



Official Tournament Rules
Coed, Women's, & Youth
Version 12.1

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 United 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.

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.

TABLE OF CONTENTS- PLAYING RULES

| | |
|---|-------|
| Rules at a Glance..... | 4-5 |
| The Playing Field..... | 5 |
| Equipment..... | 5 |
| Umpires..... | 5 |
| Player Eligibility..... | 6 |
| Teams/Players..... | 6 |
| Base Coaches..... | 6 |
| The Game..... | 6 |
| Tournament Game Times..... | 7 |
| Rules of Sudden Death..... | 7 |
| Scoring & Standings..... | 7-8 |
| Mercy Rule..... | 8 |
| Pitching/Catching..... | 9-10 |
| Kicking..... | 10-11 |
| Runners..... | 11 |
| Tag up and First Touch..... | 12 |
| Fielders/Fouls..... | 12 |
| Outs/Injury and Substitutions/Encroachment..... | 13-14 |
| Sportsmanship..... | 14 |
| Inclement Weather..... | 14 |
| Inclement Weather Refund Policy..... | 14-15 |
| Tournament Prize Structure..... | 15 |
| Field Dimensions..... | 16 |
| Foul Ball Area's..... | 17 |

Tournament (Coed, Women's, & Youth)

Rules at a glance

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

Teams:

Each team must consist of a minimum of 10 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 MUST 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 prewritten Substitute (sub) players or six (6) float subs.

(Float Subs): -The float subs do not have to be prewritten in a spot on the kicking lineup prior to the exchange.

(Pre-Written): - Each team is allowed a pre-written sub for each spot (same gender). They must provide the other team with the names of the prewritten subs and can use the subs when they choose in the kicking line up. The prewritten subs are '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. When both are used, the pre written subs will take precedence and the floating subs will be scratched out.

Teams cannot use both float subs and prewritten subs at the same time.

Various Division Types

Depending on tournament teams can choose from one of two of our offered divisions. The division(s) offered during a 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.

1. THE PLAYING FIELD

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

- a. 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.
- b. The pitching strip is in the center of the diamond, 42 feet from home plate, and directly aligned with the 1st-3rd base diagonal.
- c. The pitching mound extends 12 feet from the center of the pitching strip.
- d. There will be a designated "pitcher's mound" that determines the area of control and will be highlighted by cones and chalk.
- e. 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.
- f. 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.

2. EQUIPMENT

Ball

All teams must play with the official Goombay Tournament provided Kickball. 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 1.3-1.5lbs.

Team Apparel

- a. During tournament teams will be allowed to wear their own team uniform. Name and/or number are preferred but optional.
- b. Athletic sneakers or plastic molded cleats are required. Metal cleats and bare feet are not allowed.
- c. Players cannot wear gloves, steel toe shoes, metal spiked shoes as it may offer the wearer an unfair performance advantage. If a player is caught with an unofficially sanctioned equipment, they will be given 2 mins to correct or the team will take a technical out.
- d. 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.

3. UMPIRES

- a. 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.
- b. Umpires have jurisdiction over play and may:
 - Call a time out;
 - 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.
 - Cancel the game if lightning is seen
 - Enforce the Mercy rule
 - Call any game still in play after time has expired but not in the middle of an inning.
 - an Intentional drop call will be at the discretionary call of the ump
- c. The Umpires must ensure that the team captains exchange their written scorebook kicking orders prior to the start of the game.

4. PLAYER ELIGIBILITY

- a. All participants must be registered with Goombay and meet the following requirements:
 - Must fully complete the registration process.
 - Must be 18 years of age or older by the date of the first game.
 - Must be adequately and currently health insured against any injury.
 - Must read and sign a waiver (online). It is the players responsibility to complete the waiver.
 - 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.

5. TEAMS/PLAYERS

- a. During tournament play teams shall consist of a **minimum of 10 players** to be considered a team.
- b. Teams may have a maximum of ten (10) players on the field and a minimum of eight (8) to start the game.
- c. Teams must have at least four (4) females and four (4) males (in coed), a total of eight players, to avoid game forfeits.
- d. The team Captain will designate a score keeper who will record game statistics in a score book.
- e. Teams that start with less than ten (10) players, in both coed and women will take an automatic out when the missing positions are reached in the kicking line up.
- f. Each team can have one Captain and one Co-Captain who are jointly responsible for the team. The Team Captains must ensure that:
 - The kicking order remains the same. Infractions of this Rule by a team will result in an out for the kicker up.
 - Only the Captain and Co-Captain may dispute calls with the ump.
 - 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.

