

OFFICIAL RULES GOOMBAY KICKBALL 2025



Co-ed | **Women's** | **Youth**
Version 20

Official Goombay Kickball League Rules
Version 20 – updated 04/1/25
<https://goombayadventurers.com/>

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WELCOME TO GOOMBAY KICKBALL

Goombay Kickball is a league 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 Greater Washington Softball Umpire Association rules. All calls will be made by the umpire and will stand. Goombay encourages its players to have fun, win all while networking, socializing, and building lifelong friendships. Happy playing... 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 using foul language and verbal abuse.
6. Operate within the rules and spirit of the game.
7. Absolutely no fighting amongst teams or players. The penalty for physical altercations/ Fighting or "putting your hands on anyone" will be determined by the Commissioner's and Goombay team and could include being expelled from all organization activities, events, and sports.
8. Goombay has a 'zero' tolerance to any abuse of its umpires. Swift penalties mentioned in 'sportsmanship 1.2' will be imposed.

Infractions to any of these rules listed in the Code of Conduct may result in a player or team's suspension or expulsion from the league. Based on the severity of the actions, the punishment will be determined by Goombay umpires/referees, and a panel of Goombay staff members.



VARIOUS DIVISION TYPES

Goombay Kickball leagues, depending on locality/area, can vary depending on the structure of the given league and will be announced by the league directors. We currently offer a) Advanced, b) Intermediate/Social c) True Rookie d) Family (ages 13 and up).

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

COED LEAGUES

ANY STYLE PITCH DIVISION:

Best for teams or players that may have played multiple seasons or are looking for more intense competition.

Some additional guidelines for this division:

- There are no rules on pitching styles.
- No Bullies

UNDER HAND PITCH DIVISION (LEVEL B):

Best for a team, or player that is looking to not play in an intense competitive environment.

Some additional guidelines for this division:

- The pitcher can only pitch underhand (no side arm).
- Fast balls, bounces and curve balls are allowed.
- The pitcher can twist the wrist at the point of release.
 - 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 and the ball becomes dead. I.e. The penalty is 2 balls on the count.

ROOKIE DIVISION (LEVEL C):

The Rookie division will consist of teams with **players that have most players that have** only played 3 or less seasons/sessions of organized kickball with Goombay. This includes leagues and tournaments under the Goombay umbrella. Players with more than 3 seasons/sessions will be classified as intermediate or advanced players.

Some additional guidelines for this division:

- The pitcher can only pitch underhand, from back to front, with no side arm pitches.
- The pitcher cannot twist the wrist at the point of release.
- No intentional curves, however fast balls and bouncy balls are allowed.
- If a player gets Substituted, there will be no outs and the next 'same gender' player will move up into that spot (the Substituted player cannot return to the game).
- Each inning will have a run scored cap maximum of 5 points, except the final inning.
 - a) Once a team scores 5 points in an inning, the inning will end for that team, even if there are runners on base. Teams will 'switch'.
- **There is no run cap in:**
 - The final regular 'pool play' inning.
 - single elimination and



- championship games.

- There are no runner substitutions caps in this division.
- 'Bullies' can play on Rookie teams if they are registered to play on the team.
- No Bullies are allowed from the intermediate division.
- Please refer to the Bully Section for exact rules.

SOCIAL/FAMILY DIVISION (ALL LEVELS)

This is a division that allows teens ages 13–17 to play on any adult team during the season. Depending on the League Director, the criteria for teen players shall be the following:

- Teams may or may not carry any teen players.
- A Team may consist of all teens.

1. SPORTSMANSHIP

- 1.1 All players, visitors, officials, and spectators of the league are expected to conduct themselves in a sportsmanlike manner as deemed by the umpire and Goombay field monitors for game conduct. All 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 conspiracy.
- 1.1.1 Goombay has a zero tolerance for fighting, or assault of any kind, amongst teams or players. The penalty for physical altercations/ Fighting or "putting your hands on anyone" will be an expulsion from the league and could include being banned from Goombay future leagues.
- 1.2 Violators of the other Goombay Code of Conduct will face severe penalties. Umpires will issue swift penalties to maintain control of the game. Penalties do not have to be in order and is based on umpire discretion.
 - Warnings (which may occur during the coin toss).
 - Team technical outs
 - Player ejection
 - Suspension
 - Expulsion from league
 - Being banned from Goombay.

**All game ejections will result in player suspension for one game.
(League letter will be sent to player and team captain)**

1.3 – Captains, coaches, and players are responsible for the behavior of their spectator's family and visitors. If anyone associated with a team is deemed to be unsportsmanlike, or displaying inappropriate language and behavior, the team will be held responsible for addressing this behavior. Failure to address the issue could lead to the team being penalized with a technical out for that inning. In severe cases, as determined by league officials, the associated team may be required to forfeit.



1.4 – Ejections may occur without warning for serious rules violations and/or unsportsmanlike behavior. Goombay league officials and umpires reserve the right to eject a player or coach from a game. Upon ejection, the offender must leave the game area (dugout and areas behind fences) immediately. The game will not proceed until they vacate the game area. If the ejected player has not left the game area after five (5) minutes of ejection the team of the ejected player will forfeit the game.

- a) This ensures the safety of the referee, league officials and players. If poor sportsmanship continues during the game, the Umpire reserve the right to declare the game a forfeit, disqualify the offending team and award the opposing team a victory.

1.5 – If a player is ejected, the ejected player, captain or coach must sit out the following game, even if the next game is the same day. The captain, coach or player may NOT be allowed to remain on the field, dugout area including behind the fence.

1.6 – In severe situations the penalty may be more than a one game suspension, in that case, the player may appeal to the Goombay commissioner, and the case will be reviewed, and a decision rendered.

2. THE PLAYING FIELD

2.1 – The kickball diamond is a square with equal sides of 55 to 60 feet.

2.2 – The distance from home plate to second base, and from first base to third base, is 84 feet, 10 ¼ inches. The distance between the bases and home plate is to be measured from the back of each base/plate.

2.3 – The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches (about 14 paces) from home plate, and directly in the middle of the 1st base to 3rd base diagonal.

2.4 – There is a designated pitcher's box that extends 12 feet from the center of the pitching strip. This area is marked with chalk and/or cones.

