



## **Big D Sports & Entertainment** **Coed Self-Pitch Kickball Rules**

- 1) **RULING AUTHORITY:** The game will be called by a Big D umpire. The umpire will be responsible for getting the game started on time, making decisions on outs, and settling all disputes. All judgments/decisions made by the umpire are final. The umpire can defer to the Big D Field Coordinator if there is a question in regards to a certain rule. Any excessive disagreement with the umpire will result in an ejection from the game and/or league if deemed necessary by Big D Staff. Big D Staff will be available at every complex to help the league run smoothly. If you have questions regarding schedules, policies, rules interpretations, directions to the league post party, etc, please ask the Big D staff.
- 2) **EJECTIONS:** Any excessive arguing or aggressive behavior toward an umpire, Big Staff or other players in the league will result in an ejection from the game being played and/or league if deemed necessary by Big D Staff. Local Police can and will be called if necessary. Any person ejected from a game will be required to leave the park immediately. Any ejection shall also result in a suspension for that person's next game. Any team or person ejected from the league WILL NOT be refunded. Remember that this is a childhood game and we are here to have fun.
- 3) **FIELD OF PLAY:** The field of play will be a softball/baseball type field with 60 ft base paths. Every effort will be made to have games played on an all dirt infield. Due to reservation quirks, some games may have to be played in the outfield grass.
- 4) **GAME BALL:** Game balls (10" playground ball) will be provided by Big D and only Big D game balls can be used during league play.
- 5) **GAME LENGTH:** All games are seven innings or 45 minutes (whichever comes first). Clock shall begin at the coin flip. No new inning will start after 45 minutes have elapsed.
- 6) **MINIMUM NUMBER OF PLAYERS:** All players must be at least 21 years of age by league start date. A team must have a minimum of 8 players in order to begin a game. At least 3 of those players must be female. Of the 8 players, at least 7 must be from that team's roster. If a team has less than the minimum required number of players to start a game, a forfeit can and will be called if enough players are not available before the expiration of the grace period. See Rule 7 for grace period duration and penalties resulting from not having the minimum number of player required to play.
- 7) **STARTING ON TIME:** Every effort will be made to start games on time. The declared game time shall be the time when the umpire starts the clock at the coin flip. If, at the

declared game time, a team does not have the minimum number of players required to start (See rule 6), the following penalties will be applied:

- a) The undermanned team will automatically be penalized three runs that will be given to the opposing team. BE ON TIME!
  - b) If neither team has the minimum number of players required to start, no run penalty will be assessed but the clock shall continue to run.
  - c) If the undermanned team does not have the required number of players by the 10 minute mark after the clock has started, the game will be considered a forfeit.
  - d) If neither team has the required number of players at the 10 minute mark, a double forfeit will be called.
  - e) Forfeits will be marked as 10-0 losses.
- 8) **ALLOWING PLAYERS ON THE FIELD:** Teams will be expected to keep all players in their dugout or in the spectator area. The exceptions to this rule are (On offense) the player at kick, the on-deck kicker, the offensive pitcher and the 1<sup>st</sup> and 3<sup>rd</sup> base coaches; (on defense) the 10 defenders. The intent of this rule is to allow a clear path for fielders to get to overthrown balls near the dugouts. Players on the field of play can cause an interference with a live ball. If the umpire believes an overthrown ball was interfered with due to players outside their respective dugout a dead ball will called and the runners either advance 1 base or return to their last successful base reached based on the interfering group. Defensive Dugout Interference results in runners advancing 1 base from where dead ball was called. Offensive Dugout Interference results in runners returning to the last successful base reached prior to the dead ball being called.
- 9) **DEFENSE:**
- a) Teams can have no more than 10 players on defense on the field at any time but must field a minimum of 8 players. This 10 player format will allow 6 men maximum on the field during their defensive half of the inning. Standard format is 6 men and 4 women on defense.
  - b) Two up rule (full strength): A team can play no more than 2 more men than women on defense. This means that if a team wants to play the max of 6 men, then there must be 4 women on defense.
  - c) Two up rule (injury/missing players): A team that has injuries/illness precluding a full allotment of defensive players may play in violation of the two up rule but only with penalty. Teams in this situation must make and declare a decision when this situation occurs. They can choose to take the penalty on the Offensive or Defensive half of the inning.
    - (1) Taking the Penalty on Offense – A Team can play 6 men and 3 women on defense but must designate an out in one of the batting positions in their lineup when they are on offense.
    - (2) Taking the Penalty on Defense – A team can choose to play 5 men and 3 women on defense. When they are on offense, only the 8 defenders will be allowed to kick. However, no automatic outs will be designated in their lineup. The 6<sup>th</sup> man must be a sub off the bench.
    - (3) No team may begin or continue a game with less than 3 women.

