

WORLD SERIES *BLITZBALL*



2017 RARA Blitzball Rulebook

General Game Information

- 1) Games will last 3 innings. In the case of a tie after 3 innings the game will go into extra innings. International tie breaker will take effect in the 6th inning. International tie breaker starts with a runner on second base each inning for the hitting team.
- 2) Pitching mound distance will be 42 feet.
- 3) Bases will be at 60 feet.
- 4) Mercy rule is 20 runs from the start of the game.
- 5) There is no time limit.
- 6) Teams can bat 5 but can only play 4 on defense including the pitcher.

Pitching

- 1) 4 balls and 3 strikes
- 2) There are no hit batters but there are walks.
- 3) Strike zone is constructed from sheet metal and PVC pipes. The ball must hit the sheet metal or PVC pipe connected to the sheet metal to count as a strike. Any ball that bounces and then hits the strike zone will be counted as a ball.
- 4) There are no pitching limitations such as number of pitches or innings pitched.
- 5) Pitching changes can be made at any time.
- 6) Intentional walks are allowed, no pitches need to be thrown.

Hitting

- 1) The batting order must stay the same throughout the entire game. There are no pinch hitters.
- 2) In case of an injury, the injured player will be taken out of the game without an out being taken in his/her spot in the order.
- 3) Teams may bring their own bats but must follow these guidelines:
 - Must be made from plastic
 - The barrel needs to be a reasonable size (league director's discretion)

Base running

- 1) There is no stealing.
- 2) If a batter's spot comes up in the order and he/she is on base then the last out made will take their place on the base paths.
- 3) Runners can take unlimited number of bases. Time will be called by the umpire after the play is over.

Defense

- 1) Only four players are allowed on defense including the pitcher.
- 2) All balls put in play will be played as pitcher's hand for the hitter before reaching first base. Once the runner reaches first base the runner can only be tagged out or hit with ball by a throw to be out.
- 3) Lead runner can only get out by being tagged or being hit by a throw.