

Run Out  
at  
First Base



Fly Ball

Not out if ends innings



Strike Out



Strike Out

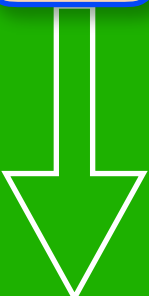


Pitch Out

Runner out if 'Steal'



Ball  
Count

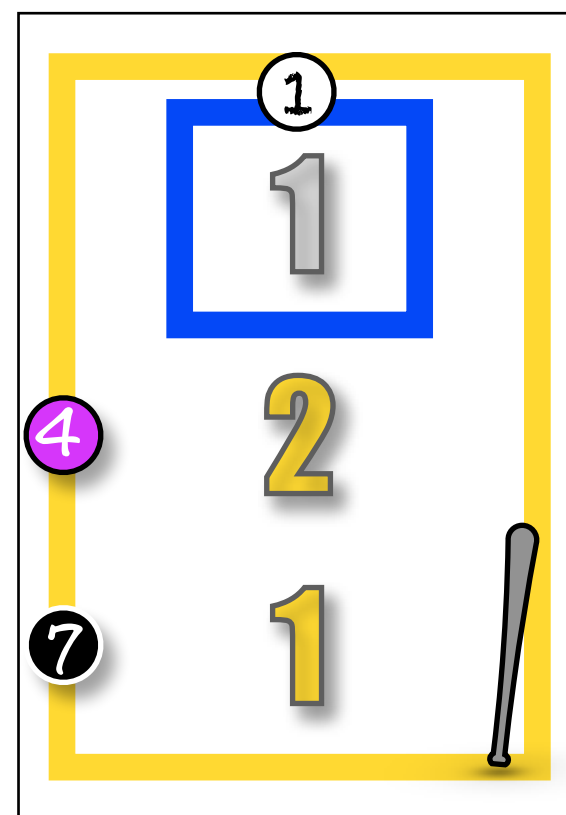
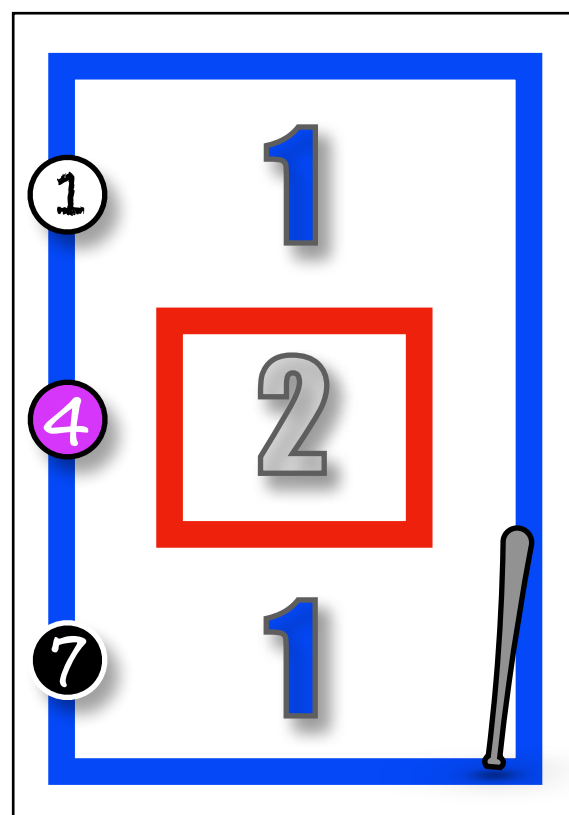
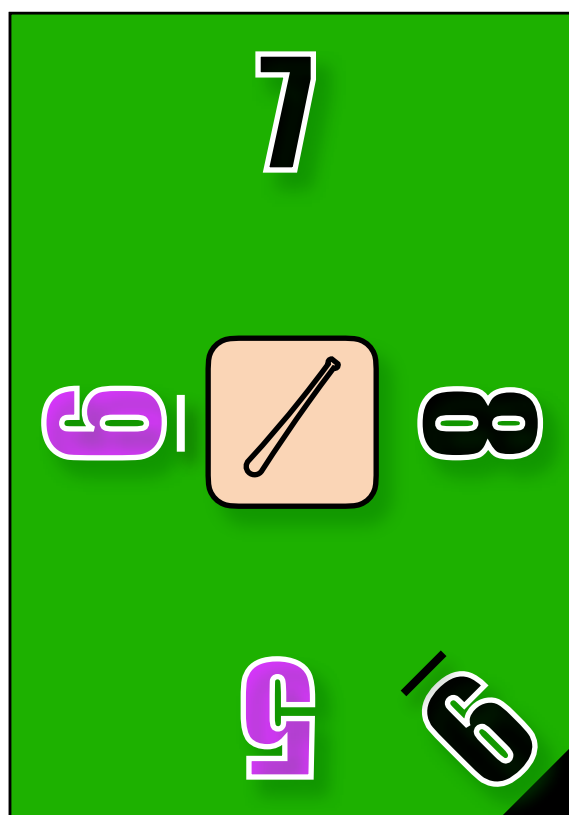
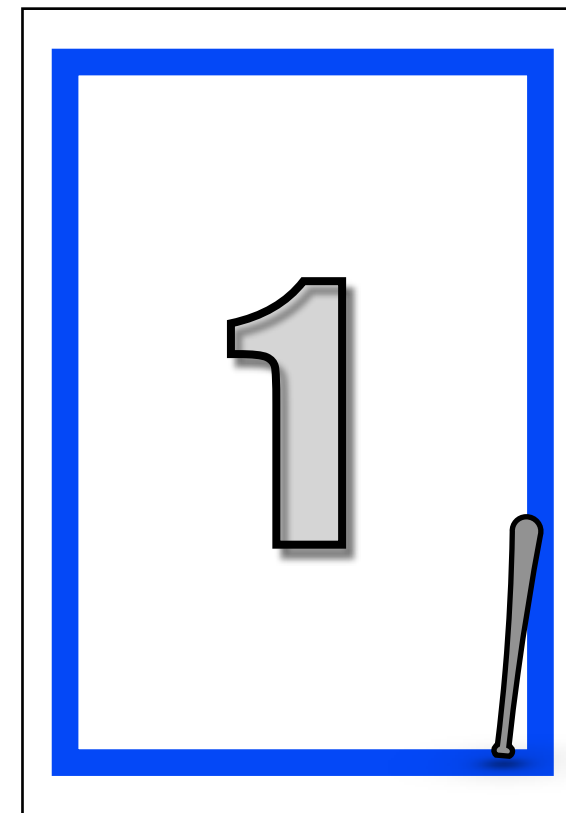
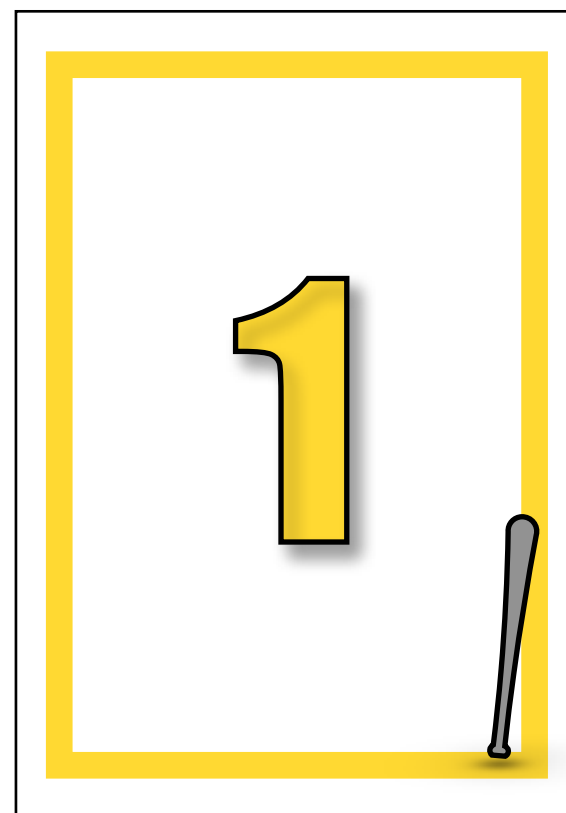
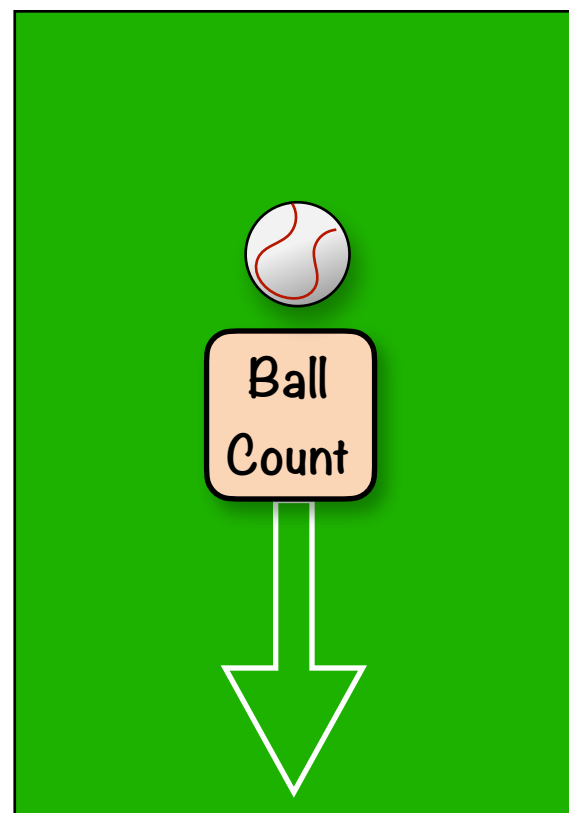
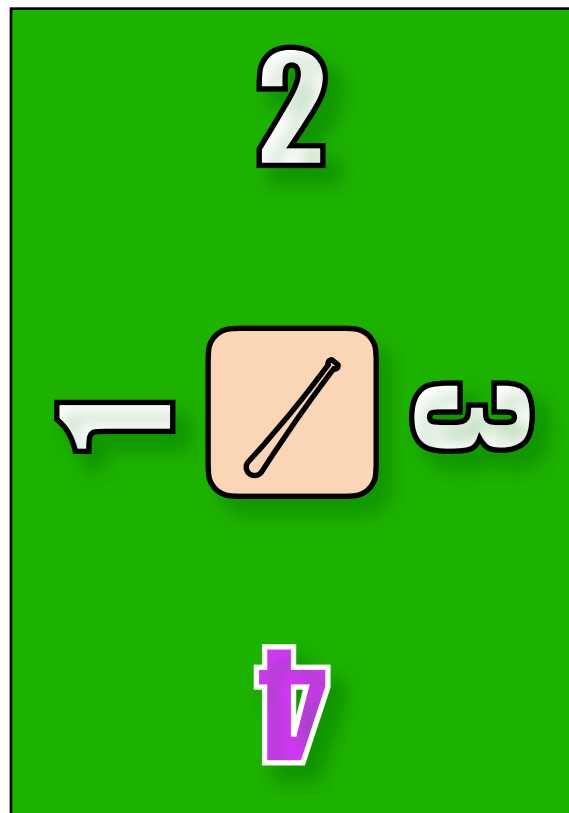


