



Official Tournament Rules
Coed, Women's, & Youth
Version 11.1

Hosted by Goombay Kickball

WELCOME TO GOOMBAY'S TOUR KICKBALL TOURNAMENT

Goombay's Tour Kickball is a tournament that brings peers together in an atmosphere where youth and vitality can be channeled. It's not the same kickball you played in elementary school, it's more strategic and fast-paced with more intricate rules all in the name of fun. Goombay prides itself in creating a league based on good sportsmanship and integrity. If teams or individuals cannot abide by the rules, they should not participate.

General rules for softball apply. If there are any rules we may have missed here, we will default to American Softball Association rules. All calls will be made by the umpire and will stand. Goombay encourages its players to have fun first, and win second; all while networking and socializing, and building lifelong friendships.

Happy playing... and may the best teams win!

Goombay Kickball Code of Conduct

Goombay is committed to providing safe and enjoyable events for its participants. All players and coaches are held to a certain standard of behavior as follows:

1. Play fairly, and follow all rules and regulations.
2. Show respect for the game and league officials. Communicate with them in an appropriate manner.
3. Demonstrate good sportsmanship before, during and after games.
4. Be courteous to all teams. Treat players and coaches with respect.
5. Refrain from use of foul language and verbal abuse.
6. Operate within the rules and spirit of the game.
7. Absolutely no fighting amongst teams or players.

Infractions to any of these rules listed in the Code of Conduct may result in player or team suspension or expulsion from the tournament. Based on the severity of the actions, the player can be suspended for any number of games. It will be determined by a panel of Goombay staff members.

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Tournament (Coed, Women's, & Youth)

Rules at a glance

Teams:

Each team must consist of a minimum of 12 players with a suggested maximum amount of 30 players per team, however, teams can have as many players as they choose (unlimited). Teams playing coed must have at least 4 men and 4 women present and ready to play at the scheduled game time. In the event a team only has 8 players as described above for coed, to start the game, they will take an out at the 9th and 10th place spot on the kicking roster.

Teams playing women tournament must have at least 8 women present and ready to play at the scheduled game time. In the event a team only has 8 players as described above for 'women's', to start the game, they will take an out at the 9th and 10th place spot on the kicking roster.

Kicking Lineup:

Team Captains must write two copies of their kicking line up and give one to the opposing team. The exchange must occur prior to the start of each game. The kicking line up is valid for the current game only and may be changed between games (not innings).

- a) Teams may use the official Goombay Tour kicking line up sheet or any softball line up sheet. The Goombay kicking line up can be downloaded online and will be provided to captains at the beginning of the tournament.

Once a line-up has been exchanged there can be no changes.

Subs

Teams can either use pre written Substitute (sub) players or six (6) float subs. The float subs do not have to be pre written in a spot on the kicking lineup prior to the exchange. Each team is allowed a pre-written sub for each spot (same gender) or 6 float subs; in coed (3 males and 3 females), in Women's (6 females). They must provide the other team with the names of the float subs and can use the subs when they choose in the kicking line up. Once used, the float subs are then 'married' to the kicker and cannot change position in the lineup. Subs must be used with the same gender and once used cannot be used in any other spots. Teams cannot use both float subs and pre written subs at the same time.

All rules in this book apply to coed, women's and youth unless designated by gender.

Various Division Types

Depending on tournament teams can choose from one of two of our offered divisions. The division(s) offered during a particular tournament will be announced prior to the tournament by the league director:

a). intermediate, b). Advanced.

Specific rules that apply to the respective division are below. The common rules can be found under The Game section.

Intermediate Division:

*Biggest difference is pitching style.

- Division that allows the pitcher to only pitch underhand (no side arm pitches). Fast balls, bounces and curve balls are allowed at the release of the ball.

- 10 Players are allowed on defense

- All pitched balls must bounce twice prior to crossing the plate. The second bounce cannot be on home plate.

Advance level

- Unlimited pitching styles.

- 10 Players are allowed on defense

- All pitched balls must bounce twice prior to crossing the plate. The second bounce cannot be on home plate.

THE GAME

- **Coed:**- A team that starts with ten players (10) must have five males (5) and five (5) females in the kicking line up. The kicking order cannot have more than two males (2) kicking consecutively but can have any amount of females kicking in order.
- If a team violates the kicking order rule by writing more than two (2) males down, they will continue to take an out in the incorrect spot for the remainder of the game assuming the lineup has been turned in.
- No more than two (2) men can kick in a row.
- **Coed:** - A team that starts with less than five females (5) in the kicking line up, will continue to take an out in the missing females spot for the remainder of the game assuming the lineup has been turned in, even if there are 10 players listed eg 6 males, 4 females.
- **Women:** - Teams will play with ten (10) women in offense and a maximum ten (10) women in defense.
- **Women:** - A team that starts with less than ten players (10) will take outs in the missing spots.

Game times and Overtime

Pool play

1. All Pool play games last five (5) innings, or 45 minutes.
2. Pool play games can end in a tie.

Single Elimination

1. All **single elimination** games last **six (6) innings, or 50 minutes**
2. If single elimination games end in a **tied** after fifty (50) minutes, sudden death will be played.
3. The **championship game** will last **seven (7) innings or 60 minutes**. Sudden Death will be played if the game ends in a tie after seven innings or 60 minutes.

NOTE:

There are no game protests! Once a game has begun, it is assumed that both captains and officials have agreed to the conditions of the game. However, captains may call for a roster check at any time during a game if they suspect that another team is using an illegal or unregistered player.

There are absolutely no refunds.

Rules of Sudden Death

- a. The last kicker, (not the last out), from the regular inning will be placed on 2nd base and the next kicker up will receive "one pitch". Every player will step up with a full count.
- b. Each team playing coed and women will only be allowed to use eight (8) players in defense. Teams must use the same kicking order as used during the regular game. In coed, the eight (8) allowed players on defense must be 4 males and 4 females.
- c. Teams will have a change at both offense and defense using the same rules until there is a winner.

Mercy Rule: Mercy Rule will be as follows for pool play only: - If any team is leading by **10 points** by the end of the 4th inning, the umpire will call the game, and it will be recorded as a win.