6. BASE COACHES

- a. Every team is encouraged to provide a base coach at first and third base. Base coaches are allowed to assist in retrieving foul balls when called dead but cannot interfere while the play is live or the kicker may be called out.
- b. Base coaches can switch with other team members to remain in the proper kicking order.
- c. Base coaches may not physically touch runners while the ball is in play, or the runner will be out. This includes the player unintentionally running into the base coach or any type of touching. After the umpire calls time or dead ball, the coach can congratulate the runner (high five, pat back, etc.).
- d. Base coaches must stand 15 ft to the right on 1st base side and 10 ft to the left on 3rd base side.
- e. Base coaches cannot catch a pop fly ball until the ball/play has been called dead by the umpire. The penalty is a dead ball out on the kicker.

7. THE GAME

- a. 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 number of females kicking in order.
- b. 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 or five males in the kicking line up, will continue to take an out in the missing 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.
 - Teams will play with ten (10) women in offense and a maximum ten (10) women in defense.

- A team that starts with less than ten players (10) will take outs in the missing spots.
- **No new inning shall begin with 1 minute or less on the clock, however if an inning has started it must finish unless the leading team is at the bottom of the inning.**

8. TOURNAMENT GAME TIMES

a. Pool play

- All Pool play games last **five (5) innings**, or 45 minutes.
- Pool play games can end in a tie.
- There is no mercy rule in pool play

b. Single Elimination

- All single elimination games last **six (6) innings**, or 50 minutes
- If single elimination games end in a tie, sudden death will be played.
- There is no mercy rule in single elimination

c. 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 below until there is a winner.
- There is no mercy rule in championship

9. RULES OF SUDDEN DEATH

Coed

- Each team playing coed 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.
- The last kicker, who is the opposite gender of the next kicker, from the regular inning goes to 2nd base. Eg, if a male is the kicker, the last female kicker goes, and if a female is kicking the last male kicker goes to 2nd base. The next player (and those thereafter) up will approach the plate with a full count. The pitcher will pitch the ball once per kicker, the results will follow normal rules (e.g. If the ball is kicked foul, the player is out). This continues until the team receives three outs. Then, teams switch sides, same rules apply.
- If at the end of the sudden death, the game is still tied, an additional inning will be played using the same style of play will be used until there is a winner.

Women

- Each team playing will only be allowed to use eight (8) players in defense. Teams must use the same kicking order as used during the regular game
- The last kicker from the regular inning goes to 2nd base. The next player (and those thereafter) up will approach the plate with a full count. The pitcher will pitch the ball once per kicker, the results will follow normal rules (e.g. If the ball is kicked foul, the player is out). This continues until the team receives three outs. Then, teams switch sides, same rules apply.
- If at the end of the sudden death, the game is still tied, an additional inning will be played using the same style of play until there is a winner.

10. SCORING and STANDINGS

- The top 6, 8 or 12 teams, depending on number of teams in tournament, advance out of pool play.
- Games won will receive 3 points
- Tied games will receive 1 point each.
- After pool play team's official standings are assessed by overall teams in tournament, not just teams in any particular pool.

- e. Standings are assessed by: (1). Games won, (2). "Runs scored against-RA". If still a tie, teams that are tied will then be decided by point differential (RA-RS).
- f. Updated scores will be maintained at the field and on the website. All players can access this on a computer, mobile device, and at the field.

HOME TEAM

- a. All pool play 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.
- b. 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

- a. 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).
- b. 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. No strips of paper or a list is allowed! Line ups must be on a score sheet.
- c. 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.
- d. 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.
 - 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 number 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.
 - Remember, no more than two (2) men can kick in a row.
- e. A team that starts with less than five females or five males in the kicking line up, in coed, will continue to take an out in the missing female or male spot for the remainder of the game assuming the lineup has been turned in.
- f. Once a line-up has been exchanged there can be no changes. All players and subs must be given to the other team
- g. **Subs**
 - Teams can either use prewritten Substitute (sub) players or six (6) float subs.
 - (Float Subs): -The float subs do not have to be prewritten in a spot on the kicking lineup prior to the exchange.
 - (Pre-Written): - Each team is allowed a pre-written sub for each spot (same gender). When both are used, the prewritten subs will take precedence and the floating subs will be scratched out.