Caught



Caught





OUT 1

3

2

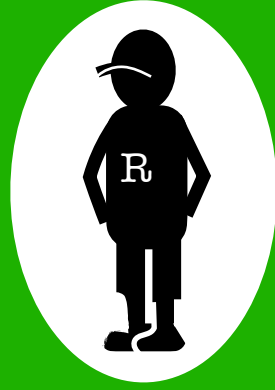
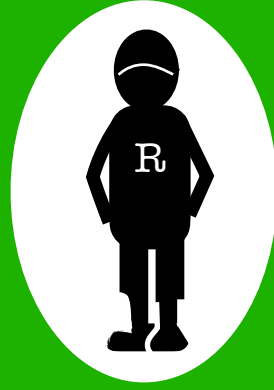
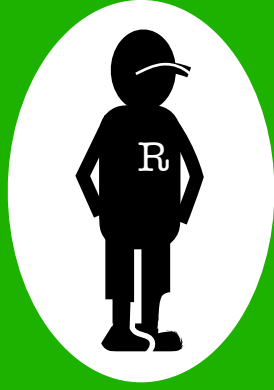
1

OUT 2

3

2

1



# Order of play Summary

## Pitcher



Each player chooses a card to play face-down.

The Batter then gets a chance to call “Steal” (a base) or “Leave” (let the pitch go past) or to reveal their card.

The Pitcher then reveals their card.

A ‘**Pitch out**’ card will run out the furthest runner if ‘Steal’ was called. In any case both batter and pitcher pick up their cards. A ‘Pitch Out’ played when no ‘Steal’ attempt increases the ball count. If it reaches 4 the Batter gets to walk to 1st Base.

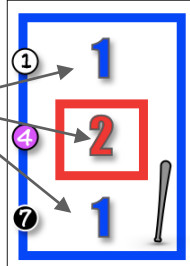
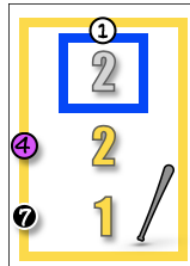
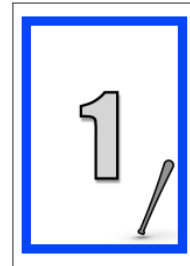
Any blue bordered card will Strike Out the batter if ‘Leave’ was called. In any case only the batter picks up their batting card.

If a call is not made by the batsmen the two cards played are compared. If there is a match between any two borders specific to the batter number and the current pitcher the batter achieves a ‘base hit’ and moves to the base indicated by the number within the border on the batter’s card. If there is no match the batter is out as indicated on the pitcher’s card.

When the relief pitcher enters the game the red inner border of the pitch card with two borders becomes active. The batter can match either one for a base hit. Some batting cards have two or more colours splitting the card into three sections. These refer to the batter number. The numbers circled indicate which borders refer to which batters:

① 1-3; ④ 4-6; ⑦ 7-9

## Batter



# Quick Baseball (18 cards)

© 2025 S.P.Stenton

Quick Baseball (18 cards) is a shortened version of baseball. Each team fields 9 players plus a relief pitcher. The game is played over 3,6, or 9 innings. Batters rotate as in baseball. The batter who would have come in after the last batter was out starts the next innings when the team next bats. Runners have to make it back to the Home base to score a run.

Quick baseball speeds the game up by changing the rule that each batter is out on the third strike if they are not out any other way. In this version a team’s innings ends on the third strike. A batter is out on the first strike if they are not out any other way.

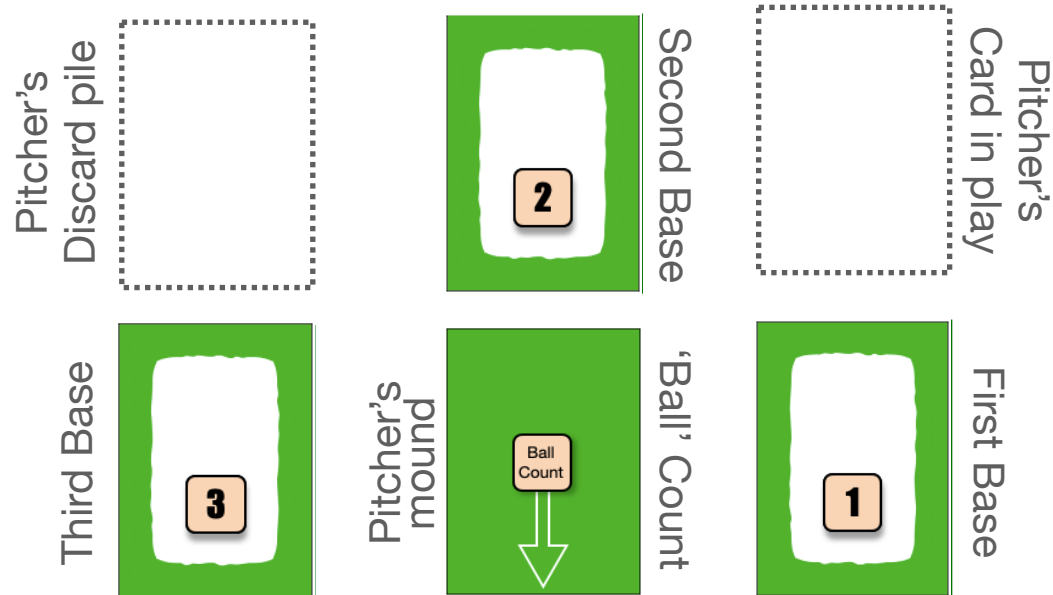
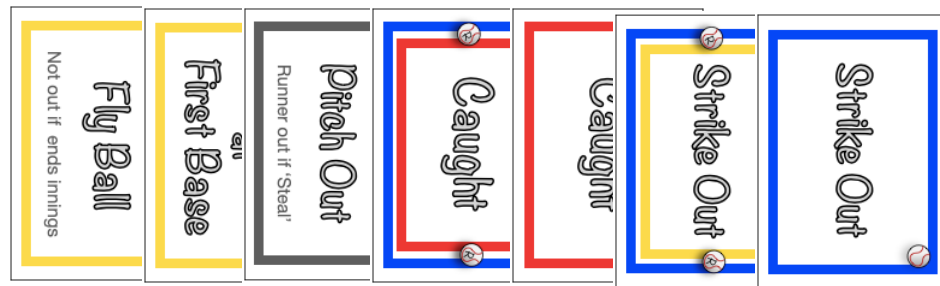
To decide the result of a pitch the batter’s card is compared with the pitcher’s card to decide whether to follow the result on the batter’s card or the pitcher’s card. This is a common mechanism in baseball games.

Batters can get on base, with a single or a double, hit home runs, steal bases and elect to leave a pitch. They can also hit fly balls, be caught, be run out and strike out. There is no notion of a ‘Ball’ penalty for pitching outside the plate. The penalty of a ‘Ball’ is counted against a pitcher if a ‘Pitch Out’ is made when the batter does not attempt to steal a base, A count of four ‘ball’ penalties results in a walk for the batter. A batter walks to first base on every 4th ‘Ball’ penalty of an inning. The ball count is reset between innings or when it reaches ‘4’. It is not reset for a new batter. Rotate the ‘Pitcher’s Mound’ anti-clockwise to record the ‘Ball’ count.