Pitching: All pitches are legal, as long as the ball comes forward; the ball must touch the ground twice before entering the strike zone to be considered a legal pitch. Depending on the tournament format, the below pitching styles must be adhered to:

INTERMEDIATE: The pitcher can only pitch underhand (no side arm). Fast balls and curve balls are allowed, but the **arm position must start and finish with a backward and forward motion**. The pitching may not cross the pitcher's body. **If a side arm pitch is used and it is called illegal by the ump, a two (2) ball count will be given to the kicker on the ball becomes dead. I.e. The penalty is 2 balls in the count.**

ADVANCED: There are no rules on pitching styles.

KICKING: All kicks must be made by foot, ankle or shin. If a ball is kicked by the knee it is considered a foul and therefore a strike.

All kicks must occur:

- At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate
- Bunting is allowed.

Co-ed Tournament Play

- a. Males must kick the ball past the 1st and 3rd base play line. If a male bunts, the ball must reach the play line mentioned above prior to stopping its roll or be played by a fielder at any point prior to the reaching of the line to be considered fair.
- b. Any kick that does not reach the 1st and 3rd base play line will be considered a foul and therefore a strike. If the ball is fielded/touched before it reaches this line, it is in play and considered fair.
- c. Females can bunt with no restrictions.
- d. 3 balls (will be considered a walk)
- e. 3 strikes (will be considered an out), 3 fouls (all fouls count as a strike)
- f. The fielding team cannot change the sex of the back catcher during an inning, for example, male for female or female for male.
- g. The gender of the pitcher can be changed at the beginning of a count series only. Eg, no ball or strikes in the count.
- h. A team that starts with ten players must have five males and five females in the kicking line up. The kicking order cannot have more than two males kicking consecutively but can have any amount of females kicking in order.

In Women's Tournament Play

- a. All kicked balls past the 1st and 3rd base play line. If there is a bunt, the ball must reach the play line mentioned above prior to stopping its roll or be played by a fielder at any point prior to the reaching of the line to be considered fair.
- b. Any kick that does not reach the 1st and 3rd base play line will be considered a foul and therefore a strike. If the ball is fielded/touched before it reaches this line, it is in play and considered fair.
- c. 3 balls (will be considered a walk)
- d. 3 strikes (will be considered an out), 3 fouls (all fouls count as a strike).
- e. Team must starts with ten players.

All kicks must occur:

At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate or the kicker will be called out.

RULE 1 – DEFINITIONS

1.1-Base Line: An imaginary line directly between bases.

1.2 -Base Path: A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

1.3 -Bunt: A pitched ball that is intentionally tapped with foot slowly, within the infield.

1.4 -Catch/No Catch:

- A. A catch is a legally caught ball, which occurs when the fielder catches a pitched or thrown ball with the hand(s).
 1. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.
 2. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s).
- B. It is not a catch:
 1. If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision of falling to the ground.

2. If a ball strikes anything other than defensive players while it is in flight it is the falling to the ground.

1.5 -Coach/Captain: A person who occupies the coach's box and/or assists in the direction of their team representative on the field. This person can also be a registered player on the team.

1.6 -Courtesy Runner: Any player who runs for a runner during a field injury without a charged substitution.

1.7- Dead Ball: A ball that is not in play.

1.8 -Defensive Team: The team in the field.

1.9 -Disqualified/Ejected Player: A player removed from the game for a rule violation or infraction.

1.10 -Double Play: A play in which two offensive players are legally out as a result of continuous action.

Fair Balls: A legally pitched ball that:

- A. Settles or is touched in or over fair territory between home and first base or between home and third base.
- B. Rolls over or past first or third base, which is in territory, regardless of where the ball hits after going over the base.
- C. Touches first, second or third base.
- D. First falls or is first touched on or over fair territory beyond first, second or third base.

1.11-Fair Territory: The part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field and perpendicularly upwards.

1.12 -Fly Ball: A fair or foul ball that rises in the air.

1.13- Force Out: An out which may be made only when a runner loses the right to the base that the runner is occupying because the kicker becomes a kicker-runner, and before the kicker-runner or trailing runner has been put out.

1.14 -Foul Ball: A pitched ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- B. Rolls past first or third base on or over foul territory.
- C. While over foul territory touches the person, attached or detached equipment or clothing of a player or an umpire, or an object foreign to the natural ground.

1.15 -Home Team: The team that starts the game on defense.

1.16 -Line Drive: A kicked ball that travels parallel or near the ground through most of its flight.

1.17 -Offensive Team: The team up to kick.

1.18 -Overthrow: A thrown ball from a fielder that goes:

- A. Beyond the boundary lines of the playing field (dead ball territory), or
- B. Becomes a blocked ball

1.19 -Play: An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

1.20 -Runner: An offensive player who has reached first base and has not yet been put out or scored.

1.21 -Substitute: Any member of a team's roster who is not listed as a starting player or a player who leaves and re-enters the game.

1.22 -Time: The term used by the umpire to suspend play.

RULE 2 – THE PLAYING FIELD

2.1 -The kickball diamond is a square with equal sides of 60 feet.

2.2 -The distance from home plate to second base and from first base to third base is 84 feet. The distance between any base and home plate shall be measured from the back corner of each.

2.3 -The pitching strip is in the center of the diamond, 42 feet from home plate, and directly aligned with the 1st-3rd base diagonal.

2.4 -The pitching mound extends 12 feet from the center of the pitching strip.

2.5 - There will be a designated "pitcher's mound" that determines the area of control and will be highlighted by cones and chalk.

2.6 -The strike zone extends to 1 foot on either side of home plate and 1 foot high. There will be a box in chalk (1 foot on all sides) around home plate to which marks the strike zone or 2 turf mats size 12"x24" on each side of home plate. These mats will represent the strike zone.

2.7 – Back catcher Line: The back catcher must stand within the designated back catcher line which is 6 feet behind home plate, and 8 feet in length across. If the back catcher passes the line before the ball is kicked, it will be considered a ball and a “free” play for the kicking team.

- a) Free play: Once a play is called an “encroachment” by the umpire, as a result of a pitcher or back catcher violation, the kicking team has a “free” play. The kicking team can then choose to kick the ball and will take the best outcome of the play. (i.e. the kicking team can still kick the ball and if the ball is caught, it will be called a ball, and the kicker can re-kick, or if the kicker kicks the ball and gets on base, the captain can choose to either take the ball call or keep the base achieved). *(similar to the free quarter back play in football).