**Interpretation:**

*A team can play 3 women and 6 men on defense if injuries do not allow them to field a defense of 4 women and 6 men. This is not meant to be a defensive strategy, just a way to allow injured teams to enjoy the rest of their game.*

- d) There are no defensive positioning restrictions by gender – a player of any gender may take any defensive position on the field.
- e) There can be no more than 6 defenders on the infield at any point prior to a kick.
  - (1) The infield dirt will mark the infield/outfield line
  - (2) If no dirt line marks the beginning of the “outfield”, the umpire will designate an area 10 paces beyond the bases to act as the outfield courtesy line and it will be marked by a cone.
  - (3) The first violation will be a verbal warning to the defensive team and the kicker will have the option of having the ball repitched. Any violation beyond that will result in the kicker being awarded 2<sup>nd</sup> base.
- f) All players, with the exception of the catcher, must be in fair territory when the ball is pitched. Every team MUST play a catcher on defense. The catcher can not advance up the 1<sup>st</sup> or 3<sup>rd</sup> base line any further than the front of the plate until the ball is kicked. The catcher must not interfere with the kicker’s ability to kick the ball or advance to first base. It is suggested that the catcher remain behind the kicker until the ball is put into play. Catcher interference shall result in the kicker being awarded 1<sup>st</sup> base and all other base runners advance one base as well.

10) INFIELD COURTESY LINE: Until the ball is kicked, defensive players must remain behind the designated line that runs across the infield. This includes the defensive pitcher. Violation of the infield courtesy line by the defense results in the kicker being given the option to have the ball repitched.

11) PITCHING:

- a) Each team must “self pitch” – the offensive pitcher will pitch to his/her own teammates.
- b) All pitches must be underhanded. No overhand or sidearm pitches. The pitcher is not allowed to run up to the pitching rubber. The pitcher can take no more than 2 steps in their windup before releasing the ball. The pitcher can come no closer to home plate than the pitching rubber.
- c) When it’s the pitcher’s turn to bat, another player must pitch. The original pitcher can not resume pitching duties until he/she is put out or has scored.
- d) The offensive pitcher will not play defense and must make an attempt to get out of the way of a kicked ball. If the offensive pitcher does not make an attempt to get out of the way of a ball kicked in his/her direction, the kicker will be ruled out and all base runners must return to their base of origin before the ball was put in play.

12) KICKING LINEUP:

- a) Each defender must kick in the lineup; therefore the minimum number of kickers allowed is equal to the number of defenders in the field.
- b) There are no maximums on the number of kickers that can be in the lineup. Teams may choose to “bat the bench” where every player in attendance kicks in the lineup. However, refer to rule 12d for maximum number of males allowed to kick.

- c) Teams must maintain A “Guy/Girl” order. However, refer to rule 12d for maximum number of males allowed to kick.

Sample lineup: e.g. – John                      Jill  
   Michael                      Amy  
   Andrew                      Susan  
   Jake                              Candice  
   Peter  
   Ed

Subs    Carl                      Meghan

Using the order listed above the batting order would be as follows:

John, Jill, Michael, Amy, Andrew, Susan, Jake, Candice, Peter, Jill, Ed, Amy,  
John, Susan, Michael, Candice, Andrew, Jill, Jake, Amy, Peter, Susan, Ed, Candice

- d) Two up Rule:

- (1) Two up rule (full strength – 6 men, 4 women on defense): A team can kick no more than 2 more men than women in the lineup. This means if a team has 4 women in the line up, the team can kick up to 6 men. If a team kicks 5 women in the lineup, the team can kick as many as 7 men.
- (2) Two up rule (injury/missing players): A team that has injuries/illness precluding a full allotment of offensive players may kick in violation of the two up rule but only with penalty. Teams in this situation must make and declare a decision when this situation occurs. They can choose to take the penalty on the Offensive or Defensive half of the inning.
  - (a) Taking the Penalty on Offense – A Team can play 6 men and 3 women on defense but must designate an out in one of the batting positions in their lineup when they are on offense.
  - (b) Taking the Penalty on Defense – A team can choose to play 5 men and 3 women on defense. When they are on offense, only the 8 defenders will be allowed to kick. However, no automatic outs will be designated in their lineup. The 6<sup>th</sup> man must be a sub off the bench.
  - (c) No team may begin or continue a game with less than 3 women.

