otherwise noted, SMC kickball leagues follow grade school rules as a guideline.

18. **Have Fun:** This is your leisure time, enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you, a Sports Monster.

## Here are some handy regulations for SMC Kickball leagues:

1. **Starting the Match:** Players must have line-up in scorebook prior to kicking. Scheduled match time is the ideal start time for your game. However, there may be a 5 minute warm-up delay into the hour but not more than 10 minutes into the hour. If games do start later than 5 minutes into the hour because of tardy or unprepared players, you may find your match to be less than 7 innings. If matches do not start on time because of your umpire, please notify the local office.

Use of open areas is allowed for practice prior to match play in areas away from a live game. Teams not ready to start on time will not be given extra time and the match will be started immediately.

Visiting/Home team will be marked in the schedule and the Visiting will kick first.

2. **Match Scoring:** All matches are scored by runs. Runs are:

*One runner scores = One run*

*Matches are won by a 1 run margin. Ties during regular season are recorded as such due to time constraints. Playoffs will have extra innings.*

Scores are kept by each team in scorekeeping/line-up book. Contact SMC rep with any game rules or fault infraction questions regarding scoring.

3. **Season Ranking:** Teams will be ranked on overall won-loss record. Teams with the same won-loss record will be ranked based on higher run differential. The run differential is the total number of runs scored AGAINST each team subtracted by the total number of runs scored FOR that team. The team with the higher number will be ranked higher. Head to head scores are ONLY considered if there remains a tie for W/L and run differential.
4. **Forfeits:** All around bad news. This is a big no-no and all will be subject to a caning when they show up next week. Because there can be legitimate reasons for running late, Sports Monster does permit late starts BUT the offending/late teams shall start the match with the following point deficits:

2 runs down 11 minutes into the hour and start as 2<sup>nd</sup> inning

4 runs down 16 minutes into the hour and start as 3<sup>rd</sup> inning

Game lost 21 minutes into the hour

The umpire should get a scrimmage playing 10 minutes into the hour. Upon late arrival/ready to play, the umpire will commence the match and confirm what the starting score is for a late match. Innings will start as noted above for late starts.

If a team has six or more registered players but less than a full ten person complement, a legal game may be played with or without substitutes. NOTE: Coed teams may play with only six male players present and not forfeit the match.

Heaven help your team should you forfeit three times. A lynching party will be sent out and your team will be expelled from the league with no refunds provided. No forfeit fees have been built into league fees as forfeits have been extremely rare. A match forfeit will automatically be scored 0-10 (runs) and 0-1 (game)

5. **Minimum Age:** All SMC participants must be at least 19 years old. Valid picture id may be requested. Failure to provide a valid picture ID shall void participation until such time as proof of ID can be provided.

6. **Substitution Policy:** THIS IS IMPORTANT INFORMATION FOR YOUR TEAM!

A new player filling in for your team during regular season is permitted. Even if they are only going to play once, they have to sign the team waiver prior to play.

Teams may add new players throughout the season up through week 6 of a 7 week league. All new players MUST sign the team waiver and be posted on that team's online roster to be eligible for playoff participation. Registered/rostered players are those that have signed that teams waiver by the 6th week, are posted on the team's online roster and have played at least two matches for that team during the regular season.

Game day substitutes picked up from other SMC teams are allowed as long as team has minimum number of rostered players and only enough players may be picked up to field a full team (meaning no players on bench). Opposing team may not challenge a same league Sports Monster substitutes. Umpire is to confirm eligibility.

Individual Teams ONLY: All outside substitutes MUST be approved by SMC to play. Please do not bring new players as they will NOT be allowed to play.

Playoffs: ONLY 1 INTRA-LEAGUE SUBSTITUTION IS ALLOWED IN THE PLAYOFFS! Teams must play with your registered/rostered players in the playoffs. Substitutes are to be used only for the purposes of fielding a complete team. Should additional rostered players arrive and are ready to play; intra-league substitute MUST discontinue play at the end of THAT top/bottom of the inning being played.

Roster substitution exceptions:

- a) If you know that you will be unable to complete the season, please notify SMC at least two weeks prior to playoffs. Upon approval, your substitute may take your place and remain eligible through playoffs.
- b) A last minute injury that prevents a player to participate will permit an outside substitution. Notification to SMC is required.
7. **Team Rosters:** Please keep in mind that each team has paid for league play. Each team determines their own roster and who will be playing and how much per person owes the captain. SMC does not dictate any team's roster unless there is a disciplinary issue. If players have been added to your team's roster without the team captain's knowledge or permission, please contact your SMC office.

ALL players MUST sign the team waiver AND be posted on that team's online roster to be considered eligible for playoff matches. Failure to sign the team waiver shall void participation in that round. Failure to be posted with the online roster shall void participation in that round until roster is amended.

Sports Monster **does** permit players to play for more than one team. We look at the big picture and if any team wants to sign up players from other teams to play with them so everyone has more fun, so be it. If teams pick up a player from another team during the season, then that player must sign each team's waiver and be added to that online roster on/by Week 6. Such multiple team players will be permitted to play for those teams through the playoffs BUT must select only one team to play with if both teams play each other in any round.