2.8 -Upon notification to the Umpire of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

2.9 -Extra Base:

- A. The extra base is available for runners traveling from home plate to first.
- B. Fielders trying to make an out on first base must touch the base in fair territory (the inside Base).
- C. The extra outside base is for the runner to tag. An out will be called when the fielder tags the inside first base, not the extra base. Runners hindered by a fielder touching the base in foul territory (the extra base), will be safe.
- D. All runners going to first base MUST touch the outside base or it will be called an out, even if there is a no play going to first base, unless the runner is advancing to second base. i.e. runners not attempting to advance to second base and touching the First Base-inner base will be called an out.
- E. Once a runner has reached first base safely the runner must start the next play on the first base. Any runner standing on or touching the extra base at the beginning of the next play will be out.
- F. No additional base may be used at any other base.
- G. All runners running past first base must turn and stay on the outside line (out of play area) at all times to be considered safe. Runners turning into the field of play will be considered ‘live’ and playable.

RULE 3 – EQUIPMENT

Ball

3.1 -All teams must play with the official Goombay selected Tournament kickball

- A. The certified 10- inch ball must measure 10.0 inches in circumference when measured across two seams, and shall weigh at least 5.50 ounces and have a pressure reading of 1.25lbs. The ball will be a Baden KB ball, or some other event authorized ball.

Team Apparel

3.2–During tournament teams will be allowed to wear their own team uniform. Name and/or number are preferred but optional.

3.3 –Athletic sneakers or plastic molded cleats are required. Metal cleats and bare feet are not allowed.

3.4- Players cannot wear gloves, steel toe shoes, metal spiked shoes as it may offer the wearer an unfair performance advantage. Any equipment deemed by the umpire as a performance-enhancement device, must be removed. Refusal to remove the equipment in question will result in the player being removed from the game.

RULE 4 - UMPIRES

4.1-Games will be officiated by Tour certified Umpires. The umpires govern all game plays, issue all final rulings, and have final authority on equipment issues. Other Umpires may assist these officials when available.

4.2 - Umpires have jurisdiction over play and may:

- A. Call a time out;
- B. Penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse.
- C. Cancel the game if lightning is seen
- D. Enforce the Mercy rule
- E. Call any game still in play after 50 minutes but not in the middle of an inning.

4.3 -The Umpires must ensure that the team captains exchange their written scorebook kicking orders prior to the start of the game.

RULE 5- PLAYER ELIGIBILITY

5.1- All participants must register at the Goombay registration site and meet the following requirements:

- a. Team captain may register and set team up and players can sign up after the captain enrolls the team.
- b. Must fully complete the registration process and make either a full or partial team payment.
- c. Must be 18 years of age or older by the date of the first game.
- d. Must be adequately and currently health insured against any injury.
- e. Must read and sign a waiver (either online or paper form).
- f. Must wear a wristband during games, failure to have a wristband on will be a team technical out when the team is up to kick.**

RULE 6- TEAMS/PLAYERS

6.1 - During tournament play teams shall consist of a **minimum of 12 players** to be considered a team.

6.2 -Teams may have a maximum of ten (10) players on the field (**in coed**), and have a maximum of ten (10) players on the field (**in women**) and a minimum of eight (8) to start the game.

6.3 -Teams must have at least four (4) females and four (4) males (in coed), a total of eight players, to avoid game forfeits.

6.4 - The team Captain will designate a score keeper who will record game statistics in a score book.

6.5 -Teams that start with less than ten (10) players, in both coed and womens will take an automatic out when the missing positions are reached in the kicking line up.

6.6 -Each team can have one Captain and one Co-Captain who are jointly responsible for the team. The Team Captains must ensure that:

- A. The kicking order remains the same. Infractions of this Rule by a team will result in an out for the kicker up.
- B. Only the Captain and Co-Captain may dispute calls with the ump.
- C. A team Captain may raise protest with the Referee for blatant rule infraction, but will accept the umpire's final ruling. The tournament staff will consider protest beyond the umpire at its discretion.

RULE 7- BASE COACHES

7.1 -Two members of the offensive team up to kick may coach first and third base. The base coaches must assist in retrieving foul balls and may switch with other team members to remain in the proper written scorebook kicking order.

7.2 -Base coaches may not physically assist (touch) runners while the ball is in play or the runner will be out. They are allowed to congratulate (high five, dap, ect) the runner on base once the play has stopped and the play is dead per the ump.

7.3 -Base Coaches must stand between 8'-10' from the base they are coaching.

RULE 8- REGULATION GAMES

HOME TEAM

8.1- All games will begin with a coin toss to determine the home team. The team that wins the coin toss is the Home team and gets to choose 'kick' or 'field' and keep the official scorebooks.

8.2- In single elimination and the championship the highest seed in a game is the home team, and gets to choose 'kick or field' and keep the official scorebooks.

LINE UP

8.3- Team Captains must write two copies of their kicking line up and give one to the opposing team. The exchange must occur prior to the start of each game. The kicking line up is valid for the current game only and may be changed between games (not innings).

- a. Teams may use the official Goombay Tour kicking line up sheet or any softball line up sheet. The Goombay kicking line up can be downloaded online and will be provided to captains at the beginning of the tournament.
- b) A team may place a minimum of 8 players in the kicking order; however, whenever a team is playing with less than ten (10) players, an out will be taken when the remaining missing position in the kicking order comes up. Example, if you have eight players, you will take an out in position 9 and 10.
- c) During **Co-ed play**, a team that starts with ten players must have five males and five females in the kicking line up. The kicking order cannot have more than two males kicking consecutively but can have any amount of females kicking in order.
- d) If a team violates the kicking order rule by writing more than two (2) males down, they will continue to take an out in the incorrect spot for the remainder of the game assuming the lineup has been turned in.
- e) No more than two (2) men can kick in a row.
- f) During **Co-ed Play**, a team that starts with less than five females in the kicking line up, they will continue to take an out in the missing females spot for the remainder of the game assuming the lineup has been turned in.

