

OFFICIAL COED RULES GOOMBAY KICKBALL



**Co-Ed League
Version 9**

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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 American Softball Association rules. All calls will be made by the umpire and will stand. Goombay encourages its players to have fun first, and win second; all while networking and socializing, and building lifelong friendships. Happy playing... and may the best teams win!

Goombay Kickball Code of Conduct

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

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

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

Various Division Types

Goombay Kickball leagues, depending on locality/area, can choose from one or two of our offered divisions and depending on the structure of the given league the chosen division(s) will be announced by the league directors: a). **"The Newbie's Division"** (teams with 0-2 years of kickball league experience or teams with 60% new players), b). **"Just For Kicks Divisions"** (intermediate level teams) & c). **"The Legends Division"** (advanced level teams).

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

Newbie's Divisions (Novice level): Best for a new player or team, or a veteran player who is captain or coach of the new team.

- a). The pitcher can only pitch underhand (no side arm pitches). Fast balls and curve balls are allowed.
- b). All players suited up are encouraged to play to continue fundamentals
- c). If a player gets injured, there will be no outs and the next 'same gender' player will move up into that spot (the injured player cannot return to the kicking order).

d). If a team wins the division championship game two seasons in a row they must move up to the next division unless their team roster changes and they lose 60% of those players.

Just for Kicks Division (Novice/ Intermediate level) - Best for a team, or player that is looking to not play in an intense competitive environment.

a). The pitcher can only pitch underhand (no side arm). Fast balls and curve balls are allowed, but the hand position must start and finish with the palm facing upwards.

The Legends Division (Advanced level) – Best for teams or players that may have played multiple seasons, or are looking for more intense competition.

a). – There are no rules on pitching styles.

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 the Goombay field monitors for game conduct. 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 conspiracy.

1.2 – Violators of the Goombay Code of Conduct will face penalties, which include, but are not limited to the following:

Action 1: *Player is ejected from the remainder of the game. The player must immediately evacuate the field or dugout area , or else his/her team will be required to forfeit the game.*

Action 2: *Player is suspended for one (1) game. This does not include the game in which the incident occurred.*

1.3 – Captains, coaches and players are responsible for the behavior of their spectator's family and visitors. If anyone associated with a particular 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. Only 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 premises. 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. This ensures the safety of the referee, league officials and players. If poor sportsmanship continues, the officials reserve the right to declare the game a forfeit, disqualify the offending team and award the opposing team a victory

1.5 – The ejected player or coach must sit out the following game, even if the next game is the same day. The player may not be in the field or dugout area.

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 in all directions from the center of the pitching strip. This area is marked with chalk and/or cones.

2.5 – The 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, of if at least four innings have been completed. If an inning begins prior to the 50 minute time limit, the game will continue until the end of the inning. Unless a mercy rule is being enforced, refer to 3.12

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 (with the exception of a mercy rule). The score shall be recorded. Games called off, that end in a tie shall be marked as a tie.

Overtime: Regular season games:

3.3 – If after the game regulation period, the game is tied, one inning of sudden death will be played. If after the extra inning of sudden death the game is still a tie, the game will be recorded as a tie, and each team will receive 1 point each.

Overtime: Playoff games:

3.4 – If after the game regulations period, the game is tied, one inning of sudden death will be played. If after the extra inning the game is still a tie, another inning of sudden death will be played using the rules in (b) below.

Sudden Death

- a) The **last kicker from the regular inning** goes to 2nd base. The next player (and those thereafter) up will approach the plate with a full count. The pitcher will pitch the ball once per kicker, the results will follow normal rules (e.g. If the ball is kicked foul, the player is out). This continues until the team receives three outs. Then, teams switch sides, same rules apply.
- b) If at the end of the sudden death, the game is still tied, an additional inning will be played. This time, each team will only be allowed to use eight (8) players on defense (must be 4 male, 4 female). Teams must use the same kicking lineup. This style of play will be used until there is a winner.

3.5 – If a game is postponed for any reason whatsoever, it will be resumed at the point from which it was stopped and played at a later date, 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.

3.6 – 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 amount of players, then the match will be forfeited and the opposing team gets the victory.

