



Hosted by Goombay Kickball

# Official Tournament Rules

## Coed, Women's, & Youth

Version 20

The TOUR Tournament Rules Version 20  
Hosted by Goombay Inc.  
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## 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 team's 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, 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 tournament and could include being banned from Goombay future tournaments. We have zero tolerance!!
8. All players, visitors, officials, and spectators are expected to conduct themselves in a sportsmanlike manner as deemed by the umpire and the Goombay officials. 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.
9. Violators of 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 are based on umpire discretion.
  - Warnings (which may occur during the coin toss).
  - Team technical outs
  - Player ejection
  - Suspension from Goombay Tournaments
  - Being banned from all Goombay Tournaments.

**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. 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.*



### **Goombay Kickball Code of Conduct - Cont.**

10. 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.
11. 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.

Goombay will ensure the safety of the referee, league officials and players. If a violation of the code of conduct continues during the game and appears to be escalating in an unsafe manner, the Umpire reserves the right to declare the game a forfeit, disqualify the offending team and award the opposing team a victory.



## 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).

### Coed:

The teams playing must have at least 8 players, but no more than 5 of any gender, 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 for any gender below 5. (E.g., 5 men, 3 women. Will take 2 outs for missing females)

### Women:

The teams playing 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.
- b) If a team uses scrap paper or any in-eligible kicking line up, a delay of game may be called an a "ball count" or "strike count" issued every 10 secs by the ump, until corrected against the violating team.

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

### Subs

Teams can either use prewritten Substitute (sub) players or six prewritten (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 but must be written on the line-up sheet.

**(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.

**Teams cannot use both float subs and prewritten subs at the same time. When both are used, the prewritten subs will take precedence and the floating subs will be scratched out.**



## 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) Underhand Pitch division
- b) Any style Pitch division
- c) No player or team is allowed to play in more than one division in the same tournament. Playing in multiple divisions during tournament will be a forfeit of current game and player will be ejected for reminder of the day.

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

### UNDERHAND PITCH DIVISION:

- \* 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.
- \* The pitcher can only pitch underhand, from back to front, with no side arm pitches, palm up.
  - o 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.
- \* Fast balls and bouncy balls are allowed.
- \* Each inning will have a run scored cap maximum of 5 points, except the final inning.
  - 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'.
  - All innings will be played the regular way and will be closed out.
- \* There is no run cap in:
  - o The final regular 'pool play' inning
  - o single elimination and
  - o championship games.

### ANY STYLE PITCH DIVISION:

- 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.

**All pitched balls must bounce twice prior to crossing the plate in all divisions. 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 the tournament teams are 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. Shin guards are allowed.
- d. 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.
- e. 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 and the team being awarded a technical out.

## 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 at any time, at the ump's discretion.
  - 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.





- 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.
  - Warnings (which may occur during the coin toss).
  - Team technical outs
  - Player ejection
  - Suspension from Goombay Tournaments
  - Being banned from all Goombay Tournaments.
  - Call off a game due to darkness, rain/lightning or other hazardous conditions.
  - 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.
  - Stop the clock while a dispute is in progress until it's over.
- c. Call any game after the allocated game time, and not start a new inning under 3 mins.

#### 4. PLAYER ELIGIBILITY

- a. All participants must be registered with Goombay and meet the following requirements:
  - Must be 18 years of age or older by the date of the first game and fully complete the registration process.
  - Must have adequate and current health insurance 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.
  - For easy visibility, players must wear a 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.
  - 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.

#### 5. TEAMS/PLAYERS

- a. During tournament play teams shall have 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 and avoid a forfeit.
- c. Examples of line ups with a minimum can be:
  - a) Five (5) females + five (5) males (10)
  - b) Four (4) females + four (4) males (8)
  - c) Five (5) females + three (3) males (8)
  - d) Three (3) females + five (5) males (8)
  - e) Four (4) females + five (5) males (9)
  - f) Four (4) males + five (5) females (9)





- d. **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. In the event of a forfeit, the winning team will be awarded 20-0 points for the victory.
- e. If the game has started and a team forfeit or quits, 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.
- f. The team Captain will designate a score keeper who will record game statistics in a score book.
- g. 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.
- h. Each team can have one Captain and/or a 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 a 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.
- i. 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.
- j. 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.

## 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 10 ft to the right on 1<sup>st</sup> base side and 10 ft to the left on 3<sup>rd</sup> base side.
- e. Base coaches cannot catch a pop foul fly ball until the ball/play has been called dead by the umpire. The penalty is a dead ball out on the kicker.