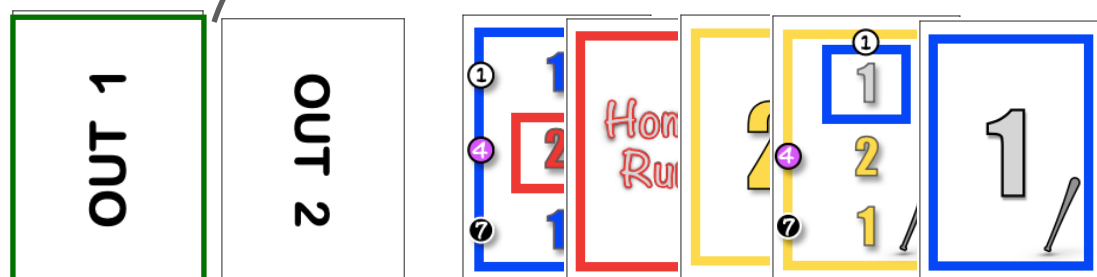
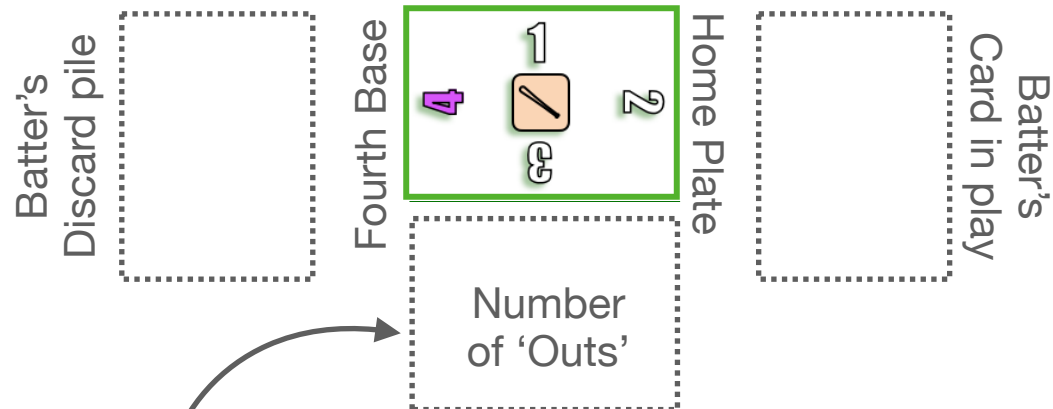
With only a few cards each and two special calls for the batter (“leave” and “steal”) and one for the pitcher (“Pitch out”) the game is very tactical. The first time the pitcher’s hand is refreshed during an inning the Relief Pitcher takes to the mound which gives the batters a little more hope.

# Set Up

Cards in the Pitcher's hand



Batter number at bat



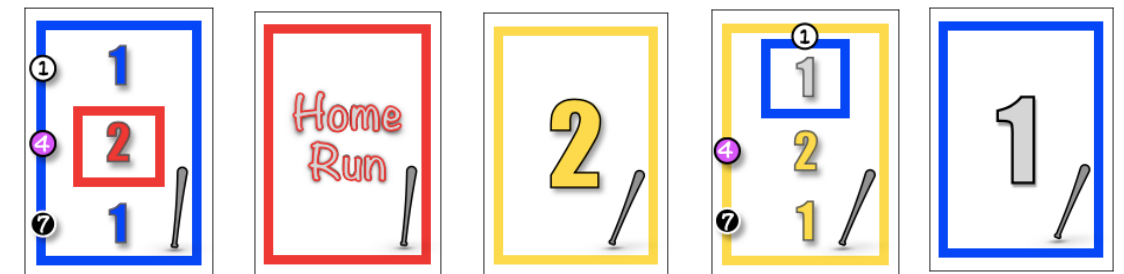
Both sides of the Outs card

Cards in the Batter's hand

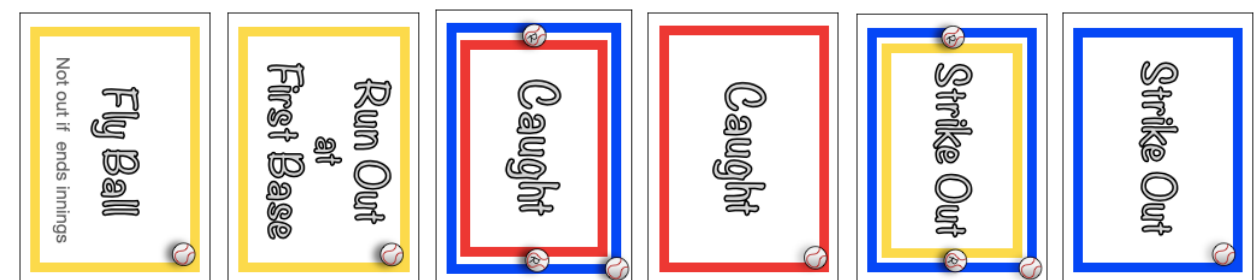
# General Play

Innings	1	2	3	4	5	6	7	8	9	10	Runs
Home											R
Visitors											R

Decide who will bat first (usually the away team). The batting player picks up all 5 batting cards (text and numbers in portrait mode). These cards show the results of successful hits. The numbers on the cards refer to the base the batter reaches.



The pitching player picks up all 7 pitching cards including the 'Pitch Out' card. The batter will attempt to match the borders on the pitching cards. Instead of revealing a batting card a batter can make one of two calls "Steal" in an attempt to or Steal an extra base or "Leave" to let the ball pass the bat.

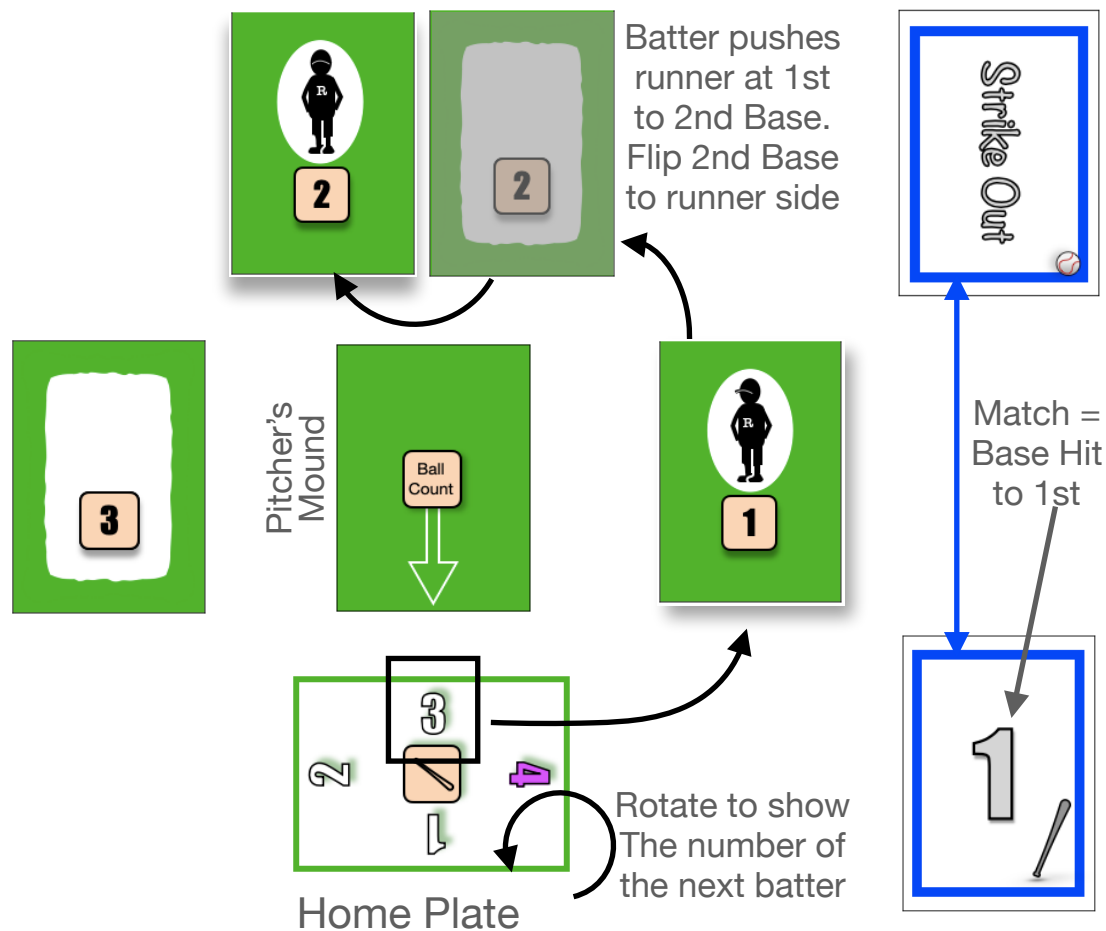


The six cards with the coloured borders are pitches attempting to get the batter out. The Pitch out card is an attempt to run out a runner at a base who is attempting to 'steal' the run to the next base as the pitch is made.

# Base Running

A batter who matches the border colour of the pitcher's card hits the ball and moves to the base indicate on the batter's card. Runners (previously successful batters on bases) may be forced move around the bases ahead of the batter hitting the ball. If a '2' is hit a runner on 2nd base will make it to the Home Plate and score a run.

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.