**Interpretation:**

*A team can kick 3 women and 6 men on offense if injuries do not allow them to field a lineup of 4 women and 6 men. This is not meant to be a defensive strategy, just a way to allow injured teams to enjoy the rest of their game.*

- e) Once a kicker is listed in the lineup, that kicker must take their turn every time they are up in the order. If a player is unable to take their turn, for any reason, an out will be awarded to the defense unless a substitute that is not currently listed in the kicking order can take their place.
- f) Starters may return to the lineup but only in the kicking position that substituted for them and only after the sub has kicked at least once.
- g) Once a sub is pulled from the game for the original starter, they are not eligible to play again until their next game.
- h) All kickers not playing defense will be considered EKs (extra kickers). A kicker is not required to play defense but all defenders are required to kick.

- i) A team found to be kicking out of order will have the kicker(s) that were skipped called out and any resulting play will stand as played.
  - i) Teams can correct a kicking order discrepancy up until the first pitch is thrown to the kicker kicking out of order. After the first pitch is thrown, and a violation found, the penalty will be enforced. The defense has until the first pitch of the following kicker to acknowledge the out of order kicker.
  - ii) Teams should continue down the kicking order and not go back to the skipped kicker(s) until their next turn to kick.

### 13) KICKING:

- a) Each kicker gets 3 pitches to put the ball in play. All kicks must be made by foot. Legal kicks are made with any part of the lower leg below the knee.
- b) If the ball does not go into play after 3 pitches, the kicker is out.
- c) The player kicking the ball can only kick the ball in the defined kicking box which shall extend 4 feet on either side of home plate.
- d) Bunting is not allowed. Soft-kicking is allowed. All balls that are kicked must go beyond the designated bunt line (30ft) or they will be ruled a bunt. If a soft-kicked ball is controlled by the defense inside of the bunt line, the kick will be ruled a bunt and the kicker will be called out. The defense can not swat at, kick or hit a ball out of play in an attempt to keep a ball within the bunt zone. The defense only has a right to make a legitimate play on the ball in an attempt to gain control of it inside the bunt zone.
- e) Kickers can not make contact with the ball outside of the kicking box or beyond the front of home plate (foot foul). Their plant foot must be inside the kicking box. If a ball is put in play that has been kicked in front of the front line or outside of the kicking box, the umpire will drop their penalty flag. The play will be played out. The defense will have the option of keeping the result of the play or requiring the kicker to kick again if the kicker still has pitches available. If a penalty flag is thrown on the 3<sup>rd</sup> pitch, the kicker is out and all runners on base must return to their base of origin.
- f) In the rare instance that a ball is popped during a kick, the pitch will be replayed.

### 14) SAFTEY BAG/BASE PATHS: There will be two bags at first base. The white bag in fair territory (first base) and an orange bag in foul territory (the safety bag). On force plays at first base, the offense has the right to the orange bag and the defense the white bag.

- a) In essence what this means is that the defender must use the white bag to make the out. If the defender uses the orange bag, the runner will be called safe.
- b) As well, during a force play, if the runner uses the white bag, the runner will be called out.
- c) If the defender crosses into the base path for any reason (including an attempt to catch a wayward throw), inhibiting the runner from taking a clear path to the orange bag, the runner will be called safe for defensive interference.
- d) Fielders must stay out of the way of the base runners unless they are attempting to tag a runner or field a live ball. Violation will result in the runner being called safe for defensive interference.
- e) Fielders are not allowed to intentionally block a base. Violation will result in the runner being called safe for defensive interference.

- f) Runners leaving the base path to avoid a tag, a thrown ball or interfering with a fielder's ability to make a play on a live ball will result in the runner being called out.