- h. The names of the subs must be written down on the kicking line up sheet and provided to the other team and can use the subs when they choose in the kicking line up.
- i. Once used, the float subs are then 'married' to the kicker and cannot change position in the lineup.
- j. In coed, Subs must be used with the same gender.
- k. Once used subs cannot be used in any other spots.
- l. 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)
- m. A male kicker **-in coed, or a female kicker-** in women's, 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 kicker shall receive two bases.
 - a. In coed, 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.
 - b. In women's, the next kicker must kick.
 - c. In coed, 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.
 - d. See (injury and substitutions) for rules about injury during sudden death.
- n. 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.

12. PITCHING

- a. Biggest difference in divisions is pitching style. See above for divisions
- b. All pitched balls must bounce twice prior to crossing the plate. The second bounce cannot be on home plate or it will be called a "ball".
- c. 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.
- d. 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.
- e. 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 and 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.
- f. The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution. Original pitcher or catcher MUST come back in.

g. Free Play

- i. Free play: If the umpire calls "encroachment" the kicker may choose to kick the ball and continue to play as normal and will take the best outcome of the play. (i.e. the kicker 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 the result of the play). *(similar to the free quarter back play in football).
- h. If a pitcher or fielder makes an out by illegally advancing beyond the 1st-3rd base play line, the runner will be declared safe.
- i. Once the pitcher or any player has the ball in control and in the pitcher box, the play ends.

13. **BACKCATCHING**

- a. The Back catcher must stand behind the kicker in the designated back catcher line.
- b. 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.
- c. If the back catcher passes the line before the ball is kicked, it will be considered encroachment.
- d. 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".
- e. The catcher cannot interfere with the kicker, including running in front of the kicker and obstructing 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.
- f. **At no time should the catcher stand in front or beside the kicker, if it interferes with the kickers approach to the ball, unless they're both at the backstop (fence). The back catcher must move to be at least arm's length away if this happens.**
- g. 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.
- h. 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'.
- i. The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.

14. **KICKING**

- a. 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 EVEN if it goes in the field of play.
- b. Any double kick or knee kick is considered a foul and therefore a strike. A caught foul ball is an out.
- c. All kicks must occur:
 - i. 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.
- d. 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
- e. Bunting is allowed.
- f. 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. If you don't expect to kick the ball... get out the way.

Improper kicking order i.e. Kicking out of turn

- g. 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.
- h. 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.
- i. 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.
- j. If a kicker is "walked", that kicker must advance to 1st base. A pitch does not have to be thrown to be walked.
- k. A kicker touching or picking up the ball while at home plate ready to kick prior to the ump calling time or dead ball will be considered out.

- l. **A Kicker who is walked by the pitcher must walk and cannot refuse to advance to 1st base.**
- m. If the ball hits any objects (Ump, Back fence) prior to the kicker touching it, the ump will consider it a dead ball and it will not be an out.
- n. If an improper kicking order was done all base runners would return to original base before the improper kicking is caught

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.

Women Tournament play

- a) All kicked balls must pass 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)

15. RUNNERS

- a. Runners must stay within 3 ft of the base path and touch each base accordingly per play.
- b. 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.
- c. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off his/her base when the ball is kicked is out.
- d. **If a runner who is on base steps off base early prior to a kicker kicking the ball, the runner will be considered out, but the kicker up to kick will be "burnt" and will not be able to kick next when the team is up to kick. The burnt kicker is not an additional out (dead ball out).**
- e. It is the responsibility of the runner to avoid a collision.
- f. 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.
- g. A runner is out if:
 - They are tagged with the ball before reaching base.
 - The ball gets to forced base before the runner.
 - They run more than 3 feet out of the base line to avoid being tagged.
 - The ball touches the runner at any time even if it was kicked into the runner by any player including their own. However, if the runner is still on base when the ball hits them, they are safe.
 - If the runner going to first base touches the inside bag without trying to go to 2nd base.
 - If a runner steps off base early prior to a kicker kicking the ball (However see 'd' above.
- h. 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 the base they were running to plus 1 base. The dug out area is considered out of play.

