



BLASTBALL 5U RULES

OVERVIEW

BlastBall provides an ideal entry level of play for the youngster who will go onto the other advanced levels of baseball. BlastBall is meant to put FUN into the game of baseball. It is designed to generate fast paced action, provide recreation and exercise, create enthusiasm and thru simplicity, allow retention of our young players in the game. BlastBall teaches the five fundamentals of baseball. Hitting, throwing, catching, running and fielding. It is also just a ton of fun with fast and continuous action with simple rules.

OBJECTIVES

BlastBall will be played with 5 - 7 players per team. Games can also be played with fewer players if a team is missing some members. The defensive players take an infield or outfield position. A BlastBall is placed on the Blast-Tee and the first batter hits the ball and runs to the Blast-Base. If the batter reaches the base before a defensive player either catches the BlastBall in the air (an automatic out) or fields the ball to first base, they are safe.

You will end the (half) inning by batting once through your line-up. We do not keep score at this level. The Blast-Base is audible, emitting a loud "HONK" whenever the runner stomps on the base. When fielded, the defensive player can throw the BlastBall back to another player. Gloves are not needed because of the softness and size of the ball. While players will not get hurt by the ball, helmets must be worn to get players used to playing with a helmet on in futures years.

PLAYERS AGE

Age requirements are that all players must be 3.5 – 4.5 years old as of December 31st of the year prior to the playing season. Five year old players who have never player before may opt to play BlastBall instead of T-Ball for 1 year.

PLAYING FIELD

Playing field will consist of 1st base loaded with a horn, 2nd, 3rd base and home plate. Batters will hit from a "BLAST-TEE" and all defensive players will line up beyond the line marker. Any ball hit past the fair ball marker will be considered a fair ball and the batter shall advance to 1st base. 1st base will be set at a distance of 30 feet from home plate.

FIELD SETUP

Like a regular ball diamond, from the Tee pace off 30 feet to the right and position you're BLAST-BASE. This establishes your fair/foul line to the right. To the left of the tee and perpendicular to your Blast Base line, pace off an equal distance and position 3rd base. This establishes your fair/foul line to the left. Now pace off 10 feet directly in front of the TEE and layout your line marker running between the first and third base lines. This becomes your fair/foul line of play. If a ball is hit inside of that line it is foul and should be re-teed for another try. If it goes beyond the line, either in the air or on a roll it is considered in play.

EQUIPMENT

All players must wear an AMBA team baseball cap and team t-shirt supplied by AMBA. This is their uniform. The hat and shirt (tucked in) must be worn during all games by players and coaches. These items are yours to keep when the season is over.

Gloves are recommended but not enforced at this age. The game ball is foam rubber and will be safe for kids to play without gloves. All equipment for BlastBall will be supplied to the team and coaches by AMBA. The coaches are responsible for the care and upkeep of the equipment. Any issues with the equipment are to be reported to the division coordinator. Coaches will receive a key for the box where the equipment will be kept, and will be responsible for the equipment to be returned after each game. The keys need to be returned to the BlastBall/5U coordinator at the end of the season.

GAMES

Games shall last 60 minutes, including 20 minutes dedicated to learning basic skills before each game. No score or wins/losses record will be kept.

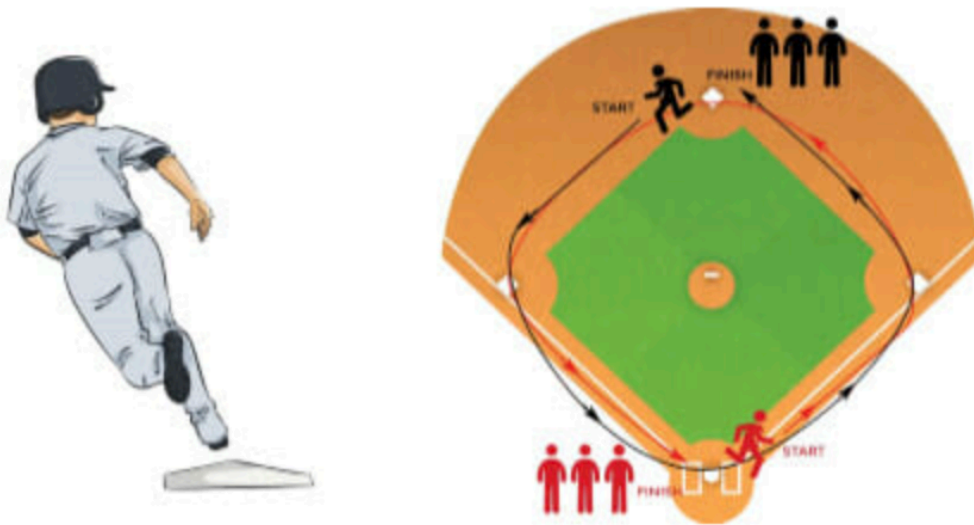
RULES

1. Each BlastBall team must have at least 1 coach on the field of play at all times. Each team will bat its entire roster in each inning. This will constitute a half inning of play. Each turn at bat, the batting order will start at the next player in the lineup. (Example: the player that bats first in the 1st inning bats last in the next inning.) When at bat, the object is to hit a fair ball, reach the base and sound the horn before the defensive team fields the ball. Each batter will return to their bench after running the bases.
2. When on defense, all players will play a defensive position at least 40 feet from home plate. No player shall play catcher.

3. The home team will be responsible for setting up the field for the game. The away team does the cleanup.
4. Coaches will also serve as umpires while on the field.
5. After each play is completed, players must throw the ball to the “home plate coach”.

DRAGON RACE - Its so much fun:

A dragon race can be run with the participating teams. A dragon race is like a relay. One team starts on home plate and the other team starts on 2nd base. The players run the bases making sure to tag each base and then tag the next player on their team to complete their turn. If the teams are uneven, a player may have run twice. The race is over when all players have completed their turn at running around the bases.



Two teams sprint around the bases in this fun relay race.

IT'S THAT SIMPLE.....LETS PLAY BALL!!