

Challenger Blitzball Rules

- Pitching rubber to home plate is 42' away
- A commitment line will be used
- Only official blitzballs and bats may be used
- No gloves or batting gloves may be used on defense
- No sliding to any base

TEAMS

- Teams may have up to 7 people on roster(male or female). Teams will play with a minimum of 4 and a maximum of 5 fielders(pitcher and 4 in the field) but batting line up must consist of everyone on your team who is present. Free and unlimited substituting during the game is allowed.

GAMEPLAY

- Games will be 6 innings or 40 minutes. 6 runs an inning are allowed. However, a team down by more than 6 may reach a tying score in any inning. Run rule: 10 after 4.
- Coin flip decides home team. Visiting team starts with $\frac{1}{2}$ run to avoid ties
- 1 home run over the fence per inning, then an out.
- No bunting, stealing or leading off.
- 3 outs per team per inning, 4 balls is a walk, 3 strikes is an out. Once a batter has 2 strikes, they are allowed 2 foul balls, the 3rd will be an out. However, if batter tips ball with 2 strikes and it hits the strike zone in the air, it will be ruled a strike out.
- Any ball that hits the batter is a ball unless in direct line of strike zone
- Pitchers foot must be on the rubber when pitch is released
- Tagging up is legal
- Infield fly rule: in the event of an infield pop-up and base runners on, a ball that hits the ground either on purpose or on accident can only result in 1 out.
- Batters hands are part of the bat, if swinging bat and ball hits hand, ball is either foul if foul, or in play is fair.
- Pinch running is allowed if runner comes back up to bat. If runner comes up to bat and no teammates can pinch run, offense loses that base runner to allow runner to go up to bat.

UNIQUE RULES:

- Pitcher can record an out of the batter by being the first to control the ball before the batter gets to first and is on pitching mat. If another fielder throws the batted ball to the pitcher while the pitcher is on the pitching mat, the batter is also out. The pitching mat acts as a base for one force out per play on the lead runner in the field when the pitcher has the ball on it.
- No pegging runners with ball, only forces and tags, however, once a player has crossed the commitment line, the defense can record the runner at home out by throwing and hitting the strike zone equipment in the air or by any number of bounces.
- On deck batter will help get balls back to pitcher. Pitcher will have bucket of balls, if fair ball hits bucket, it is live ball.
- A pitcher may pitch one inning, then cannot pitch for 2 full innings. Throwing a single pitch in an inning constitutes pitching that inning.
- If a pitcher walks 2 straight batters, and then walks the third, the third batter does not take first base, but is pitched to again by same pitcher, who must lob the ball in to the same batter until the end of the at bat.
- if no umpire, league director will handle disputes. If director cannot make call, the two coaches will “rock, paper, scissor” to settle disputed call.
- any player who hits ball over fence, fair or foul, must retrieve ball as soon as they are able.