8.4- Once a line-up has been exchanged there can be no changes. All players and subs must be given to the other team

8.5- Subs

Teams can either use pre written Substitute (sub) players or six (6) float subs. The float subs do not have to be pre written in a spot on the kicking lineup prior to the exchange. Each team is allowed a pre-written sub for each spot (same gender) or 6 float subs; in coed (3 males and 3 females), in Women's (6 females). They must provide the other team with the names of the float subs and can use the subs when they choose in the kicking line up. Once used, the float subs are then 'married' to the kicker and cannot change position in the lineup. Subs must be used with the same gender and once used cannot be used in any other spots. Teams cannot use both float subs and pre written subs at the same time.

8.6 – In Co-ed and women's:

- A. 3 balls (will be considered a walk)
- B. 3 strikes (will be considered an out)
- C. 3 fouls (all fouls count as a strike and will be considered an out)

8.7 -A male kicker who receives (3balls/ a walk), intentional or not will be awarded one base unless there are two outs. If there are two outs then the male kicker shall receive two bases. In this scenario if the next kicker is a female, she will then go to 1st base or have the option to kick if she chooses; however, if the next kicker is a male, he must kick.

8.8 -If the next kicker who is a male is also "walked" he will also receive 2 bases and depending on the field set-up could result in a player coming home.

8.9 -When kicking, the leg does not have to be in a forward motion to be considered a kick. If a pitched ball bounces off the foot or leg of a runner into fair territory then the runner is in play.

Improper kicking order i.e. Kicking out of turn

8.10 – A claim of improper kicking order must be made to the Umpire who will make the final determination. Such a claim must contain two parts:

- a). that the written kicking order copy was provided and properly exchanged

- b). that the claim is made on the field once the improper kicker has kicked or after that kickers' first pitch has occurred.
- c). It is not an infraction if the improper kicker hasn't kicked or the mistake was discovered right before the pitch rolled across or besides the plate or kick occurred.
- d). **Once the pitch rolls across or besides the plate (ball or strike) or a kick has occurred, the team with the infraction will take an out at that position and the next 'legal' kicker (other than the one that was up to kick) will step forward.**

THE GAME

8.11 – Tournament game times

- A. Pool play
 - 1. All Pool play games last **five (5) innings**, or 45 minutes.
 - 2. Pool play games can end in a tie.
- B. Single Elimination
 - 1. All single elimination games last **six (6) innings**, or 50 minutes
 - 2. If single elimination games end in a tied after fifty (50) minutes, sudden death will be played.
- C. Championship game
 - 1. Will last **seven (7) innings** or 60 minutes
 - 2. If the game ends in a tie, each additional inning will be played with sudden death format described below until there is a winner.

NOTE: *There are no game protests! Once a game has begun, it is assumed that both captains and officials have agreed to the conditions of the game. However, captains may call for a roster check at any time during a game if they suspect that another team is using an illegal or unregistered player.*

Sudden Death:

a) Pool play games

No overtime in pool play. Games can end in a tie.

b) Single elimination games

All single elimination games last **six (6) innings**, or 50 minutes, however, if after the 50 minute time limit the game is tied sudden death overtime will be played.

- Each team will only be allowed to use eight (8) players in defense. Teams must use the same kicking order as used during the regular game.
- Coed: -The eight (8) allowed players in coed on defense must be 4 males and 4 females.
- If the sudden death ends in a tie the game will be played again using eight (8) players in defense until there is a winner.
- **Both teams will have the opportunity at offense and defense.**
- **See (injury and substitutions) for rules about injury during sudden death.**

Rules of Sudden death

- a. The last kicker, (not the last out), from the regular inning will be placed on 2nd base and the next kicker up will receive "one pitch". Every player will step up with a full count. The defense will be reduced to 8 players (coed-4 males/4-females & women-8 females)
- b. If by the end of the 1st sudden death play the game is still tied, the game will be played again with the rules described above for single elimination. The number will NOT fall below eight (8) players.

8.12 - The championship game will last seven (7) innings or 60 minutes. If the game ends in a tie, each additional inning will be played with sudden death format described above until there is a winner.

8.13 -Any team not ready to take the field at the scheduled kick off time will receive a five minute grace period. If the team does not field with the minimum amount of players then the match will be forfeited.

8.14- Team playing a non-registered person, an improperly registered person, or a person not registered on that team, will forfeit that game. If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof.

8.15 -Any team not ready to take the field at the scheduled kick off time will receive a five minute grace period. If the team does not field with the minimum amount of players then the match will be forfeited.

8.16 -A game that is called and ended by the umpire after four (4) full innings of play shall be considered a regulation game. The score shall be recorded. Games called off, that end in a tie shall be marked as a tie.

8.17 - **Scoring and Standings during pool play**

- a) The top 6, 8 or 12 teams, depending on number, advance out of pool play.
- b) Games won will receive 3 points
- c) Tied games will receive 1 point each.
- d) After pool play team's official standing will be assessed by overall teams in tournament, not just teams in any particular pool.
- e) Standings are assessed (1). Points earned for games won, (2). "Runs scored against-RA". If still a tie, teams that are tied will then be decided by point differential.

8.18 -Updated rules and scores will be maintained at www.thekickballtour.com. All players can access this on a computer or mobile device, and at the field.

8.19 -There are **no** game protests once a game has begun. Once a game has started, it is assumed that both captains and officials have agreed to the conditions of the game.

Mercy Rule

8.20 -Mercy Rule will be as follows for pool play only:- If any team is leading by **10 points** by the end of the 4th inning, the umpire will call the game, and it will be recorded as a win.

8.21 -**Exchange of Kicking Order:**

Team Captains must write two copies of their kicking line up and give one to the opposing team. The exchange must occur prior to the start of each game. The kicking line up is valid for the current game only and may be changed between games (not innings).

- a) Teams must use the official Goombay kicking line up sheet or a comparable line up sheet only for consistency. This can be downloaded online for consistency. This can be downloaded online. No strips of paper or a list is allowed, line up must be on a score sheet.
- b) Refusal to provide the written scorebook kicking order when requested by the opposing team or the referee within five minutes prior to the game will result in a forfeit of that game.
- c) A claim of improper kicking order must be made to the Umpire who will make the final determination. Such a claim must contain two parts:
 - That the written scorebook kicking order was properly exchanged
 - That the claim is made on the field once the improper kicker has kicked or after that kickers' first pitch has occurred.
 - It is not an infraction if the improper kick hasn't kicked or the mistake was discovered right before the pitch or kick occurred.
 - Once the pitch or kick has occurred, the team with the infraction will take an out at that position and the next 'legal' kicker (other than the one that was up to kick) will step forward.

