

# **RCSSC FLIP CUP RULEBOOK**

These rules were last updated on January 2, 2019.

## **RULE 1: TEAMS AND PLAYERS**

### **Section 1. Team Formation**

**NOTE:** There is absolutely NO alcohol consumption requirement to play in the league. You may use water or soda. No cup should be filled past the two-ounce line for league play.

1. **Leagues Offered.** There is one flip cup league: SUPER SOCIAL.
  - Super Social is designed for teams and individuals who love to socialize and have LIMITED athletic skills.
2. **Season.** TBD
3. **Number of Players.** All teams must have at least six players, but there is no maximum. All players must be listed on the team roster and sign the RCSSC waiver to participate.
4. **Adding Players.** Teams can add players at any time until the final tee shirt order date. From the order date through the third week of play, a team must drop a player before it may add a player. The dropped player must give his or her tee shirt to the added player. After the third week of play, team rosters are frozen. See the Commissioner for additional roster forms.

### **Section 2. Player Restrictions**

1. **Age.** Team members must be 21 years old by the start of the season. The Commissioner may request confirmation of age from players throughout the season.
2. **Team Membership.** Players may only play for one flip cup team.
3. **Violations.** Teams that violate the rules in this section will forfeit the entire season's games and must pay a fine.

### **Section 3. Uniforms**

1. **Tee Shirts.** The RCSSC will provide each team with tee shirts for its roster. All players must wear the official RCSSC tee shirt for each game.
2. **Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
3. **Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.
4. **Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must

purchase new RCSSC shirts (\$20/shirt), and the team will forfeit all games until it has paid for the new shirts.

## **RULE 2: FORFEITS AND SCHEDULING**

1. **Minimum Players.** A team may play short the entire match. If a team has fewer than four flippers show up for a match AND does not have at least one female during the match, it will be given a loss and a \$50 forfeit fine will be assessed.
2. **Avoiding Forfeit.** If the forfeiting team contacts the RCSSC no later than 24 hours before the game, no forfeit fine will be assessed, since it will allow time for the opposing coach to notify his or her team of the impending forfeit. E-mail the forfeit notice to [rivercityssc@aol.com](mailto:rivercityssc@aol.com).
3. **Fine.** The forfeit fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the fine will not be carried over.
4. **Time of Payment.** The \$50 forfeit deposit will be used for one game. Any additional forfeit fines must be paid before the next scheduled game.
5. **Failure to Pay.** Teams that fail to pay an assessed fine before the subsequent week's game will have two points subtracted from their win total. After the second week, the fine will double.
6. **Ejection.** After three weeks of nonpayment, the Commissioner may eject the team from the league.
7. **Inclement Weather Policy.** In case of inclement weather, check the RCSSC weather hotline (804) 307-7294 and your e-mail for updates. If you do not receive a cancellation e-mail and there is no cancellation message on the RCSSC voicemail, all games are on.
8. **Regular/Post-Season Schedule Deviations.** The RCSSC's priority is to ensure that all teams play their full regular season schedule; post-season games are not guaranteed. Make-up games for both regular season and post-season games may be scheduled on days of the week outside of regularly scheduled game days and without regard to a team's day preference. When games are rescheduled, the Commissioner will e-mail the affected teams to allow sufficient time to adjust their schedules.
9. **No Refunds.** The RCSSC will not issue full or prorated refunds if the regular season or post-season is shortened due to inclement weather or for other unforeseeable reasons.

## **RULE 3: MATCH PLAY**

### **Section 1. Facilities and Equipment**

1. **Facility.** All games will be played at the sand pit at the Sports Center of Richmond (SCOR).
2. **Equipment.** The RCSSC will provide all required equipment.
3. **Referees.** One RCSSC official will oversee all matches. The league is self-refereed. In case of any disputes, ties, or flagrant errors, the round should be played over. (See the Jungle Rules in section 3 of this rule.)
4. **Flip Cup Matches.** Each team will play two matches a week in a best of seven series. The first team to four wins. Three domestic pitchers will be provided for each match to share between the teams. This is enough beer for a seven-game match IF the teams adhere to the fill line of two ounces.

5. **Playing Short.** A team must have at least four flippers present to start a game, one of whom must be female. When down a flipper, the lead-off flipper in each game goes twice, flipping the first and sixth cup. If a team is down two players, then the lead-off and second flipper will both flip twice: first and fifth cup and second and sixth cup, respectively.

## Section 2. Clock

1. **Match Time.** Matches are not timed.
2. **Game Clock.** There is no time limit.

