



# 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

<b>New York</b>	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	
<b>Player</b>	<b>Flip</b>	<b>RR</b>	<b>#</b>		

<b>CHICAGO</b>	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	
<b>Player</b>	<b>Flip</b>	<b>RR</b>	<b>#</b>		

<b>San Francisco</b>	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			
<b>Player</b>	<b>Flip</b>	<b>RR</b>	<b>#</b>		

<b>Boston</b>	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		
<b>Player</b>	<b>Flip</b>	<b>RR</b>	<b>#</b>		

# 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 off the action when used [ / ] for P1 [ \ ] for P2 [ - ] for P3 Cross through the pitcher when all their options are exhausted)

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	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		

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
RR	RR	RR
RR	RR	RR
RR	RR	Flip
RR	Flip	Flip
Flip	Flip	#2
Flip	# 5	#4
# 5	# 4	RR only 1 die if no pitching options
# 5	# 3	
# 4		

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
RR	RR	RR
RR	RR	RR
RR	RR	Flip
RR	Flip	Flip
Flip	Flip	5
Flip	# 5	# 4
# 6	# 2	RR only 1 die if no pitching options
# 5		
# 4		

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
RR	RR	RR
RR	RR	RR
RR	RR	Flip
RR	Flip	Flip
Flip	Flip	Flip
Flip	Flip	# 4
Flip	# 5	RR only 1 die if no pitching options
# 6	# 4	
# 5		

# Rules for Roll & Write Baseball (v 3.0)

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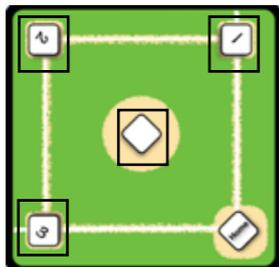
## Set Up

Each player needs 4 dice. One player takes the 3 blue dice and the other player the 3 red dice. Both players take a white die.

Print out the playing sheet with the baseball diamond and the scoreboard.

Cut out the Batter and pitcher skills cards from page 3.

Put squares of tape over each of bases 1,2,3 and pitchers mound.



(Alternatively use 3 pawns for runners)

Use a dry wipe marker to track batters on bases and the number of the Pitcher (P1,P2,P3) at the start of an inning.

Each player selects a team from the the cards cut out from page 3

Decide who is the Home team. The visitors will bat first.

Place the Batter Skills and Pitcher Skills cards for the selected teams on the four spaces on the board. Flip over Visitor Pitcher skills card and the Home Batter skills card for the first innings.

## 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

**Visitors**

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

**Home**

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

**Roll & Write Baseball**

**Batter Skills**

1			
2			
3			
4			
5			
6			
7			
8			
9			

Flip RR #

**Pitcher skills**

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3

**Batters next to bat**

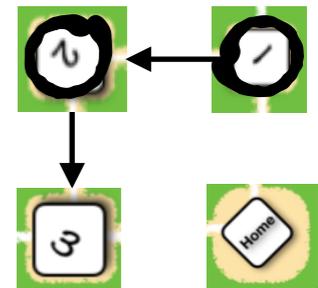
	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9
Visitors	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9
Home	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9

## Marking the position of Runners

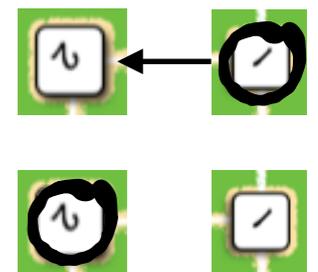
A batter who successfully hits the ball becomes a 'runner'. Draw a circle around the base they have reached (see 'Specific Outcomes' table on page 4)



As batters progress they force runners on the base ahead to move to the next base.



Erase any circles from bases that become free.



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



Player	Flip	RR	#
<b>New York</b>			
1	All	6	
2	All	5	
3	All		
4	F All		
5	F 1 4		
6	F 1 3		
7	1 2		
8	F 0		
9	0		

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	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		

Player	Flip	RR	#
<b>San Francisco</b>			
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		

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
RR	RR	RR
RR	RR	RR
RR	RR	Flip
RR	Flip	Flip
Flip	Flip	5
Flip	# 5	# 4
# 6	# 2	RR only 1 die if no pitching options
# 5		
# 4		

# How to Play

Decide how many innings you wish to play. Professional Baseball is played over 9 innings with extra innings if the game is tied.

The 'Visitors' bat first so this player draws a line through the '1' box in the 'Visitors' row of the 'next to bat' table.

Both players pick up all their coloured dice. The pitcher rolls first and then decides whether to improve the result by selecting an action from the Pitcher Skills table. If an action is chosen a line is drawn through its entry in the table.

P1 only	P1 & P2	P1,P2,P3
RR	RR	RR
RR	RR	RR
RR	RR	RR
RR	Flip	Flip
Flip	Flip	Flip
Flip	Flip	#3
# 6	# 5	RR only 1 die if no pitching options
# 5	# 4	
# 4	# 2	

Pitchers may select from anywhere in their starting column. When that is exhausted select from the next column to the right. A player must change pitcher when the third column is exhausted unless the current pitcher is P3. In this case they may only re-roll one die for the rest of the game. Pitchers cannot be changed mid-pitch.

The pitcher may choose a **up to four** actions before the batter rolls to see if the pitcher's final dice result can be beaten.

## White Dice

The Pitcher and/or Batter may choose to secretly include their white die as one of the **three dice** they roll. The aim of the batter is to steal a base 1->2 or 2->3. If only the batter rolls a white die the runner steals the base. The runner steals the base even if the batter was out (unless the result was a double play). If only the pitcher rolls nothing happens but the pitcher has only two dice to make their result so the highest they can score is a pair. If both roll a white dice the runner is out. Only one base can be stolen per pitch. The destination base must be unoccupied.

The batter may have actions available. Look at the batter's number and the corresponding row in the team's Batters Skills (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.

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

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 a base is circled corresponding to the batter's progress.



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 go 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.

Visitors	1	2	3	4	5	6
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## 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. Three of a kind

666 > 555 > 444 > 333 > 222 > 111

### 2. A Run of three

456 > 345 > 234 > 123

### 3. A Pair

66 > 55 > 44 > 33, > 22 > 11

The highest spare die breaks ties

### 4. Unrelated numbers

6 high > 5 high > 4 high

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

## Specific Outcomes

Dice Roll Result	Three of a kind	Run of three	Pair
Batter has higher roll	Home Run	Batter gets to 2nd Base	Batter gets to 1st Base
Pitcher has higher or equal roll	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).

# Design your own teams

## 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.

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
		RR only 1 die if no pitching options

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
		RR only 1 die if no pitching options

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
		RR only 1 die if no pitching options

Starter P1	Relief P2	Closer P3
P1 only	P1 & P2	P1,P2,P3
		RR only 1 die if no pitching options

## Batter Skills

RR ('All' = re-roll *up to* all your dice. '1' = re-roll only one of your dice).

Flip = Flip one of your die from bottom to top. # = change one of your dice to the number shown in the batter's row

1				
2				
3				
4				
5				
6				
7				
8				
9				
Player	Flip	RR	#	

1				
2				
3				
4				
5				
6				
7				
8				
9				
Player	Flip	RR	#	

1				
2				
3				
4				
5				
6				
7				
8				
9				
Player	Flip	RR	#	

1				
2				
3				
4				
5				
6				
7				
8				
9				
Player	Flip	RR	#	