RULE 9- PITCHING/BACKCATCHING

9.1 -If the ball is bouncing higher than 1 foot off the ground (as measured from the bottom of the ball) when it reaches the plate then it shall be called a ball; however the kicker does have the option of kicking it if he/she wishes, and will accept the outcome of the play.

9.2 -If the pitch crosses the strike zone from the front, it is a strike; it must pass through the front of the "strike zone" at or before the plate. No "back door" strikes allowed.

9.3 -The pitcher must stay inside the pitching area on the mound until the ball is kicked. If the pitcher crosses outside of the pitching area, an encroachment will be called by the umpire and the kicker will receive a ball in the count. The kicker has the option of kicking and will receive a "free" play.

a) **Free play:** Once a play is called an "encroachment or illegal" by the umpire, either by a pitcher or back catcher violation, the kicking team has a 'free' play. The kicking team can then choose to kick the ball and will take the best outcome of the play. I.e. The kicking team can still kick the ball and if the ball is caught, it will still be called a ball, and the kicker can re-kick, or if the kicker kicks the ball and gets on base, the kicker can choose to either take the 'ball' call or keep the base achieved. *(similar to the free quarter back play in football).

9.4 -If a pitcher or fielder makes an out by illegally advancing beyond the 1st-3rd base play line, the runner will be declared safe.

9.5 -Once the pitcher or any player has the ball in control and in the pitcher box, the play ends.

Backcatcher

9.6 -The Back catcher must stand behind the kicker in the designated back catcher line.

9.7 - Back catcher Line: The back catcher must stand within the designated back catcher line which is **6 feet behind home plate, and 8 feet in length across**. If the back catcher passes the line before the ball is kicked, it will be considered a ball and a "free" play for the kicking team.

9.8 – If the back catcher stands further back than the maximum (designated line) stated above, the back catcher can have a running start, but cannot pass the line point prior to the ball being kicked. If this occurs the umpire will call "encroachment or illegal" and the kicker will either get a ball or "free play".

a) **Free play:** Once a play is called an "encroachment" by the umpire, either by a pitcher or back catcher violation, the kicking team has a 'free' play. The kicking team can then choose to kick the ball and will take the best outcome of the play. i.e. The kicking team can still kick the ball and if the ball is caught, it will be called a ball, and the kicker can re-kick, or if the kicker kicks the ball and gets on base, the captain can choose to either take the ball call or keep the base achieved. *(similar to the free quarter back play in football).

9.9 -The catcher cannot interfere with the kicker, including running in front of the kicker and obstruct the kicker's path to 1st base. The runner has the right a way. If the catcher interferes with the kicker and is called by the umpire, the runner will be awarded 1st base. This is a judgment call by the umpire.

9.10 -In **Co-ed play**, the fielding team cannot change the sex of the back catcher during an inning, for example, male for female or female for male.

9.11 -In Co-ed play, the fielding team can change the gender of the pitcher during an inning, as long as there is no 'pitch count'.

RULE 10- KICKING

10.1 -All kicks must be made by foot, ankle or shin. If a ball is kicked by the knee it is considered a foul and therefore a strike.

a). **Any double kick or knee kick is considered a foul and therefore a strike. A caught foul ball is an out.**

10.2 -All kicks must occur:

A. At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate

B. Within the kicking area. The kicker must have at least portion of the plant foot within the kicking area during the kick. The kicker may line up outside of the kicking box.

10.3 -A kicker is out if he/she is struck out by the pitcher, kicks the ball in foul territory, is hit with the ball or the base is touched prior to the player tagging the base

10.4 - Bunting is allowed. – see below for specifics

Co-ed tournament play

- a) Males must kick the ball past the 1st and 3rd base play line. If a male bunts, the ball must reach the play line mentioned above prior to stopping its roll or be played by a fielder at any point prior to the reaching of the line to be considered fair.
- b) Any kick that does not reach the 1st and 3rd base play line will be considered a foul and therefore a strike. If the ball is fielded/touched before it reaches this line, it is in play and considered fair.
- c) Females can bunt with no restrictions.
- d) 3 balls (will be considered a walk)
- e) 3 strikes (will be considered an out), 3 fouls (all fouls count as a strike)

Women Tournament play

- a) All kicked balls past the 1st and 3rd base play line. If there is a bunt, the ball must reach the play line mentioned above prior to stopping its roll or be played by a fielder at any point prior to the reaching of the line to be considered fair.
- b) Any kick that does not reach the 1st and 3rd base play line will be considered a foul and therefore a strike. If the ball is fielded/touched before it reaches this line, it is in play and considered fair.
- c) **3 balls** (will be considered a walk)
- d) 3 strikes (will be considered an out), 3 fouls (all fouls count as a strike)
- e) Any team playing with eight (8) players will take an out in the missing spot on the kicking line up sheet.
- f) All pitched balls must bounce twice prior to crossing the plate. The second bounce cannot be on home plate.

10.4 – When kicking, the leg does not have to be in a forward motion to be considered a kick. If a pitched ball bounces off the foot or leg of a runner into fair territory then the ball/runner is in play.

10.5 -If the next kicker who is a male is also “walked” he will also receive 2 bases and depending on the field set-up could result in a player coming home.

RULE 11-RUNNERS

11.1 -Runners must stay within the base line and touch each base accordingly per play.

11.2 –Runner must beat the ball (there is no tie). Runners may overrun first base only!!! The runner may be tagged and called out if they are off any base at any time unless overrunning 1st base. Sliding or diving back to any base after attempting to run is legal.

11.3 -Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked is out.

11.4 -It is the responsibility of the runner to avoid a collision.

11.5 -If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out. If the runner intentionally hits or kicks the ball after being tagged out, the ball is dead and all runners must return to the last base they got to before infraction.

