

# UBCO Blitzball Rules

How to play:

The game of blitzball is similar to playing real baseball. Each game will have two teams, one trying to score points and the second team trying to defend the field. When a ball is hit, points will be scored by running the bases like baseball and getting back to the starting position. The pitcher will throw balls which the batter will have to make a split second decision on whether the ball is able to hit. Pitches are thrown similar to a real baseball.

## **UBCO Blitzball League Rule Book**

This activity has been approved to be COVID-compliant. There is no contact in this game and please respect the 2 meter spacing.

### **Rules:**

1. Only official Blitzballs can be used.
2. Bats must be regulation and provided by UBC Recreation.
3. Three innings games.
4. 6 pitches per batter
5. Three outs per inning per team.
6. If a hitter swings and misses, it is considered a strike, three strikes equates to a strikeout.
7. Each team is allowed to field a maximum of three players and a pitcher.
8. The Strike Zone is made of PVC and there is no dispute of ball or strike calls.

### **Batting:**

1. If you are thrown 6 balls, you must take the walk.
2. Three strikes for an out.
3. A batter can get hit by a pitch or hit the ball off a bounce.
4. If you are hit by a pitch, it is ruled 2 balls.
5. You may switch batters boxes when you're at bat but you may not while the pitcher is in their motion towards home plate.
6. If you use a bat that is illegal and you hit the ball fair it will be ruled an automatic out.
7. You need to hold each bat by the handle.
8. If a team bats out of order and the other team finds out in the middle of the at bat the right player will go up with the same count but if they find out after the player's at bat is over they are ruled out automatically.
9. There are intentional walks.
10. All players must use the bats provided.
11. If the ball goes over the field markers on a bounce or goes through one of the opening - it is a ground-rule double
12. If a player hits one of the foul poles in the air and is over the height of the most nearby fence it is a homerun.
13. A player cannot lean in on the plate intentionally to get hit by the pitch.
14. There is pinch hitting and pinch running if a player were to show up late to a game.
15. If a pitch hits the neck and above of the hitter it is an automatic walk to first.
16. If the hit does not go beyond the pitcher's pylons (semi-circle) it is counted as a foul ball.

### **Base running:**

1. There is no stealing.
2. There is no lead off.
3. If a player runs more than 3 steps out of the baseline they are ruled out.

4. You are allowed to tag up. If someone thinks that the runner tagged up too early they can touch the base they tagged up from.
5. You can get doubled out.
6. If you get pegged but the ball hits the ground first, the runner is OUT.
7. There is sliding but at home plate you are NOT allowed to plow over the catcher.
8. If a fielder is in a runner's baseline the runner can plow through them.
9. If a player hits a walk-off hit they do need to run the bases, if they don't they will be ruled out.
10. If a batter hits the ball and hits a runner in the air or on bounce the runner is out.
11. There is pinch running

### **Fielding:**

1. The limit is **3 players** in the field and **1 pitcher**.
2. Everyone present from the team must bat, however, the team can decide who plays in the field.
3. If someone throws the ball to another player for a force out at a base but that player drops the ball and the runner gets to the base before the fielder picks the ball up the runner is safe.
4. There needs to be at least 2 players in the field.
5. There is the infield fly rule.
6. If a player catches the ball in the air it is an out.
7. If a runner gets in the way or interferes with the fielder the runner is out.
8. If a player comes out of the game for any reason they can't come back in.
9. If a player comes late to a game they can bat only if the other players have batted once, otherwise they can pinch hit or pinch run.
10. If there is a fly ball and it hits the fielder and then goes over the fence it is a home run.

### **Pitching: (6 balls/batter)**

ALL PITCHES AT MODERATE SPEED



1. The pitcher needs to be touching the pitching rubber with their foot on his/her motion.
2. A pitch that hits the Strike Out zone indicator, is a strike.
3. There are no balks.
4. If a pitcher comes out of the game, they can't come back later in the game.
5. 6 balls for a walk.
6. 3 strikes for an out.
7. If a ball hits a batter on the pitch (it can be bounced), it is ruled 2 balls
8. If a pitcher hits an excessive amount of batters in a game, they have to be taken out of the game.
9. Medium-Fast pitches only.
10. If a pitch hits a batter, higher than the neck, the batter must take an automatic walk.

### **League Rules:**

1. The ball has to reach the pitchers mound on its own speed for it to be a fair ball. Pitcher can come up and get the ball in front of the mound if it is assumed the ball would reach the mound on its own speed.
2. Max 6 runs per inning, except the third inning which is open.
3. Each team can score an unlimited amount of runs in the third inning.
4. There are 3 innings in regulation, unlimited amounts for extras.
5. If the ball hits the strike zone on a bounce- it is a ball, if it hits it in the air it is a strike, if there is a controversial call on if it bounced or not, it will be looked at if caught on video or it will be called by the majority of the players thoughts.
6. A pitcher can only pitch 2 innings per game, extra innings do not go toward this count.
7. There are force outs at every base when they are possible.
8. There is pegging at every base. (Throwing the ball at the runner)

9. Ghost runners are allowed but if there are available runners they will have to run. If there is a ghost runner running to 2nd, 3rd, or home and someone attempts to complete a force out at that base, it will be decided on the lead runner unless there is a runner going to that base.
10. If a runner is trying to run home, a fielder may throw the ball at the strike zone or backstop for an out if the runner is halfway there (it can hit ANYWHERE on the strike zone or backstop). If the runner touches home plate before the ball hits the strike zone or backstop they are safe.
11. 3 outs per inning.
12. There are extra innings if the game is tied.
13. If the base slides out of the position where it is supposed to be, the play will continue, and the base will stay where it is until the pitcher gets ready for the next pitch.

**Boundaries/Field Rules:**

1. If a player hits a ball over the agility poles on the field, it is ruled a home run.
2. A ball must be caught within the field of play for the ball to be ruled an out.
3. If a player catches a ball and then falls over a fence it will be judged on when they caught the ball.
4. If a player throws the ball out of play each runner will be awarded one base.
5. If the foul lines are worn out, the play will be called by the majority of each of the players' rulings.

Please have fun and respect other participants!