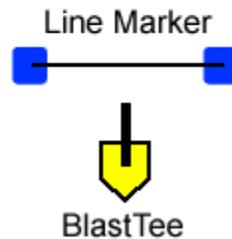


Waverly Parks & Recreation Department
BlastBall Rules

1. Both teams do not have to have the equal number of players on a side; this activity/game is a learning experience.
2. All players will play in the field each inning.
3. Every team member will be in the batting rotation. Late players will be added to the bottom of the line-up.
4. **TIME LIMIT:** A 60 minute time limit per game will apply. In these 60 minutes, there shall be a 15-20 minute practice with the remaining time being used to play a game.
5. **BASE AND CONE DISTANCE:** 30 ft.
6. **LINE MARKER DISTANCE:** 15 ft
7. Set up should look similar to this:



8. The first game will start at 6:00 PM; the second game will start at 7:00 PM. Game time will start the time limit.
9. If both teams are from the same town, then home team is decided by a coin flip, otherwise home team will be the team where the game is being played.
10. See back of paper for objectives and tips.
- 11. MAKE SURE EVERYONE HAS FUN!!!!!!!!!!!!!!**

Objective (from the BlastBall web site)

The defensive players take an infield or outfield position. A BlastBall is placed on the BlastTee and the first batter hits the ball and runs to the BlastBase. If the batter reaches the Base (the only base used) before a defensive player either catches the BlastBall in the air (an automatic out) or fields it and yells “**BLAST**”, he scores a run. If the ball is caught or fielded and “**BLAST**” is yelled before the runner gets to the BlastBase, then the runner does not score a run. *It's just that simple!*

For younger players it is recommended that everyone bat, every inning and you may not even want to keep score.

The BlastBase is audible, emitting a loud “**HONK**” that the kids love whenever the runner stomps on the Base. When fielded, the defensive player can throw the BlastBall back to another player, or an adult. Gloves/mitts are not needed because of the softness and size of the Ball. The fear factor of being hit is eliminated from the game all together.

Key

Keep the game moving, little or no standing around. “5 up” “5 down”. As soon as the last batter is completed batting **hustle** in and out. It is extra motivation for offensive players, when changing innings, to have to touch the base on their way to their defensive positions in the field. Test leagues have found kids love to “**honk**” the base.

Drills

1. Toss ball in air and catch with **2 hands** (thumbs or pinkies together)
2. Short catch with partner (close at first, gradually get farther apart)
3. Grip on throwing ball, two or three fingers along with thumb
4. When throwing, stepping in opposition with proper let
5. Pointing shoulder when throwing to a target
6. Overrunning the base
7. Proper positioning next to batting-tee while hitting
HINT: Most kids have a tendency to want to stand too close, to the tee, when batting. Keep them back to allow arms to extend.
8. Fielding ground balls with “**Palms Up**”
9. Fielding from the “ground up”, one motion (hands start on ground)
10. Keep the fundamentals fun, basic and simple after all the **key to BLASTBALL!**
Is learning by doing!!