11.6 -A runner is out if:

- A. They are tagged with the ball before reaching base.
- B. The ball gets to 1st base before the runner.
- C. They run more than 3 feet out of the base line to avoid being tagged.
- D. The ball touches the runner at any time even if it was kicked into the runner by any player including their own.
- E. If the runner going to first base touches the inside bag without trying to go to 2nd base.

11.7 -With an overthrow (a ball thrown, or deflected into foul territory while making a defensive play toward a player or base) a runner can commence base running as far as they can unless the ball is considered "out of play". If considered out of play, all base runners are allowed one base. The dug out area is considered out of play.

11.8 -Running past another runner is not allowed. The passing runner is out.

11.9 -A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is the result of a force play, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

Tag-ups

11.10 - To tag up is to retouch or remain on the runner's base until (after) a ball has been kicked and remains in the air (without touching the ground). The ball either lands in fair territory or is first touched by a fielder. A runner must, by rule, tag up only when a batted ball is caught by a fielder. After a legal tag up, except when the ball is caught in foul territory, runners are free to attempt to advance. If the ball is caught in foul territory runners cannot advance. If the runner has not moved off of base before the ball is touched or caught, the runner may run forward without a forced tag up.

11.11 - If a fielder suspects a runner left early, a fielder after a caught fly ball can, with the ball in hand, appeal that the runner did not retouch his time-of-kick base by touching the runner or the runner's time-of-kick base before he, the runner, retouches the base, thus tagging the runner out. If the umpire agrees that the runner did not retouch after the ball was caught by a fielder, the umpire will call the runner out, regardless of what the runner had done after the ball is in play.

a). All runs which score before the appeal will count (except those scored by runners that are called out).

b). Remember the play is still live and runners can advance if the fielder is wrong.

***To tag up is to get an extra base on a fly ball without leaving the base UNTIL the fielder has caught the ball. If you leave the base before the ball is caught, then the fielder can throw the ball to the base you just left. Also, you should only tag up if there is 1 out or less.

First Touch

11.12 - Once the ball is kicked and remains in the air (without touching the ground) the runner may leave at their own risk, of tag up rule enforcement and being called out, however, if the ball is 'first touched' by a fielder but not cleanly caught (i.e. it is bobbled or caught by another fielder). The runner MUST return and tag up. The first touch rule does not **negate** a tag up unless the ball is dropped. If the ball is dropped the runner is free to advance, and does not need to go back and tag up. ***Remember, no runner can advance until the ball is kicked, so the runner must still wait till the ball is kicked.

This situation is usually referred to as the "DiMaggio Rule" referring to Joe DiMaggio

The rule in baseball and softball used to be, the runner could not advance on a tag up until the catch was made. So Joe used to get a fly ball into his glove and have it bounce in and out of his glove (up and down, like playing catch with himself in his glove) as he ran into the infield which means no one could leave because he technically never caught the ball. Then when he got into the infield, he would finally "catch" the ball. The rule was then changed in both games to "the first touch" so he couldn't do this anymore. So Goombay adopted this rule in kickball also.

RULE 12-Fielders

12.1 -Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running. When a defensive player has the ball

and the runner remains upright and crashes into the defensive player, it is considered a "crash". If found flagrant by the referee, the runner will be ejected.

12.2 -Hitting a runner's face, neck or head with the ball is not allowed, except when the runner is sliding, ducking or diving (referees judgment). Any runner hit in the face, neck or head is safe and advances to the base they were running toward when the ball hit the runner.

12.3 - FOULS AND FAIRS

A count of three (3) fouls is an out.

12.4 -A foul is:

- A. A kicked ball landing in foul territory
- B. A kicked ball landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base (any ball touched by a fielder in fair territory is automatically in play).
- C. A kicked ball double kicked in foul territory.
- E. A kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such, is a dead ball.
- F. A kick made on or above the knee.
- G. A kicked ball stopped by the kicker in the kicking box.

12.5 -A fair ball is:

- A. A ball kicked that lands and remains in fair territory.
- B. A ball kicked that land in fair territory then travels into foul territory beyond the 1st-3rd crossing the base.
- C. A ball kicked that lands in foul territory but then travels into fair territory prior to being touched by the fielder is fair. Where the ball rests is what is called, as long as it meets the "male bunt line requirement".

Rule 13-OUTS

13.1 -A count of three (3) outs by a team completes the team's half of the inning.

13.2 -An out is:

- A. A count of three (3) strikes or three (3) fouls.
- B. Any kicked ball (fair or foul) that is caught.
- C. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
- D. A runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play.
- E. A ball tag of a runner on base, in which the runner does not tag up their originating base when a ball is caught.
- F. A runner who starts off of his/her base before the ball is kicked.
- G. A runner physically assisted by a base coach during play.
- H. Any kicker that does not kick in the proper kicking line up (once the ball is pitched).
- I. A kick taken in front of the home plate, as noted by the kickers plant foot.
- J. **A kicker touching or picking up the ball while at home plate ready to kick prior to the ump calling time or dead ball.**
 - a). **If a runner steps off base early prior to a kicker kicking, the runner is out but the kicker up to kick will be "burnt" and will not be able to kick next.**
- K. A runner who is on the same base with another runner and is tagged with the ball. In this scenario the lead runner will be out, unless it is not a force then the 2nd runner will be out.

*** Three "balls" will be a walk in all tournaments

*** Hitting the base with the ball does not count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

RULE 14- INJURY AND SUBSTITUTIONS

14.1 -In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex if the team has any of the 6 subs that have not been used already. If the participant later returns to play, the participant must be inserted in the same fielding and written scorebook kicking order position previously held.

14.2 -If a player is ejected, injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player, which will now become an out **unless the team has a substitute that has not been used already.**

14.3 -Any player removed from the game for injury or illness must be noted on both teams written scorebook kicking orders and mentioned to the umpires.

14.4 -The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.

14.5 -Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted, once. The injured runner can only be sub by the last out of the same gender, not a sub runner. All runner substitutions must be of the same sex.

14.6 – If a player is removed for injury during or prior to a sudden death game and they cannot go to 2nd base or kick, and a sub is used, the player will not be allowed to play in the remaining single elimination games and they cannot return to any other game that day. This only applies in Sudden death.

RULE 15 –ENCROACHMENT

15.1 - Encroachment by fielders is prohibited.