## Stealing a base

For a runner to steal a base the base ahead of them must be empty and cannot be the home plate (It is not permitted to steal home base). If the attempt is successful flip the empty base to its occupied side.

An attempt to steal is successful if the pitcher has not played 'Pitch Out'. If this card has been played the runner is out.

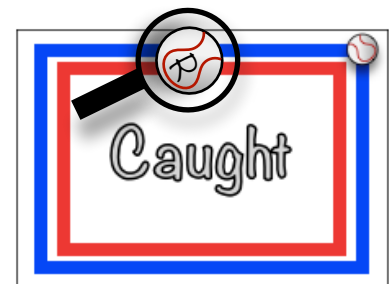
# Relief Pitcher



If the batting player's or pitching player's hand is **down to one card** (excluding the 'Pitch Out' card of the pitcher) that player may refresh their hand by picking up their discard pile. At the same time the other player **may** also choose to do this even if they have more than one card.

Both players always refresh their hands between innings.

The first time the **Pitcher** performs a refresh **during an innings** the **Relief Pitcher** comes into play. The pitcher's double border card (opposite) can now be matched by the batter for the rest of the game. This weakens the pitcher slightly because one of the six pitch cards is now easier to hit. The new inner border is also a potential home run.



This symbol means:  
If the relief pitcher  
is on both borders  
can be matched on  
this card above.

To remind both players of their pitcher status put an 'X' in the 'RP' box under 'Runs' on the scoreboard when a team's relief pitcher comes into play and flip the Pitchers mound.

9	10	Runs
		RP
		X
		RP

## Winning the Game

The winner of the game is the player who scores the most runs after nine innings (or fewer if that's what you agreed at the start). If the scores are tied after nine innings play extra innings until one team is ahead. If the 2nd team to bat takes the lead they win immediately in this situation.

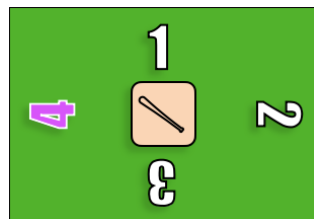


# Innings, Outs and Scoring

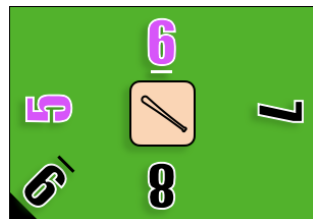
Each team normally has 9 innings plus extra to decide tied games. If you want a shorter game you might try 3 or 6 innings.

Batters in baseball repeatedly cycle through their batting line up of 1 to 9 until 3 of them are 'Out' ending their inning.

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.



Front side



Reverse side

Rotate after each of the first 4 batters then flip to the reverse side for Batters 5 to 9

**It is important to note** in Quick Baseball **batters only get one chance**. A batter who fails match the colour of the border on the pitch card first time is out. An inning ends after 3 strikes in the inning NOT 3 strikes per batter. If he batter matches the pitcher's border colour flip the base cards to represent the result. If a run is scored keep a tally in the top left corner of the inning box on the scoreboard. When the inning is over write the total for the inning in the centre of the box.

At the end of an inning note down the batter next to bat for the team in the small square in the next inning's box of the scoreboard. This batter will start the team's next inning and when the time comes the home plate will be reset to show this.

Innings	1	2	3
GIANTS	2	0	3
Yankees	0	4	

Between innings swap the cards over. The pitching team becomes the batting team starting with the batter who was next to bat at the end of their team's last inning.

# Card Details



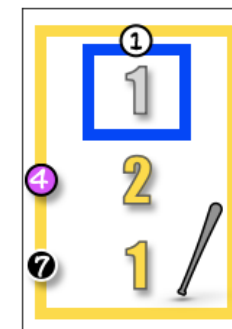
This card has only one coloured border to match and so is harder for the batter to hit. If a batting player calls "leave" when this card is played the batter is out.



If a batter fails to match this card they are not out if there are **already two Outs** in the inning. Play continues with another pitch to the same batter



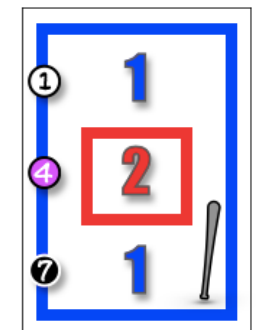
If the batting player calls "steal" when this card is played the runner trying to steal a base is out. Flip the relevant base card to empty. This card is not discarded. If there is no call of "Steal" the 'Ball' count increases by 1 and players' cards are retrieved.



This card splits the results into three. The top 3 batters are more likely to hit. Batters 4-9 are less likely to hit (2 colours) but batters 4,5,6 will get to 2nd base if they do.



All batters will hit a Home Run with a red match. All runners including the batter score. The bottom three batters can get to 1st base with a blue match. If both colours are matched score the red match.



Batters 4-6 have a better chance of hitting the ball and advancing to 2nd base.

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 set aside until a batter is out and flipped when there is a second.

## Order of play Summary

### Pitcher



Each player chooses a card to play face-down.

The Batter then gets a chance to call "Steal" (a base) or "Leave" (let the pitch go past) or to reveal their card.

The Pitcher then reveals their card.

A 'Pitch out' card will run out the furthest runner if 'Steal' was called. In any case both batter and pitcher pick up their cards. A 'Pitch Out' played when no 'Steal' attempt increases the ball count. If it reaches 4 the Batter gets to walk to 1st Base.

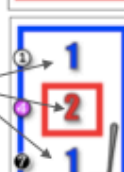
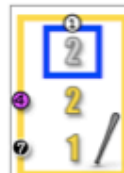
Any blue bordered card will Strike Out the batter if 'Leave' was called. In any case only the batter picks up their batting card.

If a call is not made by the batsmen the two cards played are compared. If there is a match between any two borders specific to the batter number and the current pitcher the batter achieves a 'base hit' and moves to the base indicated by the number within the border on the batter's card. If there is no match the batter is out as indicated on the pitcher's card.

When the relief pitcher enters the game the red inner border of the pitch card with two borders becomes active. The batter can match either one for a base hit. Some batting cards have two or more colours splitting the card into three sections. These refer to the batter number. The numbers circled indicate which borders refer to which batters:

① 1-3; ④ 4-6; ⑦ 7-9

### Batter



## Quick Baseball (18 cards)

© 2025 S.P.Stenton

Quick Baseball (18 cards) is a shortened version of baseball. Each team fields 9 players plus a relief pitcher. The game is played over 3, 6, or 9 innings. Batters rotate as in baseball. The batter who would have come in after the last batter was out starts the next innings when the team next bats. Runners have to make it back to the Home base to score a run.

Quick baseball speeds the game up by changing the rule that each batter is out on the third strike if they are not out any other way. In this version a team's innings ends on the third strike. A batter is out on the first strike if they are not out any other way.

To decide the result of a pitch the batter's card is compared with the pitcher's card to decide whether to follow the result on the batter's card or the pitcher's card. This is a common mechanism in baseball games.

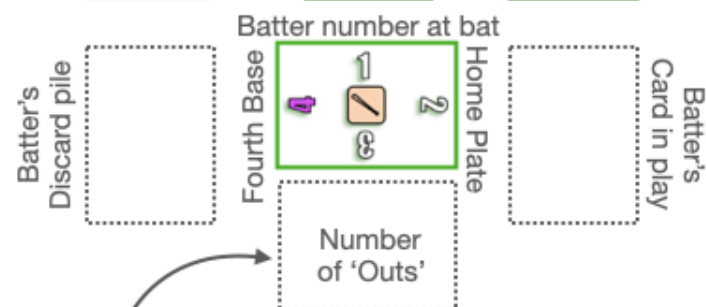
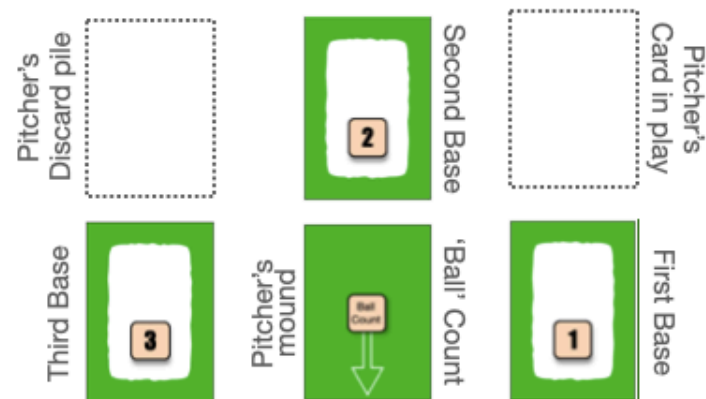
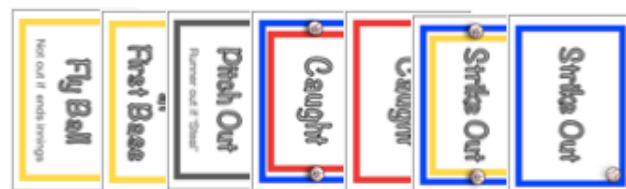
Batters can get on base, with a single or a double, hit home runs, steal bases and elect to leave a pitch. They can also hit fly balls, be caught, be run out and strike out. There is no notion of a 'Ball' penalty for pitching outside the plate. The penalty of a 'Ball' is counted against a pitcher if a 'Pitch Out' is made when the batter does not attempt to steal a base. A count of four 'ball' penalties results in a walk for the batter. A batter walks to first base on every 4th 'Ball' penalty of an inning. The ball count is reset between innings or when it reaches '4'. It is not reset for a new batter. Rotate the 'Pitcher's Mound' anti-clockwise to record the 'Ball' count.