2.5 – The strike zone for kickers extends one (1) foot on both side of home plate, and one (1) foot high. This area will be marked on the ground in chalk, or two (2) turf mats (12"x24") on each side of home plate.

2.6 – Dual First Base plates:

- a) The extra base is available for kickers traveling from home plate to first base.
- b) Fielders trying to make an out on first base must touch the inside base in fair territory. If the fielder touches the outside base to make a play, the runner will be considered safe.
- c) The outside base is for the runner. All runners going to first base MUST touch the outside base or it will be called an out. If the runner is running to second base on the same play, he or she is permitted to run to the inside base and turn toward second base. Once this occurs, the runner may still be tagged out.



- d) Once a runner has reached first base safely, he or she must start the next play on the inside base. Any runner standing on or touching the extra base at the beginning of the next play will be out.
- e) Runners may overrun first base and still be considered safe. However, the runner must remain on the outside of the first base line. If they turn inwards, he or she is considered 'live' and playable. Meaning just turning does not make you 'live,' coming into the field of play, does.
- f) No additional base may be used at any other base.

3. THE GAME

3.1 – Regulation league games last seven (7) full innings, or fifty (50) minutes, whichever comes first. If an inning begins prior to the 47-minute time, the game will continue until the end of the inning. Unless a mercy rule is being enforced, refer to 3.11.

- A new inning will not be started with 3 mins or less on the clock. The game will be called by the umpire.

3.2 – A game that is called and ended by the umpire after four (4) full innings of play shall be considered a regulation game (except for a mercy rule 3.11). The score shall be recorded. Games called off, that end in a tie shall be marked as a tie.

8 ON 8 SUDDEN DEATH: REGULAR SEASON GAMES:

3.3 –If after the extra inning of 8 on 8 sudden death the game is still a tie, the game will be recorded as a tie, and each team will receive one (1) game point each. 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.

- i. The next kicker in the lineup goes up to kick.
- ii. The **last kicker**, NOT THE LAST OUT, goes to 2nd base.
- iii. **Only the last kicker, not a sub of any kind, must go to 2nd base.**
- iv. **The last kicker can only be subbed after they advance to the next base**
- a) All kickers 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.
- b) If at the end of the sudden death, the game is still tied (in regular season only 1 inning of OT is played.)
- c) In playoffs, an additional inning will be played using the same style of play until there is a winner.
- b) If any team has more than 8 players in the outfield, the kicking team will benefit from the encroachment rule. *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 or the result of the play).
- g). Teams can continue to use subs where available.
- h). Float subs cannot be used for the runner going to 2nd base. See sub.



8 ON 8 SUDDEN DEATH: PLAYOFF GAMES:

3.5 – In Playoffs, 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.

8 ON 8 SUDDEN DEATH RULES

COED

- a) 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.
- c) The last kicker, who is the opposite gender of the next kicker, from the regular inning goes to 2nd base.
 - o if a male is up to kick, the last female kicker goes to 2nd base,
 - o if a female is up to kick the last male kicker goes to 2nd base.
- d) All kickers 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, and the same rules apply.
- e) If any team has more than 8 players in the outfield, the kicking team will benefit from the encroachment rule. (See free play rule 12.3)

WOMEN

- a. 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.
- b. The last kicker from the regular inning goes to 2nd base. The next kicker/player 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, and the same rules apply.
- a) If any team has more than 8 players in the outfield, the kicking team will be awarded a ball.

3.6 – If a game is postponed for any reason whatsoever, it will be resumed at the point from which it was stopped and played later, scheduled by the league. If the game has been played for at least 4 innings, then the game score will be recorded as is, at the time of the game cancellation.

- a). A postponed/rescheduled game will use the same kicking line up as the original game. Any players not able to make the rescheduled game will be allowed to be removed from the line up, but no new players can be added.
- b). Any agreed upon pregame forfeits can be reneged if games are canceled. Eg. If a team calls in a forfeit prior to games and games are canceled that day, the team can retract their pregame forfeit.

3.7 – Any team not ready to take the field at the scheduled time will receive a five-minute grace period. If the team does not field with the minimum number of players, then the match will be forfeited, and the opposing team gets the victory.



3.8 – Forfeit – A forfeit is defined as not being able to play, quitting during a game at any time prior to its end, or before it starts.

- a). In the event of a forfeit, the winning team will be awarded 20 – 0 points for the victory.
- b). If the game has started and a team forfeits, the winning team will be awarded 20–0 or the score during the game (whichever is best) if the runs allowed are in its favor.

3.9 – Team scoring/ points and standings:

- A. Games won will receive 3 points.
- B. Tied games will receive 1 point each.
- C. Official standings are assessed by overall teams in each division.
- D. Standings are assessed by:
 - i. Points for Games won (mentioned in 'A & B' above, not run points),
 - ii. "Runs scored against-RA". If still a tie, teams that are tied will then be decided by point differential (RA-RS).
 - iii. There will be no extra game to determine tie breaking standing.
- E. Updated scores will be maintained on the website. All players can access this on a computer, mobile device at the league apps 'play' app.

3.10 – Teams playing a non-registered person, an improperly registered person, or a person not registered on that team, division, and season, will forfeit that game (unless they are playing as a 'Bully'). If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof.

3.11 – Mercy Rule

- a)** If any team is leading by 10 points in the 4th inning, the game will be called by the umpire, and it will be recorded as a completed regulation game. This does not apply to the rookie division.
- b)** During crossover games, if used between divisions, a run scored cap maximum of 5 points, except the final inning.
 - a. Once a team scores 5 points in an inning, the inning will end for that team, even if there are runners on base. Teams will 'switch'.
 - b. The losing team, only, starts the final inning.
- c)** In the rookie division, each inning will have a run scored cap maximum of 5 points, except the final inning.
 - a. Once a team scores 5 points in an inning, the inning will end for that team, even if there are runners on base. Teams will 'switch'.
 - b. The losing team, only, starts the final inning.

3.12 – Protests

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 without breaking/changing Goombay's rules. 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.

See rule 3.10 for penalty.



4. EQUIPMENT

4.1 – All teams must play with the official Goombay league game ball. 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.

- a). Athletic sneakers or plastic molded cleats are required. Metal cleats and bare feet are prohibited.
- b). 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.

TEAM APPAREL (ALL DIVISIONS)

4.2 – While participating in Goombay Kickball League, players must wear the official team league shirt which displays the official Goombay Kickball Logo.

