



Baseball for the Blind is an adapted version of the popular game of Baseball for blind and visually impaired people created by the Associazione Italiana Baseball Giocato da Ciechi (AIBXC) and invented by Alfredo Meli, a former Italian baseball champion, former player for the Fortitudo Bologna and the Italian National Team. He's the only Italian to have won the national championships as a player, a coach and a manager. As he had some blind friends and loved baseball so much, one day he said to himself "How can I make blind people play baseball?" So he managed to invent a game with rules and all the necessary equipment to enable blind people to play in complete safety.





TA: the third base assistant, who assists the runner at third.

On defense there is a sighted mound assistant (MA), a sighted defensive player on the defensive second base (SDP) and 5 blind players in the field:

5: third base,

6: shortstop,

7: left fielder,

8: center fielder,

9: right fielder.

This is how to play the game:

The batter (B) puts the ball in play by tossing it up in the air and hitting it. In order for the batted ball to be ruled “FAIR BALL” or “IN PLAY,” it must go beyond the string which starts at the left corner of the defensive second base (2DB) and extends to the third base foul line behind third base (3B). The defensive second base (2DB) is located approximately 13 feet (4 meters) beyond regular second base on a line extending along the 1st to 2nd baseline. The string is parallel to the running lane between 2nd and 3rd base 4 meters back. The ball must bounce at least one time before crossing the string.

The batter-runner (B) attempts to reach second base (2B) either by touching or going around first base (1SB). The batter-runner is safe if (s)he arrives on second base (2B) before the sighted defensive player (SDP), positioned on the defensive second base (2DB), catches the throw from a blind defensive player (5, 6, 7, 8 or 9). The batter-runner is out if first base is not properly rounded or second base is not reached in time.

The batter is allowed three swings and if (s)he does not put the ball in play or fails to hit it on the third and final swing, it is a strike out. A foul ball is always a strike.

The runner (R) on second base advances to third base and then to home plate (HP) on successive batted balls.

Runners can leave second base or third base only after the umpire has called the batted ball “FAIR” and this occurs at the moment the properly batted ball crosses the string.



Upon arrival at either second or third base, the runner must touch the base. The runner does not have to maintain contact.



Casale, player from I Patrini Malnate, sliding on 2nd base.

The batter-runner and the runner can try to reach an “extra base” only after the blind fielder has made a wild throw to the sighted second base player or after the sighted second base player has failed to catch the throw.

Runners have to reach the extra base before the sighted second base player retrieves the ball and returns to and touches the defensive second base.

A run is scored when the runner on third base crosses the home plate imaginary line (HP). The home plate line is 13 feet (4 meters) wide. The center of this line corresponds to the point of the home plate and from there it continues towards the left along the first base line six and a half feet (2 meters) and to the right six and a half feet following an extension of the first base foul line.

If the ball batted in fair territory rolls beyond 225 feet (68.6 m), it is considered a home run.

The sighted defense player on defensive second base may field a ball hit in his vicinity as long as he or she maintains contact with the defensive second base. Only the batter-runner,



in this case, is eliminated. The ball is ruled dead. If there are other runners on base at the time, they must return to their respective bases before the next play can begin.

Runners at second base, third base and / or home are out when the sighted second base player firmly receives and controls the batted ball thrown from one of the five defensive players and prior to runners reaching their relative bases safely.

If a ball batted in fair territory goes over the string between second base and the third base foul line on the FLY, the batter is automatically declared "OUT." This is for safety reasons and the ball is ruled dead. It's called a "FLY OUT." If there are other runners on base at the time, they must return to their respective bases.

Games are normally played in 7 to 9 innings.

Chapter II Equipment

The equipment required to play baseball for the blind is: the ball, gloves, bats, blindfolds, clappers and the bases.



The ball is a regular hollow rubber practice ball with six holes drilled in it and two nickel-plated brass bells inside. The bells help players find the ball.



Gloves are the same gloves used in regular baseball or softball.



Blindfolds resemble a skier's mask and are foam-coated inside. According to international blind sport rules, wearing masks is mandatory both to equalize play between totally blind and partially blind players and for their role in protecting players. The official mask is produced and distributed by the AIBXC.



The game uses regular baseball or softball bats.



Clappers are used by the second base assistant (with felt on one clapper) and by the third base assistant (with felts on both clappers).

The sighted assistants use the clappers to help the visually impaired runners to locate the bases. Different felt clappers help diversify the sounds and make it easier for the players to identify where each base is located.



The flat first base is level to the ground so that players do not trip over it and fall when running around first base.



The electronic first base makes a beeping sound to help players to orient themselves on the field of play while running. The horn is buried in a box under the base.



The sound box is used to control the horn under the flat first base. The umpire or assistant has a remote control switch to turn on the horn just after the hit, and turn it off when the runner has passed the base and is running towards second.



Flat bases are used on second and third bases to prevent runners from tripping.

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The second baseman's bag is a regular baseball base cushion for the sighted defensive player.