15.2 -Encroachment occurs when:

- a. When any fielder (including the pitcher) crosses the encroachment line (bunt line) between 1st base and 3rd base line before the ball is kicked.

15.3- All encroachments are penalized by the kicking team choosing to:

- a) Take a "free" play.
- b) Once a play is called an "encroachment" by the umpire, either by a pitcher or back catcher violation, the kicking team has a 'free' play. The kicking team can then choose to kick the ball and will take the best outcome of the play. i.e. The kicking team can still kick the ball and if the ball is caught, it will be called a ball, and the kicker can re-kick, or if the kicker kicks the ball and gets on base, the captain can choose to either take the ball call or keep the base achieved. *(similar to the free quarter back play in football).

RULE 16- SPORTSMANSHIP

16.1 –All players(s), Visitor(s), and /or Fan(s) of the tournament are expected to conduct themselves in a sportsmanship manner as deemed by the Head Umpire and the League Field Monitors for game conduct.

16.2 –Any conduct deemed unsportsmanlike will not be tolerated. Such conduct includes, but is not limited to: fighting, taunting, verbal abuse, lewd or obscene behavior, threatening behavior, offensive language or comments, excessive delay, stalling tactics and/or collusion.

16.3-Violators face penalties from warnings up to and including ejections, suspensions, and expulsions for the player or team, as determined by the league. If a player has been deemed abusive and has met an extreme threshold, there are corresponding actions, any or all of which may be taken:

Action 1: Player is ejected from the game.

Action 2: Player is suspended for 2 additional games.

Action 3: Player is removed from the tournament

16.4-No warning is required to precede an ejection during a game. Ejections may occur without warning for particularly serious rules violations and/or unsportsmanlike behavior.

16.5-If a player is ejected from a game he or she must leave the park immediately. The game will not proceed until the ejected player has departed the park. If the ejected player has not left the park within 10 minutes of ejection the team of the ejected player will forfeit the game.

16.6-Captains and teams are responsible for behavior of their fans, family and visitors.

16.7-If in the Umpire's judgment one team or the other is demonstrating overall poor sportsmanship or exhibiting dangerous behavior such that continuing the game would further escalate the situation, the Umpire may declare the game a forfeit, disqualify the offending team from that game and or other tournament play, and award the other team the victory.

Rule 17 –Inclement Weather

17.1 Tournament games will be played in light to moderate rain until the field conditions are deemed unplayable by the umpire and tournament director. In the event of a torrential downpour or lightning, games will stop for thirty (30) minutes. After thirty minutes, the weather conditions will be further evaluated for further delay or continuance. If continued, games will proceed, if conditions stay the same or escalate, games will be called and if they were stopped in the 4th inning or further will be official. If games were less than 4 innings, they will be determined by points scored, if tied, both teams will be rewarded one point. If this happens during single elimination, after 4th inning the game will be called and winning teams advances. If prior to 4th inning, the winner will be determined by points scored

17.2-In the event that heavy rain continues, all games will be put on hold until the rain decreases to a light to moderate rate. Depending on the weather forecast for the day, field conditions and rain flow over a long period of time, tournament officials will meet and determine if the games will be canceled. Unfortunately in the event that the tournament is canceled due to severe weather conditions (rain, hurricane force winds and/or continues lightening) no refunds will be given.

In the event that the fields become unplayable during a game, the tournament will be put on hold for 1 to 2 hours, or until the fields become playable or are dry.

Rule 18- Inclement Weather Refund Policy

18.1 If games are canceled before the start of the game, all paid players will receive a return of their fees, minus a \$5.00 administrative fee. Fees will be credited to the League Apps account to be used for any Goombay Event within one year. Credits will be applied within 5-10 business days.

18.2 If the games are delayed during pool play then eventually canceled, the cash prize will be split amongst the teams.

18.3 If the games are canceled during single eliminations, the cash prize will be split amongst the remaining teams equally.

18.4 Trophy will be awarded to the highest seed team if games are canceled during single elimination. If canceled during Pool Play no trophy will be awarded to any team.

