

Innings, Outs and Scoring

4

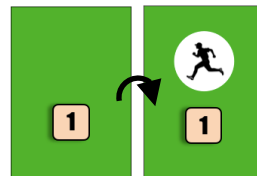
Batters in baseball repeatedly cycle through their batting line up of 1 to 9 until 3 of them are 'Out' ending their inning. Their next inning starts with the batter who would be next to bat. In Baseball-blits batters also cycle through 1-9 and the first inning also starts with Batter #1 but the second inning always starts with batter #4 and the third inning always batter #7.

The 'Home Plate' (4th Base and batting area) card shows the number of the current batter. The card is rotated after each batter's turn and flipped between batter #4 and #5.

It is important to note in Baseball-blits **batters only get one chance**. A batter who fails to match the colour of the border on the pitch card is out immediately **not after two more misses**. If the batter matches the pitch card's border colour flip the Base cards to represent the result. If a run is scored rotate the team's scoreboard to show the new score.

If a team passes a 4 run total (for example a home run takes their score from 2 runs to 6 runs) the opposing team must beat the new high score (in this case 6) or equal it to force an extra inning. Each side must bat the same number of innings.

The Base cards 1-3 are placed empty-side up. When a 'Batter' reaches a base they become a 'Runner' and the base card they reach is flipped over to show the runner (and back again when the runner leaves the base).



The 'Out' card is placed at the centre of the table between the four bases. Place it so 'Out 1' faces the third base and 'Out 2' the second base to indicate no Outs at the start of an inning. When a batter is out rotate the card so 'Out 1' faces the home plate (fourth base) Rotate the card 180° to 'Out 2' when a 2nd batter is out. Flip the card over if the pitcher plays the 'Pitch Out' card when the batter has NOT called 'Steal'. Flip it back again when this happens a second time and give the batter a free walk to first base. The batter's card remains played and only forced runners advance to the next base.

Between innings swap over the Batter and Pitcher cards. The previous pitching team becomes the batting side and the batting team becomes the pitching side.

The Relief Pitcher



At the start of the third inning and any extra innings both teams' Relief Pitcher replaces their Starting Pitcher. This helps the batters because the double border of one of the pitching cards comes into play. The 3rd base card has a  symbol to remind players that the relief pitcher is pitching.

Baseball-blits (18 cards only)

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Baseball-blits is a tactical 2 player game where players alternate the roles of Batter and Pitcher. The winner is decided by whichever of the two win conditions below happens first:

