

THE LRKA TIERED SYSTEM-

Beginning Fall 2010, the LRKA will be employing a competitive record tiered system for the placement of teams within leagues and conferences. This will impact teams in the NOV, INT, and CL Leagues. Based on several criteria, teams will be placed in one of 8 tiers deemed to be most appropriate. In future seasons based on record, performance, and team stability, teams will remain in that tier, or move up and down through the tiers.

This is done to create a more balanced league in which all teams can more evenly compete and to ensure more even growth.

This move will not impact teams who select to play in the LBL.

LEAGUE / CONFERENCE MAKEUP - FALL 2010:

The Competitive League- -Up to 10 Teams	Tier 1-	The CL Ultimate Conf.	10 Teams
The Intermediate League- -Up to 30 Teams	Tier 2-	The INT American Conf.	10 Teams (or balance)
	Tier 3-	The INT National Conf.	10 Teams (or balance)
	Tier 4-	The INT Patriot Conf.	10 Teams (or balance)
The Novice League- -Up to 40+ Teams	Tier 5-	The NOV North Conf.	10 Teams (or balance)
	Tier 6-	The NOV South Conf.	10 Teams (or balance)
	Tier 7-	The NOV East Conf.	10 Teams (or balance)
	Tier 8-	The NOV West Conf.	10 Teams (or balance)
The Laidback League	***	***	***

FUTURE GROWTH:

In the future, in slow increments and based on the needs of the league, the league will develop first 9 tiers with an additional tier added to the Intermediate League and later 10 tiers with an additional league added to the Competitive League. While not related to this issue, it should be known that in Fall 2011, it is also expected that team dues will increase to from \$325 per team to \$350 per team.

INCENTIVES:

- This will create the best opportunity for balanced play among teams, will restore balance to the leagues, and ensure teams play in the league appropriate to their abilities.
- Beginning Spring 2010, any team that wins either the NOV or INT championship that will remain intact and is being moved up to the next league the following season will get a 50% discount on team dues for that following season. That discount is nontransferable and is only for the specific teams that move up. The team must retain a core nucleus of veteran players from the championship team in order to receive the discount.
- Beginning Fall 2010, any team that wins the CL championship that will remain intact the following season will get a 100% discount on team dues for that following season. That discount is nontransferable and is only for the specific team that remains wholly intact.

The team must retain a core nucleus of veteran players from the championship team in order to receive the discount.

TEAM PLACEMENT

- At the completion of the previous season, the league shall publish a projected league/conference tier list for the following season with the teams that played that season indicating where they might fall. This is not a final list and changes should be expected based on the order/rate teams return and other factors. It is simply meant to serve as an idea of what teams could expect.
- No team shall be guaranteed placement in any league until all registration has closed and draft tiers are compiled and proofed.
- Captains are encouraged to request or make known what tier they would like to be placed but that is just a request and in no way guarantees them placement in that tier.
- **Returning team placement** will be based on the following criteria:
 1. When the team registers
 2. Captain request
 3. Final season record from the previous or most recent season completed
 4. The level which the team played at previously
 5. The number and caliber of returning/veteran players
 6. Post season performance (if any)
 7. Teams selecting to play in a higher tier than they would otherwise be placed

FOR EXAMPLE: *If a team that played in the INT American conference in the Spring and finished the season with a record of, let's say, 7/2 and made a decent showing in the postseason, they could expect to move up. If a team in that say conference finished maybe 5/3 or 4/4 and made no real showing in the post season, they might expect to remain in the tier. A team that finished below .500 and did not make it to the post season would expect to move down at least one tier the following season, or in this case to the INT National.*

FURTHER EXAMPLE: *If a team competed in the CL in the previous season and, based on their performance, was selected to drop down, the captain could request to remain in the higher league. The spot will be given to them if they register and pay for their slot before it has filled.*

FURTHER EXAMPLE: *If a returning team is losing a large contingency of their veteran players and if those players are not being replaced with other veteran players than, regardless of previous record, the team may remain in the same tier or possibly drop down.*