## Section 3. Play of Game

1. **Start of Play.**
  - **Flip Position.** Designate one end of the table as the starting end and the other as the anchor end. The first flipper at the starting end will have the first cup position and is the lead-off flipper, and so on down the lineup to the sixth position.
  - **Gentleman's Start.** The game starts when both lead-off flippers tap each other's cup and then tap the table. From there, each lead-off flipper will drink the amount of the beverage in the cup.
  - **The Flip.** Place the cup FACE UP on the edge of the table and proceed to flip the cup by tapping the bottom rim until it lands 100% FACE DOWN (unless it is leaning on the table's lip).
  - **Repeat.** Then the second flipper can drink his or her beverage and proceed to flip. Play continues down the line until all team members have flipped.
2. **Substitutions.** Substitutions may be made only between games and/or if there is an injury.
  - Flippers CANNOT rotate current positions in the flipper lineup.
  - At least one female flipper MUST BE in each game per team at all times.
3. **Timeouts.** There are no timeouts.
4. **Scoring.** The first team to flip all of its cups wins that game.
5. **Ties: Jungle Rules.** Everyone at the table participates simultaneously. The entire table will gentleman's start with their opposite cup #, then everyone will flip. The first team to have every team member flip its cup will win.
6. **Points.** Each match is a best of seven series. The first team to four (wins and receives three points).
7. **Scorekeeping.** The RCSSC will provide the scoring device.

## Section 4. Team Lineup and Rotation of Players

1. **Game Lineup.** A team will have six flippers per game.
2. **Subsequent Games.** After the first game, the second flipper will become the new starter, and the lead-off flipper will become the new anchor. Players do not need to rotate locations at the table. The rotation will repeat until a winner is declared.

## Section 5. Cup Handling

1. **Cups.** Teams will use 16-ounce clear plastic cups.

2. **Beverages.** Only drinkable liquids may be used. Beer is not required. No more than two ounces may be poured per cup for each game.
3. **Prohibited Liquids.** Teams cannot use liquor or mixed drinks.
4. **Table's Edge.** Flipped cups may rest on the table's edge.
5. **Backboards.** Using objects on the table to assist with a successful flip is a violation. If this happens, the player must reflip the cup. A flipped cup should not touch any other objects (stray cups, pitchers, etc.) on the table.
6. **Spilled Beer.** Using spilled beer to make the surface stickier is allowed.

## Section 6. Cheating During Games

1. **Two Hands.** If two hands are used to flip or guide the cup it, is an illegal flip. Only one hand is permitted to make the flip.
  - The nonflipping hand may act strictly as balance assistance for the cup on the edge of the table. Sometimes you are forced to play on tables with "less than ideal" edges, so it is necessary for added support. This in no way is meant to help guide the cup during the flip—it is just to prevent the cup from falling off of the table.
  - Also, the nonflipping hand must remain completely still during the flip if it is used for balance assistance.
  - The only time two-hand contact with the cups is allowed is to place the cup on the edge of the table or to reset the cup if a complete flip is not made.
2. **Cup Base.** The majority of the cup base must be touching the tabletop when the flip is made. There are no mid-air flips.
3. **Intentional Interference.** No player can intentionally interfere with the other team's cups or flipping process.
4. **Early Lift.** If the next-in-line flipper lifts his or her cup before the previous flipper's cup has settled, the active player must put his or her cup back down and relift it.
5. **One Flipper.** Each player must flip his or her own cup. If the cup falls on the floor or goes flying across the room, you must retrieve it and then flip it on your team's side of the table.
6. **Loss of Game.** A warning will be given upon the first illegal flip or infraction. Any additional offense will result in the loss of the current game.

## RULE 4: SPORTSMANSHIP

1. **Social Aspect of League.** Teams should patronize the sponsor bar after games. The league's focus is on being social, not winning or losing.
2. **Rules.** Players are expected to know the rules and abide by them.
3. **Unsportsmanlike Conduct.** Any RCSSC member who does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his or her teammates and other teams will be removed from the league. RCSSC staff will keep a record of all players and/or teams who engage in unsportsmanlike conduct.

4. **Types of Illegal Conduct.** Unsportsmanlike conduct includes, but is not limited to, the following:
  - arguing with officials or other players and
  - using abusive or insulting language toward any other player or referee.
5. **Player Penalties.** Ejected players cannot play in the following week's game. Players who engage in two offenses will be suspended from the league and cannot participate in any RCSSC sports for one year.
6. **Team Penalties.** Teams that engage in two offenses will be ineligible to participate in any RCSSC sports for one year.
7. **Fighting.** Fighting will result in a player's or a team's permanent suspension from the RCSSC.

## **RULE 5: TEAM STANDINGS**

1. **Points Awarded.** Points will be awarded to teams as follows:
  - Win: 3 points
  - Tie: 1 point
  - Loss: 0 points
2. **Playoffs.** The Commissioner will determine the number of teams making the playoffs in each division. The computerized playoff wizard will break regular season record ties. Playoff games may be scheduled on days other than regular game days.

## **REMINDERS**

- RCSSC officials will have the final say on game rules.
- NO glass containers.
- Please police yourself.
- Coaches are responsible for controlling their teams. We are all adults. Enough said.

**PLEASE SUPPORT OUR SPONSOR BARS!**