

AYLMER PIRATES



Blastball Parent Guide

Updated April 22, 2024 (Rev 1)

Schedule

Location	Field 1	Field 2	Field 3
Session 1			
	Nationals	Angels	Rangers
25-May	Sox	Tigers	Twins
Session 2			
	Twins	Nationals	Angels
01-Jun	Rangers	Sox	Tigers
Session 3			
	Tigers	Twins	Nationals
8-Jun	Angels	Rangers	Sox
Session 4			
	Sox	Tigers	Twins
15-Jun	Nationals	Angels	Rangers
Session 5			
	Rangers	Sox	Tigers
22-Jun	Twins	Nationals	Angels
Session 6			
	Angels	Rangers	Sox
29-Jun	Tigers	Twins	Nationals
Session 7			
	Nationals	Angels	Rangers
6-Jul	Sox	Tigers	Twins
Session 8			
	Twins	Nationals	Angels
13-Jul	Rangers	Sox	Tigers
Session 9			
	Tigers	Twins	Nationals
20-Jul	Angels	Rangers	Sox
Session 10			
	Sox	Tigers	Twins
27-Jul	Nationals	Angels	Rangers

Team Lists

Canadian Tire - Nationals (Red)	
Coach: Tim Thiessen	
Royce	Girard
Laken	Barham
Emerson	Hueston
Bennett	Cybulski
Quinton	Thiessen
Zachary	Thiessen
Clayton	Ringland
Nora	Grisenthwaite

McDonald's - Angels (Green)	
Coach: Heather Rumleskie	
Dawson	Roloson
Lane	Bond
Andrew	Rumleskie
Brooks	Baker
Craige	Bond
Sebastian	Coto
Aspen	Bourgeois

Todd McConnell Plumbing - Rangers	
Coach:	
Haven	Garner
Henry	Gittings
Bowen	Garner
Hailey	Hesse
Asher	Strafford
Benjamin	Gelderman
Banks	Desutter
Emmett	Hicks

Showcase East Elgin Realty - Sox (Purple)	
Coach:	
Bennet	Fischtner
Troy	Tromp
Kessel	Sinke
Bennett	Sherman
Allison	Couse
Cohen	Teale
Makayla	Charlton
James	Stephenson

Canadian Tire Tigers (Orange)	
Coach:	
Zeke	Smith
Luke	Marr
Dean	Zoet
Ava	Loewen
Lucas	Dyck
Reggie	Wilson
Jackson	VandenBrink
Alexander	Teale

Goodwills Used Cars- Twins (Black)	
Coach:	
DeeDee	Anckaert
Waverly	Hannah
Blaine	Killough
Jack	Riley
Carson	Fish
Thomas	Anderson
Bennett	McKnight

Introduction

BlastBall introduces the basic fundamentals of baseball/softball (hitting, throwing, catching, running and fielding) and is aimed at young children. There are no complex rules, no umpires, no personal equipment, and a ball diamond is not required.

BlastBall is designed to put the fun back in to the game of baseball and to generate fast-paced action, enthusiasm and fun. Through its simplicity, BlastBall will hopefully allow AMBA to get young players interested in the game. The teams are intentionally kept small to keep participants active at all times. Parents are encouraged to take the field with their children and help with practice and games.

Each Blastball session will be approximately 35 - 45 minutes in length and will consist of practice time and game time. The first few sessions will consist entirely of practice time in order to teach the participants the basic skills of the game. Subsequent sessions will consist of an increase in game time and a decrease in practice time dependant on how proficient the participants become in the basic skills.

Player Equipment

Blastball does not require any special player equipment. These players are too young to use a glove properly and learning to catch with two bare hands is beneficial for learning and feeling the catch. Balls and bats are made of foam so helmets are not required. Ball pants are not required, just athletic attire and running shoes or cleats. AMBA provides a ball cap and jersey.

Blastball Equipment

BlastBall is played with equipment which is manufactured using child-safe materials; the bat and ball are made of a soft foam material, removing safety concerns that are created by aluminum bats and hard balls. The following materials are required for playing a game of BlastBall and will be available at the diamond each session.

