

| | | | | | | | | | | | | |
|----------|---|---|---|---|---|---|---|---|---|----|----|-------|
| Innings | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | Total |
| Visitors | | | | | | | | | | | | |
| Home | | | | | | | | | | | | |

.....
Player Name

.....
Player Name

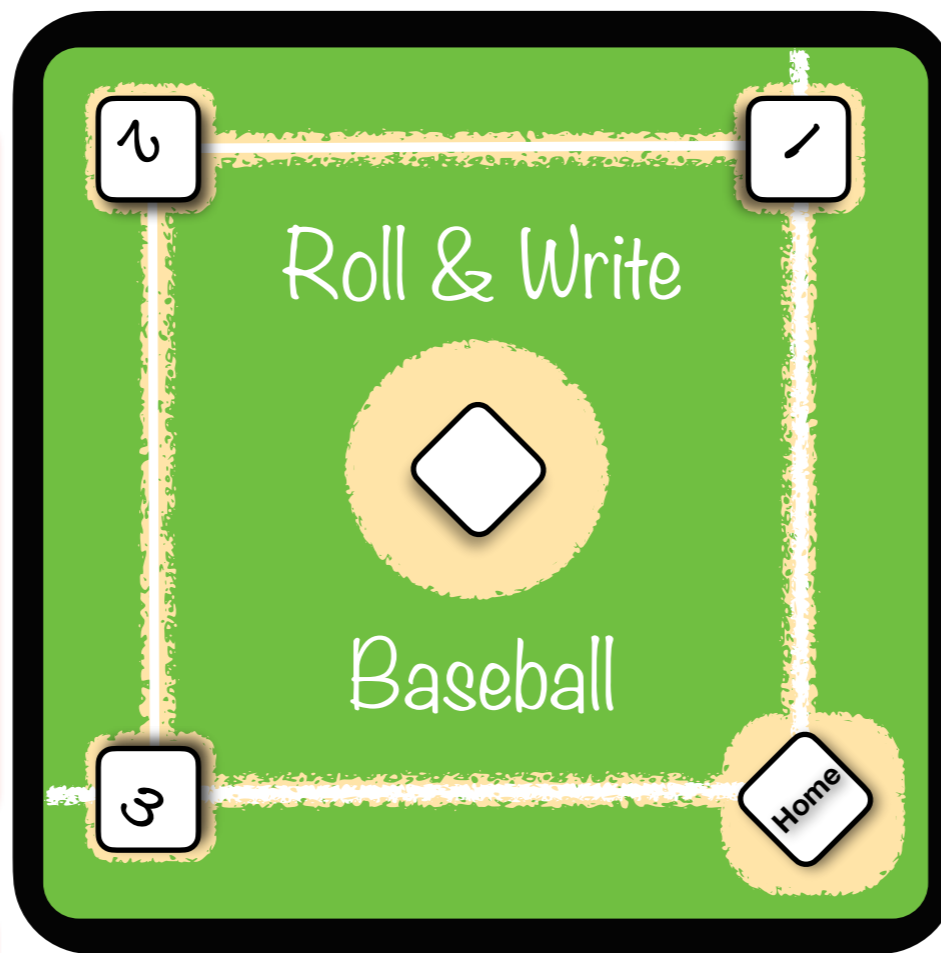
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|--|---|
| B | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | | | |
| I | 1 | | | | 2 | | | | 3 | | | | 4 | | | | 5 | | | 6 | | | | 7 | | | 8 | | | 9 |

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|--|
| I | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | | |
| B | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Out

Batter Skills

| | | | | | |
|-----------------|------|----|-----|---|------------------------------------|
| New York | 1 | | All | 6 | ■ |
| | 2 | | All | 5 | ■ |
| | 3 | | All | | ■ |
| | 4 | F | All | | |
| | 5 | F | 1D | 4 | |
| | 6 | F | 1D | 3 | |
| | 7 | | 1D | 2 | |
| | 8 | F | | | ■ |
| | 9 | | | 5 | |
| Player | Flip | RR | # | | |



