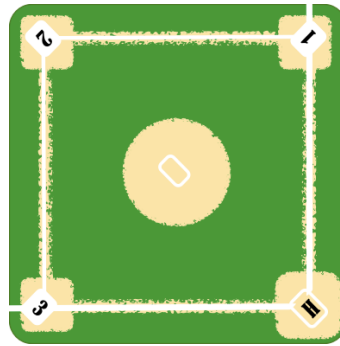


# Quick Baseball

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Quick Baseball is a card game for two players. Like baseball the game is played over 9 innings for each side unless the game is tied in which case extra innings are played until a result is achieved.

When three batters are out an inning is over and the other team bats. **The major difference in Quick Baseball and real baseball is that a batter is out after the first strike rather than the third.** Almost all pitches result in a player getting on base or being out.

The order of the batters remains throughout the game 1 -> 9. When batter 9 is out, batter 1 returns to start the cycle again.

If player 7 is the third batter to be out ending a side's inning the batter 8 is the first to bat when that side bats again.

The pitcher will pitch the ball and the batter will try to hit it to get onto a base and start a journey around the bases back to home plate. Successfully reaching home plate scores a run.

The pitcher will try to get three batters out to end the inning. If the pitcher pitches the ball outside a hitting area (similar to a wide in cricket) then a 'ball' is added to the ball count. If the ball count gets to **3** the batter gets to walk to the first base (any forced runners e.g. a runner already on 1<sup>st</sup> get to advance also). In real baseball the ball count is **4** before a walk. Also in real baseball the ball count returns to zero when a new batter is at bat. **In Quick Baseball the ball count resets at the end of an inning.**

## Setting up

Place the pitch and the scoreboard on the table so there is enough space for the batter and runners to be placed on the home plate 'H' and bases.

Toss a coin to see who is the home team. The away team bats first. Players choose a team and take the player chips of that team.

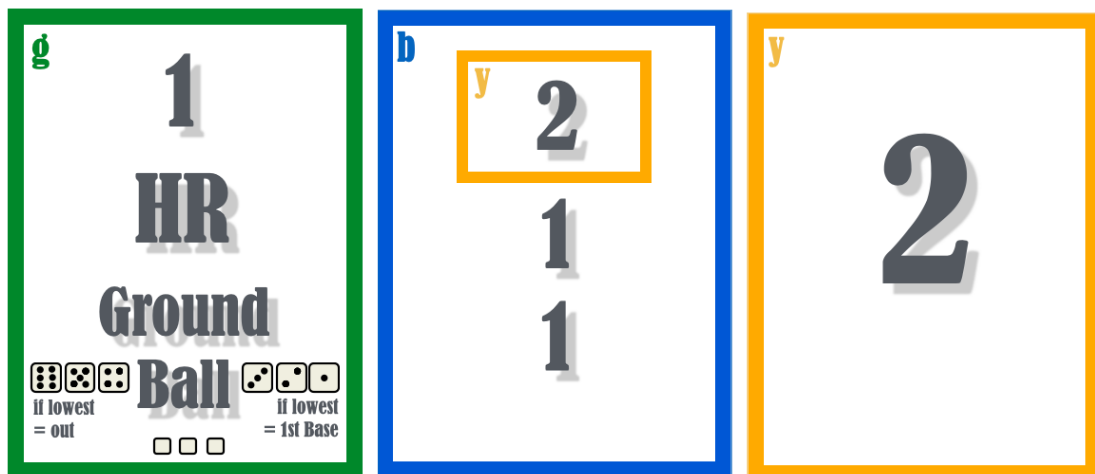
The pitching player places the batting chips (1-9) to one side and puts the Starting Pitcher chip ('P1') on the pitcher's mound in the middle of the board. The remaining pitcher chips (P2,P3,P4) are kept handy for if the pitcher is changed during the game.

The batting player sets the pitching chips aside and orders the batting chips 1-9. '1' is the opening batter followed by '2' etc. The opening batter is placed at the Home Plate 'H' ready for the first pitch.