3.7 – In the event of a forfeit, the winning team will be awarded 12 points for the victory. The forfeiting team gets zero.

3.8 – Players must remain behind home plate when kicking. If they step over the plate with plant foot when kicking, it will result in an automatic out.

3.9 – 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.

3.10 Team scoring/ points and standings:

Official team rankings are determined by : 1) Game points for wins; 2) Head to Head; 3) Score Against. (If there is still a tie, then tie breaker will be score differential between teams who are still tied.) *If there are no head to head, games between teams, Games won points and score against will be used

- a) Games won will receive three (3) points; Tied games will receive one (1) point. These points will be called game points, not to be confused with score points.

3.11 – 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 registered as a bully). If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof.

3.12 – Mercy Rule

- a) If any team is leading by 12 points at the end of the 5th inning, the game will be called by the umpire, and it will be recorded as a completed regulation game.
- b) If any team is leading by 20 points after the end of the 3rd inning or in-between the 3rd inning and 5th innings, the game will be called by the umpire, and it will be recorded as

a completed regulation game. We understand players want to play, but don't want this to be a discouraging experience for anyone.

3.13 – Any eligible player that shows up to a game after the game has begun, and the kicking lineup has been turned in, cannot be added to the kicking lineup. If the player was already written in as a sub prior to the exchange they are allowed to kick as long as the position they occupy in the kicking lineup has not been passed, however they are allowed to play defense.

3.14 – 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.

4. EQUIPMENT

Ball

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.

Team Apparel

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 is optional on shirts.
- b) If you do not have a current official team shirt, you may not be allowed to play, unless a special waiver has been given by the league. Player must receive 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., as long as 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) No vulgar and offensive language is allowed on the league issued shirt. Any language deemed vulgar, as by a Goombay official, must be covered by tape, or the shirt changed (must receive a wristband), or turn the shirt inside out. If the shirt is worn again, the player will have to purchase a new shirt.
- f) If a player's t-shirt is lost mid-season a player must pay \$20.00 for a replacement shirt. If after the replacement shirt is lost a player will be charged \$3.00 for a wristband for each remaining game in order to play. REMEMBER, NO LEAGUE SHIRT.. NO PLAY.

4.3 – The league will have field monitors spot checking team roster during the season. Any team caught using an unregistered player, who is not on the team roster, the player will be removed from the lineup, and the offending team will take an out in the position of the illegal player.

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

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

4.6 -Players may wear protective equipment providing it does not 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. (Gloves, shin guards, knee braces are acceptable in league play, steel toe shoes are not).

4.7 – Players are allowed to 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 and sponsor logos may not be removed, cut, covered, or disfigured in any way. Any player who violates this rule will either have to purchase a new shirt from Goombay, at cost, and is restricted from playing until new shirt is received, unless they have paid for a wrist band

4.8 –A player who has reduced the league issued shirt to an unidentifiable state will not be allowed to play, and must buy another shirt, at cost, from the league.

5. UMPIRES

5.1 – ASA Umpires or certified Goombay umpires, depending on location, will be designated for games as provided for by the league. In the event that an ASA umpire or 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 and issue all rulings, and have final authority during games.

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

- a). Call a time out.
 - b) Call off a game due to darkness, rain/lightning or other hazardous conditions
 - c) 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.
 - d) Call time after 50 minutes of play. The game cannot be called in the middle of the inning.
 - e) Call a game due to Mercy Rule (see
 - f) Ejected players are suspended from the next team game
- 4.4 – The umpire must ensure that the team captains exchange their kicking lineup prior to the start of the game.

6. TEAMS/PLAYERS

Player Eligibility

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

- a) Must be at least 18 years of age by the date of the registration deadline .
- 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 – Each team must consist of a minimum of fifteen (15) 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 fifteen players.

6.4 – Teams are allowed add new players to their rosters up till the end of the second week of games only. 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.

- a) Teams can only register players who are not registered on another Goombay kickball team.
- b) 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 after the second game they must return their current team shirt to a Goombay official, and buy a new league shirt, and pay a switching fee. The total for the transactions is **\$20**. Players who do not have a league shirt at game time must obtain a wristband from the league in order to play. The league will charge a \$3 fee for all wristbands after week 3.