15) **COURTESY RUNNERS:** Teams are allowed courtesy runners for up to 3 players. Teams may agree to more at the coin flip but the number of runners must be mutually agreed to is requesting more than 3. An opposing captain does not have the option to refuse a courtesy runner nor may she/he choose the new runner. The last out of the same gender (capable of running) will be designated as the courtesy runner. The kicker that is being run for must safely reach base. The courtesy runner can only take their place after time has been called by the umpire. (No courtesy runners from home plate.)

16) **GHOST RUNNERS:** No Ghost Runners. Injured runners can be substituted for or have a courtesy runner replace them. If no runner can take their place, an out will be rewarded to the defense.

17) **BASE COACHES:** Teams are allowed to use 1<sup>st</sup> and 3<sup>rd</sup> base coaches. These coaches are to stand in foul territory in the designated coach's box. Base coaches must attempt to move out of the way of a play in their area. If, in the eyes of the umpire, a base coach is found to have interfered with a play, an out will be awarded to the defense. This includes, but is not limited to, inhibiting a defender from pursuing a foul ball or touching a base runner during a live play.

18) **OUTS:** Defensive outs are recorded in the following situations: (3 outs ends a half inning)

- a) the batter does not put the ball in play after 3 pitches
- b) a foul ball goes above the batter's head and is caught in the field of play before touching any part of the fence or ground
- c) a kicked ball is caught in the air before it touches the ground (base runners are allowed to tag up once the fielder has possession of the ball)
- d) a force out is recorded at a base before the runner reaches that base
- e) an offensive player is either hit with (shoulder or below) or touched by a ball put into play while they are off the base. Remember the ball is live at all times. If it hits an offensive player while they are off a base, they are out, no questions asked.
- f) During a force out, if the defender is making contact with the base and has both hands on the ball with the ball trapped on the ground, it will be ruled as having possession.
- g) If a kicker overruns 1<sup>st</sup> base and makes an aggressive turn toward 2<sup>nd</sup> base and that player is tagged with the ball before getting back to 1<sup>st</sup> base.

19) **FAIR/FOUL BALLS:**

- a) A kicked ball is considered foul when:
  - i) A kicked ball landing in foul territory or out of play.
  - ii) A kickball that touches the ground in foul territory and is also touched by a fielder
  - iii) A kicked ball rolling on the ground in foul territory that is touched before reentering fair territory.
  - iv) A kicked ball that hits a fence, a base coach or player standing in foul territory or other outside object and is also a dead ball and not eligible to be caught for an out.
  - v) A kicked ball landing in fair territory but traveling to either foul territory or out of play before the ball either crosses or touches the 1<sup>st</sup> or 3<sup>rd</sup> base bag.

- vi) A kicked ball that is "tipped" and continues to the backstop or "double hit" by the kicker in the motion of kicking while the kicker is still in the kicking box.
- b) A kicked ball is considered fair when:
  - i) A kicked ball that is touched by a fielder while any portion of the ball is in fair territory.
  - ii) A kicked ball already has touched fair territory and then touches or passes the 1<sup>st</sup> or 3<sup>rd</sup> base bag.
  - iii) A ball that crosses into "foul territory" or breaks that imaginary plane but never touches the ground in foul territory because it either curves back into fair territory or it is fielded before it hits the ground in foul territory. It does not matter where the fielder is standing.

20) **OVERRUNNING BASES:** Runners can only overrun 1<sup>st</sup> base. Overrunning 2<sup>nd</sup> or 3<sup>rd</sup> base puts the runner at risk.

21) **PLAYS AT HOME PLATE:** On all plays at home plate, the runner has only two options. They can choose to slide or bail out. If the runner neither slides nor bails out, the runner will be called out and a dead ball situation will be called, freezing all other runners.

22) **OFFENSIVE INTERFERENCE:** Runners are not allowed to "take-out slide," throw their hands up, or interfere by any other means with a fielder's ability to throw the ball to another part of the diamond. Violation will result in the runner and the intended target being called out. Runners are required to "bail out" once they have been called out.

23) **APPEAL PLAY:** When questioning whether a base runner tagged up correctly or missed a base, the team captain on the field must verbally inform the Umpire of an appeal once the play is over. The appeal must be requested before the next pitch is delivered.