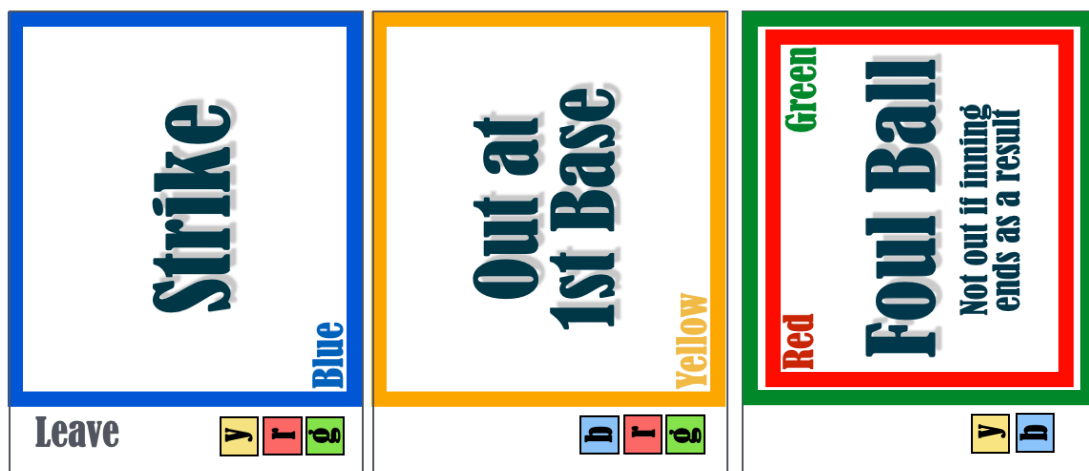
### The Cards

The batting player takes all the cards vertically/portrait formatted  
 The pitching player takes all the cards horizontally/landscape formatted.

Batting cards



Pitching cards show the result if there is not a match with the batter's card. A positive result for the pitcher results if the batter played any of the cards shown on the left of the card.



## Choosing cards

Both batter and pitcher start an inning with 9 coloured cards. The **'Leave/Steal/Wild Swing'** card is added to the **batter's hand**.

The **pitcher** selects all the cards with a single border plus one card with a double border. A **'Pitch Out'** card is added to complete the **pitcher's hand**. The remaining cards with double borders are set-aside for when the pitcher is changed.

When a pitcher is changed e.g. P1 -> P2 -> P3 -> P4 a card is swapped between the pitcher's hand and the 3 cards with double borders set-aside. Thus, if all 4 pitchers are used in a game all 3 cards previously set-aside will have been swapped into the game. Once swapped in these cards cannot be swapped out in subsequent changes of pitcher. The fourth pitcher (4P) always has all four pitching cards with double borders. When choosing a card to swap out it must be a single bordered card, the colour of which appears in the double border of the card that replaces it. So a red bordered 'Caught' card be swapped out for the Red & Yellow bordered 'Caught' card or the Green & Red bordered 'Foul Ball' card.

### Cards with more than one result.



Result for batters No.1, 2, 3

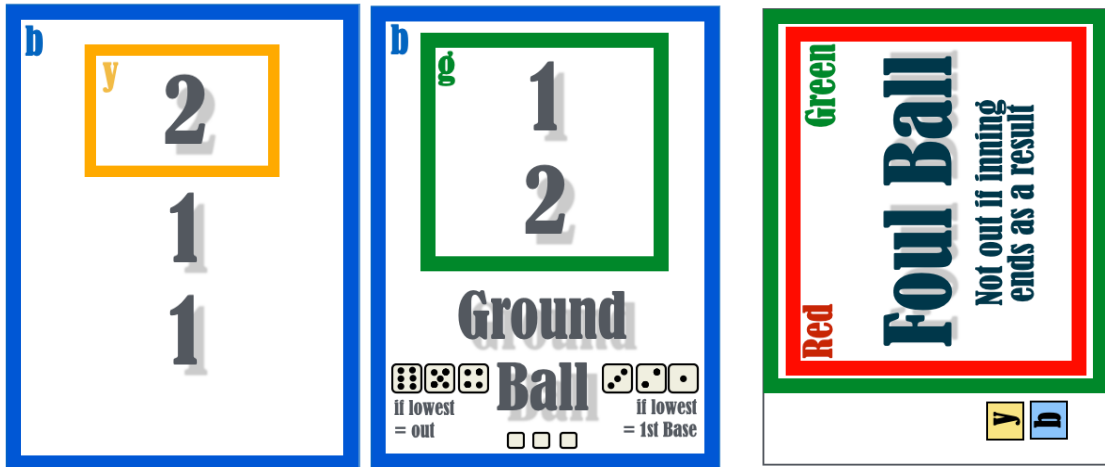
Result for batters No.4, 5, 6

Result for batters No.7, 8, 9

'Ground Ball'

Roll 3 dice and use the lowest to determine the outcome.

