

How to Play: 2021 4U Co-Ed Blastball Rules

- a. BlastBall!® is played with a maximum of 8 players on the field. Positions will be numbered 1, 2, or 3 to help a smaller number field balls. Players will rotate on defense after each hit.
 - b. A BlastBall is placed on the BlastTee and the first batter hits the ball and runs to the BlastBase. The batter is attempting to reach the Base (the only base used) before a defensive player either catches the BlastBall in the air or fields it and yells "BLAST".
 - c. You may end the (half) inning by batting once around the line-up.
 - d. The BlastBase is audible, emitting a loud "H O N K" that the kids love whenever the runner stomps on the base.
 - e. When fielded, the defensive player can throw the BlastBall back to the coach who is positioned near home plate (safely away from the Tee).
2. Equipment: Gloves/mitts are not required but are suggested as players get older as a way to get used to the traditional game of baseball. The fear factor of being hit is eliminated from the game with the size and softness of the ball. While batting helmets are not needed because the BlastBall is not being pitched or thrown to make the out, players are welcome to wear them if they choose.
3. Season Progression
- a. The 1st 3 weeks of the season will be played with the one Blastbase in an open grass area, getting the kids used to hitting and running to the proper base.
 - b. Beginning in week 4, the rest of the bases will be added (t-ball fields) to include running around the complete set of bases, advancing one base after each hit.
 - c. A bucket will be used for the defensive side to "field" balls and deposit into the bucket after each hit. We want to progress towards the game aspect of this, i.e. retrieving the balls and depositing them in the bucket before the offensive player HONKS the BlastBase.
4. Field Set-Up (will be done by Y Sports Staff):
- a. Position your BlastTee/home plate so that hitting allows you a safe area of play. Like a regular ball diamond, from the Tee pace 40 feet to the right and position your BlastBase (note recommended base distance). This establishes your fair/foul line to the right.
 - b. To the left of the Tee and perpendicular to your BlastBase line, pace off an equal distance and position your cone. This establishes your fair/foul line to the left.
 - c. In lieu of a 15 foot "fair" line directly in front of the Tee, coaches will make the determination if a ball was struck hard enough to be in play. If the base of the tee is struck or ball barely tipped, "foul ball" is called and the ball is placed back on the tee.

5. Game Tips:
 - a. Keep the game moving, with little or no standing around. As soon as the last batter has completed batting, hustle in and out.
 - b. Keep the fundamentals fun, basic, and simple.
 - c. Very little to no emphasis should be made on "outs" or "runs" at this age. Blastball is designed to be a fun introduction to t-ball for our future all-stars!
6. Spectators are to remain on the sidelines at all times. We ask that parents attempt to enforce their child staying with the team and waiting for their turn somewhere close to the team bench.
7. Use of abusive or inappropriate language is prohibited and will result in immediate dismissal out of field.
8. All spectator children are to be supervised by an adult (age 18 and up).

2021 6U Co-Ed Baseball (T-Ball) Rules

1. General Game Rules

- a. The game must be fun for all! T-Ball is about teaching the kids to have fun playing the game, while teaching some skills here and there.
- b. Score will not be kept, on paper or in the minds of the coaches or parents.
- c. If a player is called out, they should remain on the base and practice running bases.
- d. A normal game will consist of 3 innings. (time limit - 1 ½ hours)
- e. A game will not last over an hour and a half, typically done sooner
- f. A game will be called in the event of darkness.
- g. Batting helmets are required on all batters, base runners and players occupying the on-deck area.
- h. Coaches must ensure that batters only take warm-up swings while in the "on-deck" circle, and that all other players are away from this area.

2. Hitting

- a. All players present at the game will bat each inning. A continuous batting order will be used. Switch the order around from game to game, so the same batters are not always batting last.
- b. All players, if they choose, can receive up to 3 pitches by their coach (underhand or overhand is acceptable). If the ball is not batted fair in 3 pitches, the batter must use the tee.
- c. An unplayable ball will be ruled when:
 - i. a foul ball is hit,
 - ii. a batter strikes the tee
 - iii. the batted ball does not advance into the field of play.
- d. A hit ball must make forward progress in front of the plate to be in play.
- e. The coach pitching makes the call immediately.
- f. "Last Batter" will be called before the last batter each half inning steps to the plate. Runners can advance all the way around to home while the defense attempts to throw or run the ball to home plate.

3. Playing Positions

- a. All team members present will assume a defensive position each inning, consisting of normal infield positions, including pitcher, and placing all others in outfield positions.
- b. The outfield should be placed in an "umbrella" arrangement.
- c. If a team is playing with less than 10 players, they must play short in the outfield. All infield positions, including pitcher and catcher, should be filled.
- d. The player in the 'pitcher position' will stand within 10 feet of the coach pitching, until

the ball is hit. The player may then move at will to make the play.

- e. All players must play in the infield an inning each game. It is important to move players around to different positions to let them gain experience and develop at different positions.

4. Running

- a. Runners may leave the base upon contact with the bat. If a runner leaves the base before the ball is hit, the player needs to be instructed of the rule.
- b. There will be no base stealing.
- c. If a batted ball hits a runner, the batter proceeds to run.
- d. A play can continue until a defensive player in the infield holds the ball.
- e. Making a throw to a base is encouraged and should be the standard by the end of the season.
- f. Runners are not to advance on overthrown balls.
- g. Runners over running 1st base should turn to the right. If not, coach accordingly.
- h. Runners can't be called out if a base is missed.
- i. Keep defensive players off of the bases.