Individual Teams ONLY: All outside roster additions and substitutes MUST be approved by SMC for new players to play. Please do not bring new players as they will NOT be allowed to play.

8. **GOOD SPORTSMANSHIP:** *Please observe standards of good sportsmanship during your time with us. Most people are great but there are some sour apples out there who try to ruin everyone's experience.*

**We understand that competition can generate strong emotions; however your emotions and actions must not negatively affect the enjoyment, comfort or safety of any of our other participants!**

Foul language is not acceptable. Learn new words such as "sugar" or "fudge."

Taunting opponents is not acceptable. Tantrums (throwing objects and/or yelling) are not acceptable. You are not a two year old or teething, so calm it down. Opposing team may call a time out and address the umpire for consideration if it is felt that bad sportsmanship is being displayed by one or more on the opposing team.

At the discretion of the SMC ref, any displays of bad sportsmanship will result in the following penalties:

For individuals: 1 = verbal warning

2 = Player expelled from match

If an individual is expelled from the match, that team shall play down a player and an out will automatically be assessed when that player would normally be at kick. If that player is required to leave, play will only commence upon departure. Should player not leave facility that player's team will lose all runs or the full match following point of infraction. Team penalties may also be imposed at this time.

At the discretion of the SMC refs, in consultation with the league office, a determination shall be made whether a player shall be suspended or shall be expelled from league play.

For team: 1 = verbal warning

2 = final warning: an out will be assessed if the kicking team is warned. Should there be base runners, the runner closest to home shall be called out. If warning is assessed to the fielding team, they will start their next at-kicks with an out.

3 = Game called (match forfeiture)

We are serious about penalizing the flagrant use of foul language. Aside from being offensive, you are playing in schools, church or park facilities that have young children around at all times. If your umpire does not actively pursue infractions, notify SMC.

9. **Taunting:** If a player blatantly taunts an opponent, a call of bad sportsmanship shall be assessed. His/her behavior will be the determining factor. Simultaneous taunting is a verbal altercation.

A PLAYER(S) GUILTY OF TAUNTING MUST BE SINGLED OUT AND PENALIZED. If a previous unsportsmanlike act has been committed and if this situation is BLATANT, a called out must be assessed and the guilty player(s) must be ejected.

10. **Playoffs:** Unless otherwise noted in the specific league or tournament outline overview or rules, all teams will make the playoffs. Overall 1st place team is determined by regular season won/loss record. If there are tied teams, it will be broken by the higher plus run differential. If a tie still exists, overall head to head game scores will be compared. Playoff format will be single game elimination.

Playoff matches will be bracketed in a standard bracket based on a 16 team pool of teams. Most SMC leagues have less than 16 teams but the first round will still be predicated on the larger bracket - meaning for a 10 team league, the first round would have 8th vs 9th, 7th vs 10th before 1st and 2nd place teams would play, etc.

For any league of more than 8 teams, please be aware that you may have to play 2 or more matches in one week to finish playoffs. Smaller (4 or 5 team divisions) leagues may be completed in one week of playoffs.

Player eligibility may be challenged by opposing team captains or umpires prior to the start of a playoff match or at the end of the second inning. NO NEW PLAYERS will be allowed to play once the second inning commences. A player who has not signed that team's waiver form (and is not the one intra-league substitute allowed for teams not fielding a full complement) is not eligible for play in that match. As long as the umpires are in agreement that the player has played at least 2 matches, that player would be eligible for the next match, should their team progress but ONLY if they have signed the team waiver when originally challenged.

11. **Umpires:** All SMC leagues are organized for one paid umpire to be on site. Umpire is paid BY THE LEAGUE as part of your registration fees. So if they ask for money, please notify the local office. There may be a rare occasion that there is no umpire present. In such a case, teams are to play a regular match, keep score and make courtesy calls. We apologize in advance should a no umpire situation occur in one of your matches. However, the largest single expense in your league is for facility rental and it is important that you play your match as there will not be a rescheduled game time. Match results will count towards final standings. Only in cases where a no umpire match occurs more than once in a season to any one team will there be future credit consideration.

SMC umpires are provided to make the match run as smoothly and error-free as possible. Obviously, no one is perfect and there may be occasion to question an individual call if the umpire hasn't already offered an explanation. The only person permitted to question an umpire's call is that team's captain. Should any other person other than the captain approach the umpire during a game, a ruling of bad sportsmanship may be applied (see #8).

SMC umpires sometimes will offer an explanation of calls as they are made, but this is not required and should not be expected. Signals should be clear and known to players. If no explanation has been offered, it is at that time that a captain's inquiry would be appropriate. Please keep in mind your tone of voice and to form a question. Scathing sarcasm and/or a demonstrative proclamation demanding a response usually will not be viewed favorably and a warning or penalty may be imposed.

Whether you agree or not, the umpire's judgment is the final word during the game. A challenge (see #12) may be filed with the SMC office following the game and a final determination/ruling will be made prior to the next weeks match.