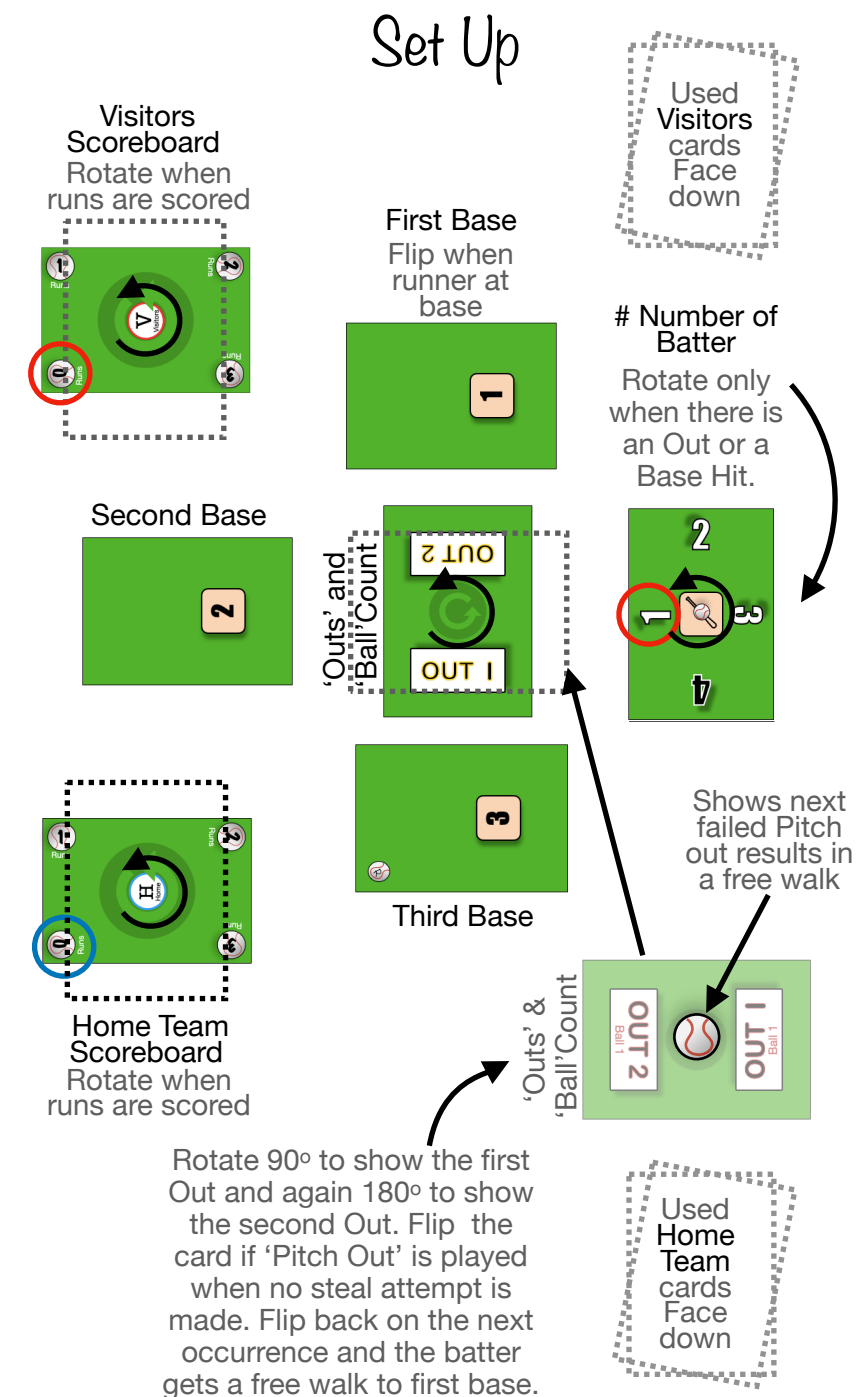
1. A player is ahead on runs after **three innings** (both teams have batted) **or**
2. The first player to **score 4 or more runs**. If this is the first player to bat (Visitors) the other player (Home team) has another turn batting to attempt to equal the visitors score. If the scores are still tied another innings is played.

In each innings a team's batting will end when 3 batters are out **or** 4 or more total runs are scored.

Ties in either of the winning conditions result in an extra inning until a winner emerges. [Reset the scoreboards to '0' and use **only win condition 2**].

Two small decks of cards are used to pitch and bat. Players exchange these decks when they change roles. When the batter is down to one card the discard decks are recycled so each player has all their cards back.

In addition to playing cards from these decks the **batter** can make use of four types of call: "**Steal**", "**Leave**" "**Bunt**" and "**Wild Swing**". The **pitcher** has an extra card ('**Pitch Out**') to run out 'runners' attempting to steal bases (see pages two and three).



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Batters 4-6 will match with either Red or Blue

Batters 1-3 will match with either Yellow or Blue

① 1-3; ④ 4-6; ⑦ 7-9 These numbers show which results apply to which batters

Relief Pitcher matches with both Blue and Red

Caught

Caught

Fly Ball

Run Out at First Base

Strike Out

Pitch Out

Pitch Out

Used to run out runners attempting to steal a base

A. Reveal the batting card played OR **B. Make one of the 4 calls below:**

- Each** of the 4 calls can only be called once per **round of cards**. A new round starts when one player is down to one card (excluding 'Pitch Out'). All played cards are retrieved back to players hands.

If a batter calls “**Leave**” they let the pitch pass them. If the pitcher’s card is the ‘*Strike Out*’ card the batter is out. If not both cards remain played but the batter’s card remains unseen and play moves on to the next pitch.

Retrieving Cards

When the batter has only one card in their hand all cards are retrieved by both players.

A batter who matches a border colour of the pitched card hits the ball and moves to the base indicated on the batter card by their batter number.

[illegible]

If a batter calls for a runner to **'Steal'** a base it must be **unoccupied** and **cannot** be **1st Base** or **Home Plate**. If the pitcher plays the **'Pitch Out'** and **'Steal'** is not called the **'Ball'** count becomes **1**. Flip the **'Outs'** card to **'Ball 1'** If its already flipped flip it back and the batter gets an automatic walk to first base. The batter's card is not retrieved. The **'Ball'** count starts again.