## 7. 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.

**No new inning shall begin with 3 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. RULES OF SUDDEN DEATH

### 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 should 4 males and 4 females.
- i. The next kicker in the line up goes up to kick.
  - ii. The **last kicker**, NOT THE LAST OUT, who is the opposite gender of the next kicker mentioned above, goes to 2<sup>nd</sup> base.
- OT Substitution Rule \*this is in addition to the 3 sub cap**
- iii. Only the last kicker, not a sub of any kind, must go to 2<sup>nd</sup> base.
  - iv. The last kicker can only be subbed after they advance to the next base
  - v. If the last kicker can not go to 2<sup>nd</sup> base, the team will take an out.
    - if a male is up to kick, the last female kicker goes to 2<sup>nd</sup> base,
    - if a female is up to kick the last male kicker goes to 2<sup>nd</sup> base.
- b)** 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.
- c)** 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).

- d) Teams can continue to use subs where available.
- e) Float subs cannot be used for the runner going to 2<sup>nd</sup> base.

## 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.
  - i. The next kicker in the lineup goes up to kick.
  - ii. The **last kicker**, NOT THE LAST OUT, goes to 2<sup>nd</sup> base.
  - iii. **Only the last kicker, not a sub of any kind, must go to 2<sup>nd</sup> base.**
  - iv. **The last kicker can only be subbed after they advance to the next base**
- c) 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.
- d) 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.
- f) 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 2<sup>nd</sup> base. See injury sub.

## 9. SCORING and STANDINGS

- a. The top 6, 8 or 12 teams, depending on number of teams in tournament, advance out of pool play.
- b. Games won will receive 3 points.
- c. Tied games will receive 1 point each.
- d. After pool play team's official standings are assessed by overall teams in tournament, not just teams in any pool.
- e. Standings are assessed by:
  - i. Points for Games won (mentioned in '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. If there is a 2-way tie after pool play, a coin toss will be used to determine standing. (There will be no extra game to determine tie breaking standing).
  - iv. If there is a 3-way tie after pool play, the teams will draw 'standings' out of a hat. (There will be no extra game to determine tie breaking standing).
- 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. If a team uses scrap paper or any in-eligible kicking line up, a delay of game may be called on a "ball count" or "strike" issued every 10 seconds until corrected.

## 10. 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 positions may only be replaced once per inning unless injury forces another substitution. Original pitcher or catcher MUST come back in.
- g. **Co-ed play**, the gender of the pitcher can be changed, once, during an inning.
- h. You cannot adopt the count of any injured pitcher. The injured pitcher must complete the count prior to being subbed out. If they are unable to finish the count, the kicker will be awarded 1<sup>st</sup> base.

### 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). \*(like the free quarter back play in football).

- i. If a pitcher or fielder makes an out by illegally advancing beyond the 1<sup>st</sup>-3<sup>rd</sup> base play line, the runner will be declared safe.
- j. Once the pitcher or any player has the ball in control and in the pitcher box, the play ends.
- k. **UNDERHAND DIVISION** - 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.

**UNDERHAND DIVISION** - 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.

## 11. BACKCATCHING

- a. In **Co-ed play**, the fielding team cannot change the gender of the back catcher during an inning, for example, male for female or female for male.
- b. The catcher positions may only be replaced once per inning unless injury forces another substitution. \*Substitution rules apply.
- c. Every team must have a back catcher.
- d. 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.
- e. The kicker cannot force the back catcher to encroach. This is a judgment call by the umpire.
- f. 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.
- g. The back catcher must have **one foot in the boundary** prior to the kick or it will be considered an encroachment.

## 12. KICKING

- a. 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).
  - I. Teams must use the official Goombay kicking lineup or a comparable line up sheet only for consistency. This can be downloaded online and will be provided to captains at the beginning of the season.
  - II. Refusal or being unable to provide the written scorebook kicking order when requested by the opposing team or the referee at game time could result in a forfeit of that game.
- b. Once a line-up has been exchanged there can be no changes. All players and subs must be written in prior to the exchange.
- c. Teams may write names and/or numbers (if available) on the kick lineup.
- d. 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.

- I. 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.
  - II. 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.
  - III. 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 player's spot. E.g. (M, M, F, F, F, M, F, F, out, out).
- e. 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.
  - f. 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 line-up has been turned in. Teams must call this rule at the time no back penalties allowed.
  - g. 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.
  - h. 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.
  - i. **A Kicker who is walked by the pitcher must walk and cannot refuse to advance to 1<sup>st</sup> base.**
  - j. 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.
  - k. If an improper kicking order was done all base runners would return to original base before the improper kicking is caught.

