

Caught

After playing this card the in the first innings the Pitcher may retrieve one card from their discard pile

121

147

bat

runner

234

1

pitcher

789

5

pitcher

111

147

bat

runner

111

147

bat

212

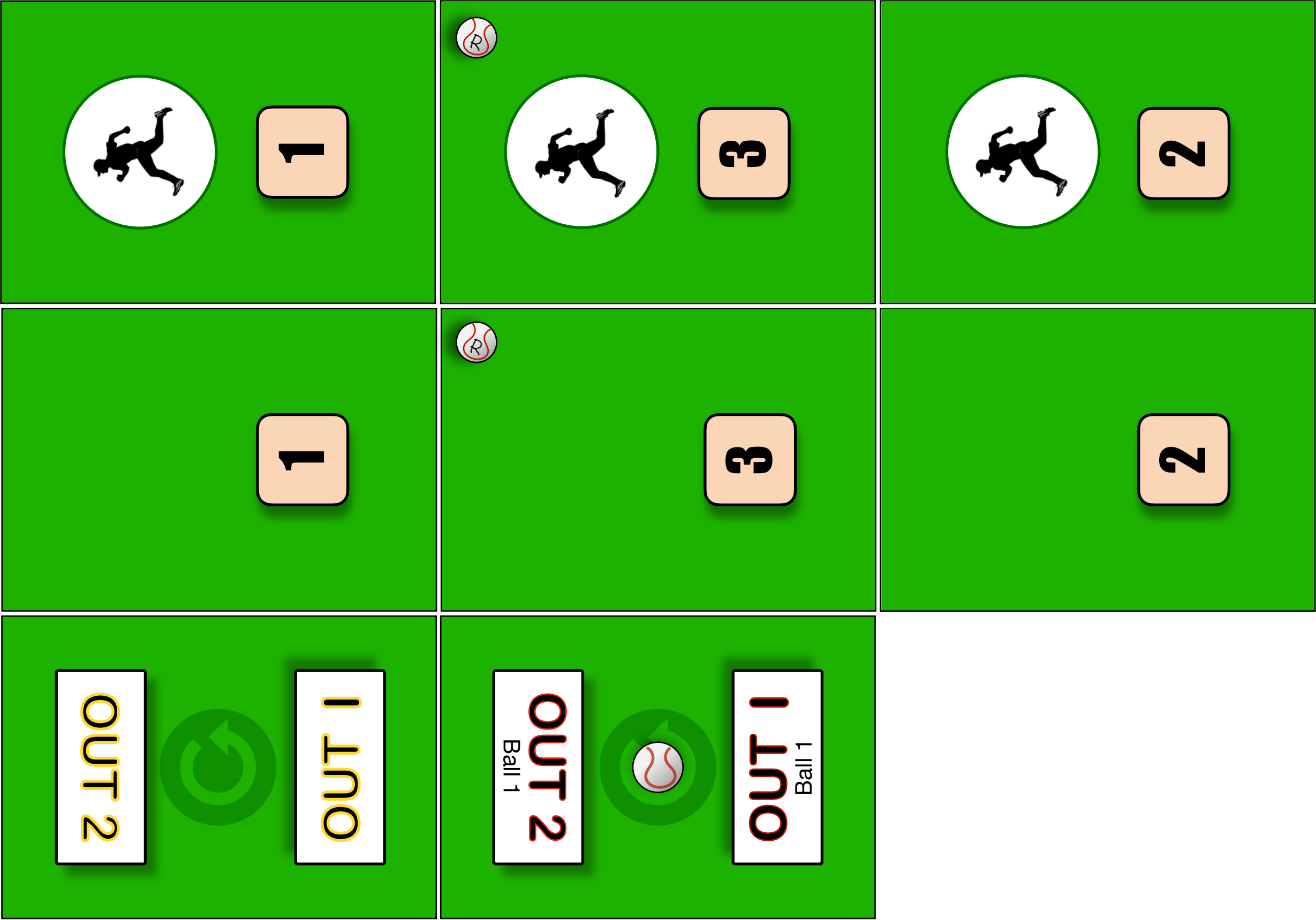
147

bat

Home Run

147

bat



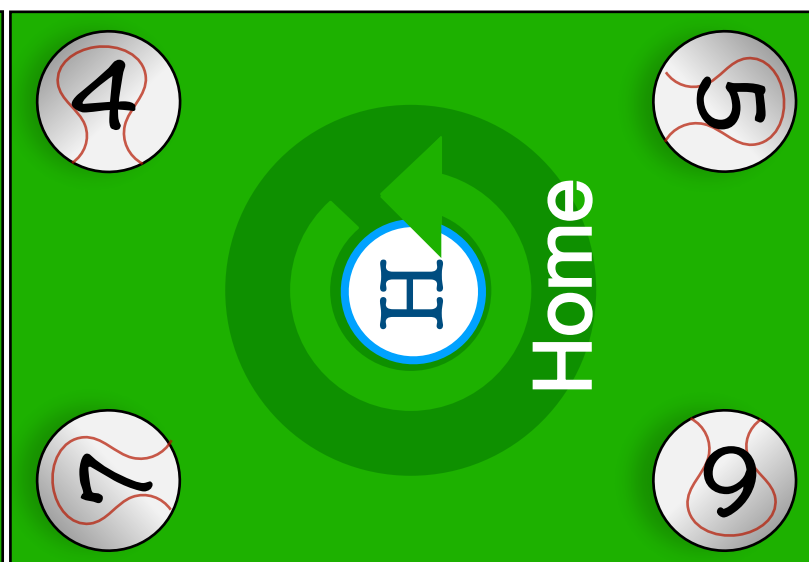
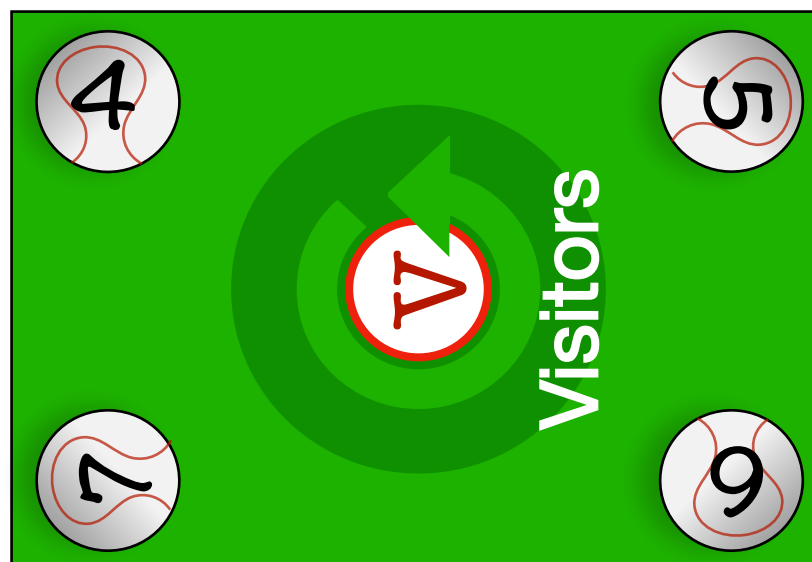
Strike Out