24) **STOPPING PLAY:** Remember that the ball is live at all times unless time out or dead ball is called **BY THE UMPIRE**. Any contact with a live ball during the course of play by the offensive team is an out.

25) **HEAD SHOT:** If a player attempts to hit a runner with the ball for an out, it must hit the runner on the shoulders or below; otherwise a dead ball situation occurs and all runners advance two bases from the last successful base reached. However, if the runner attempts to slide or duck and is struck in the head with a ball that would have hit their body, no penalty will be called. No penalty will be called if the ball bounces off the ground or fence and then hits the runner in the head.

26) **INFIELD FLY:** The traditional infield fly rule found in baseball and softball is not in effect. However if the umpire believes that a defensive player intentionally drops a fly ball, a dead ball will be called, the kicker will be called safe, and all runners will advance 1 base.

27) **LEADOFFS/STEALING:** No leadoffs or stealing. Runners can leave the base once the ball is kicked by the kicker. If it is determined that a runner leaves their base early on a ball

being kicked into play, the ball is dead and the runner is declared out. If this is the 3<sup>rd</sup> out of the inning, the kicker who just kicked will be first up in the next inning.

28) **MERCY RULE:** There is a 6 run cap on each of the first four (4) innings. The game will end if a team is 12+ runs up after 4 complete innings or 10+ runs up after 5 complete innings.

29) **TIES:** There will be no extra innings to break a tie during regular season. During playoffs, should the teams be tied after 7 innings or 45 minutes has elapsed, we will move to a one-pitch format with the 3<sup>rd</sup> out of the previous inning starting on second base. During the one-pitch innings, a kicker only has one pitch to put the ball in play. Any pitch not put into play in fair territory beyond the bunt line is ruled as an out. If a team is ahead after the completion of the first extra inning, they will be declared the winner and the second extra inning is not needed. If no team is ahead after the two extra innings the game will end as a tie and recorded as such in the standings.

30) **OUT OF PLAY:** All thrown balls are deemed out of play when:

- a) The ball is thrown over the fence
- b) The ball is thrown beyond the fence (no complete fence at the park)
- c) The ball is thrown beyond the imaginary line (if there is no fence) extending from the end of the backstop (\*this imaginary line also applies to overthrows and caught foul balls)

On balls that are ruled out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. **Note:** in cases where a base runner runs past first base, he/she must clearly make an aggressive turn towards second base to be granted 2<sup>nd</sup> and 3<sup>rd</sup> in an out of play scenario.

31) **OVERTHROWS:** If the ball is overthrown and hits the fence behind the 1<sup>st</sup> or 3<sup>rd</sup> base lines, this is not considered out of play and the runner may advance, but at his/her own risk. However, if an overthrown ball makes contact with a base coach, the on-deck kicker or other offensive players in the field of play, the ball will be ruled dead and runners are not allowed to advance.

32) **EXCESSIVE CONTACT:** Big D Staff will closely watch base runner to defensive player contact. Any excessive contact or collision will result in an out and/or ejection. This includes contact with the catcher. Sliding is allowed. All plays at home require the runner to either slide or bail out. Any sliding into a base to break up a double play, or any intentional (in the eyes of the staff) interference with the defensive player, the runner and batter/runner will be called out.

33) **STRATEGY CONFERENCES:** Only one per game for no longer than 60 seconds. A second conference results in the kicker being awarded 2<sup>nd</sup> base all base runners moving up two bases.

34) **FOOTWEAR: NO METAL OR CERAMIC CLEATS ARE ALLOWED.** Athletic shoes must be worn to kick. No bare foot kicking is allowed. Any equipment in question should



be brought to the attention of the staff. The Big D Staff member will make all final decisions with regard to equipment discrepancies.

- 35) Playoff rosters must be complete by the end of regular season play. Players must have played a regular season game in order to be eligible for the playoff tournament. (Players will only be added to the roster after the end of the regular season for the purposes of a substitution due to an injury or other extreme circumstance as deemed acceptable by the Big D Staff). Teams must pre-qualify these requests with Big D's Athletic Director prior to the playoff game.
- 36) Waivers and Rosters will be used as acceptable player-team identification during playoffs. All participants must present IDs during the playoff tournament in the event of a roster check. All roster check requests must be made before the first pitch.