#### **SUBSTITUTION IN KICKING FLINER UP**

- a. Teams can **either** use prewritten Substitute (sub) players or six (6) float subs.
- b. (Float Subs): -The float subs do not have to be prewritten in a spot on the kicking lineup prior to the exchange.
- c. (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.
- d. 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.
- e. Once used, the float subs are then 'married' to the kicker and cannot change position in the lineup.
- f. Subs must be used with the same gender.
- g. Once used subs cannot be used or moved to any other spots.
- h. You cannot adopt the count of any injured kicker. The injured kicker or player must get on base to have a sub kicker or take an out.
- i. You cannot adopt the count of any injured pitcher. The injured pitcher must complete the count prior to being subbed out.





- j. **Substitutions can be used by teams for any reason including injury, 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.**
  - a. **If the previous kicker is still on base, the previous kicker to that kicker will be used, etc**
- k. **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.**
- l. 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.
- m. A double kick is considered a foul and therefore a strike, not an out!

## Bunt

- a. **(in coed league)** Bunting is allowed. – Males must kick the ball past the 1<sup>st</sup> and 3<sup>rd</sup> 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 1<sup>st</sup> and 3<sup>rd</sup> 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.

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.

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.

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 1<sup>st</sup> base or have the option to kick if she chooses; however, if the next kicker is a male, he must kick.

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.

**(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.





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.”

**\*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).

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.

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.

The back catcher cannot interfere with the kicker, including running in front of the kicker and obstruct the kicker's path to 1<sup>st</sup> 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 1<sup>st</sup> base. This is at the discretion of the ump.

**Improper kicking order i.e., Kicking out of turn.**

1. 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.
2. 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.
3. Once the pitch is released from the pitcher's hand, 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.

with 2 outs, in both coed and women's, the walked kicker gets 2 bases. In coed, the female behind the walked male, has the option of walking to 1<sup>st</sup> base.

**Co-ed tournament play**

- a) Males must kick the ball past the 1<sup>st</sup> and 3<sup>rd</sup> base play line. If a male bunts the ball must reach the play like 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 1<sup>st</sup> and 3<sup>rd</sup> 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 1<sup>st</sup> and 3<sup>rd</sup> 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 1<sup>st</sup> and 3<sup>rd</sup> 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)

#### 13. FIELDERS

- a. 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.
- b. 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.
- c. If the 'crash' play is not flagrant, the runner is just called out and the play will be dead.
- d. 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).
- e. 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.

### 14. RUNNERS

#### Dual First Base plates:

- a. The extra base is available for kickers traveling from home plate to first base.
- b. 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.
- c. 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.



- d. 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.
- e. No additional base may be used at any other base.
- f. Runners must stay within 3 ft of the base path and touch each base accordingly per play.
- g. 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 1<sup>st</sup> base. Sliding or diving back to any base after attempting to run is legal.
- h. 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.
- i. 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).
- j. It is the responsibility of the runner to avoid a collision.
- k. 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.
- l. 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 2<sup>nd</sup> base.
  - If a runner steps off base early prior to a kicker kicking the ball (However see 'd' above).
- m. 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" by the ump. If considered out of play, all base runners are awarded the base they were running to only. The dug-out area is considered out of play.
- n. Running past another runner is not allowed. The passing runner is out.
- o. Two runners touching or occupying the same base is not allowed. The lead runner is out.
- p. 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.



## 15. 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.

## 16. FIRST TOUCH

- c. All runners may advance while the ball is in the air at their own risk. If they are ON the base when the ball is "first touched", they may advance after that whether the ball is caught or not. \*

If a runner is NOT on the base when the ball is "first touched", they still have to "tag up" if the ball is caught. If the ball is dropped, then the tag up rule does not apply. \* The first touch rule does not negate the tag up rule.

## 17. 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 1<sup>st</sup>-3<sup>rd</sup> 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".

## 18. 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 2<sup>nd</sup> runner will be out if tagged.

## 19. SUBSTITUTIONS

**Substitutions can be used by teams for any reason including injury, 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.**

- a. **If the previous kicker is still on base, the previous kicker to that kicker will be used, etc**
- b. **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.**
- c. **No other subs are allowed.**
- a. Only runners who are injured while traveling to the next base, and who successfully make it to a base, may be substituted as long as the team have substitutions remaining among the 3-maximum sub cap.
- b. **The runner can only be subbed by the previous kicker of the same gender, or a married sub, but not a float sub.**
  - a. **If the previous kicker is still on base, the previous kicker to that kicker will be used, etc**
- c. For kicking:- 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 (married or float that hasn't been used already)
- d. 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.
- e. The pitcher and the catcher positions may only be replaced once per inning.
- f. You cannot adopt the count of any injured kicker. The injured kicker or player must get on base to have a sub kicker or take an out.
- g. You cannot adopt the count of any injured pitcher. The injured pitcher must complete the count prior to being subbed out.