With only a few cards each and two special calls for the batter ("leave" and "steal") and one for the pitcher ("Pitch out") the game is very tactical. The first time the pitcher's hand is refreshed during an inning the Relief Pitcher takes to the mound which gives the batters a little more hope.



## Set Up

Cards in the Pitcher's hand



Both sides of the Outs card

Cards in the Batter's hand

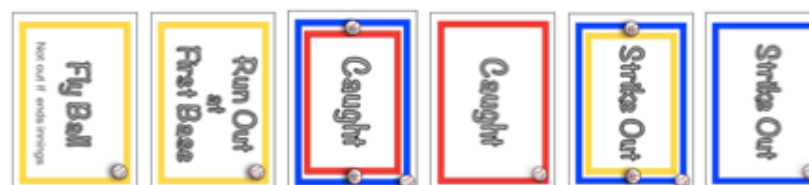
## General Play

Innings	1	2	3	4	5	6	7	8	9	10	Runs
Home											R
Visitors											R

Decide who will bat first (usually the away team). The batting player picks up all 5 batting cards (text and numbers in portrait mode). These cards show the results of successful hits. The numbers on the cards refer to the base the batter reaches.



The pitching player picks up all 7 pitching cards including the 'Pitch Out' card. The batter will attempt to match the borders on the pitching cards. Instead of revealing a batting card a batter can make one of two calls "Steal" in an attempt to or Steal an extra base or "Leave" to let the ball pass the bat.



The six cards with the coloured borders are pitches attempting to get the batter out. The Pitch out card is an attempt to run out a runner at a base who is attempting to 'steal' the run to the next base as the pitch is made.

## Innings, Outs and Scoring

Each team normally has 9 innings plus extra to decide tied games. If you want a shorter game you might try 3 or 6 innings.

Batters in baseball repeatedly cycle through their batting line up of 1 to 9 until 3 of them are 'Out' ending their inning.

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.



Front side

Reverse side

Rotate after each of the first 4 batters then flip to the reverse side for Batters 5 to 9

**It is important to note** in Quick Baseball **batters only get one chance**. A batter who fails match the colour of the border on the pitch card first time is out. An inning ends after 3 strikes in the inning NOT 3 strikes per batter. If he batter matches the pitcher's border colour flip the base cards to represent the result. If a run is scored keep a tally in the top left corner of the inning box on the scoreboard. When the inning is over write the total for the inning in the centre of the box.

At the end of an inning note down the batter next to bat for the team in the small square in the next inning's box of the scoreboard. This batter will start the team's next inning and when the time comes the home plate will be reset to show this.

Innings	1	2	3
GIANTS	2	0	3
Yankees	0	4	

Between innings swap the cards over. The pitching team becomes the batting team starting with the batter who was next to bat at the end of their team's last inning.

## Card Details



This card has only one coloured border to match and so is harder for the batter to hit. If a batting player calls "leave" when this card is played the batter is out.



If a batter fails to match this card they are not out if there are **already two Outs** in the inning. Play continues with another pitch to the same batter



If the batting player calls "steal" when this card is played the runner trying to steal a base is out. Flip the relevant base card to empty. This card is not discarded. If there is no call of "Steal" the 'Ball' count increases by 1 and players' cards are retrieved.



This card splits the results into three. The top 3 batters are more likely to hit. Batters 4-9 are less likely to hit (2 colours) but batters 4,5,6 will get to 2nd base if they do.



All batters will hit a Home Run with a red match. All runners including the batter score. The bottom three batters can get to 1st base with a blue match. If both colours are matched score the red match.



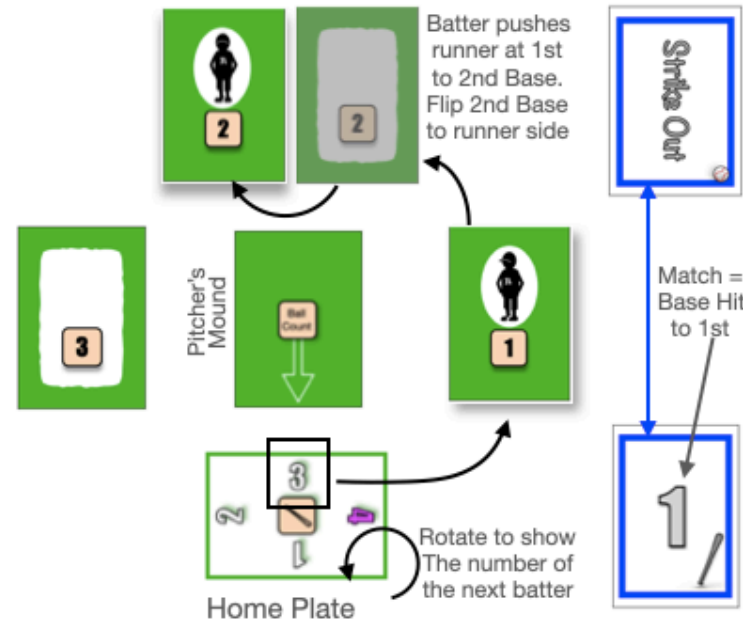
Batters 4-6 have a better chance of hitting the ball and advancing to 2nd base.

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 set aside until a batter is out and flipped when there is a second.

## Base Running

A batter who matches the border colour of the pitcher's card hits the ball and moves to the base indicate on the batter's card. Runners (previously successful batters on bases) may be forced move around the bases ahead of the batter hitting the ball. If a '2' is hit a runner on 2nd base will make it to the Home Plate and score a run.

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.



## Stealing a base

For a runner to steal a base the base ahead of them must be empty and cannot be the home plate (It is not permitted to steal home base). If the attempt is successful flip the empty base to its occupied side.

An attempt to steal is successful if the pitcher has not played 'Pitch Out'. If this card has been played the runner is out.

## Relief Pitcher



If the batting player's or pitching player's hand is **down to one card** (excluding the 'Pitch Out' card of the pitcher) that player may refresh their hand by picking up their discard pile. At the same time the other player **may** also choose to do this even if they have more than one card.

Both players always refresh their hands between innings.

The first time the **Pitcher** performs a refresh **during an innings** the **Relief Pitcher** comes into play. The pitcher's double border card (opposite) can now be matched by the batter for the rest of the game. This weakens the pitcher slightly because one of the six pitch cards is now easier to hit. The new inner border is also a potential home run.



This symbol means: If the relief pitcher is on both borders can be matched on this card above.

To remind both players of their pitcher status put an 'X' in the 'RP' box under 'Runs' on the scoreboard when a team's relief pitcher comes into play and flip the Pitchers mound.