- a) A name and number are optional on shirts.
- b) If you do not have a current official team shirt, you will not be allowed to play. Unless the Player has received approval from league staff and obtain a wrist band prior to the beginning of the game.
- c) Players are allowed to wear long–sleeved shirts, sweatshirts, hoodies, etc., if the official team league shirt is on the outside of the layers.
- d) No sharing shirts. If a player is caught sharing a shirt, the team will take an out in the position of the person with no shirt and may continue to take an out for the entire game.
- e) If a player does not have a shirt or band on when up to kick/or in the field and the opposing team, umpire or a Goombay staff calls it, the team will receive a technical out if they are kicking, or an out the next inning when up to kick if they are in defense even if the shirt is in the dugout or elsewhere. The opposing team can call it once a play has been made, e.g pitch, or kick. The player must then correct the infraction by putting on his/her shirt or paying for a wristband to continue to play that game.
- f) The shirt must be worn properly, not around a player's waist, as a headband, hanging off the shoulder, or tucked into the player's pants. Any improper wearing of shirts will result in a technical out as described above until infraction is corrected.
 - i. If a player does not fix, the technical out will be assessed every inning.
- g) Players who wear a wristband must wear the wristband on their wrist. It must be visible. Players wearing wristbands anywhere else (ankle, headband, belt loop), will take a technical out, until the infraction is corrected.
- h) No vulgar and offensive language is allowed on the league issued shirt. Any language deemed vulgar by Goombay, must be covered by tape, or the shirt changed. The player will have to purchase a new shirt and the team will be assessed a technical out.
- i) Players who do not have their league issued shirt must purchase a wristband for \$10 to play that week or will not be allowed to play.

4.3 – The league will be spot checking team roster during the season. Any team caught using an unregistered player, an improperly registered person who is not on the team roster, or a person not



registered on that team, division, and season, will forfeit that game (unless they are a registered bully player). If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof.

4.4 – All illegal player protests must be made to a league official immediately. There might be up to a five-minute roster checks for both teams.

4.5 – Athletic sneakers or plastic molded cleats are required. Metal cleats and bare feet are prohibited.

4.6 – 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.

4.7 – Players can cut off their sleeves, cut the neckline, or make fringes. However, the front and back of the shirt must remain intact for uniformity, and accountability. All league logos must be visible, and sponsor logos may not be removed, cut, covered, or disfigured in any way. Any player who violates this rule will have to purchase a new shirt from Goombay, at cost.

5. UMPIRES

Goombay has a 'zero' tolerance to any abuse of its umpires. Swift penalties mentioned in 'sportsmanship 1.2' will be imposed. Depending on the severity of the actions, the punishment will be determined by Goombay umpires/referees.

5.1 – Goombay Umpires, depending on location, will be designated for games by the league. If Goombay certified umpire is not available, or does not show up, a league staff member will step in and officiate the game.

5.2 – The umpire governs all game play, issues all rulings, and has final authority during games.

5.3 – Umpires have jurisdiction over plays and will do the following:

- a) Call a time out at any time, at the ump's discretion.
- b) Stop the clock while a dispute is in progress until it's over.
- c) Call off a game due to darkness, rain/lightning or other hazardous conditions.
- d) Penalize a player, issue technical outs, or eject players from the game. This may be due to, but is not limited to, unsportsmanlike conduct, fighting, or delay of game.
 - i. Umpires will and must issue swift penalties to maintain control of the game. Penalties do not have to be in order and is based on umpire discretion.
 - I. Warnings (which may occur during the coin toss).
 - II. Team technical outs
 - III. Player ejection
 - IV. Suspension
 - V. Expulsion from league
 - VI. Being banned from Goombay.



- e) Call time after 50 minutes of play. The game cannot be called in the middle of the inning unless a mercy rule is enforced.
- f) Call a game due to Mercy Rule (see 3.11)

6. TEAMS/PLAYERS

PLAYER ELIGIBILITY

6.1 – All participants must register through League Apps at www.goombay.net and meet the following requirements:

- a) Must be at least 18 years of age by the date of the registration deadline, which is usually 2 weeks after the season starts, except family division.
- b) Must fully complete the registration process and make either a full or partial payment.
- c) Must register as a free agent, player or team captain.
- d) Must have health insurance that will cover any injuries sustained by playing kickball as agreed to by signing the waiver before playing.

6.2 – (coed and women's) Each team must consist of a minimum of eight (8) players; and a maximum of twenty-five (25) players.

6.3 – Goombay reserves the right to add free agents to any team with less than twelve (12) players.

6.4 – Teams can add new players to their rosters up till the Friday after opening day games only.

- a). Exceptions will only be made in the case of a team plagued with severe injuries, or if players quit during the season, causing the team to fall below the minimum amount to field a team, with league permission.
- b). Teams can only register players who are not registered on another Goombay kickball team.
- c). The new player may take the spot of the player who is no longer able to play but is still responsible for purchasing a league shirt from Goombay. It is up to the players to work out the registration fee/payment amongst themselves.

6.5 – If a player decides to change teams, they must return their current team shirt to a Goombay official, buy a new league shirt, and pay a switching fee. The total for the transactions is \$20. All transfers must happen by the end of the 2nd week. **Special circumstances will be made by league director on a case/situation basis.

6.6 – Each team must have at least one coach/captain who is responsible for the team. The captain must ensure that:

- a) Kicking lineups are exchanged prior to the start of the game.
- b) Dispute calls, or other rule infractions with the umpire in a manner that is aligned with the Goombay Code of Conduct. This does not include judgment calls made by the umpire.
- c) Only one designated team captain can discuss calls with the umpire.



6.7 – Each team is responsible for keeping a scorebook. The scorekeeper may be someone on the team, or outside of the team. He or she is responsible for alerting the umpire of any lineup infractions.

6.8 – Teams playing a non-registered person, an improperly registered person, or a person not registered on that team, division, and season, will forfeit that game (unless, for Rookies, that player is a registered as a ghost player). If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof.

6.9 **Goombay reserves the right to keep and update all current rosters onsite and captains can verify with the tournament staff on the field, however, wristbands are “proof” of registration and rostered players, even if the rosters have not been updated online.**

HOME TEAM

6.9 – All games will begin with a coin toss to determine the home team. The team that wins the coin toss is considered the home team and gets to choose whether to kick or field first. They are also responsible for keeping the official book and reporting the game score.