Pitcher skills

| Starter P1 | | Relief P2 | | Closer P3 | | |
|------------|----|-----------|-------|-----------|----------|--------------------------------------|
| Action | P1 | Action | P1 P2 | Action | P1 P2 P3 | |
| RR | | RR | | RR | | |
| RR | | RR | | RR | | |
| RR | | RR | | Flip | | |
| RR | | RR | | Flip | | |
| Flip | | Flip | | #5 | | |
| Flip | | Flip | | #4 | | |
| #6 | | #2 | | | | RR only 1 die if no pitching options |
| #5 | | | | | | |
| #4 | | | | | | |
| | | | | SF | | |

Out

Pitcher skills

| Starter P1 | | Relief P2 | | Closer P3 | | |
|------------|----|-----------|-------|-----------|----------|--------------------------------------|
| Action | P1 | Action | P1 P2 | Action | P1 P2 P3 | |
| RR | | RR | | RR | | |
| RR | | RR | | RR | | |
| RR | | RR | | RR | | |
| Flip | | RR | | Flip | | |
| Flip | | Flip | | Flip | | |
| Flip | | Flip | | #3 | | |
| #6 | | #5 | | | | RR only 1 die if no pitching options |
| #5 | | #4 | | | | |
| #4 | | | | | | |
| | | | | NY | | |

| Dice Roll Result | Four of a kind | Run of four | Three of a kind OR Two Pair | Pair |
|----------------------------------|--|------------------------|-----------------------------|--------------------|
| Batter has higher roll | Home Run | Batter gets to 2nd | Batter gets to 1st | Batter gets to 1st |
| Pitcher has higher or equal roll | Double Play Batter and a Runner out | Possible Double Play * | Batter Out | Batter Out |

* Pitcher rolls one die. Runner out if 4,5 or 6 rolled

Batter Skills

| | | | | | |
|----------------------|------|----|-----|---|------------------------------------|
| San Francisco | 1 | | All | 4 | ■ |
| | 2 | | All | 2 | ■ |
| | 3 | F | All | | ■ |
| | 4 | F | All | | |
| | 5 | F | All | 5 | |
| | 6 | | All | 3 | |
| | 7 | | 1D | 6 | |
| | 8 | F | 1D | | ■ |
| | 9 | F | | | |
| Player | Flip | RR | # | | |

Actions from dice colour majorities →

Green: Change one die result to **Match** another die
Blue Flip one die to its reverse side
Red: Re-roll 'n' times: 'n' = the N° of opponent's **Green** dice
White : Attempt to Steal a base (if B) or Run out (if P)

← Actions from dice colour majorities

Rules for Roll & Write Baseball

S.P Stenton © 2026

Set Up

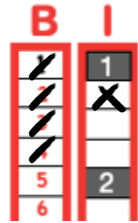
Each player takes 10 dice:
 4 x blue 4 x green, 4 x red and one white die.
 Print out the playing sheet with the baseball diamond and the scoreboard.

1. During play use a pencil to note the following:

| Starter P1 | Relief P2 | Closer P3 |
|------------|--------------|--------------------------------------|
| Action P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | RR | RR |
| RR | RR | RR |
| RR | RR | RR |
| Flip | RR | Flip |
| Flip | Flip | #3 |
| #6 | #5 | RR only 1 die if no pitching options |
| #5 | #4 | |
| #4 | NY | |

2. The use of Pitcher skills

3. The # Batters out (I)



4. The # of each batter when they bat (B)

5. The scores for each inning,

| Innings | 1 | 2 |
|----------|---|---|
| Visitors | | |
| Home | | |

Decide who is the Home team. The visitors will bat first. The visitors take the three red tokens to mark runners on bases. The Home team take the three blue tokens to mark their runners.

To use teams other than New York and San Francisco cut out Team charts from page 3. If you do this place the new Batter Skills and Pitcher Skills cards for your selected teams on the NY and SF spaces on the board.

The game sheet

Score the number of runs for each innings here. When a run is scored put a dot in the innings box. After three Batters are out write the total number of dots for the inning over the dots

Player name

.....

| Innings | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | Total |
|----------|---|---|---|---|---|---|---|---|---|----|----|-------|
| Visitors | | | | | | | | | | | | |
| Home | | | | | | | | | | | | |

Player name

.....