6.6 – Each team must have at least one 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) Disputed 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.

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 they are registered as a bully). If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof.

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.

Back Catcher

6.11 – The back catcher must stay behind the kicker and at least an arm's length away from the kicker. The catcher is permitted to move anywhere behind the line, but may not cross prior to the kick. The back catcher cannot run past the kicker while making an attempt, **If the back catcher passes the line before the ball is kicked, it will be considered a ball or a "free" play for the kicking team.** The kicker cannot force the back catcher to encroach

Base Coaches

6.12 –Every team is encouraged to provide base coaches 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.

6.13 – Base coaches are allowed to switch with other team members to remain in the proper kicking order.

6.14 – Base coaches may not physically touch runners while the ball is in play, or the runner will be out. After the umpire calls time or dead ball, the coach is allowed to congratulate the runner (high five, pat back, etc.).

6.15-Base coaches must stand 5ft behind the base

6.16-Base coaches cannot recover a pop fly ball; the ball must be dead

7. Bullies

- 7.1 – Bullies are players that want to play in multiple games on separate teams.
- 7.2 – Players in the Legends divisions are allowed to be bullies in the Just for kicks division only. There will be no bullies on Legends teams!!
- 7.3 – Teams can only carry four (4) bullies per team (No more than 3 males per team).
- 7.4 – Bullies must wear their assigned Legend division team shirt at all times.
- 7.5 – Bullies are allowed to play in the playoffs and championship games with their registered teams.
- 7.6 – Unless you are a bully, you cannot play or be registered on more than one team or roster.
- 7.7 – Teams can only play two (2) Bullies per game. However, if a team only has three (3) registered male players, then that team is allowed to play three (3) male Bullies. If a team only has three (3) registered female players, then that team is allowed to play 3 female Bullies.
- 7.8 – Bullies must be properly registered with the league to be considered a legal player.
- 7.9 – 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.
- 7.10 – Bullies can be added to the bottom of any kicking line-up for the team they are bullying on (**in case their regular Goombay team game runs over**).
- 7.11 – **Teams can only use one (1) bully in the following infield positions (Left Short Stop, Right Short Stop, First Base, Second Base, Third Base, Back Cather, Pitcher or Charger) and (1) bully in the outfield position.**
- 7.12 - If 2 bullies are found to be in the above infield positions the kicker gets an automatic two bases

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 – The pitcher must stay inside the 1st and 3rd Base Line until the ball is kicked. If the pitcher crosses the line, an illegal pitch will be called by the umpire. **An illegal pitch is a BALL.**
- 8.5 – 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)
- 8.6 – 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.
- 8.7 – Once the pitcher or any player has the ball in control and in the pitcher box, the play ends.

Back catcher

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

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

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

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

9. KICKING

Kicking Lineup

9.1 – Team Captains must write two copies of their kicking lineup and give one to 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).

- a) 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.

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.

9.3 – All sub players must be placed on the kicking lineup prior to the exchange and can only sub for the player initially assigned to sub for. No ghost subs! (i.e a player not playing or at field)

9.4 – 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, 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).

9.5 – 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.

9.6 – 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.

9.7 – If a team violates the kicking order rule by writing more than two (2) males down, they will continue to take an out in the incorrect spot for the remainder of the game assuming the line- up has been turned in.

9.8 – 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.

9.9 – 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.

9.10-Bunting is allowed. - Males must kick the ball past the 1st and 3rd baseline. 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. Females can bunt with no restrictions.

9.11 -Any kick that does not reach the 1st and 3rd base play line will be considered a foul and therefore a strike. If the ball is fielded/touched before it reaches this line, it is in play and considered fair.

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

Improper kicking order i.e. Kicking out of turn

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

- a). that the written kicking order copy was provided and properly exchanged
- b). that the claim is made on the field once the improper kicker has kicked or after that kickers' first pitch has occurred.
- c). It is not an infraction if the improper kicker hasn't kicked or the mistake was discovered right before the pitch or kick occurred.
- d). Once the pitch or kick has occurred, the team with the infraction will take an out at that position and the next 'legal' kicker will step forward.
- E). Any and 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.