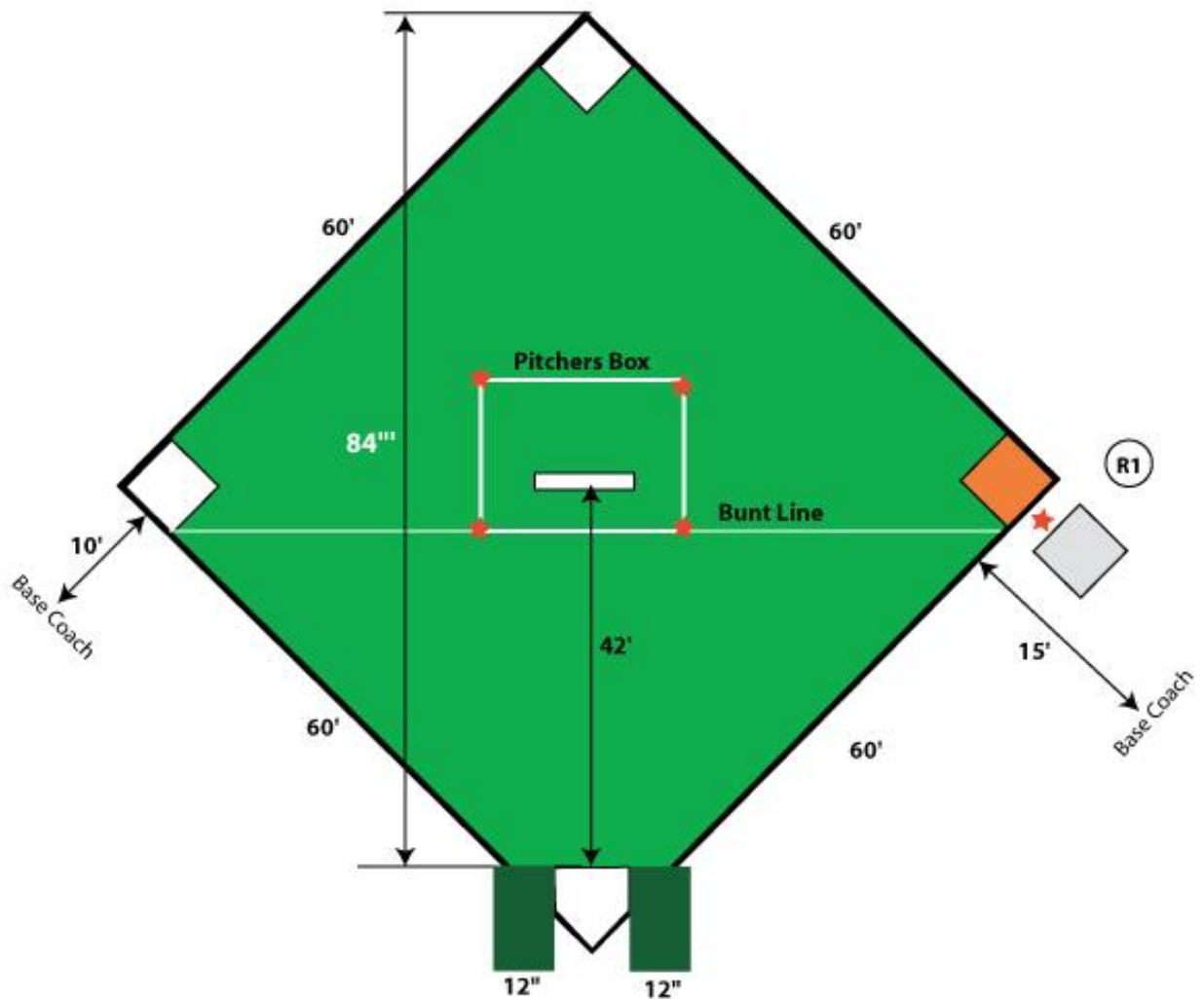
Rule 19-Tournament Prize Structure

19.1 Great efforts are made to ensure that Goombay provides a competitive prize structure for tournaments. The prize structure for each specific tournament will be dependent on the amount of teams registered for the event. Please note that all prize structures are subject to change

***All rules set forth are subject to change at any time but only after captains have been notified.

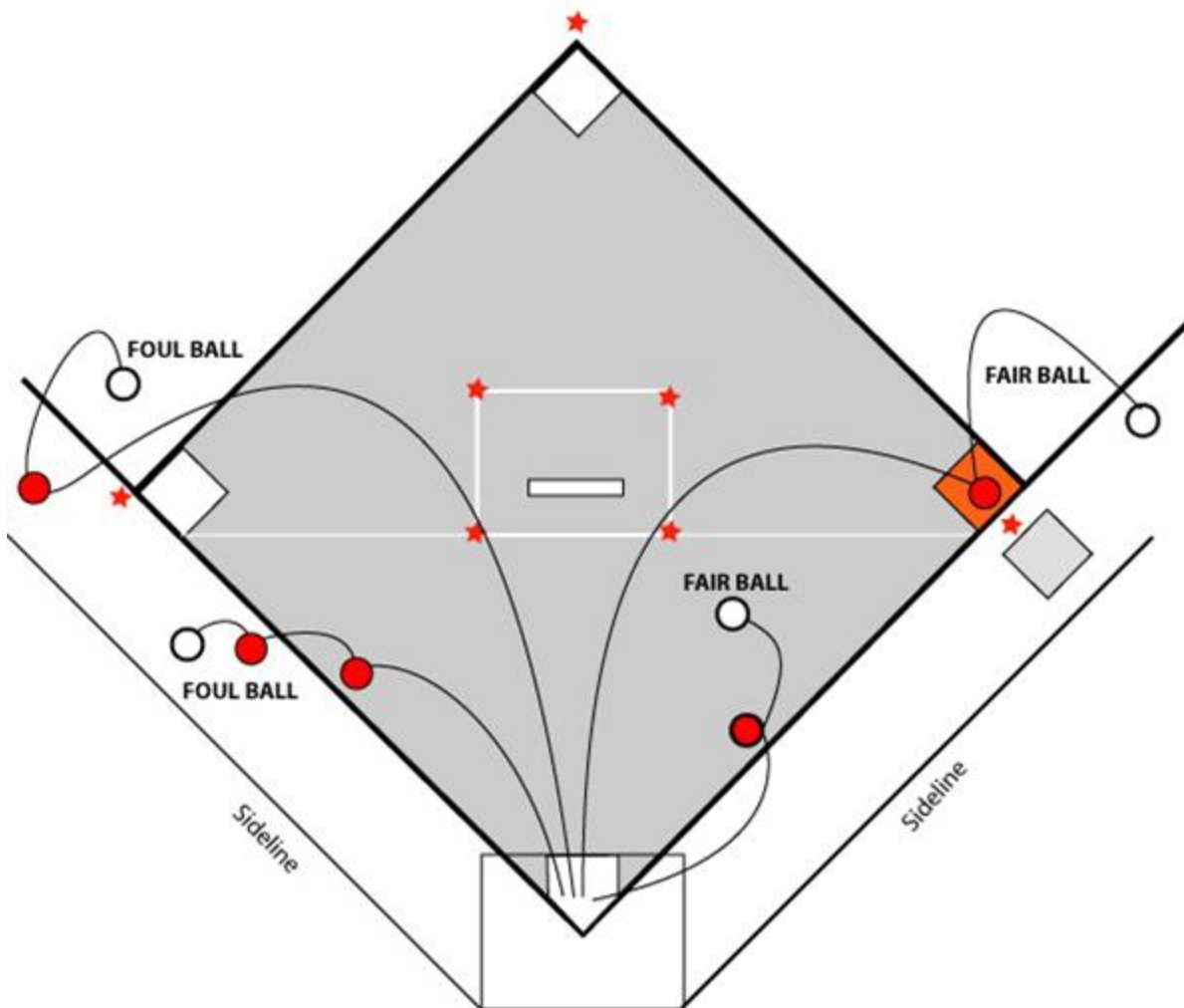
Appendix: Field dimensions

Goombay Kickball Field Dimensions
Diagram 1

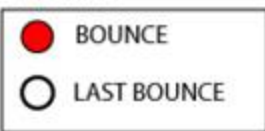


Appendix: Foul Ball Area's

Goombay Kickball Fair & Foul Ball
Diagram 2



LEGEND



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