Batter Skills

New York

| | | | |
|---|-------|---|-------|
| 1 | All | 6 | Blue |
| 2 | All | 5 | Green |
| 3 | All | | Red |
| 4 | F All | | |
| 5 | F 1D | 4 | |
| 6 | F 1D | 3 | |
| 7 | 1D | 2 | |
| 8 | F | | Blue |
| 9 | | 5 | |

Player Flip RR #

Pitcher skills

| Starter P1 | Relief P2 | Closer P3 |
|------------|--------------|--------------------------------------|
| Action P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | RR | RR |
| RR | RR | RR |
| RR | RR | RR |
| Flip | RR | Flip |
| Flip | Flip | Flip |
| #6 | #5 | RR only 1 die if no pitching options |
| #5 | #4 | |
| #4 | NY | |

Dice Roll Result

| | | | |
|----------------------------------|--|-----------------------------|--------------------|
| Four of a kind | Run of four | Three of a kind OR Two Pair | Pair |
| Batter has higher roll | Home Run | Batter gets to 2nd | Batter gets to 1st |
| Pitcher has higher or equal roll | Double Play Batter and a Runner out | Possible Double Play* | Batter Out |

* Pitcher rolls one die. Runner out if 4,5 or 6 rolled

Green: Change one die result to Match another die
 Blue Flip one die to its reverse side
 Red: Re-roll a N° of times = N° of Pitcher's Green dice
 White: Attempt to Steal a base (B) or Run out (P)

Batter Skills

San Francisco

| | | | |
|---|-------|---|-------|
| 1 | All | 4 | Green |
| 2 | All | 2 | Red |
| 3 | F All | | Blue |
| 4 | F All | | |
| 5 | F All | 5 | |
| 6 | All | 3 | |
| 7 | 1D | 6 | |
| 8 | F 1D | | Green |
| 9 | F | | |

Player Flip RR #

Pitcher skills

| Starter P1 | Relief P2 | Closer P3 |
|------------|--------------|--------------------------------------|
| Action P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | RR | RR |
| RR | RR | RR |
| RR | RR | RR |
| Flip | RR | Flip |
| Flip | Flip | #3 |
| #6 | #5 | RR only 1 die if no pitching options |
| #5 | #4 | |
| #4 | NY | |

Dice Actions available to **Pitchers**

Dice Actions

Flip = Flip a die;
RR = Re-roll up to all dice;
n = turn a die to number n

Results Table

Game consequences of Pitcher vs Batter dice rolls

Extra dice actions from dice colour majorities:
Match, Flip & Re-roll

Dice Actions available to **Batters**

Dice Actions

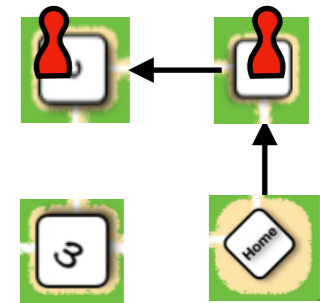
F = Flip a die;
All = Re-roll up to all dice;
1D = Re-roll only one die;
n = turn a die to number n

Indicating the Position of Runners

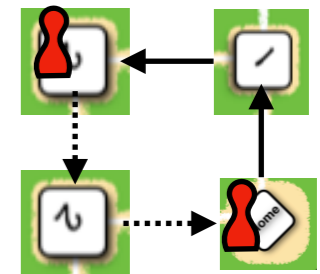
A batter who successfully hits the ball becomes a 'runner'. Place a token on the base they have reached (see 'Results Table' on page 4)



As batters score hits they force an existing runner on the base ahead to move to the next base.



If a batter's hit gets them to second base then **any** runners also progress two bases.



When a runner reaches 'Home base' score a run (put a dot in the innings Score box). Home base is never occupied. Runners go straight back to the dugout after reaching Home base.



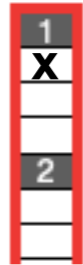
How to Play

Decide how many innings you wish to play. Extra innings are played in the case of a tied game. Visitors always bat first.