Some cards have three results in a column. The top result is the result if the batter is number 1,2 or 3. The middle result is for batters 4,5 and 6 and the bottom result is for batters 7,8 and 9. NOTE batter No. refers to the number of the batter not the starting order in an inning (in the 1<sup>st</sup> inning the order and the batter number are the same. If batter No.'4' is the first up to bat in the inning. The next up to bat will be batter No.5 etc. So even though No.4 will be 1<sup>st</sup> to bat in the inning result for this batter would still be the middle row on the card.)



If one or more of the results on a card have their own additional border then **both** the card's outer border and this inner border are considered to see if there is a match with the pitching card for the relevant batters (e.g. a card with a blue outer border and an inner yellow border around the top result allows batters No.1-3 to match against both blue or yellow pitcher's card borders while batters No.4-9 can only match against the outer blue).

Pitching cards with two borders.

Some pitching cards have two coloured borders. These are weaker pitches as they allow the batter to match against both colours thus having two chances of a base hit (i.e. getting a batter on a base and advancing runners already on bases).

When at bat, a pitcher (No.9) can only succeed by matching the OUTER BORDER of the pitching card.



## Order of play

Each player chooses a card from their hand and places it face down on the table.

The **batting player** then reveals their card **first** followed by the pitching player.

If the border **colours match** and are not black **the batter progresses according to the batters card**. The black cards are specials (i.e. 'leave,/steal/wild swing' and 'pitch out') and have their own rules.

If the border colours are **different** the batter is usually **out** according to the pitchers card (see below).

The pitched card is placed in the pitcher's discard pile. The batter's card is placed in the batter's discard pile. Cards with black borders ('leave,/steal/wild swing' and 'pitch out') are returned to the players' hands.

After 3 batters are out the players switch roles.

NOTE - During an inning the batting player pick up all the batting cards in the discard pile and return them to their hand when **batter '1' returns to the plate**. The pitching player can only replenish their hand when the pitcher is changed or when pitcher 4 has only one coloured card left.

To score a run batters in the batting team must progress around all the bases back to the home plate/4th base. When the ball is hit batters become runners to get to get to a base. Further progress is made when subsequent batters hit the ball or by 'stealing ' a base (see 'Stealing a base').

**Batting Results** (where pitcher and batter card colours match):

'1' = batter gets to 1<sup>st</sup> base

'2' = batter gets to 2<sup>nd</sup> base

HR = Home Run – batter and all runners on bases score

LD = Line drive – roll 3 dice and take the lowest number:

1,2,3 – batter reaches that numbered base

4,5,6 – batter is out Caught

GB = Ground Ball – roll 3 dice

1,2,3 – batter reaches 1st base

4,5,6 – batter is out.

## Special batter cards

1. 'Steal/Leave/wild Swing' card

When a batter chooses this card one of the three plays must be announced before the pitcher's card is revealed.

### Steal

Steal = a runner's intention to steal a base. A chosen runner is placed halfway to the destination base. The pitcher reveals the pitch card with the following results:

Pitchout = the runner is out

Strike = the runner returns to their original base

Any other card = the runner steals the base and progresses to the next base.

The batter returns their card to their hand. The pitcher only retrieves their card if it is the 'Pitch Out' card, otherwise the card goes to the pitcher's discard pile.

### Leave

If the batter calls "leave" then the pitch is made and no swing is made. If the pitch is a 'Strike' the batter is out, otherwise nothing happens. The pitcher discards the pitched card and the batter returns the 'leave,/steal/wild swing' card to their hand. **Leave cannot be played twice in a row.** If this happens the batter is out.

### 'Wild Swing'

In some situations the batter may have no option but to play the 'leave,/steal/wild swing' card to attempt a 'wild swing' (e.g. when the batter thinks the pitcher has no matching colours).