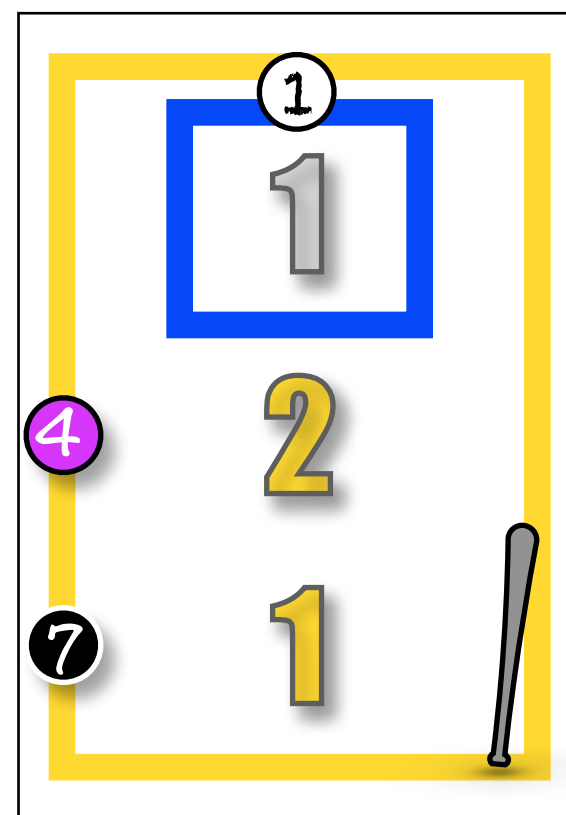
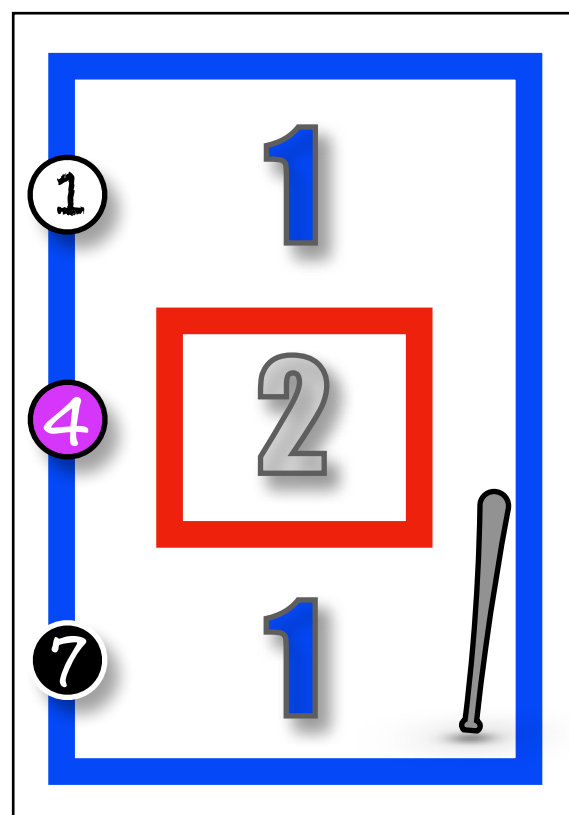
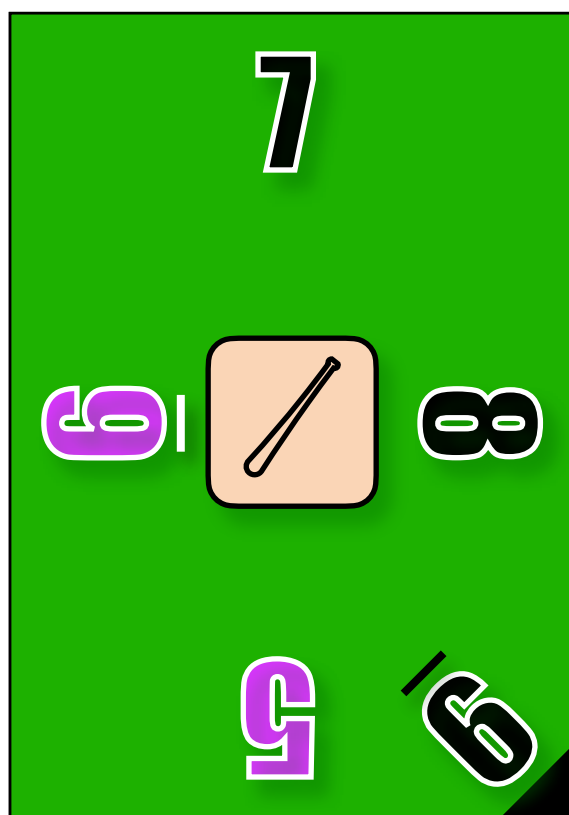
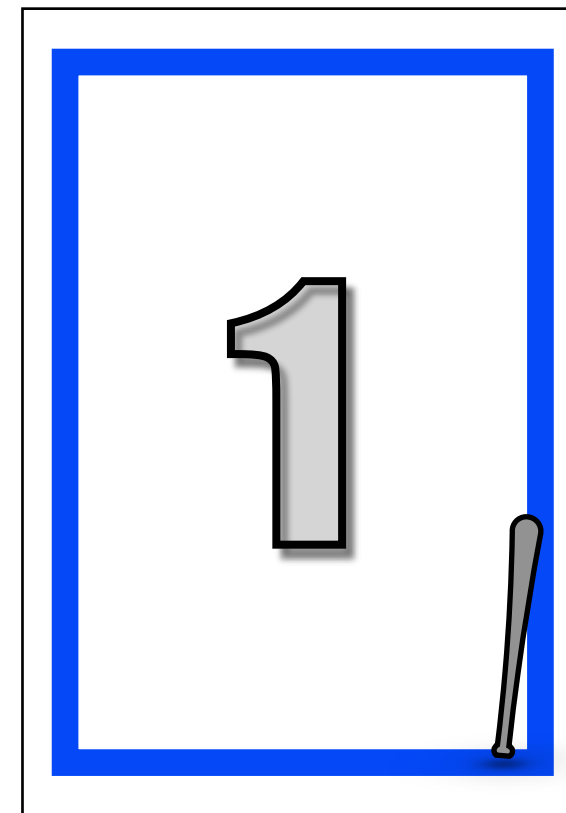
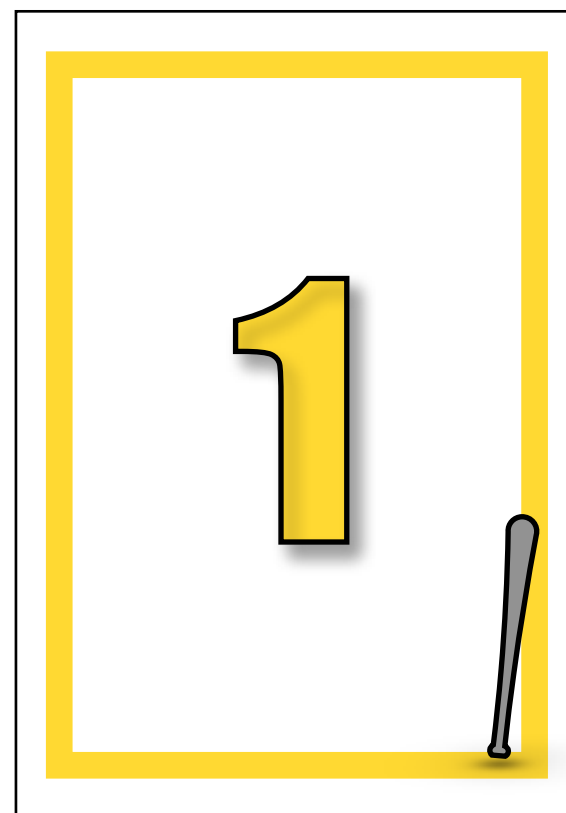
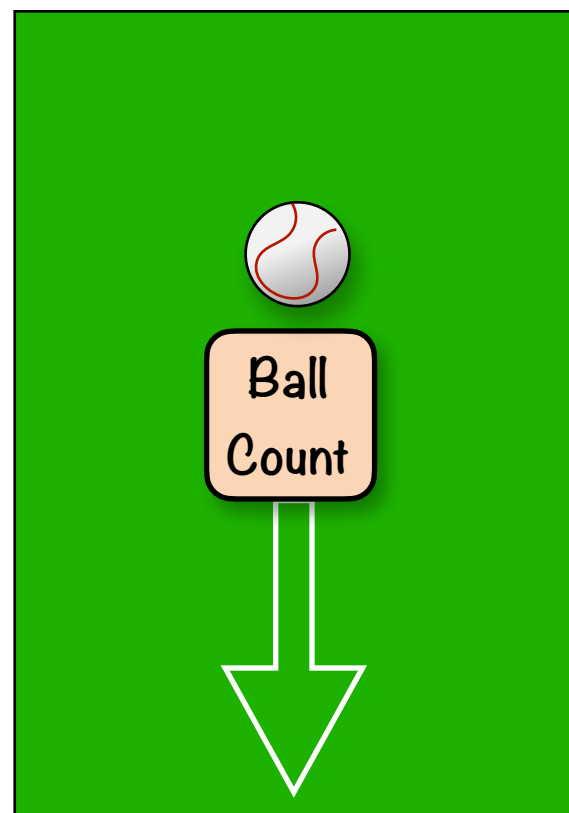
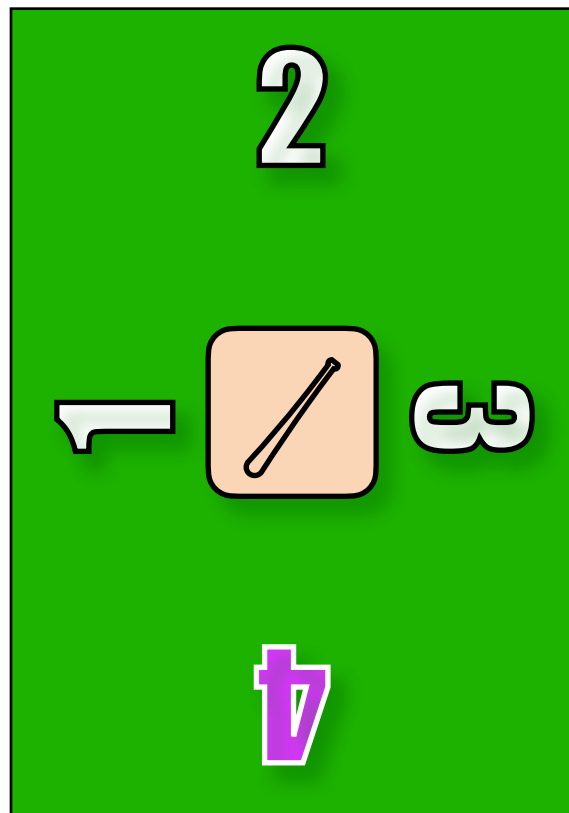
9	10	Runs
		RP
		X
		RP

## Winning the Game

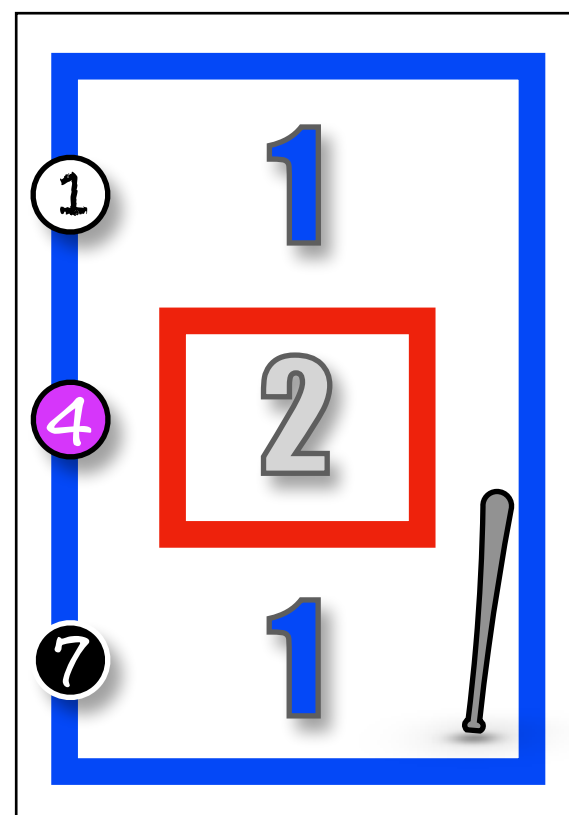
The winner of the game is the player who scores the most runs after nine innings (or fewer if that's what you agreed at the start). If the scores are tied after nine innings play extra innings until one team is ahead. If the 2nd team to bat takes the lead they win immediately in this situation.