During a turn both players secretly choose four of their dice. Then before any dice are rolled the dice chosen are revealed simultaneously. The players with majorities in any colour get extra actions for the current pitch. These actions can be used in addition to the actions on their **Batting Skills** and **Pitching skills** tables and in any combination (see 'Dice Colours' below).

The pitcher rolls first and then decides whether to improve the result by selecting from the actions available to them.

If the pitcher has the winning roll an 'out' is marked in the out column for the current innings of the batter's team.



If the batter has the winning roll the result is a base hit, the Results Table is checked and a token is placed on the relevant base.



Once three batters are out the innings is over and the roles are reversed. The next batting team becomes the pitching team.

Do not remove any of the marks on the 'next to bat' table. The next to bat for the exiting batting side (in their next innings) will be the batter who would have batted if the third 'out' of the innings had not happened.



Dice Colours

A **green** majority allows a player to change any one die to **match** another die. A **blue** majority allows a player to use an extra **flip** action. A **red** majority allows a number of ('up to all') **re-rolls** equal to or less than the number of green dice the other player has selected.

The white die is an attempt by the batter to steal base 2 or 3. If both players include their white die the runner stealing is out. If only the batter rolls theirs the steal is successful. If only the pitcher rolls nothing happens.

The **Batters Skills** table shows the actions available to the current batter to improve their dice roll. Look at the batter's number and its corresponding row (the row number = the batter number). Each time a batter is batting they may choose to use once any number of actions in their row.

| Row # | Actions | | |
|-------|---------|---|--|
| 1 | All | 5 | |
| 2 | All | 2 | |
| 3 | F All | | |
| 4 | F All | | |
| 5 | F All | 4 | |
| 6 | All | 3 | |
| 7 | 1 | 6 | |
| 8 | 1 | | |
| 9 | F 1 | | |

San Francisco

| Player | Flip | RR | # |
|--------|------|----|---|
| | | | |

The **Pitchers Skills** table shows the actions that can be chosen by pitchers during the game. These actions are marked as used by each pitcher in the columns marked P1, P2 and P3. Pitchers can be changed at anytime except within a pitch. The opening pitcher (**P1**) may choose any actions from all three columns starting with the first column. Up to 4 actions from the table can be used in any one pitch. A pitcher can decide to select from the next column at any time but can never return to previous columns. The relief pitcher (**P2**) may choose actions from columns two and three in the same way. The Closing pitcher (**P3**) may only choose from the third column. When this column is exhausted only a one die re-roll plus any extra actions from colour majorities are available.

| | Starter P1 | Relief P2 | Closer P3 |
|--------|------------|--------------|--------------------------------------|
| Action | P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | / | RR | RR |
| RR | / | RR | RR |
| RR | / | RR | RR |
| Flip | | RR | Flip |
| Flip | | Flip | Flip |
| Flip | | Flip | #3 |
| # 6 | #5 | | RR only 1 die if no pitching options |
| # 5 | #4 | | |
| # 4 | NY | | |

Rank order of dice results

The **batter must beat** the strength of the pitcher's completed roll. The rank order of rolls from highest to lowest is :-

1. Four of a kind

6666 > 5555 > 4444 > 3333 > 2222 > 1111

2. A Run of Four

3456 > 2345 > 1234

3. Three of a kind

666 > 555 > 444 > 333 > 222 > 111

4. Two Pair

Combinations of

66 - 55 - 44 - 33 - 22 - 11

The highest pair breaks ties

5. One Pair

66 > 55 > 44 > 33 > 22 > 11

The highest spare dice breaks ties

6. Unrelated numbers

6 high > 5 high > 4 high

Beats nothing. If both pitcher and batter roll this result the batter is out.

Results Table

| Dice Roll Result | Four of a kind | Run of four | Three of a kind OR Two Pair | Pair |
|----------------------------------|----------------|-------------------------|-----------------------------|-------------------------|
| Batter has higher roll | Home Run | Batter gets to 2nd Base | Batter gets to 1st Base | Batter gets to 1st Base |
| Pitcher has higher or equal roll | Double Play * | Double Play ** | Batter Out | Batter Out |






* Double Play = 2 x Outs.





Batter out and if there are runners at base a runner is also out (pitcher chooses which).





