



Updated August 31, 2026

OFFICIAL RULEBOOK

GAME OBJECTIVE

RizzBall is a twist on baseball and is fun, fast, and flashy. Score more runs than your opponent while earning Rizz Points through style, creativity, and fan engagement.

GAME FORMAT

- Teams will score runs as they normally would in a normal baseball game with the exception of the rules listed below.
- Rack the points up: Teams win by getting the most points which is a combination of runs plus the Rizz Equalizer (5 extra points for the team with the most Rizz Points).
- Teams earn Rizz Points as outlined below. The team with the most Rizz Points at the end of the game will earn an additional 5 points added to their final score.
- 6 innings or 90-minute time limit.
- No extra innings → Showdown Finish

CORE RULES

1. **90 MINUTE TIME LIMIT**

- 👉 No new inning will start after 90 minutes
- 👉 If the game is tied at the end of 90 minutes, the game will go to a showdown.

2. **NO STEPPING OUT**

- 👉 If a batter steps out of the box with both feet, it is an automatic strike.
- 👉 "Fake-Outs" are not allowed.

3. **NO BUNTING**

- 👉 Batter is an Automatic Out; Ball is live.
- 👉 For their next at bat, the bunter must hit from the other side of the plate.

4. **STEAL FIRST BASE**

- 👉 Batters can steal first base at any time including on passed balls.
- 👉 Must dance for 2 pitches to stay on base.
- 👉 Cannot steal 1st base on the 3rd strike.



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5. 🚫 **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. Batters can run until they choose to stop.

- 👉 Ball 4 = live play
- 👉 Batter runs
- 👉 Every defensive player must touch the ball, starting with the catcher, before they can play the ball to get a runner out. They can then throw to ANY base.

6. 🎉 **FAN SNAG = OUT**

- 👉 Any fan catches a foul ball clean → batter is OUT
- 👉 If a fan catches it with “Rizz” meaning in any other way besides a normally with a glove or hands (hat, behind the back, etc.), they will get the Rizz Chain.
- 👉 Whoever has the Rizz Chain at the end of the game earns two Rizz points that will be added to their team’s total.

7. 🎉 **FOUL BALL BOOMERANG = FAN CHOICE**

- 👉 If a foul ball is hit out of the playing area, and it is not caught, fans have a choice:
 - Hold the ball and it becomes a dead foul ball
 - Throw the ball back on the field immediately and it is live. The runners may leave as soon as the ball is hit.

8. 🧢 **RALLY DRIP INNING (1 PER TEAM PER GAME)**

- 👉 Called anytime by batting team PRIOR to starting their ½ inning as batters
- 👉 Runs = DOUBLE
- 👉 Players wear drip (chains, glasses, etc.)
- 👉 Music ON

9. 🏆 **GOLDEN PITCH RULE (1 PER TEAM PER GAME)**

- 👉 A pitcher can call it at anytime.
- 👉 On the very next pitch...
 - Strike = Batter is out.
 - Ball = Batter goes directly to 2nd and all runners advance two bases.



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10. 🔥 "TOO SMOOTH" RULE

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

👉 Result: +2 Rizz Points

11. 🏆 GOLDEN BATTER RULE

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

👉 Can be from the crowd

👉 Special Gold "Bat" & Ball Must Be Used

👉 Pitcher can pitch overhand or underhand.

12. 💎 RIZZ EQUALIZER: EARN RIZZ POINTS!

Action	Points
Bat flip	+1
Celebration	+1
No-look play	+1
Crowd hype moment	+1
Trick Play	+2
Crowd Rizz Chain	+2
Team Choreographed Dance	+3

⚡ The team with the most Rizz points at the end of the game, will earn an extra 5 points to their team total. ⚡

13. 💡 SHOWDOWN FINISH (TIEBREAKER)

👉 10U Divisions: 1 pitcher, infielder, & outfielder vs 1 batter

👉 12U & Older Divisions: 1 pitcher & 1 fielder (infielder or outfielder) vs. 1 batter

👉 Bases loaded

👉 One play decides it (both teams bat at least once)

👉 Alternate until winner

👉 Batter & Pitcher must change each showdown if multiple showdowns, but can repeat.