Any foul or abusive language directed at the umpire or within earshot will result in an automatic individual or team warning. Contrary to what you may think, no, you do not pay us enough to put up with abusive crap. A second warning will quickly be applied resulting in match expulsion. Possible suspension or league expulsion penalties may result as well.

Any physical action taken by any individual against an umpire will be met with full prosecution by SMC against that individual including involvement by law enforcement. That individual will be banned from SMC league play and full team forfeiture may be imposed.

Please realize that umpires can oversee hundreds of matches each year and really do not care who wins. They do care about running a cleanly played match and that people enjoy their playing experience.

Any questions or concerns specific to your league's umpires should be addressed to your local SMC office during regular business hours and we encourage you to communicate with us while the season is underway so we can quickly address your concerns.

12. **Challenges:** SMC will not consider challenges if they are based solely on a decision involving the accuracy or judgment on the part of a umpire pertaining to called plays/kept time.

SMC does offer a two level challenge format available following a match regarding strong disagreement regarding a umpire's ruling resulting in specific sanction(s) or player eligibility or failure to abide by written league rules as provided herein:

a) Contact your local SMC office's manager for your Sport to address your challenge. In some cases, this person may be the local market manager. Any verbal challenge must be accompanied with a written challenge outlining the team/player's

position and circumstances to be formally considered. This written challenge may be sent via e-mail for expedience. However, SMC confirmation of receipt is required for e-mail challenges. Please allow 2-3 business days for information from all parties to be processed and a ruling to be determined.

- b) If you are not satisfied with the challenged ruling, you may contact that office's general manager or SMC headquarters and re-submit your challenge. You will again need to allow 2-3 business days for information from all parties to be processed and a final ruling to be determined.

As it is possible that a sanction may be reduced, it is also possible that a sanction may be increased upon review of the challenged situation. Upon issuing any challenge, it is understood that the challenging party will abide by the final league ruling.

Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling. Failure to do so can impact the ability of a final ruling being issued before the sanction occurs. Once a time sensitive sanction has already been enforced (example: one week suspension ruling and the next week's match has already occurred with player sitting out), there may be no recourse for overturning the original ruling except for general clarification.

In cases where a general ruling is challenged solely for clarification, there is not a deadline for submission.

13. **GUIDELINES FOR INFECTION CONTROL:** If a player suffers a laceration or a wound where bleeding occurs, the umpire shall suspend the game at the earliest appropriate time. Upon suspension of play, the captain shall be informed that he/she has the option to, immediately, substitute for the player or call a timeout. If a substitute replaces the player, the opposing team shall be allowed to substitute one player. The injured player may return to the game when they have the appropriate bandage.

If the player returns to the game, the umpire should make certain that any lesion, wound or dermatitis is covered with a dressing that will prevent contamination to and/or from other sources. A wrist or sweat band is not considered a suitable bandage.

ONLY the injured player may be removed from the game under these circumstances. That player's team may make a substitution as necessary to replace the injured player even if it is in the middle of an inning.

14. **Alcohol:** It is strictly forbidden to bring alcoholic beverages onto/into any Sports Monster league site. Regardless of local guidelines, we do not allow open containers in any of our matches - specifically in the bench area and playing field. If spotted, you will be asked to remove your stash. Failure to do so will result in an automatic suspension in addition to possible police involvement. Note that this restriction includes fans in attendance also.

If a player, in the judgment of an SMC umpire or scorekeeper, is intoxicated, they will be removed from the game and receive a warning. A second offense shall result in league expulsion. We are not your mothers - unless she is a fabulous umpire and then have her call us because we always need good umps - so common sense and personal responsibility are expected.

15. **Equipment:** Sports Monster will provide kickballs, bases, umpires and facilities for match play. No player equipment other than athletic shoes is required. Teams may use their own balls upon agreement by both teams.

It is very common for teams to bring their own balls. However ONE ball is to be used during the match and must be agreed upon both teams prior to the match or the SMC provided ball shall be utilized.

Catchers may wear full protective equipment if they wish but none is provided for slow-pitch kickball.

16. **Attire:** Athletic shoes are required. Field only athletic footwear is recommended. No bare or stockinged feet are allowed.

17. **T-shirts:** All SMC kickball participants (substitutes excluded) will receive a SMC t-shirt mid season.

18. **Prizes:** There will be prizes for the winning team. Don't pester us about what they are: okay, well tell you, it's a dented 20 year old kick we found in the alley. Cash prizes are not awarded. If you would like to receive cash prizes in future leagues, let us know & fees will be adjusted accordingly.

19. **Have Fun:** This is your leisure time, enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you: a Sports Monster champion.

These rules have been updated as of 09/24/08 and shall remain in effect until such time as another update is required.

Thank you for choosing Sports Monster! We appreciate your business very much. Please let us know what we are doing well that you like and what we can do to improve for next season because as a fellow Sports Monster, this is your league and we want to see a lot more of you in the future. Please call or e-mail us with any questions, comments or suggestions. Enjoy your season with us! E-mail us at [info@sportsmonster.net](mailto:info@sportsmonster.net) - be sure to include your name and league location with any feedback.