** Chance of a Double Play. Pitcher rolls a white die. Success if a 4,5 or 6 is rolled.





Batter Skills

Flip - 'F' = Flip one of your die from bottom to top. RR (- 'All' = re-roll *up to* all your dice; - '1D' = re-roll only one of your dice).
 # - 'number' = change one of your dice to the number shown in the batter's row

| | | | | | |
|-----------|------|----|-----|---|---|
| Cleveland | 1 | | All | 6 |  |
| | 2 | F | All | 5 | |
| | 3 | | All | 4 | |
| | 4 | F | All | |  |
| | 5 | F | All | | |
| | 6 | F | 1D | 3 |  |
| | 7 | | 1D | 2 |  |
| | 8 | F | | | |
| | 9 | F | | 5 |  |
| Player | Flip | RR | # | | |

| | | | | | |
|---------|------|----|-----|---|---|
| Chicago | 1 | | All | 5 |  |
| | 2 | F | All | |  |
| | 3 | | All | 6 | |
| | 4 | | All | |  |
| | 5 | F | 1D | 4 | |
| | 6 | | 1D | 3 | |
| | 7 | F | 1D | | |
| | 8 | F | | |  |
| | 9 | | 1D | 2 | |
| Player | Flip | RR | # | | |

| | | | | | |
|-------------|------|----|-----|---|---|
| Los Angeles | 1 | | All | 4 |  |
| | 2 | | All | 2 | |
| | 3 | | All | |  |
| | 4 | F | All | | |
| | 5 | F | All | 5 |  |
| | 6 | | All | 3 | |
| | 7 | F | 1D | 4 | |
| | 8 | | 1D | |  |
| | 9 | F | | | |
| Player | Flip | RR | # | | |

| | | | | | |
|--------|------|----|-----|---|---|
| Boston | 1 | F | All | 4 | |
| | 2 | | All | 3 | |
| | 3 | | All | | |
| | 4 | F | All | 6 |  |
| | 5 | F | 1D | |  |
| | 6 | F | 1D | 5 |  |
| | 7 | | 1D | 2 |  |
| | 8 | F | 1D | | |
| | 9 | F | 1D | | |
| Player | Flip | RR | # | | |

Pitcher skills

RR = re-roll *up to* all your dice. Flip = Flip one of your die from bottom to top. # x = change one of your dice to x.
 (Cross through the pitcher when all their options are exhausted)

| Starter P1 | Relief P2 | Closer P3 |
|------------|--------------|--------------------------------------|
| Action P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | RR | RR |
| RR | RR | RR |
| RR | RR | Flip |
| Flip | Flip | Flip |
| Flip | Flip | Flip |
| Flip | # 6 | #6 |
| Flip | #5 | RR only 1 die if no pitching options |
| # 5 | #4 | |
| # 4 | | |
| | Cleveland | |

| Starter P1 | Relief P2 | Closer P3 |
|------------|--------------|--------------------------------------|
| Action P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | RR | RR |
| RR | RR | RR |
| RR | RR | RR |
| RR | Flip | RR |
| Flip | Flip | Flip |
| Flip | #4 | #2 |
| # 5 | #5 | RR only 1 die if no pitching options |
| # 3 | #6 | |
| # 4 | | |
| | Chicago | |

| Starter P1 | Relief P2 | Closer P3 |
|------------|--------------|--------------------------------------|
| Action P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | RR | RR |
| RR | RR | RR |
| RR | RR | Flip |
| RR | RR | Flip |
| Flip | Flip | #5 |
| Flip | Flip | #4 |
| # 6 | #2 | RR only 1 die if no pitching options |
| # 5 | | |
| # 4 | | |
| | LA | |

| Starter P1 | Relief P2 | Closer P3 |
|------------|--------------|--------------------------------------|
| Action P1 | Action P1 P2 | Action P1 P2 P3 |
| RR | RR | RR |
| RR | RR | RR |
| RR | RR | Flip |
| RR | Flip | Flip |
| Flip | Flip | Flip |
| Flip | Flip | #6 |
| Flip | #5 | RR only 1 die if no pitching options |
| # 5 | #3 | |
| # 6 | | |
| | Boston | |

