



BASEketball Rules

I. Sportsmanship

A) Sportsmanship: **KC Crew, LLC ("KCC")** is dedicated to provide a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the **KCC** staff may result in suspension and/or ejection from a game or the tournament. Each game will have at least 1 paid official. Abuse of officials, referees, opposing players and other **KCC** staff will not be tolerated. **KCC** will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the tournament. Any behavior deemed unacceptable by **KCC** staff may result in a game suspension and/or ejection from the tournament.

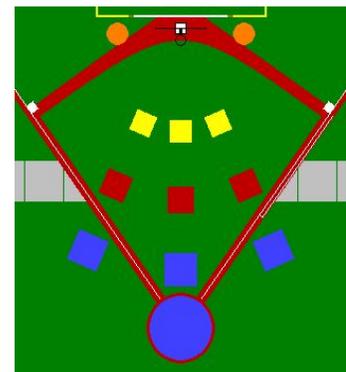
1. No Douchebag Rule

- a. **If any player argues with an official, they will receive a warning.**
 - b. **If it happens a 2nd time, they will receive a technical foul and must sit out for 2 innings.**
 - c. **If it happens a 3rd time, they will be ejected from the tournament and will not be able to play in the next tournament.**
2. If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the tournament.
 3. Remember, this is a made-up sport and we're playing for fun. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the tournament as these actions eliminate fun for everyone else.

II. Fundamentals

A) Field of Play

1. There are 4 sets of shooting squares in the field which represent bunt, single, double and triple.
2. There is a home plate and 3 bases.
3. There is a defensive zone 10 feet from the hoop.
4. There are 4 sets of shooting squares.
 - a. Bunt - 3 feet from the hoop, orange squares
 - b. Single - 15 feet from the hoop, white squares
 - c. Double - 20 feet from the hoop, red squares
 - d. Triple - 25 feet from the hoop blue squares
 - e. Home Run - 30 feet from the hoop, home plate



B) Equipment

1. Ball, bases and shooting squares will be provided by **KCC**.
2. All players on a team must have matching outfits or the same color shirts.
3. Tennis shoes or basketball shoes must be worn.

C) Teams

1. Teams must have 4 players on their roster and can be any gender.

D) Game Duration

1. There will be 1 game with 7 innings, allowing 3 outs per team per inning.

E) The Start of Play

1. Team Captains will shoot a double to determine who is the home team.
 - a. If both miss, teammates take turn shooting until home team is determined
 - b. In the playoffs, the higher seeded team ALWAYS be the home team.
2. The away team will start with the ball and choose their shooting square.
3. The home team will shoot after the away team has recorded 3 outs, ending the top of the inning.

F) Defensive Gameplay

1. Only 2 players are allowed on the court at a time.
 - a. One player will be in the psyche-out zone to attempt to psyche-out the shooter.
 - b. One player will be in the defensive zone to attempt to make a double play.
2. Field defender and Psyche-Out defender will remain the same for the entire inning.
3. Batting lineup is also defensive lineup.
 - a. Defenders will rotate from the bench, to the defensive zone, to psyche-out, and back to bench following the same order as the batting lineup.
4. Defenders in the field must stay outside of the defensive zone until the ball is shot.
5. Psyche-Outs
 - a. See Section G.
6. Double Play / Tip
 - a. When the shooter shoots the ball and misses, the ball is still in play unless the miss is an airball.
 - b. If there are less than two outs, the defensive player in the field has a chance to tip the ball in.
 - c. The defender designated to psyche-out is ineligible for a double play attempt.
 - d. In order for the tip-in to be valid, both of the player's feet must be off the ground at the time of contact with the ball and during the shot attempt.
 - e. If the defender successfully tips the ball in, the double play is completed and two outs are recorded.
 - f. Completing a double play results in the lead runner on base being removed.
 - g. A double play may only be awarded if there is a runner on base.

G) Psyche-Outs

1. A Psyche-out is a diversionary tactic to break the shooter's concentration and make them miss.
2. Unlimited amount of psych-outs allowed.
3. The Psyche-Out person's entire body and/or prop must be at least 1 space (5 feet) away from the shooter.
 - a. If shooter plans to take the shot from the single, the defender must be inside the defensive zone.
 - b. If the shooter plans to take the shot from the double, the defender must be on the single space.