- h. In sudden death OT:- The **last kicker**, NOT THE LAST OUT, who is the opposite gender of the next kicker in the line up, goes to 2<sup>nd</sup> base.
  - i. Only the last kicker, not a sub of any kind, must go to 2<sup>nd</sup> base.
  - ii. The last kicker can only be subbed after they advance to the next base
  - iii. If the last kicker cannot go to 2<sup>nd</sup> base, the team will take an out the injured player will sit the rest of the tournament out.
- i. 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.

**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.**

## 20. ENCROACHMENT

- a. Encroachment by fielders is prohibited.
- b. Encroachment occurs when:
  - When any fielder (including the pitcher) crosses the encroachment line (bunt line) between 1<sup>st</sup> base and 3<sup>rd</sup> 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.
  - c.

## 21. 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.
  - Violators face penalties from warnings up to and including ejections, suspensions, and expulsions for the player or team, as determined by the organization. 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.
  - Penalties do not have to be in order and are based on severity and umpire discretion.
    - Warnings
    - Team technical outs
    - Player ejection *from the game*
    - *Player is removed from the tournament.*



- Suspension from future Goombay Tournaments
  - Being banned from all Goombay Tournaments.
- c. 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.
- d. 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.
- e. Captains and teams are responsible for the behavior of their fans, family and visitors.
- f. 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.

## 22. 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 4<sup>th</sup> 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 4<sup>th</sup> inning the game will be called and winning teams advances. If prior to the 4<sup>th</sup> inning, the winner will be determined by points scored.
- b. Unfortunately, if the tournament is canceled due to severe weather conditions (rain, hurricane force winds and/or continues lightening) no refunds will be given.

If 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.

## 23. 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.





## 24. 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 number of teams registered for the event. Please note that all prize structures are subject to change based on number of teams registered.

**All rules set forth are subject to change at any time but only after captains have been notified. Any rule specifically not covered in rule book can be clarified or amended at the tournament by the Goombay team, and their ruling will be final.**

## 25. 2025 Tournament Change Log

RULE #	SUMMARY OF CHANGE MADE FROM V.19
Code of Conduct	Absolutely no 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 tournament and could include being banned from Goombay future tournaments. We have zero tolerance!!
Player eligibility	<ul style="list-style-type: none"> <li>For easy visibility, players must wear a 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.</li> <li>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.</li> </ul>
No longer ----→	<ul style="list-style-type: none"> <li><del>All registered paid players must be at the event prior to the end of pool play and must play in at least one game during pool play to play in the single elimination round of game.</del></li> </ul>
Divisions	<p>No player or team is allowed to play in more than one division in the same tournament. Playing in multiple divisions during tournament will be a forfeit of current game and player will be ejected for reminder of the day.</p> <p>Two of our offered divisions:</p> <ul style="list-style-type: none"> <li>a) Underhand Pitch division</li> <li>b) Any style Pitch division</li> </ul>