- **Split team placement** will be based on the following criteria:
 1. When the team registers
 2. Captain request
 3. The level which the teams played at previously
 4. The number and caliber of returning/veteran players
 5. Post season performance of teams (if any)
 6. Teams selecting to play in a higher tier than they would otherwise be placed

FOR EXAMPLE: *If two relatively strong teams merged they could expect to move up if both teams were already on their way up or if the new team retains a nucleus of strong core players from either team. If two or more middle strength teams merged, then based on the concentration of strong players now on the new team, that team might remain in the tier or may be moved up accordingly if it is expected that they could readily compete at that level.*

- **New team placement** will be based on similar criteria. It is expected that most teams will begin in the 8th tier if they are new or comprised primarily of new players. Most commonly, new teams will be placed in the 8th tier unless :
 1. The captain believes they could compete in a higher level
 2. The team includes a number of veteran or high caliber players on the roster
 3. They register late and the 8th tier is full of appropriate teams

FOR EXAMPLE: *If a wholly new team enters the LRKA, they could expect to enter into the lowest tier of the NOV. If the team has some veteran players but is still primarily a new team or made up of average players in a caliber expected in the Novice league, the team would likely be placed higher than tier 8 but still within the Novice league.*

TEAM MOVEMENT (MIGRATION):

- Based on performance, record, and team stability, the norm shall be that teams shall move up or move down one tier per season unless it is reasonable to expect the team to thrive in a tier two higher or lower based on:
 1. Poor placement in the previous season
 2. The team was brand new or unknown and is now deemed capable of performing at a higher level

3. A team is deemed to be sandbagging and a better fit for a tier 2 places higher
 4. The team captain requests it
- If deemed appropriate, some teams might remain in the same tier from season to season if it is the best qualified fit for that team based on player make up (i.e. they are a team made up of older or less athletic players) and their record warrants it.
 - Team migration, when appropriate, will move teams into other leagues (i.e. from NOV to INT or from INT to CL) .

FOR EXAMPLE: A team that is successful in Tier 5 and playing at a Novice level would move to Tier 4 or the bottom of the Intermediate League.

FURTHER EXAMPLE: Teams could also move down from one league to another such as in the case of a team finishing less than .500 with little or no showing in CL tier 1, could expect to move to tier 2 in the INT.

- No team shall ever advance up more than two tiers in one season unless:
 1. Requested by the team captain, or
 2. The team makes substantial, high caliber player pickups making it very likely it could compete in a tier higher than 2 tiers.

CHAMPIONSHIPS/PLAYOFFS:

- At the completion of the regular season, each tier within each league will have conference champions and the remaining teams in the tier will be ranked based on record.
- Within each league, the higher tier(s) shall take more teams to the post season to compete for that league's championship. For example for Fall 2010, if all numbers are reached, the Playoffs will look and be seeded as follows:

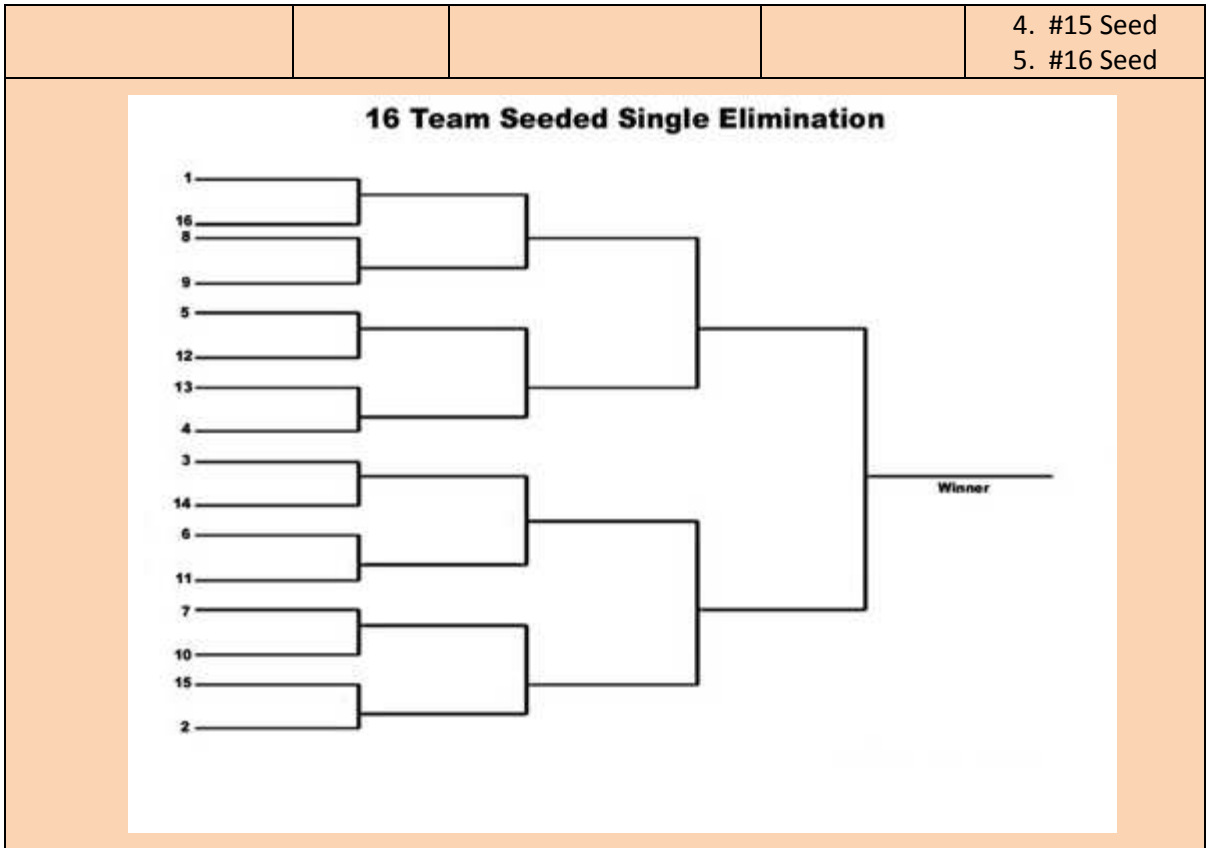
The Competitive League-	Tier 1-	The CL Ultimate League	Top 6 Advance	6 teams Total
The Intermediate League- -Up to 30 Teams	Tier 2-	The INT American Conf.	Top 6 Advance	16 Teams Total
	Tier 3-	The INT National Conf.	Top 5 Advance	
	Tier 4-	The INT Patriot Conf.	Top 5 Advance	
The Novice League- -Up to 40+ Teams	Tier 5-	The NOV North Conf.	Top 6 Advance	20 Teams Total
	Tier 6-	The NOV South Conf.	Top 5 Advance	
	Tier 7-	The NOV East Conf.	Top 5 Advance	
	Tier 8-	The NOV West Conf.	Top 4 Advance	

- Each team will then be ranked according to their tier and their ranking in that tier and be seeded accordingly. Top seeds will now be awarded to conference champions. Seeding methods are done with an eye towards the most competitive and exciting playoffs. For example:

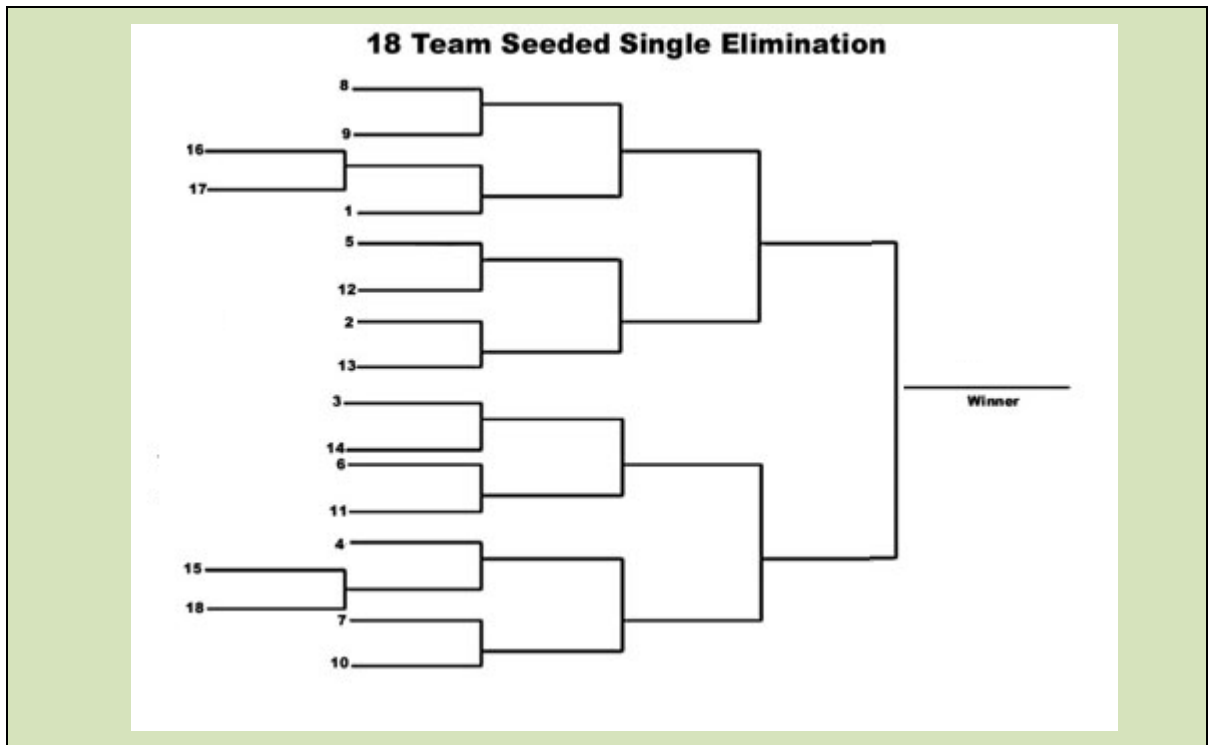
Competitive League	Tier 2-	The CL Ultimate League	Top 6 Advance	<ol style="list-style-type: none"> #1 Seed #2 Seed #3 Seed #4 Seed #5 Seed #6 Seed
6 Advance				



Intermediate League 16 Advance	Tier 2-	The INT American Conf.	Top 6 Advance	<ol style="list-style-type: none"> #1 Seed #4 Seed #5 Seed #6 Seed #7 Seed #8 Seed
	Tier 3-	The INT National Conf.	Top 5 Advance	<ol style="list-style-type: none"> #2 Seed #9 Seed #10 Seed #11 Seed #12 Seed
	Tier 4-	The INT Patriot Conf.	Top 5 Advance	<ol style="list-style-type: none"> #3 Seed #13 Seed #14 Seed



Novice League 18 Advance	Tier 5-	The NOV North Conf.	Top 6 Advance	1. #1 Seed 2. #5 Seed 3. #6 Seed 4. #7 Seed 5. #8 Seed 6. #9 Seed
	Tier 6-	The NOV South Conf.	Top 5 Advance	1. #2 Seed 2. #10 Seed 3. #11 Seed 4. #12 Seed 5. #13 Seed
	Tier 7-	The NOV East Conf.	Top 4 Advance	1. #3 Seed 2. #14 Seed 3. #15 Seed 4. #16 Seed
	TIER 8-	The NOV West Conf.	Top 3 Advance	1. #4 Seed 2. #17 Seed 3. #18 Seed



- Each league will play out their postseason brackets until one champion remains. That team shall be crowned the League Champion.
- **NEW ULTIMATE KICKBALL CHAMPION OF THE ENTIRE KNOWN UNIVERSE-** The LRKA will endeavor to crown a new supreme champion by taking the top two teams of each tier and **randomly** seeding them into a 16 team single elimination tournament. This event will be planned for a date after Final Sunday. This event will be free to those teams invited. Performance in this tournament will have absolutely no bearing on the postseason or a team's possible migration the following season. It is simply a perk intended for the best of the best. If possible and feasible, teams from NWAR will be invited.

REGISTRATION:

- Teams will be allowed to register as outlined in the posted schedule.
- Captains will select their desired tier when they register and pay. This is not guarantee of placement in that tier. It is simply an opportunity for the team captain to advise the league in what league they truly believe to be the best fit for their team.
- Teams thought to be sandbagging will be asked to explain and reregister.
- All tier requests will then be evaluated against the projected appropriate tier deemed by the league.
- Priority and optimal tier placement will given to teams in the order they register and pay for their spot.

