

- BLASTBALL! , is played with a suggested 6 players per team. A smaller number, such as 2-3 players per team works equally well.

The defensive players take an infield or outfield position. A BlastBall is placed on the BlastTee and the first batter hits the ball and runs to the BlastBase. If the batter reaches the Base (the only base used) before a defensive player either catches the BlastBall in the air (an automatic out) or fields it and yells "BLAST ", he scores a run. If the ball is caught or fielded and "BLAST " is yelled before the runner gets to the BlastBase, then the runner does not score a run.. It's just that simple!

The game should last one hour which is beneficial for the younger player and busy family schedules.

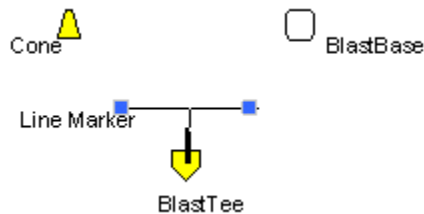
You will end the (half) inning by batting once around the line-up. For younger players it is recommended that everyone bat every inning and you may not even want to keep score. The BlastBase is audible, emitting a loud "H O N K " that the kids love whenever the runner stomps on the base. When fielded, the defensive player can throw the BlastBall back to another player, an adult or a SportsNet™ positioned near home plate (safely away from the Tee). Gloves/mitts are not needed because of the softness and size of the Ball. The fear factor of being hit is eliminated from the game all together. While batting helmets are not needed because the BlastBall is not being pitched or thrown to make the out, for optimum safety helmets are recommended.

Field Set-Up

In an open area, like a backyard, field or park, position your BlastTee/home plate so that hitting allows you a safe area of play. Like a regular ball diamond, from the Tee pace off 30 to 40 feet to the right and position your BlastBase. This establishes your fair/foul line to the right.

To the left of the Tee and perpendicular to your BlastBase line, pace off an equal distance and position your Cone. This establishes your fair/foul line to the left.

Now pace off 10 feet directly in front of the Tee and lay out your Line Marker running between the (hypothetical) first and third base lines. This becomes the fair/foul line for play. If a ball is hit inside of that line it is foul and should be re-teed for another try. If it goes beyond the line, either in the air or on a roll it is considered in play.



Note: Feel free to advance the games as the kids learn - ie add 2nd and 3rd base.

If you choose to use a SportsNet™ to retrieve the throwbacks of the defensive players, then position the net to the left and rear of the Tee by about 15 feet.

It's that simple...you are ready to play!