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

16. TAG-UPS

If a fielder suspects a runner left early, a fielder can, with the ball in hand, must inform the umpire immediately and appeal that the runner did not retouch his base by touching the runner or the runner's base thus tagging the runner out. If the umpire agrees that the runner left early, the umpire will call the runner out, regardless of whatever play the runner had done.

17. FIRST TOUCH

Once the ball is kicked and remains in the air (without touching the ground) the runner may leave at their own risk, of a 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 tag up and then can advance to the next base. The first touch rule does not negate the tag up rule. You must always tag up!

18. FIELDERS

- a. 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.
- b. If the 'crash' play is not flagrant, the runner is just called out.
- c. 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.

19. FOULS AND FAIRS

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

- a. A foul is:
 - A kicked ball landing in foul territory
 - 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).
 - A kicked ball double kicked in foul territory.
 - 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.
 - A kick made on or above the knee.
 - A kicked ball stopped by the kicker in the kicking box.
- b. A fair ball is:
 - A ball kicked that lands and remains in fair territory.
 - A ball kicked that land in fair territory then travels into foul territory beyond the 1st-3rd base line.

- 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".
- See Diagram #2 for examples.
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20. OUTS

- a. A count of three (3) outs by a team completes the team's half of the inning.
- b. An out is:
 - A count of three (3) strikes or three (3) fouls.
 - Any kicked ball (fair or foul) that is caught.
 - A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
 - A runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play.
 - A ball tag of a runner on base, in which the runner does not tag up their originating base when a ball is caught.
 - A runner who starts off his/her base before the ball is kicked.
 - 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.
 - Any kicker that does not kick in the proper kicking line up (once the ball is pitched).
 - A kick taken in front of the home plate, as noted by the kickers plant foot.
 - 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 runner who is on the same base with another runner and the lead runner 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 if tagged.

21. INJURY AND SUBSTITUTIONS

- a. 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 participant later returns to play, the participant must be inserted in the same fielding and written scorebook kicking order position previously held.
- b. 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.
- c. 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.
- d. The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.
- e. 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 subbed by the last out of the same gender, not a sub runner. All runner substitutions must be of the same gender.
- f. 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.
- g. All other injury subs are allowed during pool play as long as the runner makes it to 1st base. The last out of the same gender can be used, once.

22. ENCROACHMENT

- a. Encroachment by fielders is prohibited.
- b. Encroachment occurs when:
 - When any fielder (including the pitcher) crosses the encroachment line (bunt line) between 1st base and 3rd base line before the ball is kicked.
 - Its encroachment if catcher crosses line as well.
- c. All encroachments are penalized by the kicking team choosing to:
 - a. The kicking team choosing to take a ball or the Result of the play.
 - b. encroachment is not a Dead Ball penalty

23. SPORTSMANSHIP

- a. 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.
- b. 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.
- c. 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 and are subject to review by staff to determine what further actions will be taken:
 - I. *Player is ejected from the game.*
 - II. *Player is removed from the tournament*
- d. 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.
- e. If a player is ejected from a game he or she must leave the field playing area immediately. The game will not proceed until the ejected player has departed the dugout. If the ejected player has not left the dugout or playing area within 5 minutes of ejection the team of the ejected player will forfeit the game. The player can go to the tent area or bleachers.
- f. Captains and teams are responsible for behavior of their fans, family and visitors.
- g. 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.

24. INCLEMENT WEATHER

- a. 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
- b. 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.

25. INCLEMENT WEATHER REFUND POLICY

- a. If games are canceled before the start of the game, all paid players will receive a FULL refund of their fees, minus a \$5.00 administrative fee.
- b. If the games are delayed during pool play then eventually canceled, the cash prize will be split amongst the teams.
- c. If the games are canceled during single eliminations, the cash prize will be split amongst the remaining teams equally.
- d. Trophy will be awarded to the highest team if games are canceled during single elimination. If canceled during Pool Play no trophy will be awarded to any team.

