

Dinwiddie County Blastball

Rules and Regulations

Playing Field:

The field is similar to a regular baseball diamond. From the Tee pace off 30 feet to the right and position your BlastBase. This establishes your fair/foul line to the right.

To the left of the Tee and perpendicular to your BlastBase line, pace off an equal distance and position your Cone (should also be 30 feet). This establishes your fair/foul line to the left.

Now pace off 15 feet directly in front of the Tee and lay out your Line Marker running between the first and third base lines. This becomes the fair/foul line for play.

Rules of the Game:

- ❖ Blastball is played with 8 players per team; however a game can be played with less players as needed.
- ❖ Score will not be kept in Blastball games.
- ❖ If the batter reaches the BlastBase before a defensive player fields it and yells "**BLAST**", he is safe. If the ball is caught or fielded, and "**BLAST**" is yelled before the batter gets to the BlastBase, then the batter is out.
- ❖ The Duration of the game will be 2 innings or 30 minutes
- ❖ During an inning, both teams will have the chance to field and bat. The inning will end at the completion of the final at-bat.
- ❖ Gloves and cleats are not needed for the game.
- ❖ Fair Line Marker rules: When the ball is hit, it **MUST** go past the Fair Line Marker to be considered in play. If the ball is hit inside of the Fair Line Marker, the ball is considered foul and the batter will have another chance to bat.
- ❖ Strikes, balls, and strikeouts' do not occur in BlastBall
- ❖ Allow parents to assist with players when necessary.
- ❖ Coaches will also serve as umpires.
- ❖ **Games 1 & 2 will use 1st base, Games 3 & 4 will use 1st and 2nd base, and Games 5 & 6 will use 1st, 2nd, and 3rd base.**

Equipment:

Dinwiddie County Parks, Recreation, & Tourism will provide all equipment including bats, bases, balls, and cones needed to supply the league.

For additional questions or concerns, please call the Youth Athletics Office at 804-732-1100.