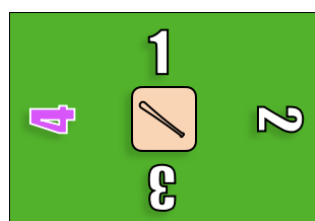
[illegible][illegible][illegible][illegible][illegible][illegible]



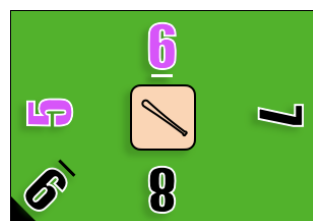
[illegible][illegible][illegible][illegible][illegible][illegible]

Batters in baseball repeatedly cycle through their batting line up of 1 to 9 until 3 of them are 'Out' ending their inning. 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.

It is important to note in Quick Baseball **batters only get one chance**. An innings ends after is 3 'outs' in total. Each batter does not get three strikes before they are out. Each batter is out after one strike or run out. A batter who fails to match the colour of the border on the pitch card is out.



Front side



Reverse side

Rotate after each of the first 4 batters then flip to the reverse side for Batters 5 to 9

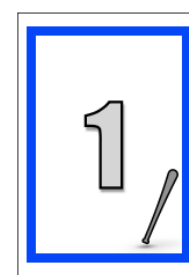
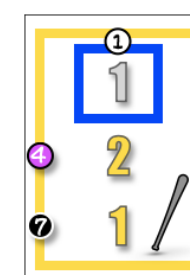
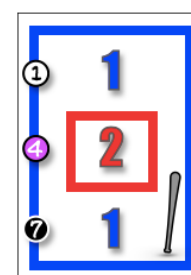
At the end of an inning the number of the batter who would have been next to bat is noted in the small square in the next inning's box. Add up the number of runs tallied during the inning and write the number of runs in its box on the scoreboard.

For the next inning of the game the pitching team becomes the batting team starting with the batter who was next to bat at the end of their team's last inning (number written in the corner of the box for this inning). Players swap Batting and Pitching cards and resume play as before only with roles reversed (batters looking for a match and pitchers looking to avoid a match). If any of the coloured borders match between the two follow the result on the batter's card. If there is no match the result on the pitcher's card. Discard both cards to their discard piles and repeat the process. If the cards run out before 3 batters are out, pick up the discard piles and continue.

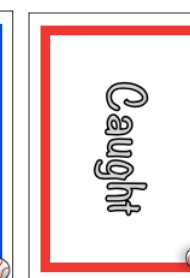
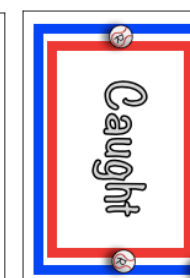
## General Play

Innings	1	2	3	4	5	6	7	8	9	10	Runs
Home											
Visitors											

Decide who will bat first (usually the away team). The batting player picks up all 5 batting cards (text and numbers in portrait mode). These cards show the results of successful hits. The numbers are the base the batter reaches.

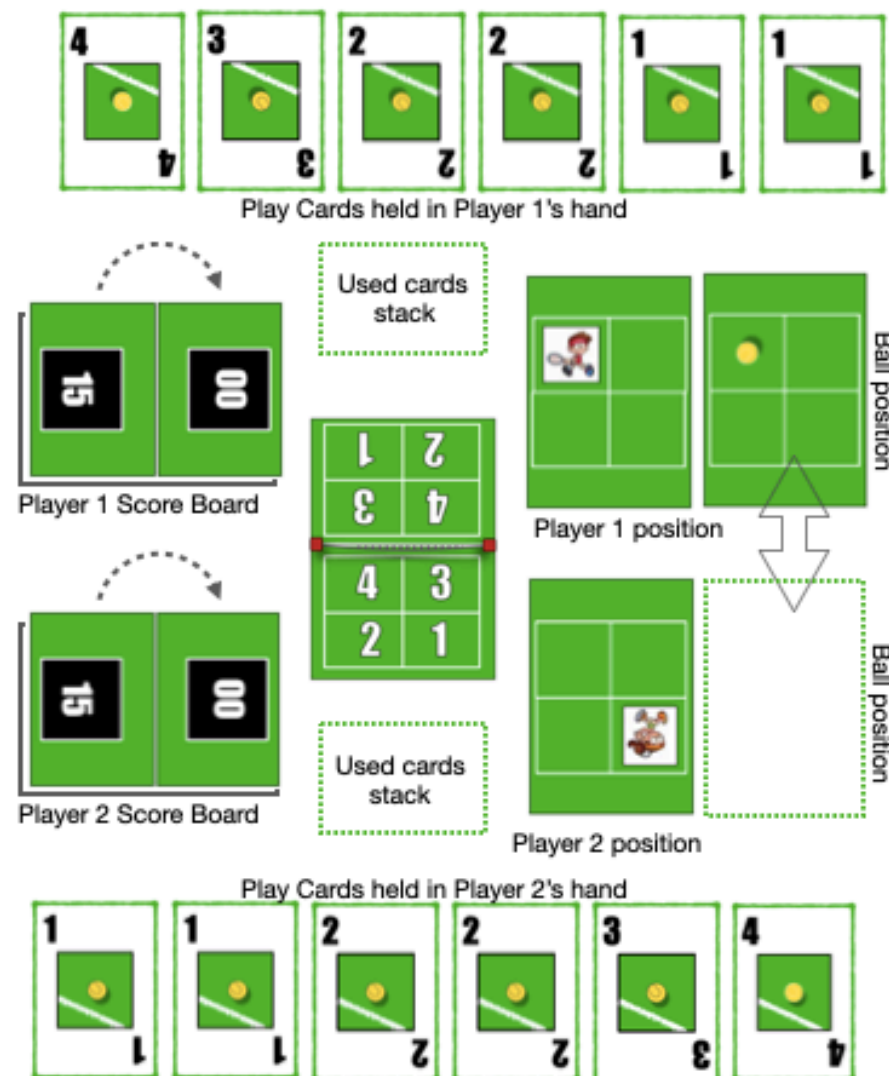


The pitching player picks up all 7 pitching cards including the 'Pitch Out' card. The batter will attempt to match the borders on the pitching cards. Instead of revealing a batting card a batter can make one of two calls "Steal" in an attempt to or Steal an extra base or "Leave" to let the ball pass the bat.



The six cards with the coloured borders are pitches attempting to get the batter out. The Pitch out card is an attempt to run out a runner at a base who is attempting to 'steal' the run to the next base as the pitch is made.

## Set Up



At the start of the game the Server (top player here) serves from Quadrant 1 on their side of the court. The ball is with them in quadrant one (Q1). The Receiver (bottom player) is waiting to receive the serve in Q1 on their side of the court. At the start of the game the score is '00' '00'. Each player has all six of their play cards in their hand.

## Order of Play

As with Lawn Tennis matches the aim of Quick Tennis is to score points to win games and so to win sets.

In these instructions the player hitting the ball will be called the 'Hitter' (or the 'Server' when starting a new point). The player receiving the ball will be called the 'Receiver'. Both players play their cards face down. The Receiver must play a card even if they wish to stay in the same quadrant.

The Hitter always reveals their cards first (and may call "Lob" or "Drop shot" before the receiver's card is revealed).

**Rally:** In the general run of play the Hitter will be attempting to hit the ball into a quadrant from where the Receiver cannot return the ball. The Receiver will be attempting to move in to the quadrant to which the ball has been hit. If the receiver is successful the roles are reversed. The 'Receiver' becomes the 'Hitter' and the process is repeated. This is called a Rally and continues until a point is scored. If a player runs out of cards and the ball is their side of the net they lose the point.

**Recovery:** If during a rally the cards played do not match the Receiver can adjust their position (into the quadrant to where the ball has been hit) by playing any card from their hand face down. The Receiver now becomes the Hitter. Recovery is not possible if a receiver must adjust diagonally to get to where the ball was hit. In this case the Hitter wins the point.

**Serving:** At the start of a point the Server plays a card face down. The Receiver may play **up to three cards** face down. The cards are revealed simultaneously. If any of the Receiver's cards match the Server's card the rally continues as above. If there is no match the Receiver **does not** have the opportunity to adjust through 'Recovery'. The Server has served an **Ace** and wins the point.

