

3/4 Blastball Rules

RULES

- The playing rules CFBBA uses shall be the USSSA rules as published on the USSSA.com website, except as modified herein.
- If you have any questions regarding rules, please reach out to your age group VP for clarification.

GENERAL DESCRIPTION

- The main objective is to have fun.
- Games will last no longer than 50 minutes. No inning shall start after 50 minutes. A game is over at 50 minutes regardless of whether or not the inning has been completed.
- No umpire

PREGAME REQUIREMENTS AND SCORING

- Home team:
 - Home team for the first game of the day sets up the bases if not already set
 - Chalks the base lines and batters boxes (if the field is not already painted)
 - Assigned the 1st base dugout.
- Visiting team:
 - Assigned the 3rd base dugout.

POSTGAME REQUIREMENTS

- n/a

POSTPONED / RESCHEDULED GAMES

- Games will only be rescheduled if postponed or canceled due to weather.
- Make-up games are rescheduled based on field availability and blackouts.

GAME PLAY

- 5 minute rule: no NEW inning may be started with 5 minutes or less remaining in regulation time.
- Artificial noisemakers are forbidden and include items like air horns, whistles, cowbells, musical instruments, and any other amplified device. Music & speakers are welcome – please be courteous to the other team

MINIMUM PLAYING TIME

- Each team shall bat the entire roster each inning.
- Each team shall bat a minimum of two times.

ROSTER ADDITIONS

- A player may not be added to a roster in-season without prior board approval.
- Any player added to the roster of a team after the first game of the season is ineligible to pitch or catch without board approval. All roster additions must be approved by the age group vice president.
- Paperwork on all roster additions must be provided before the player plays in a game, with the exception of pool players.

- Players can only play on one team in CFBBA.
- A player may play on a CFBBA team and another team that does not play in CFBBA (such as a select or traveling team). CFBBA is not responsible for scheduling conflicts that arise due to playing on multiple teams.

JEWELRY

- Players are not allowed to wear jewelry, except for medical information/identification.

OFFENSE

- The ball shall be placed on the tee by the coach.
- The tee shall be placed on or slightly in front of home plate
- The batter is allowed to swing at the ball until the ball is put into play in fair territory.
- Any ball that does not travel past the home plate dirt and into the infield grass is considered a foul ball.
- Throwing the bat is discouraged.
- Runners shall run all bases, one base per batter. When the last batter of the inning hits, all base runners should advance to home.

DEFENSE

- All players on the roster will play in the field defensively.
- It is up to the coach as to how players are positioned.
- On each play an attempt should be made to get the batter out at first base.

PLAYING FIELD

- The distance between bases shall be 50 or 60 feet depending on the field

REGULATION GAMES

- Games duration: 50 mins
- Mercy rule: n/a

MANAGERS AND COACHES

- For the offensive team, coaches/parents should be positioned in both the first and third base coaching boxes and at home plate to assist the batter. If necessary, a coach may be placed at second base or assist the player running to their base.
- A max of five volunteers are allowed on the field to assist the batters. Volunteers can be coaches, older siblings, grandparents etc.
- For the defensive team, a max of five volunteers are allowed on the field to help position players. Volunteers can be coaches, older siblings, grandparents etc.

EQUIPMENT

- For batting, a foam Blastball (or similar) bat shall be used.
- For the ball, a Blastball shall be used.
- Gloves are optional
- Cleats are optional
- Baseball pants are optional (shorts are acceptable)

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