

## “Z - BALL CONCEPT AND RULES”

**CONCEPT:** To allow ballplayers of ALL ages and genders to learn the proper FUNdamentals of playing Baseball and/or Softball in a challenging, yet fun and safe environment. Or for the more seasoned player, to play a challenging NEW game while honing their skills in a competitive yet engaging environment.. i.e. “JUST PLAY BALL”!!

**FIELD LAYOUT:** As per attached diagram.

**EQUIPMENT REQUIRED:** 1 Hitting mat, 2 8x8 screens, 2 pitching targets (optional), 2 bases, L-Screen, Pitching machine (Zooka) or Live Arm, 6 cones to mark defenders line. Bats, Helmets, Min **36** SPONGE balls (until game is fully tested) , Gloves and pinnies (for un-uniformed younger players) to determine teams and scoring... **1 “T” is optional.**

### **BASIC RULES TO START:**

1. 1 Player Per Team - 10 pitches; 2 Players - 8 Pitches; 3 or More - 6 Pitches (with two off the T if needed)...Live arm pitch is considered only if “in the HITTING zone”.
2. Team who wins the “Bat Toss”, choses home or away.
3. All players bat in their part of the inning.
4. Game consist of either **a)** 7 complete innings **b)** A time limit... (Depends on number of players and time available **c)** First to \_\_\_”x”\_\_\_ **d)** Best of \_\_\_ (3, etc) ...(To be reviewed after “test runs”).
5. **Defensively, 3-5 players are placed in the “DEFENSIVE” zone to start** (depending on age and ability)... Players are rotated through with EVERY hitter... (Nobody sits out longer than one hitter)
6. **Hits fielded cleanly in the defensive zone** either in the air OR thrown to a player moving towards the base and caught cleanly, **will be nullified**... Same to a target. Otherwise 1 run is awarded.
7. Any fielded OR ending in the “Scoring Zone” will be awarded a run also. (80’ Mark)
8. The side netting is “live”... **The ceiling netting is “out”**.
9. Other possible rules to be determined after “trial runs”.

### **SCORING:**

10. **1 run** is awarded for each ball making it into the “Scoring Zone”; **1 run** is awarded for each defensive play NOT ending in a clean throw to the receiver.
11. **1 “Bonus Run”** is awarded for any balls hitting the end wall directly ON THE FLY.
12. Optional For Advanced Players: 1 Bonus run is awarded for hitting the “Oppo Target” cleanly **during LIVE OR MACHINE PITCH.** (Not off the T).
13. Game continues as predetermined at the outset of play. (a/b/c/d)

### **NOTES:**

1. Safety should be emphasized at all times when playing “Z BALL”. Use of ball types should be determined by the skill levels and extra players should remain outside the cage.
2. Ideally - in a perfect scenario - the participant interest, economics and available instructors **would allow a 3rd team to be working on “skills” in the smaller cage as they await their turn.**
3. Participants will determine what constitutes the end of the game prior to start. (See scoring sheet).
4. The distances for pitching machines, oppo targets, and defenders start line will move up or back within approx 10 feet depending on age and/or skill level of participants.

**NOTES FROM ACTUAL “TEST RUNS”.**