

Blast Baseball Bash Rules:

(These rules are subject to change. All final rules will be provided to each registered coach prior to the tournament.)

Blast Baseball Bash is still baseball! Some purists beg to differ, but this tournament, with these rules, is designed for good sport and enjoyment by all (spectators, players, coaches, and umpires).

We will follow standard PG baseball rules with pitching exceptions and some modified Blast Baseball RULES exceptions. Please find all exceptions here:

Pitching limits (weekend):

6U-8u: Coach Pitch

8u: 50 Max Pitches

9u: 75 Max Pitches

10u: 75 Max Pitches

11u: 85 Max Pitches

12u: 85 Max Pitches

13-16u: 95 Max Pitches

*A pitcher may complete a batter if he hits the max amount of pitches while facing that batter. He must then be pulled.

BLAST RULES:

1. Every Inning Counts: The winner of the inning (by most runs in that inning) gets a point. One bad inning? No problem, get the next one! This also means that as soon as the home team scores more than the visitor in that inning the inning is over. It's a walk-off inning! Most points at the end of the game (6 innings) wins the game. 4-0, 5-0 games will not be called EARLY. Point differentials may be needed for tie breakers, but all pool games are DROP DEAD! (DROP DEAD means reverts back to previous inning score, if tied then we go to a SHOWDOWN!

2. Time limits (age group specific):

6u-9u: 60 Minute games DROP DEAD or 6 innings; Championship games 60 minutes (Not Drop dead)

10u-12u: 70 Minute games DROP DEAD or 6 innings; Championship games 70 minutes (Not Drop Dead)

13u and up: 80 minute games DROP DEAD or 6 innings

Championship games will be 80 Minutes, Not drop dead.

3. **No stepping out of the box. Stepping out is a strike**

4. **No Bunting. If you bunt, you are out. If you swing in a manner to lay a bunt, you will be called out. If you fake bunt, you will be called out.**

5. **Batters can steal first base! ONLY ON PASSED BALLS** and at their own peril. You cannot steal on any given pitch. A passed ball called strike 3 still allows runner to advance. Batter can steal first base with runners on

6. No walks! We will refer to them as **SPRINTS!** 4 balls causes the runner to sprint as fast as he can and take as many bags as he can prior to the defense throwing the ball to all defensive players.

8u to 9u - Each outfield player must **TOUCH** the ball before making a play on batter (or other runners)

10u to 11u - Each outfielder must take **POSSESSION** of the ball before making a play on batter (or other runners)

12u through 16u - Each player in the entire field (except pitcher and catcher) must take **POSSESSION** of the ball prior to making a play on the batter or other runner.

*If BIG OUTFIELD Game Genie is in play, the additional players must follow the above rule.

7. **No Mound Visits.** If you need to switch your pitcher, call time from the dugout and tell your players to switch. DO NOT go onto the field. Only 5 warm up pitches in half inning (2 minutes max per half inning)

8. If a fan catches a foul ball, the batter is out! (no ricochets, pure catches and must be seen by either umpire)

Coaches and bench players are not eligible to catch a foul ball. This is fan only and only outside the playing field qualifies.

9. **Nobody likes kissing their sister... 1 on 1 Showdown Tiebreakers.**

Pitch count goes into account, even in showdowns. Defensive players can remain the same with each Showdown (even pitcher, but pitch count counts here), but no batter can get more than one at bat per game that goes into showdown. (New batter each time)

An out of the park Home run is an AUTOMATIC Win.

Showdown 1: Offense either makes it home safe or is out and half-inning over. If batter hits the ball into play, the batter must score and cannot stop at a base. If batter runs out of the baseline or starts retreating backwards to avoid the inevitable, the umpire will call him out. If batter receives 4-balls or HBP he takes 1st base and another batter gets the chance to hit.
Defense: Best Pitcher, Best Catcher, Best/Fastest Fielder VERSUS
Offense: Best/Fastest Hitter

Showdown 2: Same Objective, but 3rd defensive player must start with both feet in the infield dirt until the ball is hit.
Defense: Best Pitcher, Best Catcher, Best/Fastest Fielder VERSUS
Offense: Best/Fastest Hitter

Showdown 3 or more (CHAMPIONSHIP GAMES ONLY):
Continue with Showdown 2 rules until we have a winner!

10. GAME GENIE. (BIG OUT FIELD & COACH PLAY)

BIG OUTFIELD: 6u-10u - 2 additional players may play in the outfield (5 outfielders) for a total of 3 outs (1 full inning) do not have to be consecutive outs; if a Sprint play occurs due to 4 balls on a batter, those additional fielders are required to meet rule 6 for their division prior to making a play on the batter or additional runners.

COACH PLAY: 11u to 16u - Any Coach can play any position except for pitcher for a total of 3 outs per game. Roster spot and batting order still belongs to the player who was in that position after the inning. Only one coach and a total of 3 outs per game. COACHES CANNOT BAT.

11. No BALKS

There are no balks in banana bash. However, the umpire will call an illegal pitch if the pitcher makes his move towards home and then stops to pick off the runner. There are quick pitches. The pitcher **MUST** throw from the pitcher's plate when pitching. Pitcher is **NOT** allowed to crow hop and pitch.