

WHAT ABOUT BASEBALL

BASIC INSTRUCTIONS

Players

1 or more (One person can play by rolling the dice for both sides or 2 people may face off as opposing teams or you may want to form teams if you have more than 2 players.)

The Object

The same as real baseball...the team with the most runs at the end of 9 innings wins. And, just like in real baseball, in case of a tie the game goes into extra innings until one team scores ahead of the other in a full inning of play.

To Begin

Players choose sides and decide who will be the home or visiting team. The visiting team always bats first. Each team then chooses their color pawns. The pawns are used to run bases when it is that team's turn at bat.

We will begin by only playing with the Red die and the two White dice, and 6 Red chips.

Using the Red die

The Red die is used by the pitcher and decides the pitch as follows:



Ball - Counts as 1 Ball; 4 Balls = Walk and the batter moves a pawn to 1st base.



Strike - Counts as 1 Strike; 3 Strikes = Out



Foul Ball - Counts as 1 strike up to strike two. (Remember, a batter isn't counted out on foul balls.)



Baseball Image, Contact! - This doesn't mean you got a hit! It means your bat made Contact with the pitch. The batter has made contact with the ball and may now roll the 2 White Dice. (Follow the instructions in the "Batter's Hitting Chart".)

Using the White Dice

The White Dice (the ones with the spots) are used by the batter to determine the type of hit. (i.e. single, double, triple, etc.) See the "Batter's Hitting Chart" below.

Batter's Hitting Chart

A two dice total of 9, 10, 11, or 12 = 1 hit as follows:

9 = Single - The batter goes to first base and any runners already on base advance 1 base. Example: Runner on 1st advances to 2nd. Runner on 2nd advances to 3rd. Runner on 3rd advances home and scores a run.

10 = Double - The batter goes to second base and any runners already on base advance 2 bases. Example: Runner on 1st advances 2 bases to 3rd. Runners on 2nd and 3rd advance to home and each scores a run.

12 = Triple - The batter goes to third base and any runners already on base advance to home and score.

11 = Home Run - A run scores and any runners already on base also score.

Any roll of the dice less than 9 is an automatic out.

Using the Red Chips

Each team gets 3 Red Chips. The Red Chips are used to keep track of the balls, strikes, and outs for the inning. Place your chips on your team's score board area. When your team is at bat, keep track of balls, strikes and outs by sliding the Red Chips over the top of the appropriate number (refer to the diagram for example).

Note: You may find 1 or 2 extra chips included in your game. You only need 6 to play.

Playing

The game starts with the pitcher rolling the Red Die. The pitch is determined by the roll (i.e. Ball, Strike, Foul, Contact). If the pitcher rolls Contact the batter then uses the two White Dice to determine the result (i.e. Single, Double, Triple, Out, etc.) See "Batter's Hitting Chart" for all possible combinations. Play continues in this manner until the batting team records 3 outs. The teams then exchange dice and the opposing team goes to bat. When both teams have completed their turn at bat one full inning has been played. One game consists of 9 full innings. If there is a tie score at the end of 9 innings, play must continue until one team scores ahead of the other at the end of a full inning.

Score Sheets

You may make up a team name or just write in your own name. Keep score by using tally marks (i.e.: |, ||, |||) Be sure to remember to enter your scores each inning, so you'll always know what inning you're in.

ADVANCED INSTRUCTIONS

Advanced Play follows all of the instructions of Basic Play but also includes the use of the Blue and Black Dice along with the following additional instructions:

When the batter rolls the White Dice, the scoring of hits remains the same as in Basic Play (i.e. 9=single, 10=double, 12=triple, 11=home run) and any roll of the dice that is less than 9 is still an automatic out with the Exception of pairs. If a Pair less than 9 is rolled, the batter is no longer automatically out. The batter may now roll the Blue Die.

Using the Blue Die

When a pair is rolled with a total of less than 9, the batter may roll the Blue Die. The roll of the Blue Die will be played as follows:

If there are no runners on base:

Reach on Error

The other team has made an error and the batter may advance to 1st base.

Wild Pitch

The batter stays at bat. The pitch will be counted as 1 ball.

Any other roll

Does not apply. Batter is out.

If there are one or more runners on base:

Reach on Error

The other team has made an error and the batter may advance to 1st base. All other runners advance 1 base.

Attempt to Steal

The lead runner (runner closest to Home) tries to advance 1 base. The pitcher will now roll the Black Die in an attempt to throw the lead runner out. The batter stays at bat retaining the current count unless the lead runner was thrown out making the 3rd out, in which case that batter will start off the next inning for their team.

Attempt to Sacrifice

Runners advance 1 base and the batter is out. If not the 3rd out, the pitcher now rolls the Black Die in an attempt to stop the advance of the lead runner (runner closest to home).

Balk

All runners, except the batter, advance 1 base. The batter is still at bat retaining the current count.

Wild Pitch

All runners, except the batter, advance 1 base. The pitcher will now roll the Black Die in an attempt to throw the lead runner (runner closest to Home) out. The batter stays at bat. The pitch will be counted as 1 ball unless the lead runner was thrown out, making the 3rd out, in which case, that batter will start off the next inning for their team.

Double Play

The lead runner (runner closest to Home) and the batter are thrown out.

Run Scoring Option

Another option you can use in the game is Run Scoring. If a runner is on 2nd and the batter hits a single, the runner on 2nd naturally advances to 3rd but may now take the Option to try to score by going Home. If the runner wants to take that Option, the pitcher will roll the Black Die to see if the runner is Safe or Out.