6.10 – Playoffs: The highest seeded team in a particular game is considered the home team.

BASE COACHES

6.11 – Every team is encouraged to provide base coaches at first and third base.

- The base coach must be affiliated with the team and the team is responsible for all actions of the base coach.

6.12 – Base coaches can switch with other team members to remain in the proper kicking order.

6.13 – 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.).

6.14 – Base coaches must stand 5ft behind the base

6.15 – Base coaches cannot interfere in the game by catching or touching a foul ball prior to the ball being called dead by the umpire (Umpires discretion). If the base coach interferes the penalty will be a dead ball technical out.

6.16 – Base coaches can assist in retrieving foul balls when called dead but cannot interfere while the play is live, or rule 6.18 applies.

7. BULLIES

7.1 – Rookies and Underhand pitch division teams can carry four (4) bullies on their roster but can only play two of the bullies in a game. The same two (2) bullies who start must finish the game.



- Captains/Coaches- playing in a higher division are considered bullies and are counted as part of the 4 bullies.

7.2 – Bullies who play on other teams must always wear their assigned regular division team shirt.

7.3 – Bullies can play in the playoffs and championship games with their registered teams and Rookie teams.

7.4 – If Bully captains playing on other teams are not at the Rookies game, they can be added to the bottom of the kicking line up until they arrive (in case their regular Goombay team game runs over).
A). If the Bully captain does not arrive by the time they are required to kick, it will be an out for the rest of the game and they will no longer be eligible to kick. (They can only play defense).

7.5 – All players must be properly registered with the league to be considered a legal player.

7.6 – Bullies or Bully Captains cannot kick back-to-back in the kicking line up.

7.7 – Bullies are not counted as part of a team's maximum number of players needed, and teams can use bullies even if they have already met the maximum capacity number of players.

7.8 – Teams can only use two bullies (2) in a game and only one (1) can play in the following infield positions (Left Short Stop, Right Short Stop, First Base, Second Base, Third Base, Back Catcher, Pitcher or Charger) and one (1) bully in the outfield position.

7.9 – If more than 1 bully is found to be in the above infield or outfield positions the kicker gets an automatic two bases.

7.10 – Teams can only play two (2) Bullies per game. However, if a team only has three (3) registered male players, then that team can play three (3) bullies during a game. If a team only has three (3) registered female players, then that team can play three (3) female bullies during a game.

7.11 - If three (3) bullies are playing at the same time during a game, those bullies may not kick back to back.

7.12 - If three (3) bullies are playing at the same time during a game, two (2) bullies may either play in the outfield or infield, while the other remaining bully will play opposite field area. If two (2) bullies play in the infield, one bully must play on the right of the pitcher and the other must play on the left of the pitcher. No two (2) bullies can play in the "Triangle" (Pitcher, Charger/3rd Base or Back catcher) at the same time during a game.

7.13 - The team playing three (3) bullies may use the following gender matches:

- 3 males
- 3 females
- 2 males & 1 female
- 2 females & 1 male

7.14 – No bullies are allowed to play in the advanced division. Bullies can play down only:



- Advance players can bully in the rookie and intermediate(social) division.
 - Intermediate players can bully in the rookie division.
 - Rookie players CAN NOT bully
 - Players can only Bully for one team
- All rules set forth are subject to change.

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

8. PITCHING/CATCHING

PITCHING

8.1 – All pitched balls must bounce twice prior to reaching the strike zone. If the second (2nd) bounce occurs at the plate it will be considered a “ball”.

8.2 – When pitched, 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. The kicker does have the option of kicking the ball and must accept the outcome of the play.

8.3 – 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.

8.4 – 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 and the ball becomes dead. I.e. The penalty is 2 balls on the count. – (Beginner & Intermediate)

8.5 – The pitcher must stay behind the 1st and 3rd Base Line until the ball is kicked. If the pitcher crosses the line, an encroachment will be called by the umpire (see Rule 12.3)

8.6 – If a pitcher or fielder makes an out by illegally advancing beyond the 1st–3rd base play line, the runner will receive an encroachment call. (See encroachment Rule)

8.7 – Intentional walks can be called by the pitcher verbally to the umpire. It is not required to throw balls. The umpire then gives the kicker permission to take his/her base.

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

8.9 – Pitcher can start on the outside of the pitcher box but must finish and release the ball with both feet completely inside the pitcher box without crossing over the pitcher's line.

8.10 – You cannot adopt the count of any Substituted pitcher. The Substituted pitcher must complete the count prior to being subbed out.



BACK CATCHER

8.10 – Every team must have a back catcher.

8.11 – The back catcher must stay behind the kicker at an arm's length. The catcher is permitted to move with the kicker but may not cross prior to the kick. If the back catcher passes the kicker before the ball is kicked, it will be considered an encroachment. (See Encroachment Rule 12.3) The kicker cannot force the back catcher to encroach.

8.12 – The catcher cannot interfere with the kicker, including running in front of the kicker and obstructing the kicker's path to 1st base. The runner has the right way. If the catcher interferes with the kicker and is called by the umpire, the runner will be awarded 1st base.

a). If the catcher is in the way of the kicker trying to kick the ball, the catcher must move to the other side of the back-catcher line.

8.13 – The fielding team cannot change the sex of the back catcher during an inning, for example, male for female or female for male.

8.14 – The back catcher must have one foot in the boundary prior to the kick or it will be considered an encroachment.

9. KICKING

KICKING LINEUP

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

d) Teams must use the official Goombay kicking lineup or a comparable line up sheet only for consistency. This can be downloaded online and may be provided to captains at the beginning of the season.

9.2 – Once a line-up has been exchanged there can be no changes. All players and subs must be written in prior to the exchange.

a. Teams may write names and/or numbers (if available) on the kick lineup.

SUBS

9.3 – Teams can either use prewritten Substitute (sub) players or six (6) prewritten float subs. The float subs do not have to be prewritten 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 prewritten float subs; in coed (3 males and 3 females), in Women's (6 females).

