



OFFICIAL RULEBOOK

GAME OBJECTIVE

Score more runs than your opponent while earning Rizz Points through style, creativity, and fan engagement.

GAME FORMAT

- 6 innings
- 90-minute hard cap
- Rack the points up: Teams win by getting the most points which is a combination of runs and Rizz Points (every 5 Rizz Points is a run).
- No extra innings → Showdown Finish

CORE RULES

1. **15-Second Pitch Clock**

- Pitch must be thrown within 15 seconds
- Violation = automatic ball

2. **4 Ball Sprints (No Walks)**

If a Pitcher throws four balls, it turns into a 4-Ball Sprint. The batter runs to first while the defense must throw the ball to every infielder starting with the catcher before the ball can be played.

- Ball 4 = live play
- Batter runs
- Defense has to go around the horn before they can play the ball to get a runner out. They can then throw to ANY base.

3. 🏃 No Standing Still Rule

- If a runner hesitates/stops:
 - 👉 Ump calls "MOVE!"
 - 👉 No movement = OUT

4. 🏃 Steal First Base

- Batters can steal first base at any time including on passed balls.

5. 🎉 Fan Catch = OUT

- Any fan catches a foul ball clean → batter is OUT
- If a fan catches a foul ball and throws it back to a RizzBall player who catches it = +1 Rizz Point

6. 💎 Rizz Points System

Earn style points:

Action	Points
Bat flip	+1
Celebration	+1
No-look play	+1
Trick play	+2
Crowd hype moment	+1

👉 Every 5 Rizz Points = 1 bonus run

7. 🏃 Walk-Up Rizz Challenge

Before at-bat:

- Player performs (dance, swagger, crowd interaction)

Result:

- Crowd hype = 1-0 count
- No hype = 0-1 count

8. 🏆 Golden Batter Rule

Once per game, a team may send any hitter into the lineup to bat in any spot.

9. 📣 Crowd Call Play (1 per game per team)

Once per game per team, the crowd votes for teams to do one of the following and they must do so on the next play.

- Steal
- Bunt
- Swing Away

10. 🗨️ Rally Drip Inning (1 per game)

- Called anytime
- Runs = DOUBLE
- Players wear drip (chains, glasses, etc.)
- Music ON

11. 🧙 Trick Play Token (1 per game)

Team can call:

- Fake pitch
- Hidden ball
- Crazy defensive alignment

If successful:

👉 +1 out OR +1 Rizz Point

12. 🔥 “Too Smooth” Rule (1 per game)

If a player makes an insane play, the Ump can call:

👉 “TOO SMOOTH”

Result:

- Automatic out + crowd moment
- +2 Rizz Points

13. 🧨 Showdown Finish (TIEBREAKER)

- 1 pitcher vs 1 batter
- Bases loaded
- One play decides it
- Alternate until winner