26. TOURNAMENT PRIZE STRUCTURE

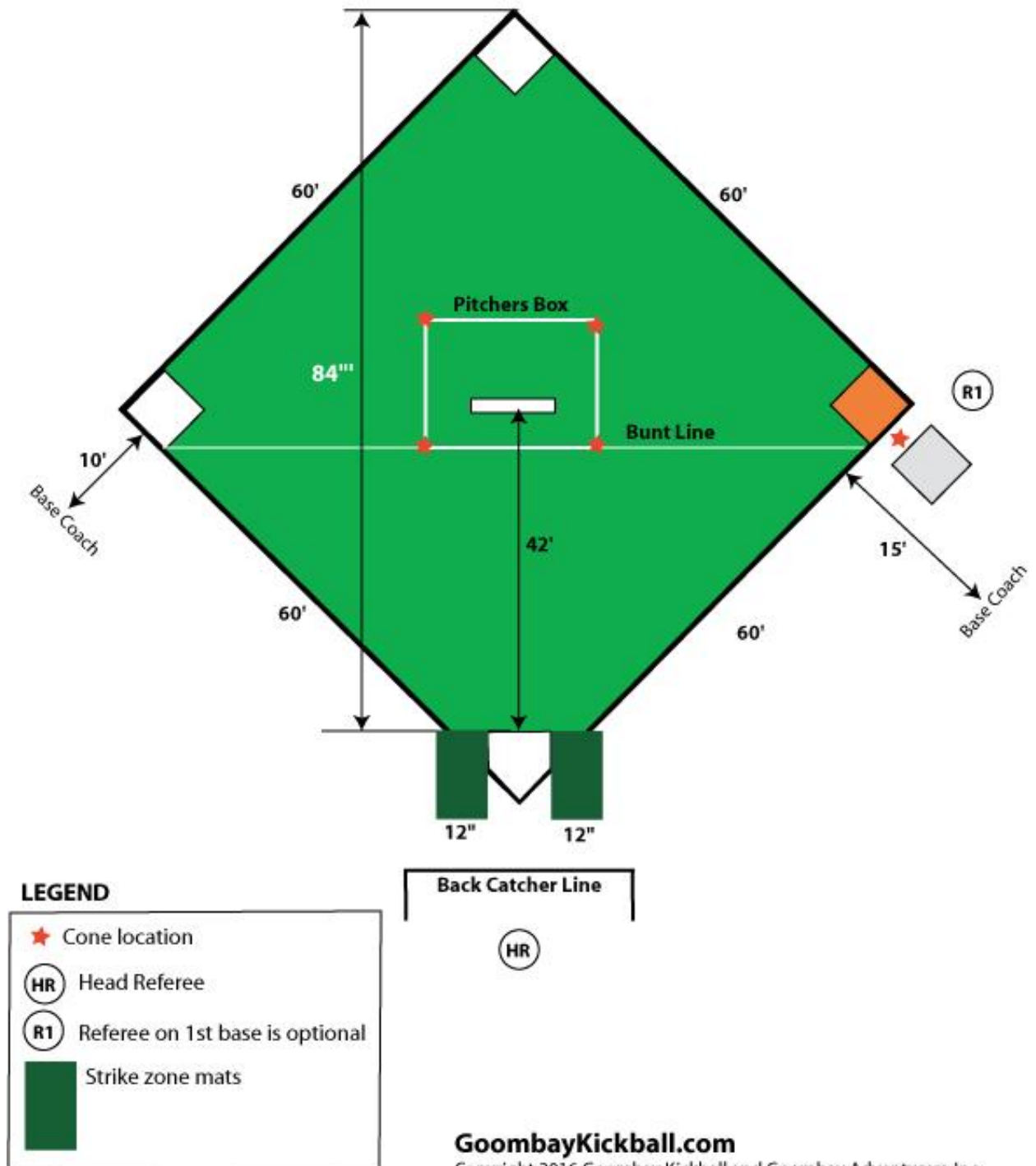
- a. Great efforts are made to ensure that Goombay provides a competitive prize structure for tournaments. The prize structure for each specific tournament will be dependent on the amount of teams registered for the event. Please note that all prize structures are subject to change