- I. 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.
- II. Once used, the float subs are then 'married' to the kicker and cannot change position in the lineup.
- III. Teams can use either of the married players to kick at any time, in that spot.
- IV. 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.
- V. When both are used, the prewritten subs will take precedence and the floating subs will be scratched out.
- VI. **OT Substitution Rule *this is in addition to the 3 sub cap**

i. Only the last kicker, not a sub of any kind, must go to 2nd base.



- ii. The last kicker can only be subbed after they advance to the next base
- iii. If the last kicker can not go to 2nd base, the team will take an out.

VII. The **last kicker**, NOT THE LAST OUT, goes to 2nd base.

9.4 – Only runners who are Substituted while traveling to a base, and who successfully make it to a base, may be substituted. * 3 sub cap applies to all regular game substitutions.

- a. If there are no 'outs', the last kicker in the line-up, of same gender, will be used as the sub.
- b. The **last kicker**, NOT THE LAST OUT, goes to 2nd base.

TEAM PLAY

9.5 – A team may place a minimum of eight (8) players in the kicking order; however, whenever a team is playing with less than ten (10) players including the women's league, an out will be taken when the remaining missing position in the kicking order comes up. Example, if you have eight (8) players, you will take an out in position 9 and 10. Remember, even after the players running late arrive, if you have past those positions in the lineup you will continue to take outs for the duration of the game, unless they arrive before you pass the positions in the lineup.

- a) All outs must be written and taken at the bottom of the kicking order, after all players present have been used in the kicking lineup.
- b) The gender make-up of the 8 players can be (3 males, 5 Women or vice versa. No team can play with less than 3 of any gender). * Remember, you will still take an out in missing players spot. Eg (M, M, F, F, F, M, F, F, out, out).

9.6 – A team that starts with ten players must have a minimum of five (5) males and five (5) females in the kicking lineup in order not to take an out. Even if you have ten (10) of one gender and three (3) of another, you will still have two (2) outs because you have not met the minimum.

9.7 – A team that starts with less than five females or five males in the kicking lineup will continue to take an out in the missing females or males spot for the remainder of the game assuming the lineup has been turned in.

9.8 – If a team violates the kicking order rule by writing more than two (2) males down in a row, they will continue to take an out in the incorrect spot for the remainder of the game assuming the lineup has been turned in. Teams must call this rule at the time no back penalties allowed.

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

9.10 – 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. The penalty is an out.

9.11 – 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 been thrown.
- c) It is not an infraction if the improper kicker hasn't kicked, or the mistake was discovered right before the pitch was released from the pitcher's hand.
- d) Once the pitch has been released from the pitcher's hand, the team with the infraction will take an out at that position and the next 'legal' kicker will step forward.
- e) All plays made by the illegal kicker will be void and the base runners, if any, must return to the base they were on prior to the kick.



- f) If the infraction is not caught till after the next play, teams cannot roll the play back. No infraction has happened.

9.12 – A double kick is considered a foul and therefore a strike, not an out!

9.13 – Goombay will consider the listed below.

- 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, which is an out.

9.14 – 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.

9.15 – 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.

9.16 (In women's league) – A female kicker who receives (3 balls/a walk), intentional or not will be awarded one base unless there are two outs. If there are two outs, then the female kicker shall receive two bases and the next kicker MUST kick.

9.17 – 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, the runner is in play and considered “live” and will accept the result of the play.”

9.18 – *To be used if the field has an in-field fence

- a. If the ball is kicked over the fence or bounces off the defender it will be considered a home run,
- b. If the ball is kicked in the infield and bounces over the field that will be considered a dead ball out of play, and the umpire will award bases like a ground rule double (if the ball was not touched)

9.19 – If the pitcher pitches a ball, and the kicker decides to not kick it, the kicker must move out of the way of the ball. If they do not and the ball hits him or her, they will be considered “live” and accept the result of the play.

9.20 – 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.

a). 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.

9.21 – The catcher cannot interfere with the kicker, including running in front of the kicker and obstructing the kicker's path to 1st base. The runner has the right way. If the catcher interferes with the kicker and is called by the umpire, the runner will be awarded 1st base. This is at the discretion of the ump.

9.22 – **Bunt Line**

a. (in coed league) Bunting is allowed. – Males must kick the ball past the 1st and 3rd baseline. 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. Females can bunt with no restrictions.

b. (in Women's league) Bunting is allowed. – females must kick the ball past the 1st and 3rd baseline. If a female 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.

c. If the games are moved to grass Goombay may agree to make modifications and eliminate the bunt line. This will be communicated to the captains/coaches ahead of time.

10. RUNNERS

10.1 – Runners must stay within the base line, except when avoiding collisions which will be the umpire's discretion.

a) Runners must touch each base accordingly per play or the runner will be called out by the umpire.

b)

10.2 –There are no ties!! A runner must beat the throw going to the base to be called safe. A simultaneous play at the base will be called out because the runner did not beat the throw. This call is solely an umpire call.

10.3 – Runners may overrun first base only!!! The runner may be tagged and called out if they are off any base at any time. (Sliding or diving back to any base after attempting to run is legal).

10.4 – 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 automatically out.

a) If a runner 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 when the team is up to kick.

10.5 – It is the responsibility of the runner to avoid a collision.

a). Runners hindered by any fielder not making an active play for the ball shall be safe at the base to which they were running.

b). When a defensive player has the ball and the runner remains upright and runs into the defensive player, it is considered a "crash" and the call will be umpire's discretion".

10.6 – If the runner intentionally hits (swaps) or kicks the ball after being tagged out, the ball is dead, and all runners must stop advancing and stay on the base they reached.

10.7 –Runners can slide to any base but first (1st). Sliding to first is an out. Runners can, however, slide back to first (1st) base if they have over run it or if they are trying to go back after going to second (2nd) base.

10.8 – A runner is out if:

a) They are tagged with the ball before reaching base.

b) The ball gets to the forced base before the runner.



- c) They run more than 3 feet out of the base path 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) The runner tags the inside base at 1st while not advancing to 2nd base.
- f) The runner is tagged after getting to first base and turning into the "field of play".
- g) The runner slides to first base from home plate.
- h) 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.

10.9 – 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 awarded the base they were running.

10.10 –Running past another runner is not allowed. The passing runner is out.

10.11 –A run scores when a runner touches home plate before the third out is made. 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.