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

- a). If the ball is kicked over the fence 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 (as long as the ball was not touched)

10. RUNNERS

10.1 – Runners must stay within the base line and touch each base accordingly per play or the runner will be called out by the umpire.

10.2 –**There are no ties!!** A runner must beat the throw going to the base in order to be called safe. A simultaneous play at the 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 of his/her base when the ball is kicked is automatically out.

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

10.6 – If the runner intentionally hits (swaps) or kicks the ball after being tagged out, the ball is dead and all runners must return to the bases they started at prior to running

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 base before the runner.
- c) They run more than 3 feet out of the base line to avoid being tagged.
- d) The ball touches the runner at any time even if it was kicked into the runner by any player including their own.
- e) 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

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 next base they were running to plus one base.** The advancing to the next base is at the discretion of the umpire.

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.

Tag-ups

10.12 - If a fielder suspects a runner left early, a fielder can, with the ball in hand, 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.

If the ball is caught in foul territory runners cannot advance.

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

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

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

***To tag up is to get an extra base on a fly ball without leaving the base UNTIL the fielder has caught the ball. If you leave the base before the ball is caught, then the fielder can throw the ball to the base you just left.

11. FIELDERS

11.1 - 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.

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 hit the runner.

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

- a) Six (6) females + four (4) males
 - b) Five (5) females + five (5) males
 - c) Four (4) females + four (4) males
 - d) Five (5) females + three (3) males
 - e) Three (3) females + five (5) males
 - f) Six (6) females + three (3) males
- Four (4) females + five (5) males

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 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 land in fair territory then travels into foul territory beyond the 1st-3rd crossing the base.
- c) A ball kicked that lands in foul territory but then travels into fair territory prior to being touched by the fielder is fair. For male kickers, where the ball rests is what is called, as long as it meets the "male bunt line requirement".
- d) Fair ball territory is where the ball is, not the player.

Outs

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

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 of his/her base before the ball is kicked.
- g) A runner physically assisted by a base coach during play a runner touching another runner
- h) Any kicker that does not kick in the proper kicking lineup (once the ball is pitched).
- i) A kick taken in front of the home plate, as noted by the kickers plant foot.
- j) A kicker touching or picking up the ball while at home plate ready to kick.
- k) A runner who is on the same base with another runner and is tagged with the ball. In this scenario the lead runner will be out, unless it is not a force then the 2nd runner will be out.

*** 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 does not count as an out.

12. ENCROACHMENT AND FIRST TOUCH RULE

12.1 - Encroachment occurs when:

- a) A pitcher fails to deliver the pitch in accordance with the division pitch rule.
- b) When any fielder (including the pitcher) crosses the encroachment line (bunt line) between 1st base and 3rd base line before the ball is kicked.
- c) When the back catcher crosses the designated line behind home plate, before ball is kicked
- d) All encroachments are penalized

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

12.4 – Free play: If the umpire calls "encroachment" on the pitcher or back catcher, 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 or keep the base achieved by the kicker). *(similar to the free quarter back play in football).

13. INJURY AND SUBSTITUTIONS

13.1 – In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and written scorebook kicking order position previously held.

13.2 – If a player is injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player (which would be an out) unless a substitute has been written in that spot on the kicking line up sheet who can then be used in that spot for the injured player.

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

13.4 – Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted one time only if the injured runner plans to return to the game. All runner substitutions must be the last kicker of the same sex. There are no other allowable runner substitutions.

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, as long as 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 make up 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 players (www.goombaykickball.com) profile, Goombay Facebook page, and other media.