The batter rolls two dice and the highest die is used for the result:

2,3,5,6 = Out (Strike)

1 = Batter gets to 1<sup>st</sup> Base

4 = Home Run

**Pitcher Results** (where pitcher and batter card colours don't match):

Unmatched pitcher cards usually result in the batter being out with the following exceptions:

**Pitch Out** = a 'ball' if the batter card is not a 'Steal' (the batter stays on home plate, both players pick up the cards played - back into their hand ). The 'Ball' count is advanced by +1. If it reaches 3 the batter walks to 1st base.

**Foul Ball = out unless** there are already two 'outs' in which case nothing happens – batter stays on home plate). Both cards played are discarded.

A batter playing '**Leave**' can only be out if the pitcher plays a 'Strike' (otherwise nothing happens – batter stays on home plate the pitcher's card remains played).

## Double Play

A double play is when pitching team gets more than one out with a single pitch. If the batting side has one or more runners on bases and the pitcher beats the batter (i.e. colours don't match) and the pitch card has a 'possible double?' then there is a chance for a possible 'double play' – a chance to get the batter AND one of the runners out. The runner must be a forced runner (i.e. forced to leave their current base because another runner is running to it (usually the batter)). The pitcher rolls one die: 1,2,3, = runners are 'in'; 4,5,6 = a runner is 'out'. The fielding/pitching team choose which runner is out if a 4,5, or 6 is rolled.

## **Changing Pitcher**

Each team has 4 pitchers (P1,P2,P3,P4). The Starting Pitcher opens the pitching and is the strongest of the four (only one double-bordered card). The relief pitcher is next with an additional double-bordered card and so on. It is important to note which pitcher is pitching at the end of an inning. A pitcher who is relieved takes no further part in the game. Once introduced into the game the 4<sup>th</sup> pitcher must see out the game.

At any time the pitching player can change the pitcher (usually if the pitcher's cards are running out and the cards left are easy for the batter to match). If a pitcher runs out of cards before the end of an inning there must be a change (unless it is the 4<sup>th</sup> /last pitcher).

To change a pitcher the pitching player picks up all the pitch cards played back into their hand and **must swap** one of their single border cards for one of the spare double-bordered cards which has one of the colours the same as the card swapped out. The new pitcher's token is placed on the pitcher's mound at the centre of the playing field.

Once a pitcher is relieved they are out of the game. If the 4<sup>th</sup> pitcher plays all their cards before the end of an inning only then can the discard pile be used to replenish the pitcher's hand. Any pitcher (i.e. P1, P2, P3, P4) can be a star player.

## **Extra Innings**

If the game is tied after the home team's 9<sup>th</sup> inning, further innings are played until there is a winner at the end of a home team's inning. (Mark extra innings runs cumulatively in the '10<sup>th</sup> innings boxes).

## **What happens at the end of an inning?**

When the third batter is out an inning ends and the teams swap roles. Before doing so the outgoing batting team collects their batter tokens and orders them for their next inning with the last batter out at the bottom of the pile and

the batter who would have been next to bat at the top and the remainder between in numerical order. So if batter No.5 was last out, that token is at the bottom and the order of the pile from **top to bottom** being 6,7,8,9,1,2,3,4,5. The new pitching side uses cards based on the current pitcher (i.e. the same deck of cards belonging to the pitcher who pitched out the team's previous innings).

## **Optional Rules: Star players and baseball cards**

Before the game players can decide how many star baseball players can be selected in a team from none to all. Each star player has an attribute (e.g. 'Big hitter', 'Smart,' etc.). Each player must be assigned a batting position (1-9).

**HIT AND RUN:** Batter reaches one further base on a base hit (to 2<sup>nd</sup> base on a [1], to 3<sup>rd</sup> base on a [2] result)

**SPEEDY:** When on 1st or 2nd base Speedy advances 2 bases if the batter achieves a base hit [1] or [2] (if there is no runner on the base ahead).

**SMART:** Picks up a card from batters discard pile before the pitch when at bat.

**BIG HITTER:** If the Big Hitter hits the ball (ie matches the pitch colour - not leave, steal or wild swing) roll one die (4,5,6 = HR otherwise batting card result is used).