Batter is also out if "Leave" is called

Run Out at First Base

Fly Ball

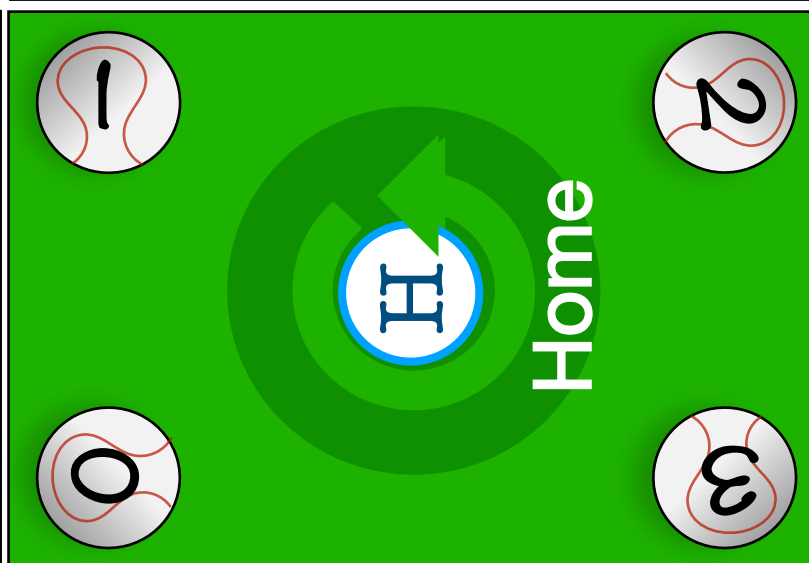
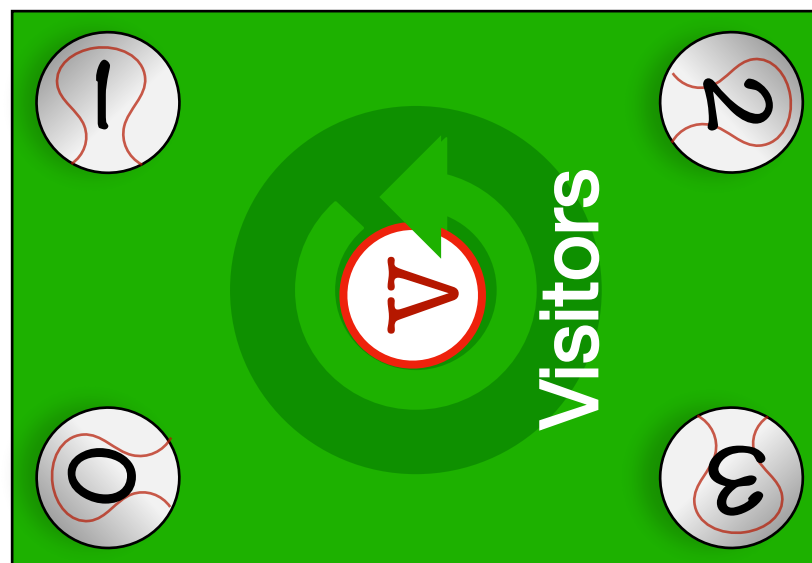
Batter not out when border
unmatched if this is the 3rd Out



Runner is out if "Steal" is called

Pitch Out

Both Batter and 3rd base Runner
out if "Bunt" is called.



Caught

Innings, Outs and Scoring

4

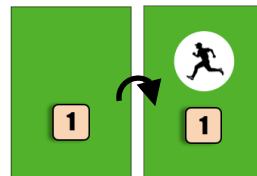
Batters in baseball repeatedly cycle through their batting line up of 1 to 9 until 3 of them are 'Out' ending their inning. Their next inning starts with the batter who would be next to bat. In Baseball-blits batters also cycle through 1-9 and the first inning also starts with Batter #1 but the second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

1

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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:

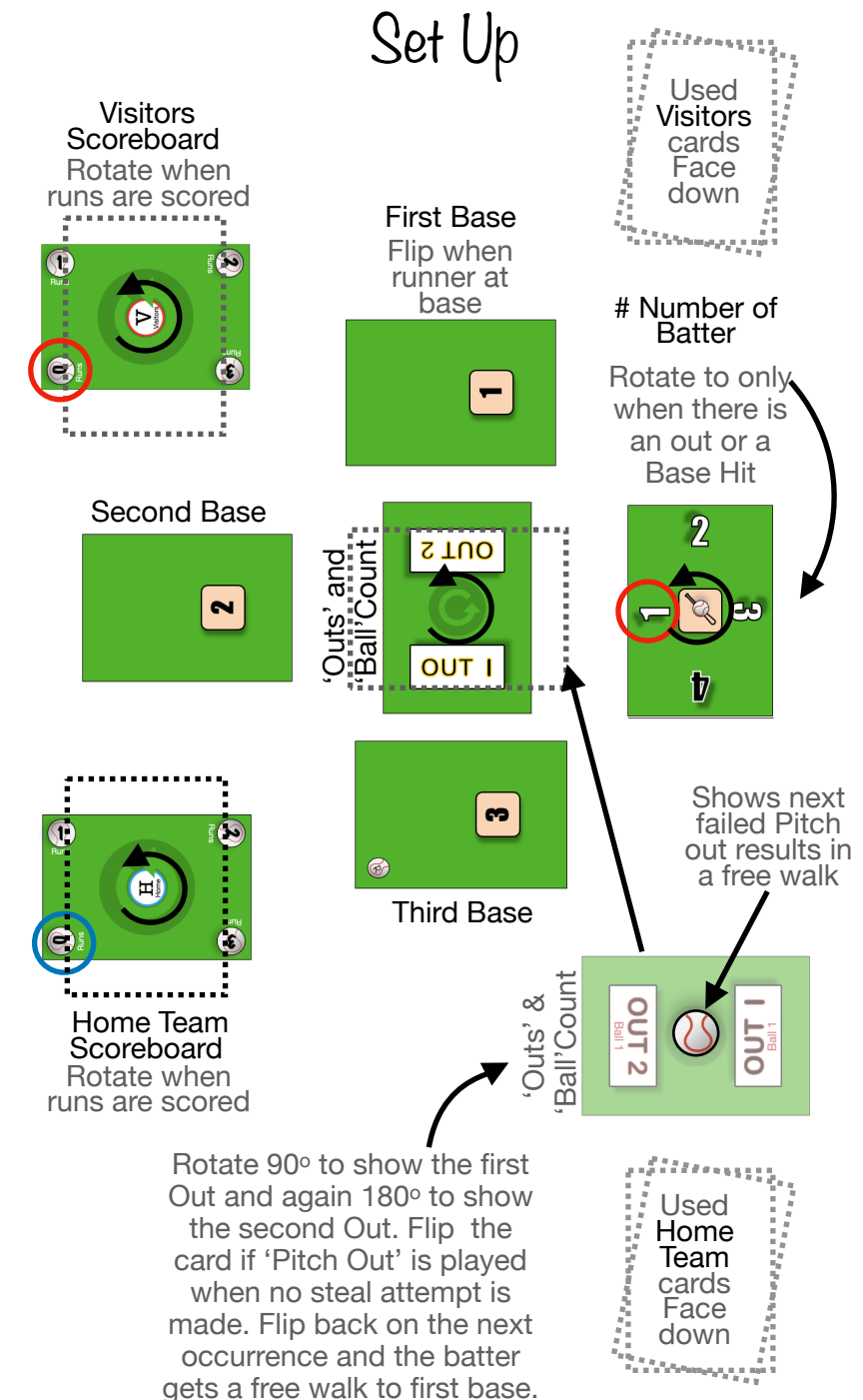
1. A player is ahead on runs after **three innings** (both teams have batted) **or**
2. The first player to **score 4 or more runs**. If this is the first player to bat (Visitors) the other player (Home team) has another turn batting to attempt to equal the visitors score. If the scores are still tied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

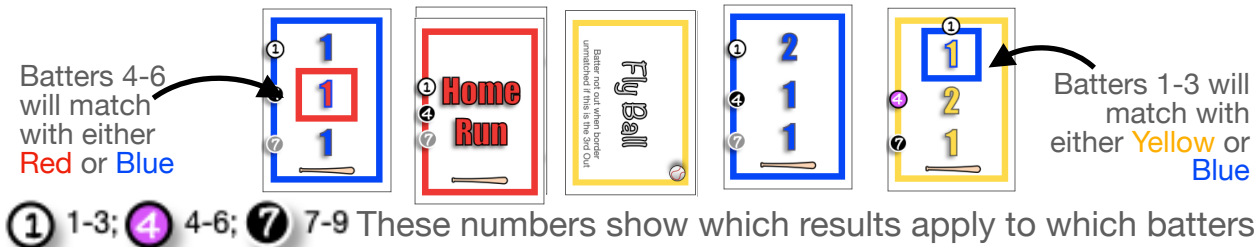
In addition to playing cards from these decks the **batter** can make use of four types of call: "**Steal**", "**Leave**" "**Bunt**" and "**Wild Swing**". The **pitcher** has an extra card ('**Pitch Out**') to run out 'runners' attempting to steal bases (see pages two and three).



General Play

2

Decide who will bat first (usually the Visitors). The batting player takes all 5 batting cards (numbers in portrait orientation). These cards show the results of successful hits. The numbers down the middle of the cards refer to the base a batter reaches. 'Home Run' = (Batter and all runners score).



The pitching player takes all 6 pitching cards (with the text in landscape orientation) including the 'Pitch Out' card. These cards are used in an attempt to get the batter out. **Pitchers** will get a batter out if they **avoid matching** the colour(s) of the batter's swing. Some cards have special abilities.



During play both Pitcher and Batter will play one of the cards from their hand face down. **Before** the Pitcher reveals their card the Batter performs one of the actions below:

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

1. Steal **2. Leave.** **3. Bunt.** **4. Wild Swing [colour]**

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 "**Steal Base 2**" or ("**.. 3**") instead of revealing their card they are attempting to steal a run to base 2 (.. or 3). The pitcher's card is revealed. If it is the '**Pitch Out**' card the base runner is out. If the pitcher has not played the '**Pitch Out**' card the runner successfully moves to the named base base (2 or 3). Either way the batter retrieves their card and the pitcher the Pitch Out card. **Pitch Out can only be played if a steal is possible.**

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.