- No league will be allowed grow beyond the set limit.
- Teams registering late after optimal spots for their team have been taken will be required to PLAY UP in the next available tier rather than being placed down.
- 24 hours after ALL REGISTRATION ENDS, the league will do its best to publish the draft league/conference tiers. Schedules will be set once all tiers are finalized.
- **ALL TENTATIVE ROSTERS MUST BE SET BY THE CLOSE OF REGISTRATION.** At that point, all edit links will be disabled. Any team with an incomplete roster will not be placed in a tier and that team will be dropped and no refund given. This is in order to prevent teams from picking up ringers or players inappropriate for the tier they are placed in after the tiers are published. Players may only be added with permission from the league reps and those names will only be added by the league to the team's roster once advised by the league rep to do so. After 5pm on the second Friday of the regular season, no player rosters may be adjusted for any reason.

APPEALS

- Team captains have 24 hours after the league/conference tiers are published to make an appeal.
- If a team is wanting to move up, all efforts will be made to do so.
- If a team is wanting to move down, the captain must ,by email, list credible and substantial reasons why they believe they should be in a different and lower tier. The league reps will then review and advice the league how to proceed.
- The decision of the league reps shall be final.
- If the team is still dissatisfied with their tier placement, they may request to be removed all together from the schedule. If an appropriate team is on the waiting list to take the dissatisfied team's place, then the dissatisfied team shall be given a refund of 75% of their dues (\$240). If no appropriate team is available, the dissatisfied team will not be given a refund.

RULE CHANGES

ROSTERS:

- As outlined above, team rosters must be complete **BY THE END OF REGISTRATION.** Any players added at that point must be okayed by the league reps to ensure that the team is not attempting to then add players that would make that team an inappropriate fit for the tier they were placed in. After 5pm on the second Friday of the regular season, no player rosters may be adjusted for any reason.

WHY IS THIS? *This is to ensure that after being placed into tier deemed appropriate, teams do not go out and recruit players that would be inappropriate for that tier or that would give that team an unfair advantage in that tier. It is also mean to prevent unscrupulous teams or captains from withholding high caliber player names from the roster until after tiers are announced and in effect sandbagging.*

- Beginning Fall 2010, no roster shall exceed 20 players.

WHY IS THIS? *This is to make the process of placing teams in the appropriate tier easier to manage and to eliminate teams adding excessive extra players or players only used for the postseason.*

KICKING LINE UP:

- Beginning Fall 2010, the CL will return to have at maximum a 14 person kicking line up and will be required to kick at minimum 4 females.

WHY IS THIS? *This is to ensure that all leagues play by as similar rules as possible. It should be remembered that the number was lowered in the CL in order to promote growth in the CL. That did not happen. Furthermore, it ensures that INT teams moving up to the CL are not forced to sit vital and loyal members of their team and then forced to compete at a disadvantage.*

MULTIPLAYERS:

- **ATTENTION:** in all leagues, multi-player totals will be decreasing in future seasons until each league is down to 2 multi-players per team. This will happen at a pace deemed appropriate by the league.

WHY IS THIS? *This is to ensure that in the future, teams can more easily move from league to league and so that all teams will eventually be playing by the same rules. This will make for a more level playing field and for easier to enforce simpler rules.*

- As the multi-player rules change and numbers decrease, each team can expect one season of being "grandfathered" should being moved to a different league place them at odds with current rules in that league.

WHY IS THIS? *This is to ensure that existing teams on specific leagues or teams moved up or down into a different league aren't then placed at a disadvantage and are then not able to compete with all of the players that contributed the season before to them moving up. It also ensures that teams, who for example, are dropped from the INT to the NOV are not forced to shed players. This would not be beneficial especially if the next season, the team moves back up to the INT and then has to scramble to find suitable players. Once all of the leagues are equal with 2 multi-players per team, "grandfathering" will no longer be necessary.*

- In order for a player to be "grandfathered" for one season, the player would have had to have been on **BOTH** rosters the previous season.