10.12 – Only runners who are Substituted while traveling to a base, and who successfully make it to a base, may be substituted, one time only, if the Substituted runner plans to return to the game. All runner substitutions must be the last out of the same sex, unless there is already a pre-written sub. Float subs cannot be used for this substitution.

TAG-UPS

10.12 – 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.

- a) If the ball is caught in foul territory runners cannot advance.
- b) All runs which score before the infraction (vs appeal) will count (except those scored by runners that are called out).
- c) 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 touched 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.

11.1 – Fielders trying to make an out on base may have their foot on base but must lean out of the baseline.



11.2 – 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 hits the runner.

11.3 – The field make up can be any of the following combinations.

- a) Five (5) females + five (5) males
- b) Four (4) females + four (4) males
- c) Five (5) females + three (3) males
- d) Three (3) females + five (5) males
- e) Four (4) females + five (5) males
- f) Four (4) males + five (5) females

***The penalty for having six players of a particular gender on the field is a dead ball and a ball.**

FOUL AND FAIR BALLS

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

11.5 – A foul ball is considered any of the following:

- a) A kicked ball that lands and remains 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.
- d) 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.
- e) A kick made on or above the knee.
- f) A kicked ball stopped by the kicker in the kicking box.

11.6 – A fair ball is considered any of the following:

- a) A ball kicked that lands and remains in fair territory.
- b) A ball kicked that lands in fair territory then travels into foul territory beyond the 1st–3rd base line. For male kickers, if it meets the “male bunt line requirement”.
- c) A ball that lands in foul territory and then comes back into fair before 1st – 3rd base line. (refer to Diagram 2 on page 28)
- d) Fair ball territory is where the ball is, not the player.

OUTS

11.8 – An out is considered:

- 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 his/her base before the ball is kicked.
- g) A runner is physically assisted by a base coach during play.
- h) a runner touching another runner.
- i) Any kicker that does not kick in the proper kicking lineup (once the ball is pitched).
- j) A kick taken in front of the home plate, as noted by the kickers plant foot.
- k) A kicker touching or picking up the ball while at home plate ready to kick before the play is called dead.
- l) A runner who is on the same base as 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.

The fielder must hit the runner with the ball; or maintain control of the ball while tagging the base with at least one foot on the base on a forced run. Hitting the base with the ball counts as an out if the fielder maintains control of the ball.

12. ENCROACHMENT AND FIRST TOUCH RULE

12.1 – 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.
- b) When the back catcher crosses the kicker before ball is kicked

FIRST TOUCH

12.2 – 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!

FREE PLAY

12.3 – 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 or the result of the play). *(like the free quarter back play in football).



13. SUBSTITUTIONS – 3 maximum runner subs

13.1 – Teams can either use prewritten Substitute (sub) players or six (6) float subs.

- c. (Float Subs): -The float subs do not have to be prewritten in a spot on the kicking lineup prior to the exchange.
- d. (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.
- e. 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.
- f. Once used, the float subs are then 'married' to the kicker and cannot change position in the lineup.
- g. Subs must be used with the same gender.
- h. Once used subs cannot be used or moved to any other spots.
- i. You cannot adopt the count of any Substituted kicker. The Substituted kicker or player must get on base to have a sub kicker or take an out.
- j. You cannot adopt the count of any Substituted pitcher. The Substituted pitcher must complete the count prior to being subbed out.
- k. **The 3 sub maximum applies to runner substitutions, not initial prewritten or float kickers.**
- l. **Substitutions can be used by teams for any reason including injury, just plain strategy etc. The player being subbed for must successfully make it to a base. Teams can use Married subs or the previous out of same gender. Float subs can NOT be used.**
- m. **If the previous kicker is still on base, the previous kicker to that kicker will be used, etc**
- n. **Teams will have a max of 3 runner subs per game. After 3 subs, a team will not be allowed to use any more substitutions and must take an out if the runner cannot continue.**
 - a. **Captains are responsible for tracking this, and if missed the runs can not be reversed and the additional runner substitution will be allowed to continue/play.**
- o. All runner substitutions must be of the same gender. If the game just started and there are no 'previous kickers', the last kicker in the line-up, of same gender, will be used as the sub.
- p. A double kick is considered a foul and therefore a strike, not an out!

14. INCLEMENT WEATHER/FIELD CONDITIONS

14.1 – Games will be decided by the park and league officials two (2) hours prior to the first game of the day.

14.2 – Goombay will play in light rain if the fields are playable.

14.3 – In the event the dirt fields are unplayable, games may be moved to another field.

14.4 – If a game has begun, the game will only end during thunder and lightning or a constant downpour.

14.5 – In the event the game has been stopped due to rain, the umpire will issue a ten (10) minute delay. If the rain continues, the game will be officially stopped and will resume at a later time unless four (4) innings have been satisfied. The team with the most points will be declared the winner.



14.6 – All make up games will resume at the point of the last inning using the same kicking lineup starting with the last out.

- a) Any player that is not present for the makeup game, can be replaced by another player of the same gender who was not on the original line up sheet, and must be placed in the same order.

14.7 – Announcements will go out to the captains and will be posted on every player (www.Goombay.net) profile, Goombay Facebook page, and other media.

16. Goombay Special Games

A Goombay league may use special games to enhance its league. This rule is not mandatory. This rule will also be determined at the beginning of the league by the League Director and announced to the captains prior to the first game.

1. Uno Games
2. Premium Innings

16.1A – Uno Games:

- a) At the beginning of each game both team captains will be given 4 cards. A “reverse”, “skip”, “Draw 2”, “Draw 4”. Once a card is used, it is considered dead and cannot be used again.
- b) If the game ends prior to the cards being used, the cards will be considered void.
- c) Cards can be used by the captain telling the ump they are using the card.
- d) The 3 cards cannot be used in OT or play-off games.

16.1B - Reverse Card (Defense only)– This card can only be used by a team on defense to reverse the previous play outcome made by the offense. Eg, (kicker kicks, runner on first runs to second) team on defense uses the card to return all previous plays back and re-do. Card can also be used to return one player who advanced from 1st base to 3rd base back to 1st base. Once played the card is burnt for that game.

- a) Card cannot be used to reverse a scoring run/Play. Once a player scores, the card cannot reverse the score.

16.1C - Skip (Offense only) – This card can only be used by a team on offense to allow a player to skip his/her turn when up to kick, without taking an out. The player does not take a base, they just skip to the next kicker without taking an out for that position. When a coach uses this card, the next player up to kick must skip their turn without an out. This card cannot be used to avoid an out (empty spot) Once played the card is burnt for that game.