4. During a psyche-out attempt, direct or indirect physical contact with the shooter is forbidden.
 - a. If any contact is made, the shot automatically counts as made.
 - b. If the psyche-out prop touches the shooter or the ball AT ALL, the shot automatically counts as made.
5. The psyche-out must be done by using a prop or an action.
 - a. No shot blocks, no basketball defense, no hands in the shooter's face.
 - b. Props are encouraged!
6. Psyche-Out props may not block the view of the goal for the shooter.
7. **Psyche-outs are a part of the game and should not be taken seriously, if you are offended by a psyche-out then you have been psyched-out. We will not enforce the content of psyche-outs as long as the abide by the following psyche-out rules.**

H) Offensive Gameplay

1. Batting lineup must be submitted before the game starts and cannot be changed.
2. After the order of players is determined, a player chooses a square.
3. The squares closest to the basket are bunts.
 - a. Bunts do not put any runners on base, but advance any runners ahead one base and count as an out whether the shot is made or missed.
 - b. Bunts cannot be taken with 2 outs.
4. Once a shot is made, players on base advance the corresponding number of bases in which a teammate's shot is made from.
5. If a player misses any shot, it's counts as an out.
 - a. Players cannot step out of the square. If they do, it's an automatic out.
6. After successfully making a shot you must run/walk the bases, stopping accordingly
 - a. If you come up to bat again while on base, the teammate who is not on base will fill in your spot so you can bat.
7. You can't shoot from the same place twice, except for the home run place which can be shot from as often as desired.
 - a. If any bunt, single, double, or triple is attempted, the corresponding square cannot be shot from again for the rest of that team's inning.
 - b. Example: If a player shoots a single for example, the next player must shoot a shot other than a single; the same applies for all shots. This prevents constant homeruns or even simple shots like singles.
8. The offense will have a 10 second shot-clock to shoot the ball during their at-bat.
9. Conversion
 - a. After the defense attempts an unsuccessful double play, the shooter may attempt a conversion.
 - b. The player must be in the air when they try to tip.
 - c. Only the shooter is eligible to make a conversion.
 - d. If the shooter tips-in the ball, the original shot is deemed successful.
 - e. If the ball touches the ground or any structure, or the shooter catches it and doesn't release before they touch the ground, it is a dead ball and no conversion is recorded.
10. The shooter must establish where they are shooting from by verbalizing or standing on a square.
 - a. The shooter may not make a fake shot from one place then shoot from another.

I) Scoring

1. Runs are scored when players on base are forced home because of made shots.
2. Games will be decided by a one-run advantage after 7 innings or time limit.

- a. If the score is tied after 7 complete innings, or 20 minutes, the game will go into extra innings.
- b. In extra innings, the teams will come up to bat with a runner on second and 2 outs. Each team will have an opportunity.
 - i. The last batter will start on 2nd base.
- c. Each team will try to score as many runs as they can before they record an out.
- d. Whichever team has the highest score at the end of the extra inning wins.
- e. We will continue this until there is a winner.

III. Game Duration

A) Pool Play/Round Robin

1. Games will be seven (7) innings.
2. The Referee shall announce the each inning prior to starting.
3. If after 7 innings a game is tied, there will be an overtime.
 - a. In overtime, the teams will come up to shoot with a runner on second and 2 outs. Each team will have an opportunity.
 - i. The last shooter from the previous inning will start on 2nd base.
 - b. Each team will try to score as many runs as they can before they record an out.
 - c. Whichever team has the highest score at the end of the extra inning wins.
 - d. We will continue this until there is a winner.

B) Tournament

1. Tournament seeds will be determined by number of wins, then total points scored.
 - a. If pool play, the top team(s) from each pool will make the tournament.
 - b. If round robin, the top overall teams will make the tournament.
2. All games are to be played as mentioned above, except overtime.
 - a. Overtime: If a game is tied after 7 innings, or 20 minutes, the team that wins the next full inning of play is the winner.