WHY IS THIS? "Grandfathering" is only intended to help ease the transition of existing teams and players already on those teams.

- Rosters from the previous season will be linked to each team's current roster and will remain archived and visible online.
- For the fall 2010 season, multiplayer rules shall be at the following level for each league:

<p>The Competitive League</p>	<ul style="list-style-type: none"> • FOR THIS SEASON ONLY, RETURNING CL TEAMS from Spring 2010 may retain all of the existing multi-players on their Spring 2010 roster. If they lose existing multi-players (meaning specific players) from their Spring 2010 roster, they may not pick up any additional multi-players to replace that player if that puts their total number of multi-players beyond 4. • No new CL team may have more than 4 multi-players and they cannot be of the same sex. • LBL players do not count towards multi-player totals
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<p>The Intermediate League</p>	<ul style="list-style-type: none"> • FOR THIS SEASON ONLY, RETURNING INT TEAMS from Spring 2010 may retain all of the existing multi-players on their Spring 2010 roster. If they lose existing multi-players (meaning specific players) from their Spring 2010 roster, they may not pick up any additional multi-players to replace that player if that puts their total number of multi-players beyond 3. • No new team (either a completely new team or a split) may have more than 3 multi-players and they cannot be of the same sex. The only exception would be if a CL team gets moved down with more than 3 multi-players already on their roster from the previous season. In that situation, the team would have the one season grandfather exception. • No more than 2 may come from either the CL or NOV. • LBL players do not count towards multi-player totals.
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<p>The Novice League</p>	<ul style="list-style-type: none"> • FOR THIS SEASON ONLY, RETURNING INT TEAMS from Spring 2010 moved down from INT to NOV may retain all of the existing multi-players on their Spring 2010 roster. If they lose existing multi-players (meaning specific players) from their
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	<p>Spring 2010 roster, they may not pick up any additional multi-players to replace that player if that puts their total number of multi-players beyond 2. The following season, should the team still remain in the NOV, that team must comply with the current NOV multi-player limit.</p> <ul style="list-style-type: none"> • No new team (either a completely new team or a split) may have more than 2 multi-players. Multi-players do not have to be of different sex. • No multi-player may come from the CL unless that player was on both rosters the previous season and team migration caused the situation. The player will be legal for one season. After that season, if the conflict still exists, the player must select one team to remain on. • LBL players do not count towards multi-player totals
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- If a team is moved into a different league and that puts them in violation of that league's multi-player rule, that team will be allowed to play with their existing multi-players for one full season until they have time to acclimate to that league's limits. They may not pick up any new or replacement multi-players if that number puts them beyond the allowable number that current season. They may only exceed the number with the players that they brought with them and who were already on their previous season's roster.
- If a player who is already on a team's roster from the previous season joins a second team before the start of the season and before the tiers are published and they then find themselves in conflict with the existing multi-player rules on either team, the player will have to select which team to remain on. In order for the player to be "grandfathered" for that one season, he or she would have had to have been on BOTH rosters the previous season.
- No player may join and be on more than one roster in one league. If a player joins a team for the first time and then after the tiers are created, that team is in the same league, the player will have to select which team to remain on. In order for the player to be "grandfathered" for that one season, he or she would have had to have been on BOTH rosters the previous season.
- If a player is on a team's roster from the previous season and that team is moved into a league in which the player is already on another team's roster, the player may play for one season on both rosters if the player was on both team's official rosters the previous season. In order for the player to be "grandfathered" for that one season (i.e. he or she would have had to have been on BOTH rosters the previous season). In the event that the teams should meet in either the regular or postseason, it will be up to the player to select one team to play on for the duration of the game. This must be done before the kicking line-ups are turned into the umpire. The player would also have the option to sit out that game should they choose. It would also be up to each team captain if they choose to play the player or not. After that season, if both teams remain in the same league, the player must select one team to remain on.

- The same rule that applies to a player on two teams in the same league would apply to captain, co-captains, or non-playing members of teams such as coaches. In order for the captain, coach or non-playing member of the team to be "grandfathered" for that one season, he or she would have had to have been on BOTH rosters the previous season.