16.1D – Draw 4 (Offense) – This card can only be used by a team on offense to allow a Kicker to get a 4th strike (extra foul). (A kicker is struck out with 3 strikes and the team plays this card. That player will be allowed to kick one more time as allowing 4 strikes. (The captain must use the card prior to the kicker leaving, within 10 seconds). Once played the card is burnt for that game.

16.1E – Draw 2 (Defense) – This card can only be used by a team on defense to give the kicker a full count, 2 strikes and 2 balls prior to them kicking. Eg (kicker comes up to kick, team on defense uses the draw 2 card. The kicker automatically has a full count). Once played the card is burnt for that game.

- a) Card must be used prior to a pitch.



16.2A – Premium offense inning:

- a) At the beginning of each game, during the coin toss, both teams will pick an inning that they want to use the Premium ball on offense. The home team gets to pick first. Teams discretely write down when they want to use the premium ball and the ump and or Field monitor with bring the ball out or announce when it is in play.
- b) When the team's chosen inning starts and the team is on offense, the bonus ball will be used during that inning and all points scored during that inning while the team is on offense will be awarded 2 points. The other team does not get awarded 2 points during that inning. They only get 2 points when their selected inning begins, and they are on offense.
- c) If the inning ends prior to the chosen premium ball inning begging, the premium ball opportunity will be lost.
- d) The premium ball cannot be used in OT or play-off games.
- e) The premium ball could be the same regular inning ball, teams will be notified when the ball is being used or in play.



2025 Change Log

RULE #	SUMMARY OF CHANGE MADE FROM V.16 – 2023	MAJOR	MINOR
Rookie Division	<ul style="list-style-type: none"> There is no run cap in: <ul style="list-style-type: none"> The final regular 'pool play' inning. single elimination and championship games. There are no runner substitutions caps in this division. 	X	
Shirt and Wristband	Players who do not have their league issued shirt must purchase a wristband for \$10 to play that week or will not be allowed to play.	x	
Player eligibility	Goombay reserves the right to keep and update all current rosters onsite and captains can verify with the tournament staff on the field, however, wristbands are "proof" of registration and rostered players, even if the rosters have not been updated online.	X	
Player's uniform	<p>Players can cut off their sleeves, cut the neckline, or make fringes. However, the front and back of the shirt must remain intact for uniformity, and accountability. All league logos must be visible, and sponsor logos may not be removed, cut, covered, or disfigured in any way. Any player who violates this rule will have to purchase a new shirt from Goombay, at cost.</p> <p>The shirt must be worn properly, not around a player's waist, as a headband, hanging off the shoulder, or tucked into the player's pants. Any improper wearing of shirts will result in a technical out as described above until infraction is corrected.</p>	X	
Bullies	Rookies and intermediate teams can carry four (4) bullies on their roster but can only play two of the bullies in a game. The same two (2) bullies who start must finish the game. Captains/Coaches playing in	X	