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

2016 Change Log

Rule #	Summary of change made from v.9 -2016	Major	Minor
1.5	Sportsmanship – The ejected player or coach must sit out the following game, even if the next game is the same day. The player may not be in the field or dugout area.	X	
8.8	The back catcher can run up to the line (running start) as long as they don't pass the line prior to the kick.		X
10.1	All runners going to first base MUST touch the outside base or it will be called an out,		X
10.8 (g)	All runners running past first base must turn and stay on the outside line (Outside of the extended base line) at all times to be considered safe. Runners turning into the field of play (inside the extended base line) will be considered 'live' and playable.		X
2.6 (e)	Players can attempt to turn, shake, and dance and will be considered safe as long as they stay outside the base line. Just turning does not make you "live", coming into the field of play, makes you "live".	X	
4.2 (a)	Team Apparel A name and/or number is optional on shirts.		X
4.2 (b)	If you do not have a current official team shirt, you may not be allowed to play unless a special waiver has been given by the league. Player must receive approval from league staff and obtain a wrist band.		X
2.10	Team scoring/ points and standings: Please review the updated team ranking format <ul style="list-style-type: none"> a) Games won will receive three (3) points; Tied games will receive one (1) point. These points will be called game points, not to be confused with score points. Official team rankings are determined by : 1) Game points for wins; 2) Head to Head; 3) Score Against. (If there is still a tie, then tie breaker will be score differential between teams who are still tied.) *If there are no head to head, games between teams, Games won points and score against will be used	X	