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## League Policies

### UMPS:

An umpire will be provided by Big D to supervise the game. It will be the umpire's responsibility to coordinate and run the games, which include the following tasks:

- Starting games on time.
- Calling outs.
- Settling all disputes or disputed calls except for CHALLENGE FLAG plays.

### STAFF:

Our umpires and/or staff will be available at all times to help the tournament run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, etc. please ask.

### TEAM NAMES:

Be creative but absolutely no vulgar or obscene team names will be allowed. The Big D Athletic Director will have final say on the use of a certain team name. If you have a question, please contact us for a ruling. You do not want to purchase jerseys and not be able to use them.

### JERSEYS/UNIFORMS:

Teams are encouraged to express their creativity in picking a team uniform/jersey/color. Again, keep in mind that no vulgar or obscene designs or personal nicknames will be allowed. If you have a question, please contact us for a ruling. You do not want to purchase jerseys and not be able to use them.

### FORFEITS:

If your team forfeits a game during the season, the following rules apply:

**First Offense:** Loss of game and warning issued.

**Second Offense:** Loss of game and staff reserves the remove team from playoffs

**Third Offense:** Removal from the league.

If you know in advance that your team is going to forfeit a game, please contact our league director so we may notify your opponent.

### STANDINGS:

Every effort will be made to update standings weekly, displaying each teams rank within its division. Rank is based on winning percentage. Ties in winning percentage are broken first by head to head result then runs allowed.

## **PLAYOFFS:**

Top four (4) teams make the playoffs (teams that have not violated any policies are eligible). In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with the Big D league coordinator to see if this applies to your league. Playoffs are single elimination. **BIG D reserves the right to schedule playoff games on days other than your regularly scheduled league night. PLEASE MAKE NOTE OF THIS! This will come into play during extremely rainy seasons.** Teams may play more than one game per day/night.

Seeding: Teams are seeded according to winning percentage and the tie-breakers listed above.

Any questions regarding rules, policies, or eligibility must be addressed before the start of the game.

## **WAIVERS:**

In order to participate in the league, each participant must be at least 21 years of age and sign the team waiver. Waivers are provided and must be completed and handed in every league night. It is up to the captain to ensure all their players are on the waiver. The Big D Field Coordinator will have each team's roster available every week. We ask the captains to check it weekly for accuracy. Players not present the first week of play will still be required to sign a waiver with our staff before participating. Players are required to sign their team's waiver once per season.

## **PLAYER ELIGIBILITY (PLAYOFFS):**

A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, and signature) in writing to a Big D staff member prior to the start of the game. This qualifies as an official protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions may not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled.

The above procedure will also apply for any other "logged" protests. All rulings by Big D staff are considered final.

## **SPORTSMANSHIP:**

The goal of Big D is to ensure every participant has fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you can still be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. This includes actions while being a spectator of other games. We ask that you refrain from

any derogatory, discriminatory, sexual or harassing comments of the players or officials.

#### **LEAGUE CANCELLATION/RAINOUT:**

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. Big D staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league night is cancelled, Big D staff will change the voicemail immediately. Big D will then contact all of the captains. If a league is cancelled on site, Big D staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow the next week's schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, Big D reserves the right to run a shortened season without a refund. Teams will be given a credit to a future league but no cash refunds will be granted.

#### **PARTICIPATION GIFTS:**

Each team will receive up to 14 player participation gifts to be handed out to every paid player on the roster. The gifts will be dispersed at the sponsor bar during the season. Please look for the announcement at the league designating which nights the gifts will be dispensed. Those teams unable to pick up their gifts at the sponsor bar must call the office to make arrangements to pick them up at the office. Unfortunately, we can not guarantee that we can bring gifts out to the leagues. Big D cannot guarantee the availability of gifts after the last week of regular season, so please pick them up at "gift night" or soon after. Additional participant gifts can be purchased for \$10 each by contacting the Big D Office.

The team winning the playoff bracket, in each division, will receive a prize of great emotional, spiritual, and most importantly, social value. Champ gifts are also limited to 14 pieces. Additional gifts may be purchased for \$25 each by contacting the Big D Office.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.