



HUNTLEY PARK DISTRICT

Cup-in-Hand Kickball Tournament Rules

Golden Rule – Have fun!

BASIC RULES

- Games are played 10v10:
 - 10 players max on the field includes catcher.
 - Teams must have at least 4 females in the field on defense
 - Positions can be played anywhere by anyone. No restrictions
 - You must have a minimum of 3 outfielders.
 - Substitutions are free for every inning as long as the above requirements are met.
 - Teams must have at least 10 players on the roster, 4 of which must be female.
 - Teams must have at least six 6 players to play, and at least 3 females. Games will be considered a forfeit if the team does not have enough players to play after 10 minutes from the scheduled start time.
 - Games will be 6 innings or once the 40-minute mark is reached, both teams will be warned, and the start of the next inning will be the final inning.
 - Slaughter rule will be in effect once a team is up by 15 runs after 4 complete innings or 10 runs after 5 complete innings.
 - Games CAN end in a tie during pool play.
 - Tournament Format
 - Pool Play – all teams are guaranteed 3 pool play games. Teams for pools are blindly drawn prior to the tournament.
 - The top two teams from each pool will make the playoffs (single elimination tournament).
 - In case of a tiebreaker within pool play the following tie-breakers will be used to determine playoff seeding.
 - Head-to-Head
 - Runs Differential
 - Total Runs Scored

GAME PLAY

- NO bunting – bunts will count as a foul ball.
 - Bunt: ball that does not cross the imaginary line between 1st and 3rd bases OR the pitcher's mound OR at the umpire's discretion. Pitchers may field the ball.
- NO leading off bases.
- NO stealing.
- NO tagging up or advancing on fly balls.
 - 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. Normal baseball rules apply for force outs.
 - Defense can throw (or kick) the ball to other bases for a force out if applicable. Normal baseball rules apply for force outs.
 - Defense can throw the ball at base runners to “PEG” a player out. All “PEG” Attempts must be below the head.
 - Defense CANNOT kick the ball at the 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 runner 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 safe, and the play is considered dead and runners can only advance to the base they were already going to.
 - Once a runner is successfully out on a PEG, the play is considered dead and runners can only advance to the base they were already going to.
- ALL pitches MUST be rolled underhand and slow pitch (no spin and as little bounce as possible).
 - If excessive, the umpire may ask your team to switch pitchers.
- 3 fouls are considered 3 strikes and the kicker is out - NO BALLS and NO WALKS
- A missed kick attempt by the batter is also considered a strike.

INNINGS

- 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 allows for 15 runs. Once 40-minute mark is called (start of new inning) or start of 6th inning.
 - The losing team will ALWAYS bat first at the beginning of the last inning (15 run limit). This limits blowouts by the winning team.
 - Any extra innings during playoffs will be unlimited runs.
- Kicking Order:
 - Kicking order must rotate female, male, female, male, etc. the entire game. If you have more females than males or vice versa, teams still MUST rotate female, male, female, male in the kicking order. If you have more of one gender the lesser of the gender - all must bat before they bat again to keep the alternating gender batting order. *Example of line up is at end of rules
 - Teams can choose to bat a minimum of 10 and maximum 15 players as long as keeping alternating gender throughout line-up.

- Teams must use the same kicking order each time through the lineup after the first order has been established.

CUP-IN-HAND

- All active players (defensive fielders and offensive kickers/runners) MUST have liquid (ANY liquid including water) in their cups, ABOVE the designated line/groove in the cup. Cups will be provided.
 - If a fielder makes a catch/gets the offensive player out in any way BUT loses too much liquid from their cup (under the designated line) then the offensive player is SAFE.
 - If a fielder makes a play for an out/out is found (by the ump) 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/armpit/etc. or set/drop their cup to make a play (if this happens, the play is dead, and the offensive player is a safe/given the next base).
 - 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.
 - If a kicker’s liquid level falls below the line due to the kick, the player will refill their cup once the play is dead if they are SAFE at a base.
 - If both the defensive player and offensive kicker/runner lose too much liquid (under the designated line) then the result of the play will stand as called.
- Umpires will make a call on the result of the play. Following each play, the Umpire will ask for a “cup check” from all players involved in the play to determine if the call stands or needs to be reversed based on liquid levels.
- If a Park District staff member or umpire deems a player is TOO UNTRULY, they can tell the player to continue with WATER ONLY.
 - Failure to comply will result in the player being ejected, without a refund.
- ALL drinks will be regulated and distributed by Park District staff.

***Example Batting Orders**

10 Players – 4 females

1. Girl 1
2. Boy 1
3. Girl 2
4. Boy 2
5. Girl 3
6. Boy 3
7. Girl 4

8. Boy 4
9. Girl 1
10. Boy 5
11. Girl 2
12. Boys 6

10 Players – 5 females

1. Girl 1

2. Boy 1
3. Girl 2
4. Boy 2
5. Girl 3
6. Boy 3
7. Girl 4

8. Boy 4
9. Girl 5
10. Boy 5