

Cup In Hand Kickball Rules

CAPTAIN'S BASIC RULES – Cup In Hand Kickball

Golden Rule – Have fun and don't be a jerk!!!

BASIC RULES:

Games are played 12v12

- 12 players max on the field, 1 catcher.
- 7 males max on the kickball field.
- Team must have at least six (6) players to play each week and at least three (3) females.
- Games will be 6 innings or 1 hour, whichever comes first. The umpire will announce the last inning prior to its start.
- Games will be considered a forfeit if the team does not have enough players to play after 10 minutes from the scheduled start time.
- Teams are eligible to bring subs during the regular season and use players to play other teams to help field a team. Only players that have played with you during the regular season at least once, would normally be on your team, and doesn't play for another team; will be allowed to play in the playoffs.
- All teams make the playoffs, unless they forfeit 2x in the season.
- Kickball wins are worth 1 point.
- Playoff brackets will be seeded based on your team's kickball standings. We will also award an overall season champion based off total points, and if tied a series of tiebreakers*.

GAME PLAY:

- NO bunting – bunts will count as a foul ball.
 - Bunt: ball that does not cross the line between 1st and 3rd bases OR at the ump's discretion.
- Kicker must stay behind or near home plate when kicking. Kicker allowed to step on home plate and no more than 1 step in front of home allowed at ump's discretion .
- NO leading off bases.
- NO stealing.
- NO Tagging Up or advancing on caught fly balls – and runners are responsible for staying at their base/getting back to the start base if they leave.
- No sliding. Anyone who does will be out.
- **OUTS:**
 - Defense can throw (or kick) the ball to 1st base to get a runner out.
 - Defense can throw (or kick) the ball to other bases for a force out if applicable.
 - Defense can throw the ball at base runners to “PEG” a player out.
 - Defense CANNOT kick the ball at a runner on a PEG attempt.
 - NO head shots on a PEG. Runners hit in the head on a PEG are safe and get an extra base.
 - If a player moves their head into the path of the ball, they will be considered out.

- If a PEG attempt bounces before hitting a runner, the runner will be is safe.
- Once a runner is successfully out on a PEG, the play is considered dead and other runners can only advance to the base they were already going to.
- ALL pitches MUST be thrown underhand and slow pitch (no spin or as little bounce as possible).
 - If excessive, the referee may ask you to switch your pitcher.
- 3 fouls is considered an out – NO BALLS.
- A missed kick attempt is considered a strike.

INNINGS:

- 6 innings in a game
 - UNLESS we reach 1 hour warning – both teams will be warned and the start of the next inning will be the final inning.
- Mercy Rule – to decrease the chance of having blowouts early in the game (boring for everyone) teams can:
 - Only score 5 runs per inning.
 - The last inning is unlimited runs.
 - Games CAN end in a tie during the regular season.
- Kicking Orders
 - Kicking order must rotate girl, guy, girl, guy, etc. the entire game. If you have more girls than guys or vice versa, you still MUST rotate girl, guy, girl, guy in the kicking order.
 - Every player must bat, and must bat once before anyone kicks for the second time.
 - Teams must use the same kicking order each time through the line after the first order has been established.
- The losing team will ALWAYS bat first at the beginning of the LAST INNING (unlimited runs) – this limits blowouts by the winning team

CUP IN HAND:

- All active players (defensive fielders and offensive kickers/runners) MUST have liquid (ANY liquid allowed including water) in their cups ABOVE the designated line (2nd groove in a standard solo cup, cups will be provided)
 - If a fielder makes a catch/gets the offensive player out in anyway BUT loses too much liquid from their cup (under the designated line) – the offensive player is SAFE
 - If a fielder makes a play for an out/outs is found (by the ref) to have less than the designated amount of liquid, the player who got out goes back to the closest base they were on prior to getting out
 - A fielder CANNOT place their cup in their mouth/arm/pit/etc. or set/drop their cup to make a play (if this happens, the play is dead and the offensive player is safe/given the next bases)
 - If a fielder makes a play WITHOUT A CUP IN THEIR HAND the runner advances to the next base or the base they were running towards
 - If a runner's liquid level falls below the line, the runner is out
- Teams MUST have a designed refill person ready to refill teammates cups – keeps pace of game
- Amazing play: the ref can deem an AMAZING play that supersedes the designated liquid line rule and the out remains (this is very rare)

- If a Denison Parks & Rec staff member or referee deems a player TOO UNRULY, they can tell the player to continue with WATER ONLY
 - Failure to comply will result in this player being ejected from the league
- * Teams without the minimum players will forfeit after 10 minutes from their designated start time

****All teams make the playoffs at the end of the season (unless you forfeit 2x)****

If rules are not specifically laid out here we will default to standard Denison Slow Pitch Softball League rules.