[illegible][illegible][illegible][illegible][illegible][illegible]





OUT 1

3

2

1

OUT 2



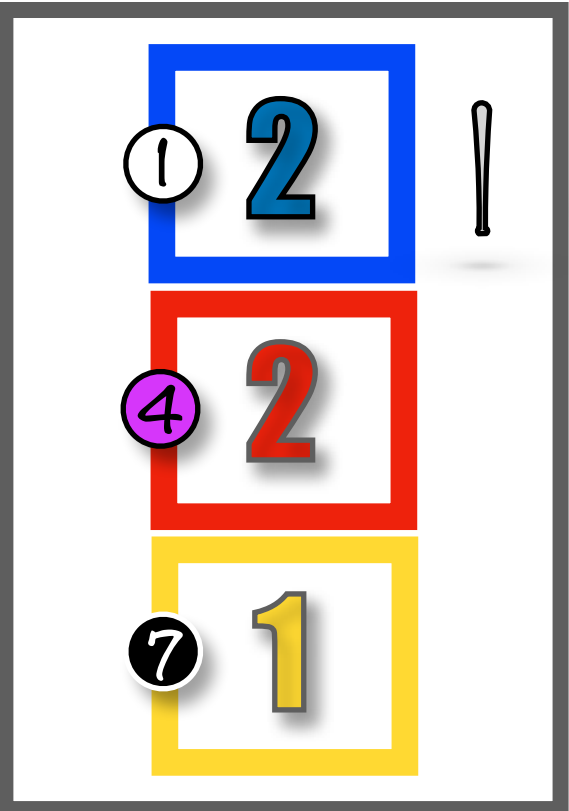
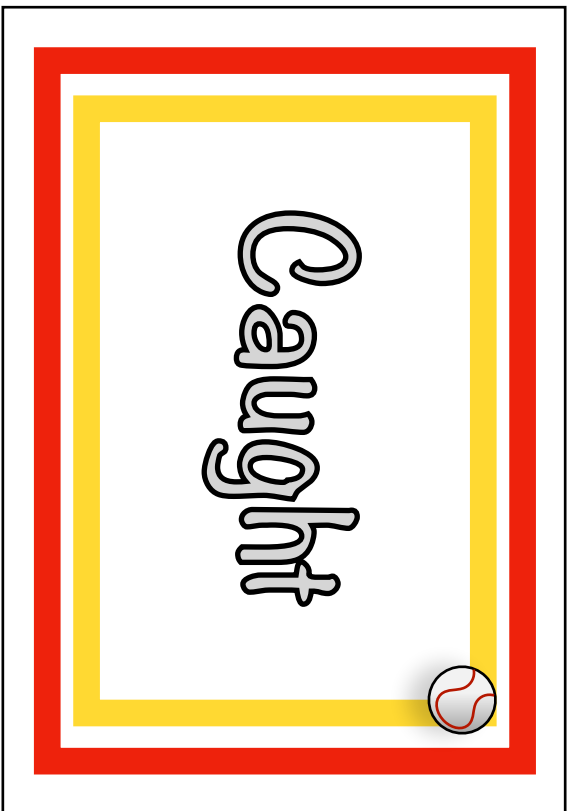
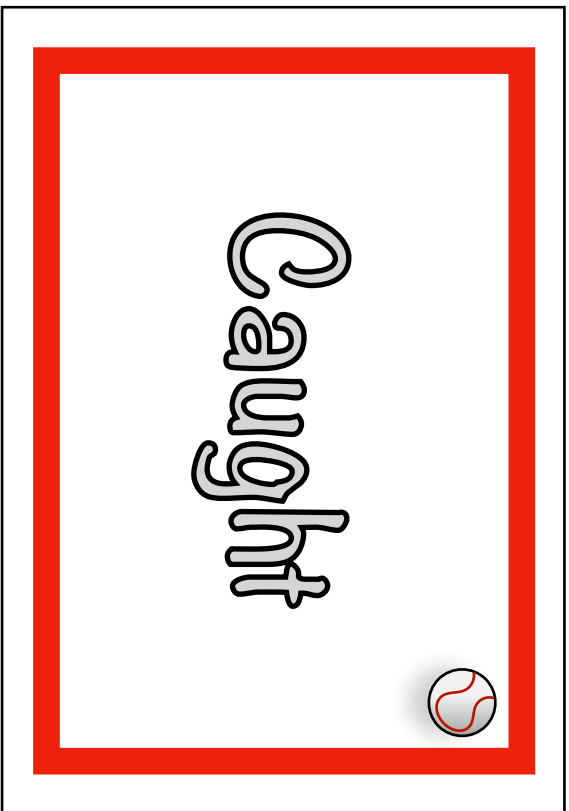
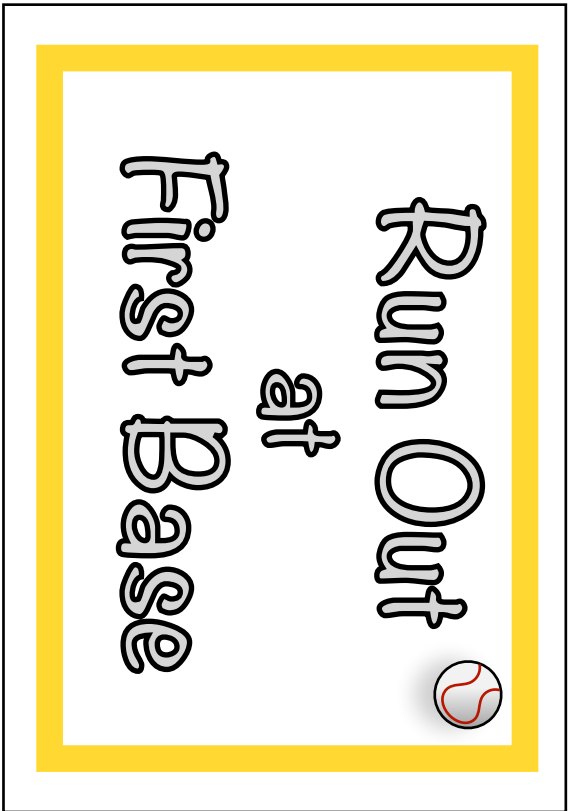
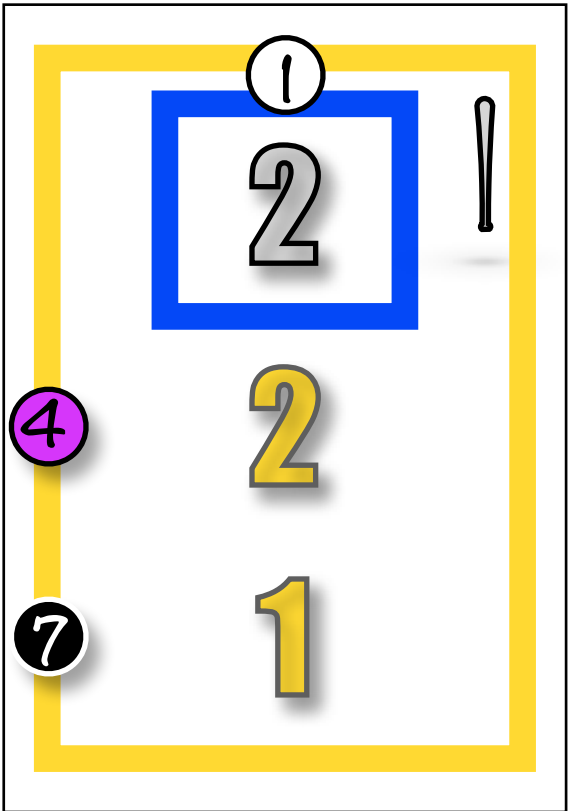
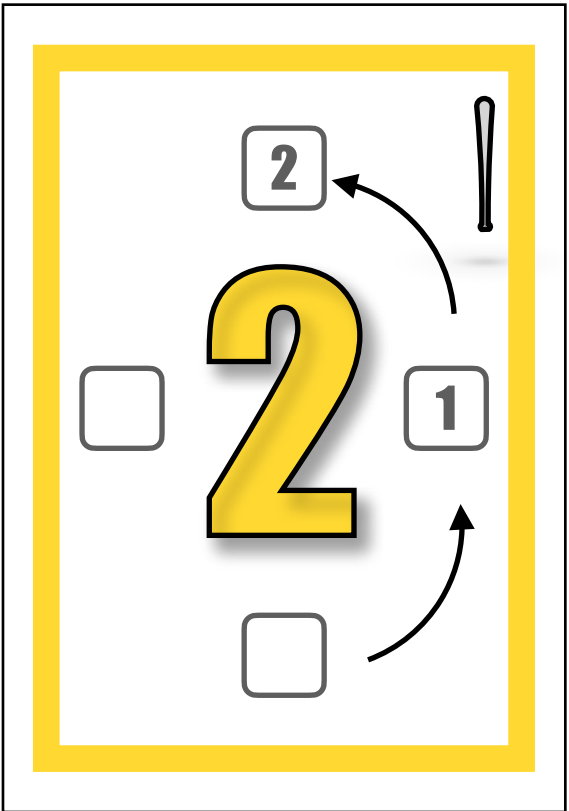
3



2



1



OUT 1

3

2

1

OUT 2

3

2

1

