



Official Tournament Rules

Quickball



Batter's Goal:

“Hit safely and score as many runs as possible in 3 minutes. But if you are called out, return to the back of the batting line as quickly as possible and wait to hit again.”

THERE ARE NO WALKS

BUNTING IS ALLOWED

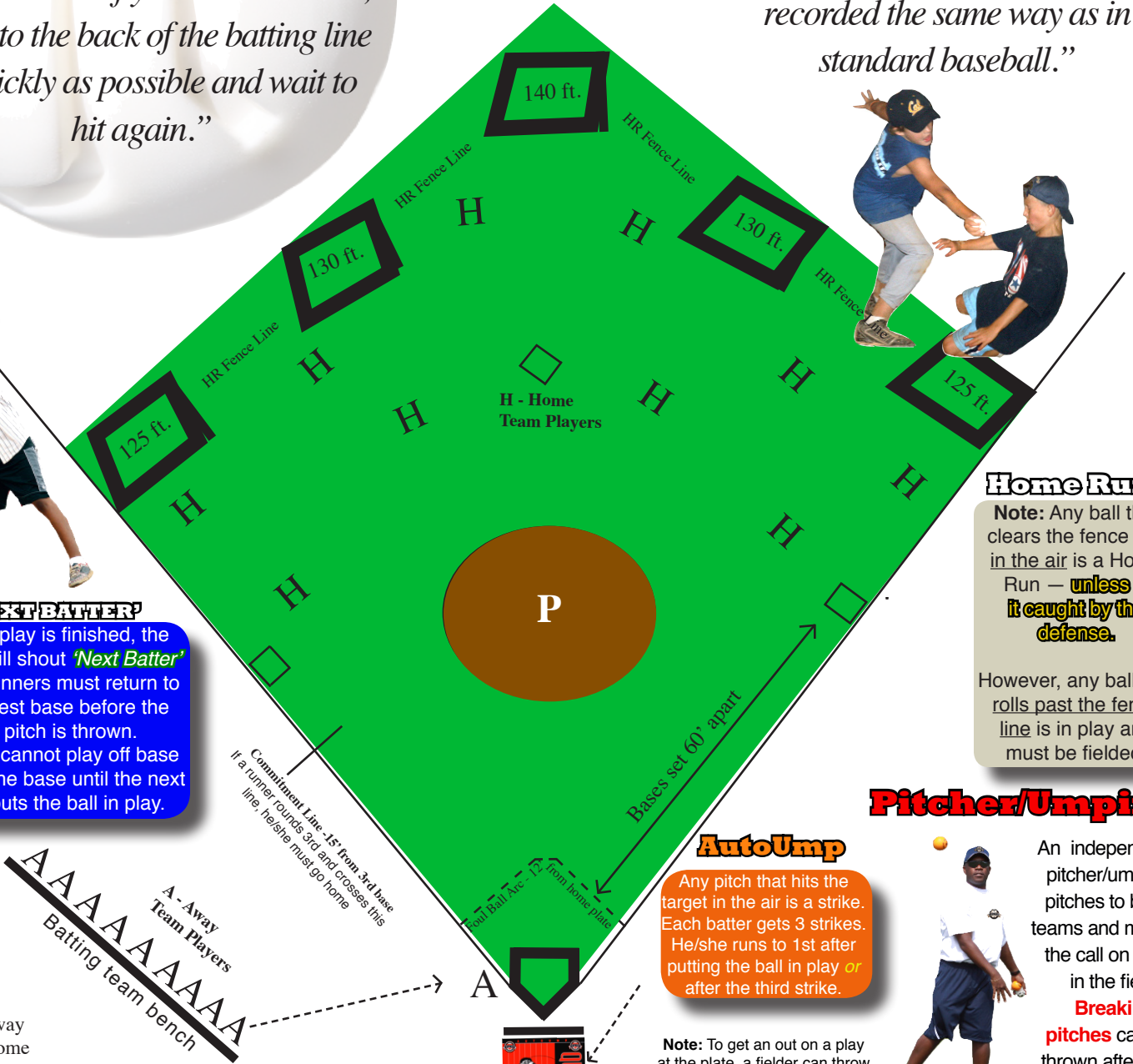
Fielder's Goal:

“Easy — get as many outs as possible and prevent as many runs as possible. Outs are recorded the same way as in standard baseball.”



NEXT BATTER

Once a play is finished, the pitcher will shout **'Next Batter'** and all runners must return to the closest base before the next pitch is thrown. Runners cannot play off base or leave the base until the next batter puts the ball in play.



Teams
A — Away
H — Home

Time Limit:
3 min. per team at bat



Home Runs

Note: Any ball that clears the fence line in the air is a Home Run — **unless it is caught by the defense.**

However, any ball that rolls past the fence line is in play and must be fielded.

Pitcher/Umpire



An independent pitcher/umpire pitches to both teams and makes the call on plays in the field.

Breaking pitches can be thrown after the 1st inning.

AutoUmp

Any pitch that hits the target in the air is a strike. Each batter gets 3 strikes. He/she runs to 1st after putting the ball in play **or** after the third strike.

Note: To get an out on a play at the plate, a fielder can throw the ball and hit the AutoUmp (in the air or on the bounce) **before** the runner crosses the plate. Any throw that misses the target is considered out of play and all runners may advance one base only.