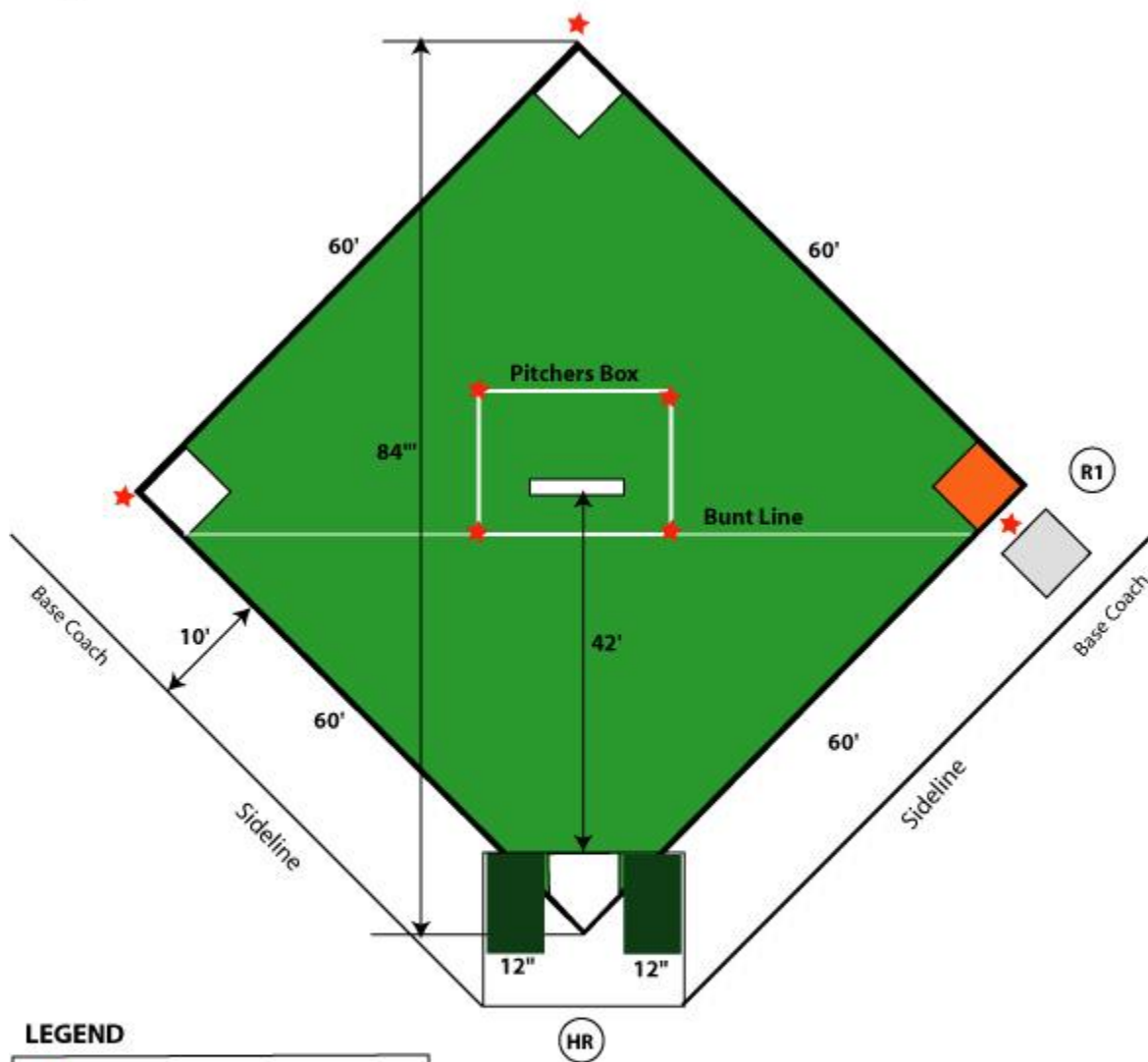
Underhand Pitch division	<ul style="list-style-type: none"> <li>* The pitcher can only pitch underhand, from back to front, with no side arm pitches.</li> <li>* Fast balls and bouncy balls are allowed.</li> <li>* Each inning will have a run scored cap maximum of 5 points, except the final inning. <ul style="list-style-type: none"> <li>▪ 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'.</li> </ul> </li> <li>* The losing team only starts the final inning, and the winning team only plays if the scores change to their disadvantage.</li> <li>* There is no run cap in single elimination and championship games.</li> </ul>
Team/Players	<ul style="list-style-type: none"> <li>d. 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. In the event of a forfeit, the winning team will be awarded 20-0 points for the victory.</li> <li>e. If the game has started and a team forfeits or quits, 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.</li> </ul>
Kicking line up	If a team uses scrap paper or any in-eligible kicking line up, a delay of game may be called an a "ball count" or "strike" issued every 10 seconds until corrected.
Sudden death Sub	<ul style="list-style-type: none"> <li>i. Only the last kicker, not a sub of any kind, must go to 2<sup>nd</sup> base.</li> <li>ii. The last kicker can only be subbed after they advance to the next base</li> <li>iii. If the last kicker cannot go to 2<sup>nd</sup> base, the team will take an out.</li> </ul>
Substitution	<ul style="list-style-type: none"> <li>a. Only runners who are injured while traveling to the next base, and who successfully make it to a base, may be substituted once. The injured runner can only be subbed by the previous kicker of the same gender, even if they have a married or float sub available. <ul style="list-style-type: none"> <li>a. If the previous kicker is still on base, the previous kicker to that kicker will be used, etc</li> </ul> </li> <li>b. 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.</li> </ul>



## Appendix: Foul Ball Area's

### 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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