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

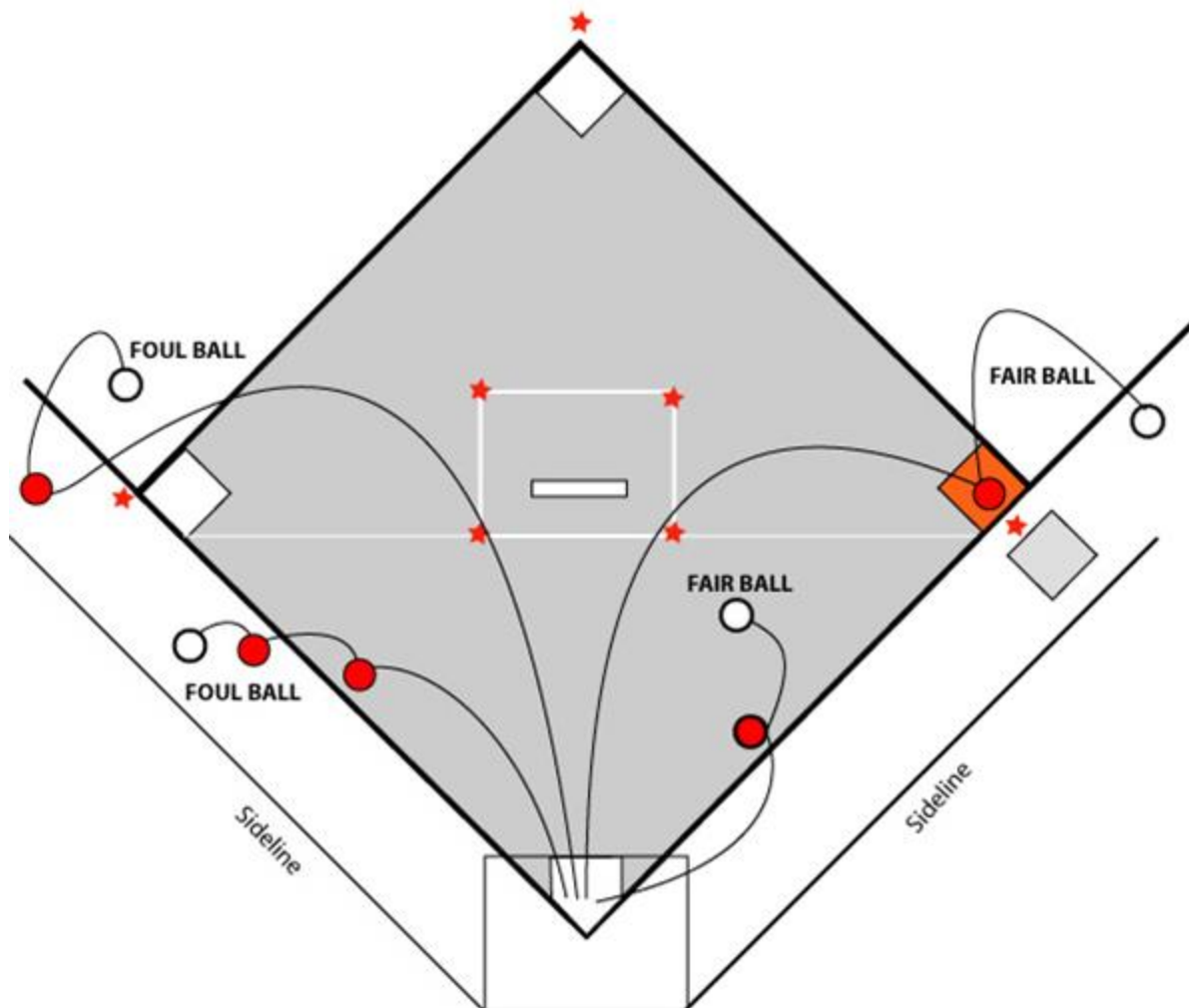
Appendix: Field dimensions

Goombay Kickball Field Dimensions

Diagram 1



Goombay Kickball Fair & Foul Ball
Diagram 2



LEGEND

| | |
|---|-------------|
| ● | BOUNCE |
| ○ | LAST BOUNCE |

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