- 1 BlastBat
- 1 BlastBase
- 1 Tee
- 1 Line Marker
- 2 BlastBalls
- 1 Cone



The Game

The goal of AMBA is to keep teams to 8 players or less. The game can work well with as few as 2 - 3 children per team in the event that a team is short players.

In BlastBall, the defensive team takes the field (defensive players should spread out between the field cone and the BlastBase, and behind the Line Marker) while the offensive team bats. When the batter hits the ball, he or she runs to the BlastBase (the only base used). If the batter reaches the base before the ball is caught in the air, or a defensive player fields it and yells "Blast!" the batter scores a run. If the ball is caught or the defensive player fields it and yells "Blast!" before the batter reaches the BlastBase, he or she is out.

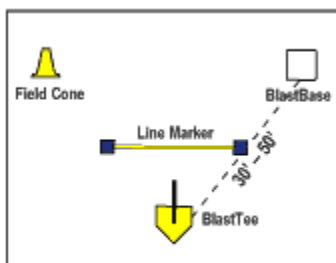
It is easy to tell when a player reaches the BlastBase, because you will hear a loud "HONK!" coming from the base as the player steps on it. Once all batters have had one or two turns, switch the offensive and defensive teams and start again!

There are many variations on the game of BlastBall. As participants become more proficient at hitting, running and fielding the following adjustments can be made to make the game more difficult:



- Lengthen the distance to the BlastBase.
- The fielding player must field the ball and run into a hoola hoop in order to get the base runner out.
- The fielding player must field the ball and throw it into a bucket to get the base runner out.
- The fielding player must field the ball and pass it to another fielder to get the base runner out.
- Add additional bases.
- Have the base runner stay on first base and run home once the next batter hits.
- Use your imagination and focus on what works.

Field Setup



Field Set-up

Setup the field as shown in the pictorial to the left. Place the BlastBase and field cone at approximately 45-degree angles from the Tee. The imaginary line between each will be the foul line. The distance will depend on the skill level of the players. Place the line marker 10 feet out from the Tee. No player may come inside this line marker and any ball hit inside the line marker is considered foul and the batter may hit again.

Tips and Fundamentals

The below tips and fundamentals are to be used as a guide and should not be considered absolute.

Hitting Fundamentals

- For proper stance batters should stand adjacent to the batting tee in a balanced, athletic position (feet shoulder width apart, back straight, and bent slightly at waist with butt out). Hands holding the bat should be together (not spaced) and above shoulder. Be sure to have players stand back far enough to be able to extend arms as the tendency at this age is to stand too close to the tee.
- Swing in balance without spinning around, starting with the weight back. Follow through over opposite shoulder. Do not let the bat go.
- The use of a timing step is too advanced at this age and players do better if they learn to swing in balance.

Catching and Fielding Fundamentals

- Player should catch with 2 hands.
- Balls thrown above the waist should be caught with 2 hands with thumbs together.
- Balls thrown below the waist should be caught with 2 hands with pinkies together.
- Ground balls should be fielded with 2 hands either in the “alligator” position or with pinkies together with palms up starting with hand(s) on the ground.
- Teach player to hold ball above head and yell “BLAST” after fielding!

Throwing Fundamentals

- Grip ball along the seam with two or three fingers along with the thumb.
- Point shoulder to target when setting up to throw.
- Throwing arm should be even or above the height of the shoulder.
- Step with opposite leg toward target when throwing.
- Follow-through to opposite pocket when throwing.
- Remember in BlastBall® all throws go to the coach near the BlastTee. No throws are made on the runner or to the BlastBase!

Base Running Fundamentals

- After hitting the ball, lay bat down – do not throw bat!
- Run directly to the base.
- Step on the BlastBase and make it Honk!
- Run through – teach player to not stop at the base.

Remember to keep the fundamentals fun, basic and simple, the key to BlastBall® is learning by doing!



Thank you for registering your child with Aylmer Minor Baseball this season. If you have any ideas on how we can improve this program please send us a note. We are always looking for addition volunteers and board members. Please reach out if you would like to get more involved.

For additional information / email: aylmerminorball@hotmail.com