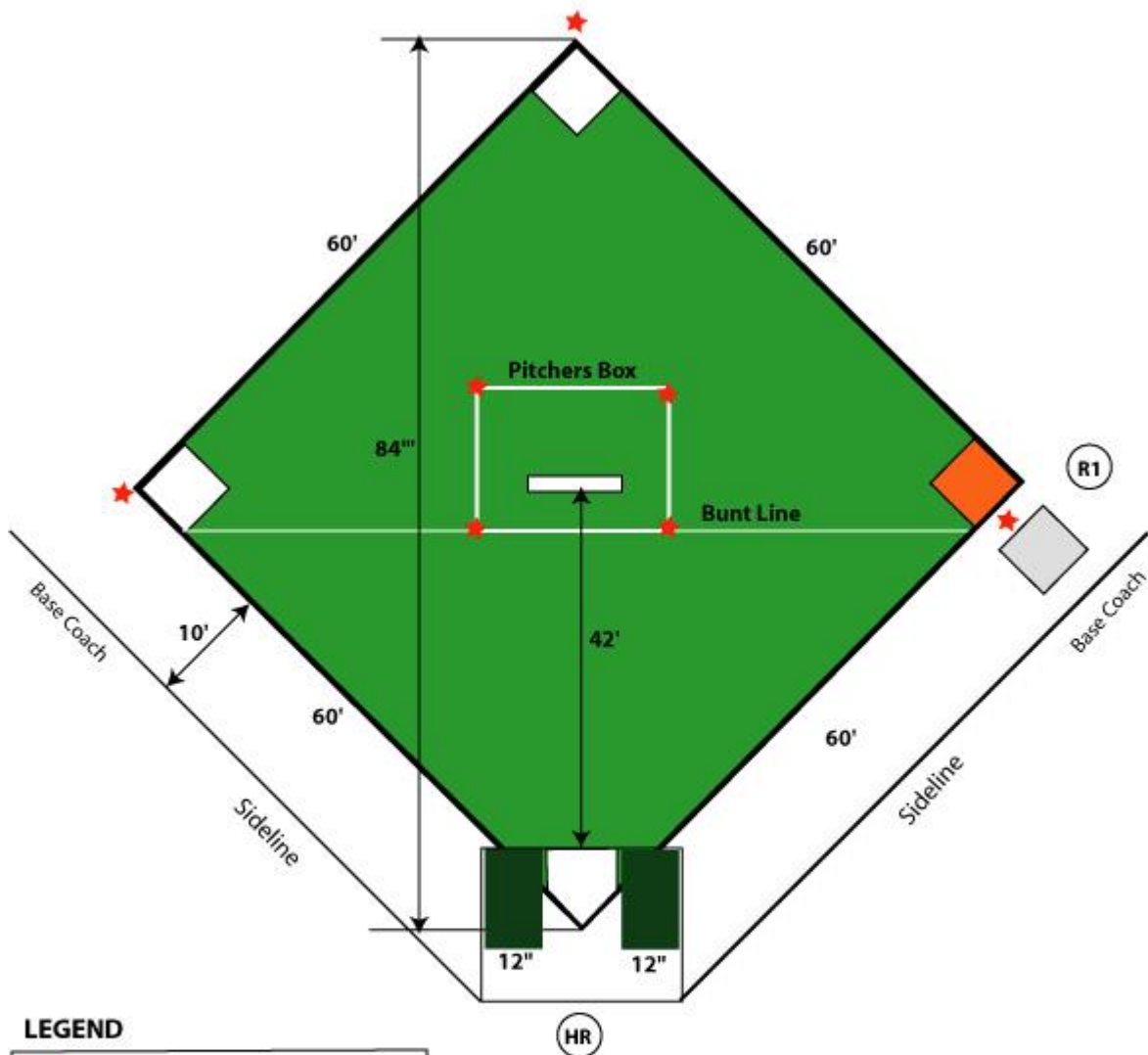


	<p>a higher division are considered bullies and are counted as part of the 4 bullies.</p> <p>Rookies team bullies must be intermediate players only!</p> <p>intermediate team bullies must be advanced players only</p>		
Sub Runners	<p>The 3-sub maximum applies to runner substitutions, not initial prewritten or float sub kickers.</p> <ul style="list-style-type: none"> a. Runner Substitutions can be used by teams for any reason including injury, just plain strategy etc. The player being subbed for must successfully make it to a base. Teams can use Married subs or the previous out of same gender. Float subs can NOT be used. b. If the previous kicker is still on base, the previous kicker to that kicker will be used, etc c. Teams will have a <u>max of 3 runner subs</u> per game. After 3 subs, a team will not be allowed to use any more substitutions and must take an out if the runner cannot continue. o Captains are responsible for tracking this, and if missed the runs cannot be reversed and the additional runner substitution will be allowed to continue/play. 	XX	

Appendix: Field dimensions

Goombay Kickball Field Dimensions

Diagram 1



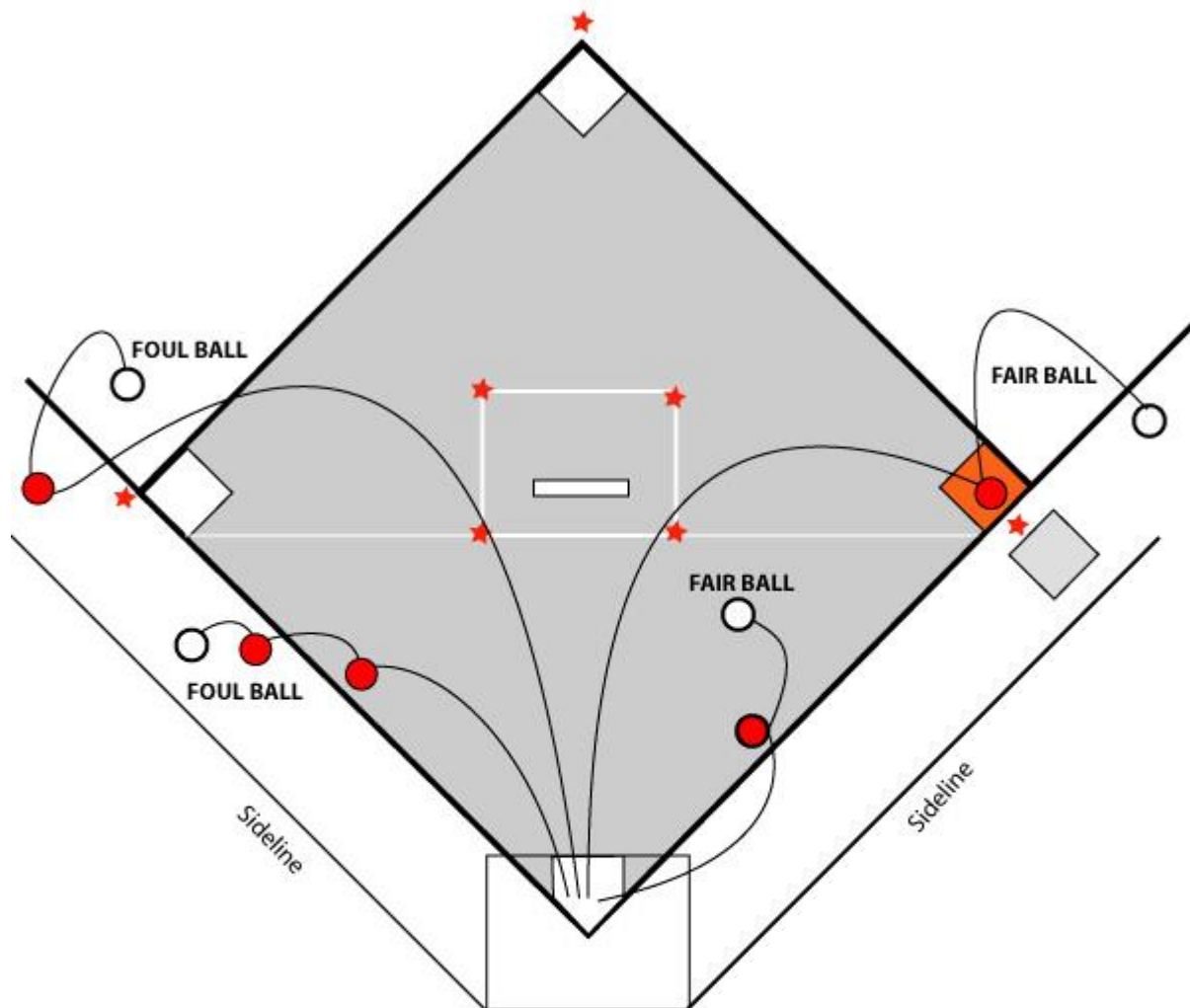
LEGEND

- ★ Cone location
- HR Head Referee
- R1 Referee on 1st base is optional
- Strike zone pad

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Goombay Kickball Fair & Foul Ball Diagram 2



LEGEND

●	BOUNCE
○	LAST BOUNCE

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Goombay Fielding Sheet

FIELD POSITIONS

GOOMBAY KICKBALL

CATCHER

PITCHER

THIRD BASE

LEFT SHORT

LEFT FIELD

SECOND BASE

RIGHT SHORT

RIGHT FIELD

FIRST BASE

Each position is represented by a table with 6 rows and 4 columns, numbered 1 through 6 in the first column. The tables are arranged in a diamond shape representing the field, with the Catcher at the bottom, Pitcher in the center, and the bases and outfielders forming the diamond and perimeter.