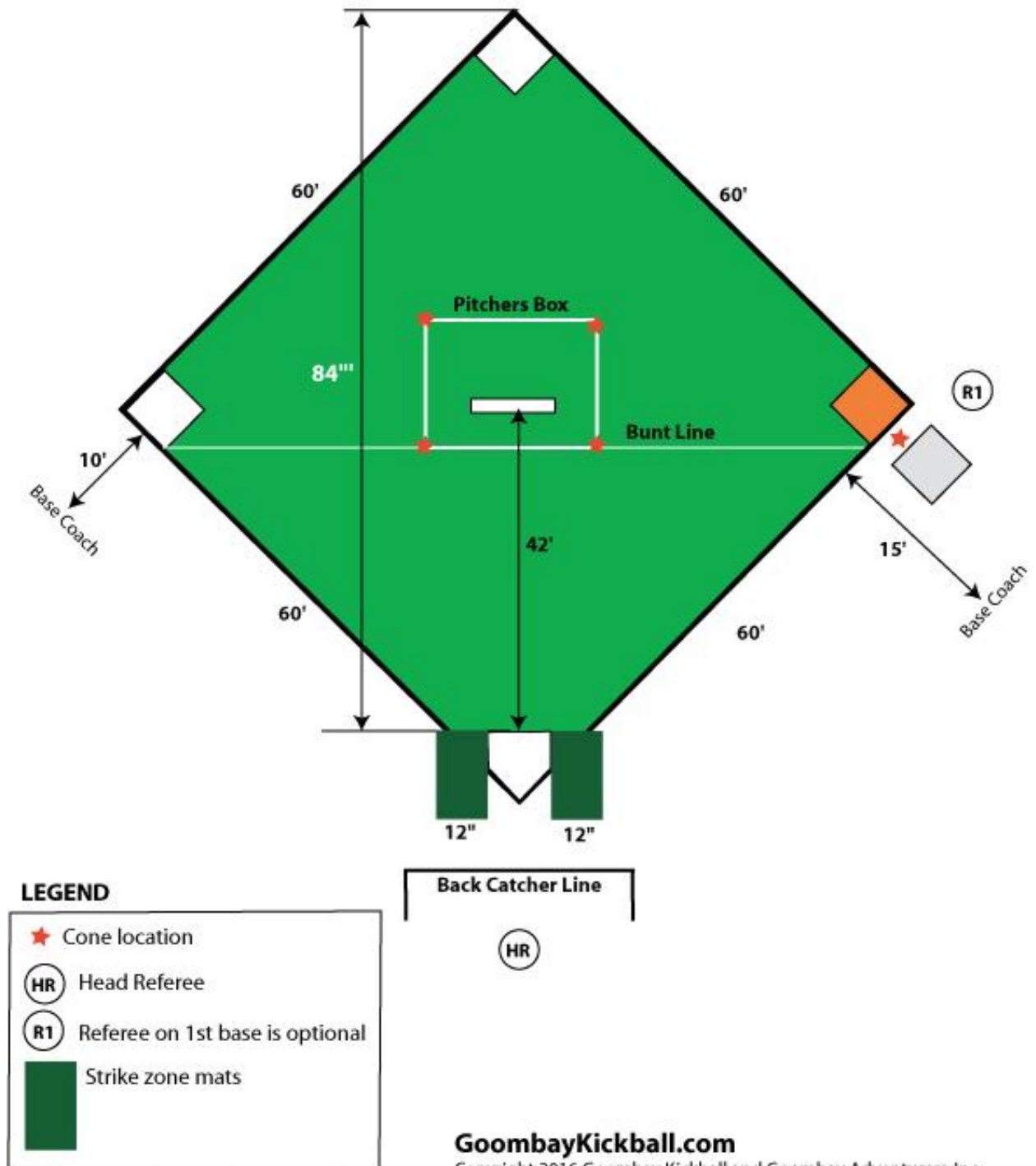
3.12	<p>-Mercy Rule</p> <p>a) If any team is leading by 12 points at the end of the 5th inning, the game will be called by the umpire, and it will be recorded as a completed regulation game.</p> <p>b) If any team is leading by 20 points at by the end of the 3rd inning or in-between the 3rd inning and 5th inning, the game will be called by the umpire, and it will be recorded as a completed regulation game. We understand players want to play, but don't want this to be a discouraging experience for anyone.</p>	x	X
7.11	<p><u>Bullies</u> Teams can only use one (1) bullie in the following infield positions (Left Short Stop, Right Short Stop, First Base, Second Base, Third Base, Back Cather, Pitcher or Charger)</p>	X	
7.12	<p>If 2 bullies are found to be in the above infield positions the kicker gets an automatic two bases</p>		
4.2 (e)	<p><u>EQUIPMENT</u> If a player's t-shirt is lost mid-season a player must pay \$20.00 for a replacement shirt. If after the replacement shirt is lost a player will be charged \$3.00 for a wristband for each remaining game in order to play. NO SHIRT NO PLAY</p>		
9.4 (b)	<p>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. E.g. (M, M, F, F, F, M, F, F, out, out).</p>	X	
9.5	<p>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</p>	X	
9.6	<p>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.</p>	X	
9.16	<p>When kicking, the leg does not have to be in a forward motion to be considered a kick. If a pitched ball bounces of the foot or leg of a runner into fair territory then the</p>		X

