



BLAST BASEBALL BASH

OFFICIAL TOURNAMENT RULES

"We Swing Loud!"



1 OWN THE INNING

The inning winner (most runs) earns a **Blast Point**. One bad inning? No problem — get the next one!

- Home team scoring more than visitor ends the inning immediately — **walk-off inning!**
- Most Blast Points after 6 innings wins. 4-0 and 5-0 games will **NOT** be called early.
- Point differentials used for tiebreakers; all pool games are **DROP DEAD**.

DROP DEAD: Reverts to previous inning score. If tied → BURNOUT!

2 TIME LIMITS

Age Group	Pool Games	Championship
6U – 9U	60 min DROP DEAD or 6 innings	60 min (Not Drop Dead)
10U – 12U	70 min DROP DEAD or 6 innings	70 min (Not Drop Dead)
13U+	80 min DROP DEAD or 6 innings	80 min (Not Drop Dead)

3 LOCK-IN RULE

No stepping out of the box. Stepping out = strike.

Exceptions (no penalty): actively avoiding HBP, or a play developing at home plate.

Safety always comes first.

4 NO SMALL BALL — "WE SWING LOUD!"

- Bunt, attempt to bunt, or fake bunt → **YOU ARE OUT**. Blast Baseball rewards aggression!

5 GREEN LIGHT RULE

- Steal first base **ONLY ON PASSED BALLS** and at your own peril — you cannot steal on any pitch.
- A passed ball strike 3 still lets runners advance. Stealing first with runners on: **must be moving**.

6 YOU CAN'T WALK IN SPACE! (THE BLAST)

4 balls = **BLAST!** Batter runs as fast as possible, taking bags before defense touches the ball per the rule below.

Division	BLAST Rule (4 balls)
8U-9U	Each outfield player must TOUCH the ball before making a play on the batter or runners.
10U-11U	Each outfielder must take POSSESSION before making a play on the batter or runners.
12U-16U	Every fielder (except pitcher & catcher) must take POSSESSION before making any play.

**BIG OUTFIELD Game Genie players must follow the same rule for their division.*



7 COACH, STAY AWAY FROM THE BUMP!

- Switch pitchers from the **dugout** — call time and tell players. **DO NOT go on the field.**
- Only **5 warm-up pitches** per half inning (2 min max).

8 CROWD STRIKE

Fan catches a foul ball (pure catch, outside the field, seen by umpire) → **BATTER IS OUT!**

Coaches and bench players are **NOT** eligible. No ricochets.

9 NOBODY LIKES KISSING THEIR SISTER — BURNOUT!

Pitch count carries into BURNOUTS. Defensive players may repeat; **no batter gets more than one AB.** Out-of-park HR = **AUTOMATIC WIN.**

BURNOUT 1

Offense must score or the half-inning ends. Ball in play → batter **must score.** Retreat/baseline violation = OUT. 4 balls or HBP → 1st base, new batter hits. **NO TRUCKING** — malicious contact = OUT + possible ejection.

Defense	Offense
Best Pitcher	Best/Fastest Hitter
Best Catcher	
Best/Fastest Fielder	

BURNOUT 2

Same as B1, but 3rd defender must start with **both feet in infield dirt** until the ball is hit.

Defense	Offense
Best Pitcher	Best/Fastest Hitter
Best Catcher	
Best/Fastest Fielder	

BURNOUT 3+ (CHAMPIONSHIP ONLY)

- Continue Burnout 2 rules. After 5 Burnouts with no winner → **Rock, Paper, Scissors** at the mound with both coaches and umpires.

10 GAME GENIE (BIG OUTFIELD & COACH PLAY)

Big Outfield (6U–10U): 2 extra outfielders (5 total) for 3 outs (1 inning, non-consecutive). BLAST rule still applies.

Coach Play (11U–16U): Any coach may play any position except pitcher — 3 outs total per game, one coach only. Roster/batting order reverts to the player after the inning. **Coaches cannot bat.**

11 NO BALKS

- No balks in Blast Baseball Bash.
- Illegal pitch called if pitcher moves toward home then stops to pick off a runner.
- No quick pitches. Pitcher **MUST throw from the pitcher's plate.** No crow-hop pitching.