



GO Kickball "Cup In Hand" Rules

1. EACH HALF-INNING WILL START WITH A SOCIAL!!! CUPS ARE PROVIDED...IT IS BYOB!!!!
2. Teams on Defense need to bring a case or jug of liquid out to the field when on defense for refills.
3. Teams on Offense need to have a dedicated liquid-refill person each inning for refills for base runners.
4. Each game will last approximately 1 hour.
5. This will be a 7-8 week season (depending on weather) with NO tournament/playoffs.
6. 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.
7. No metal cleats, flip-flops or bare feet are allowed.
8. To increase the level of playing difficulty, all players (including kickers) must have a cup in their hand filled with a beverage of choice. (If you choose to bring alcohol it must follow the Denver City Parks Alcohol Policy.)
9. On defense, putting the cup into your mouth/armpit/etc or dropping it prior to a catch is not allowed and doing so nullifies the catch. Spilling ALL your liquid during a catch nullifies the catch; UNLESS the referee deems the catch so amazing that the defensive player get's a "pass" on liquid.

10. A cup is defined as a container without a handle or lid where the top is a larger diameter than the bottom.
11. Pitches will *not* be called balls or strikes. Pitches must be rolled in a straight line and at a moderate speed (no bouncing, curves or fast balls). If you don't like it, you don't have to kick it, but you also can't advance to first base on a walk.
12. 3 outs constitutes a half-inning like normal
13. No sliding. Anyone who does will be out
14. Runners **cannot** tag up. If a runner tries to tag up on a fly ball they will have to go back to the base they were at when the ball was caught. No play can be made on this runner to get him out. However, if the runner was trying to advance bases before the ball was caught and then the ball is caught; that runner must try to get back to their initial base and a play can be made on that runner.
15. All trees are playable and balls can be caught falling from a tree for an out. If a ball becomes stuck in an in-bounds tree, it is ruled a ground-rule double.
16. If the ball is overthrown and goes out of bounds, runners are allowed to advance only one extra base past the base they were approaching when the ball went out.
17. If your cup has fallen out of your hand on defense, you cannot grab the ball or throw it to make a play. You must get your cup back in your hand before making a play.
18. If your cup has fallen out of your hand on

- offense, you cannot advance bases. You must get your cup back in your hand before you can advance.
19. **No intentional bunting is allowed.** Should anyone swing as hard as they can and their ball only goes the length of a bunt, it is ok. The humiliation should be enough punishment 😊!!
 20. Your team can only score a maximum of 7 runs per half inning
 21. Time will always be granted after a spillage play to refill your cup!!! Remember to bring back up liquid out to the field on defense and have a dedicated liquid-refill person on offense.
 22. After the 1st inning of your game the referee will bring everyone in for a 5 minute "meet and greet" social. Here we will create a quick 5th grade-like relay game (since this is a 5th grade sport) with members of each team. The winning team of the "meet and greet" relay gets to have an extra out during the next inning (instead of 3 outs, the winning team gets 4 outs).
 23. For our "7th inning stretch" (who knows what inning it will be in, most likely not the 7th, it'll just be based off of time) we will have our "Opposite inning." The referee will start the inning with a social and notify everyone. This inning requires all kickers to kick with their non-dominant foot and run the bases in the opposite direction (the 1st base you go to is 3rd, then 2nd, then 1st, then home). All runs scored this inning count as 2 runs and there is no run limit!!!
 24. If a ball from a different game happens to get

- kicked into your field of play and you are on defense, try and help the other game out by throwing the ball back to the other games defensive players. Come on now, it's a group effort!!!
25. Last inning of play is always unlimited runs
 26. If a referee decides that your beverage of choice has become a danger to yourself or others in any capacity, you might be offered the opportunity to stop drinking and just hold a cup while playing. If you don't take the referee's recommendation, you will not be allowed to play in the game. Furthermore, if the referee feels at any time you should not be playing at all due to behavior, they have the right to discontinue the game until you stop playing. In other words, DON'T be that guy or girl.
 27. Lastly, HAVE FUN, and meet us up for after hours after the game!!!!