	runner is in play. If you do not intend to kick the ball, move out of the way.		
10.2	<u>Runners</u> There are no ties!! A runner must beat the throw going to the base in order to be called safe. A simultaneous play at the will be called out, because the runner did not beat the throw. This call is solely an umpire call.	X	
12.2	<u>First Touch</u> 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!	X	
11.3	The field make up can be any of the following combinations; A. Six (6) females + four (4) males B. Five (5) females + five (5) males C. Four (4) females + four (4) males D. Five (5) females + three (3) males E. Four (3) females + five (5) males F. Six (6) females + three (3) males	X	
1.5	If a player is ejected from a game, they are now suspended from the next game, not two.		X
1.4	The ejected player must leave the game area, not necessarily the entire park.		X
3.7	In the event that a team forfeits a game, the winning team will be awarded 12 points for the victory (the number of runs allowed in the mercy rule).	X	
8.6	The pitcher is allowed to verbally call for an intentional walk. It is not necessary to pitch the ball.		X
8.7	The back catcher line will run 6 feet behind home plate and run 8 feet across.		X

Appendix: Field dimensions

Goombay Kickball Field Dimensions

Diagram 1

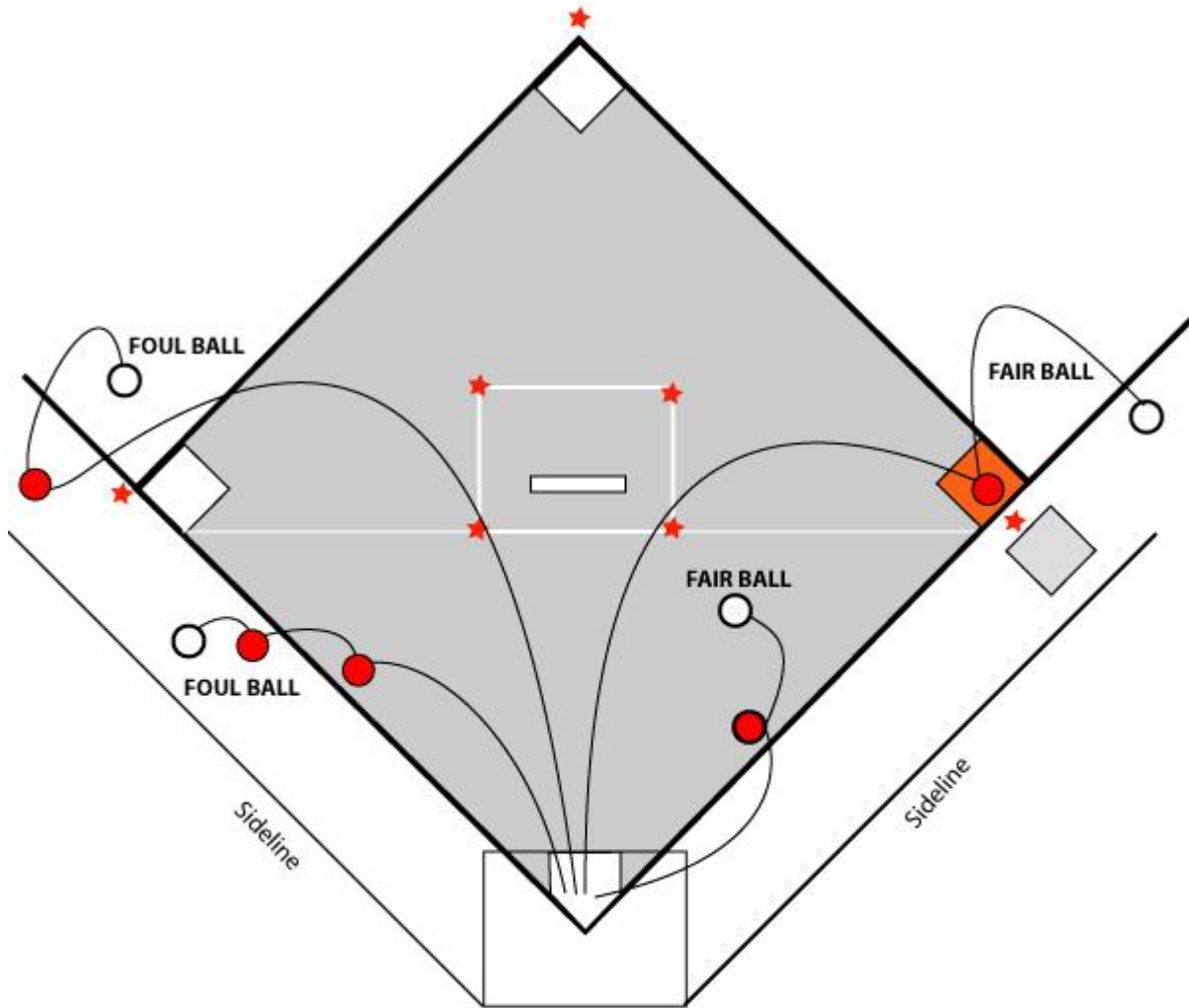


GoombayKickball.com

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Appendix: Field dimensions

Goombay Kickball Fair & Foul Ball
Diagram 2



LEGEND

- BOUNCE
- LAST BOUNCE

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






















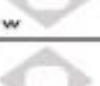























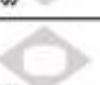





























































Goombay Kickball Score Sheet

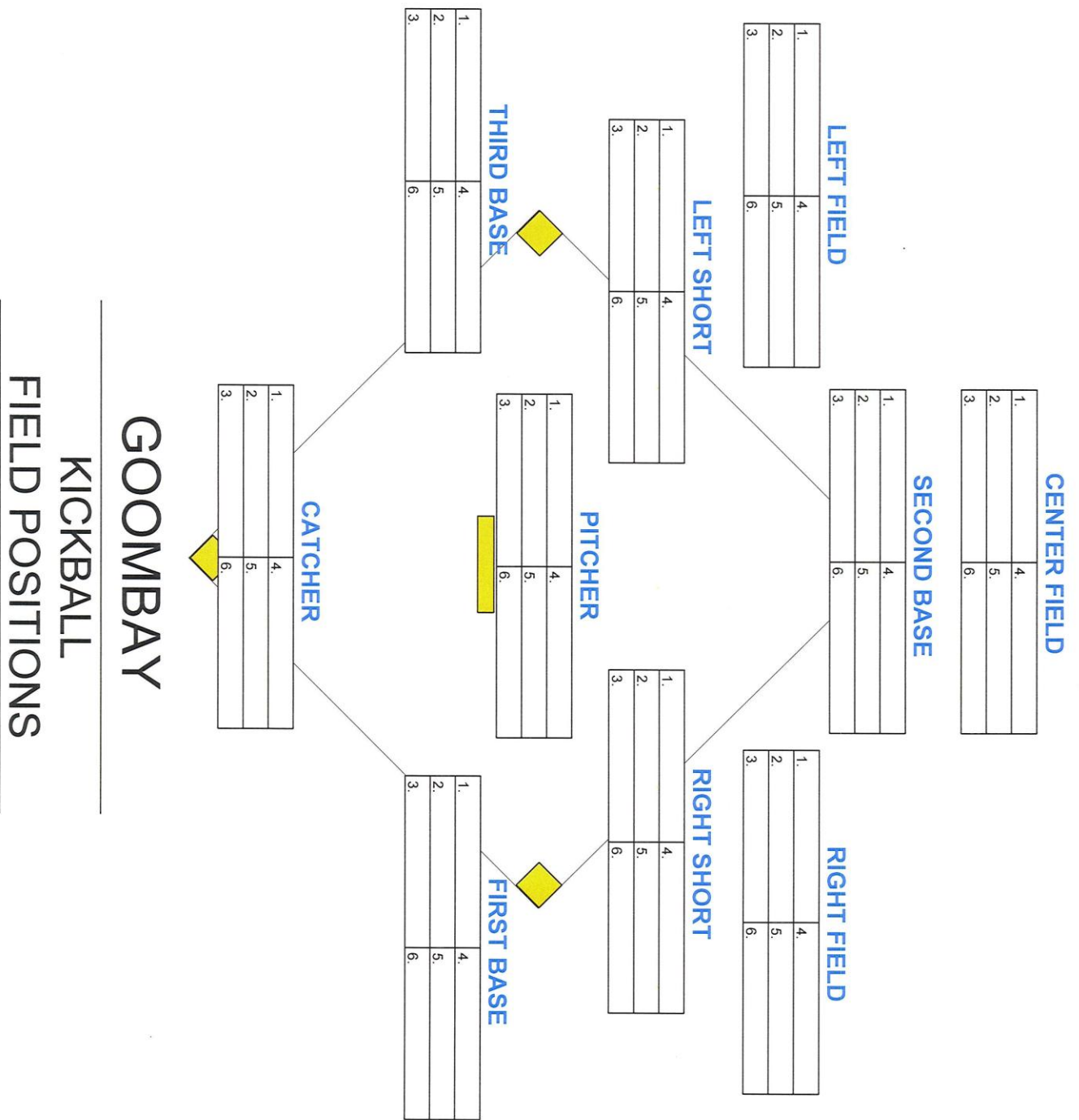
START TIME: _____

OPPONENT: _____

DATE: _____

INNINGS

PLAYERS		1	2	3	4	5	6	7	8
1									
	Sub:	w	w	w	w	w	w	w	w
2									
	Sub:	w	w	w	w	w	w	w	w
3									
	Sub:	w	w	w	w	w	w	w	w
4									
	Sub:	w	w	w	w	w	w	w	w
5									
	Sub:	w	w	w	w	w	w	w	w
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	Sub:	w	w	w	w	w	w	w	w
9									
	Sub:	w	w	w	w	w	w	w	w
10									
	Sub:	w	w	w	w	w	w	w	w
11									
	Sub:	w	w	w	w	w	w	w	w
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16									
	Sub:	w	w	w	w	w	w	w	w
17									
	Sub:	w	w	w	w	w	w	w	w
18									
	Sub:	w	w	w	w	w	w	w	w
HOME SCORE:									
AWAY SCORE:									



GOOMBAY

KICKBALL

FIELD POSITIONS