

BLAST BALL (4 Years)

1.) **Time Limit/ Innings:** Games will be 1 hour. The first 15 minutes is instructional and the last 45 minutes will be blast ball. At the end of 45 minutes the batter in progress will be declared last batter and game will end. No score is kept. There will be no more practicing allowed once the season begins.

2.) **Batting:** Each batter will be allowed three swings to hit the ball. There will be no practice swing. Players are allowed to line the ball up on the tee one time.

- Each batter hits the ball past the fair distance line marker and runs to the blast base.
- Batter must make a complete swing.
- If the ball is not hit past the fair distance line marker or hit foul, on the batters third swing the batter will get another swing off tee.
- If the batter obviously hits the tee and not the ball or completely misses it on the third swing, the batter is out.
- Every player bats every inning and the inning is not completed until every player has been at bat.

3.) **Out and Safe Rules:** When a fielder stops the ball, he/she holds the ball and yells "BLAST!". If the fielder yells "BLAST!" before the batter or runners honk the base, the batter is out. If the batter or runners "HONK" the base before the fielder yells, "BLAST!" the batter/runner is safe. "HONK" base is 1st base only.

4.) **Fair Territory:** The Blast bases and the fair distance line marker designates fair territory.

5.) **Defensive Players:** The defensive team may play back as far as they wish but may not play closer to the batter than one step behind the base line unless fielding the ball.

6.) **Coaches:** One team coach will be allowed on the field to help direct their team on defense. They must stay behind the fielders.

7.) **Number of Players Needed for Participation:** A minimum of 3 players will be required to start and/or finish a game.

8.) **Bases:** The base path is 35 feet and the fair distance line marker is 25 feet from tee.

9.) **Advance Base:** After a batted ball into fair territory, base runners are only allowed to advance one base