If a batter calls "**Bunt**" they sacrifice the hitter (**out at 1st**) in an attempt to get a **runner on 3rd base to Home Plate** and so score a run. If the pitcher played the '**Pitch Out**' card the attempt fails and the **runner is also out**. If not the runner gets home to score a run at the cost of only one out.

Retrieving Cards

3

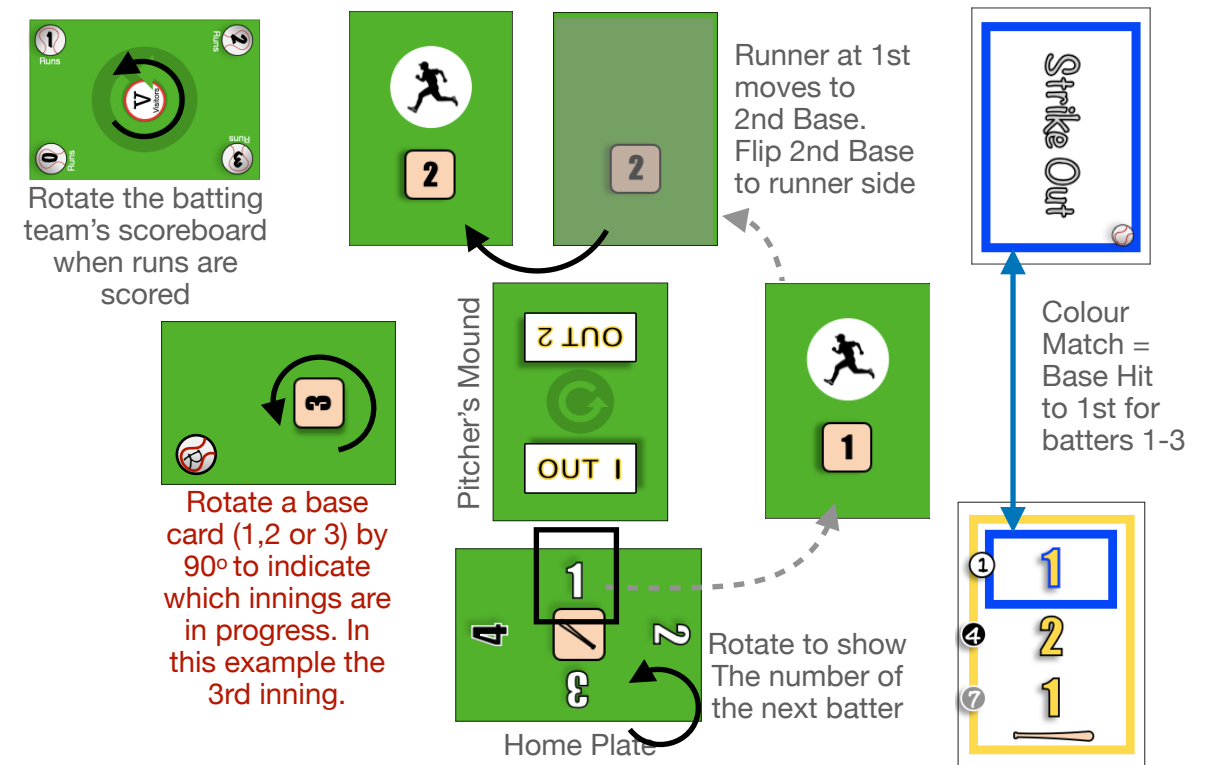
"Wild Swing [colour]" can only be called if the batter has only one card remaining after this play. Instead of revealing the card played the batter calls "Wild Swing + any colour". The "colour" called is compared with the Pitcher's card. If the pitcher's colour is correctly called: the batter moves to 1st Base. An incorrect call is an Out.

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

Hits & Base Running

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.

① 1-3; ④ 4-6; ⑦ 7-9 (Runners on bases) also move the same number. If a **2** is hit the batter and any runners will move forward 2 bases. If a batter hits a **1** to get to 1st base all runners will also move to the next base. To indicate the final positions of the runners still on bases flip the base cards accordingly to show the new configuration of runners on bases.



More details about stealing a base and the 'Ball' count

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.