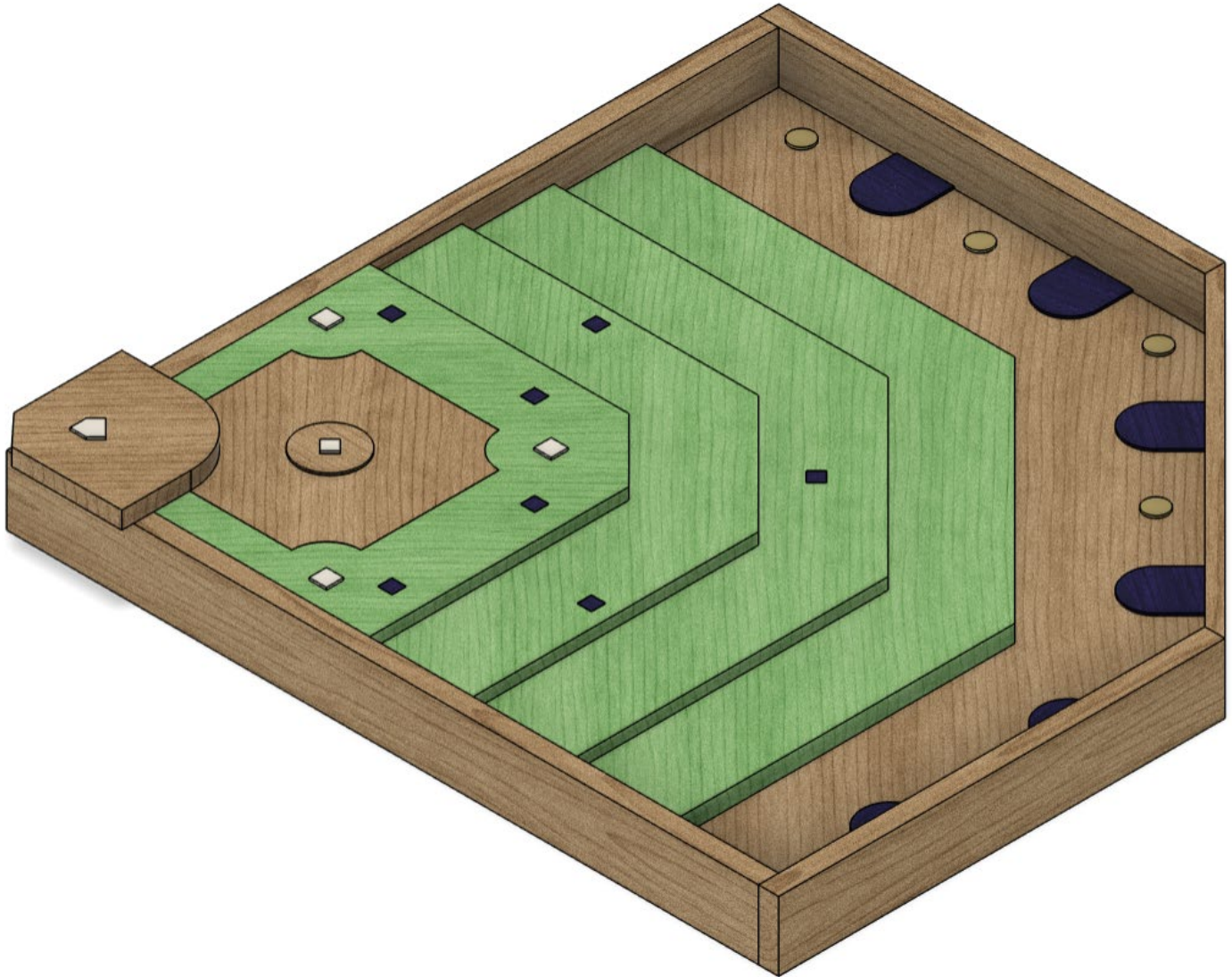


FREE DIY Tabletop Baseball Game Plans



After discovering Baseball Shuffle by Unplugged Arcade, I thought it was such a cool and unique game that I had to try building my own version in the shop! I made a few changes to the original design to put my own spin on it, and now I want to share the dimensions and free woodworking plans so you can build one of your own.

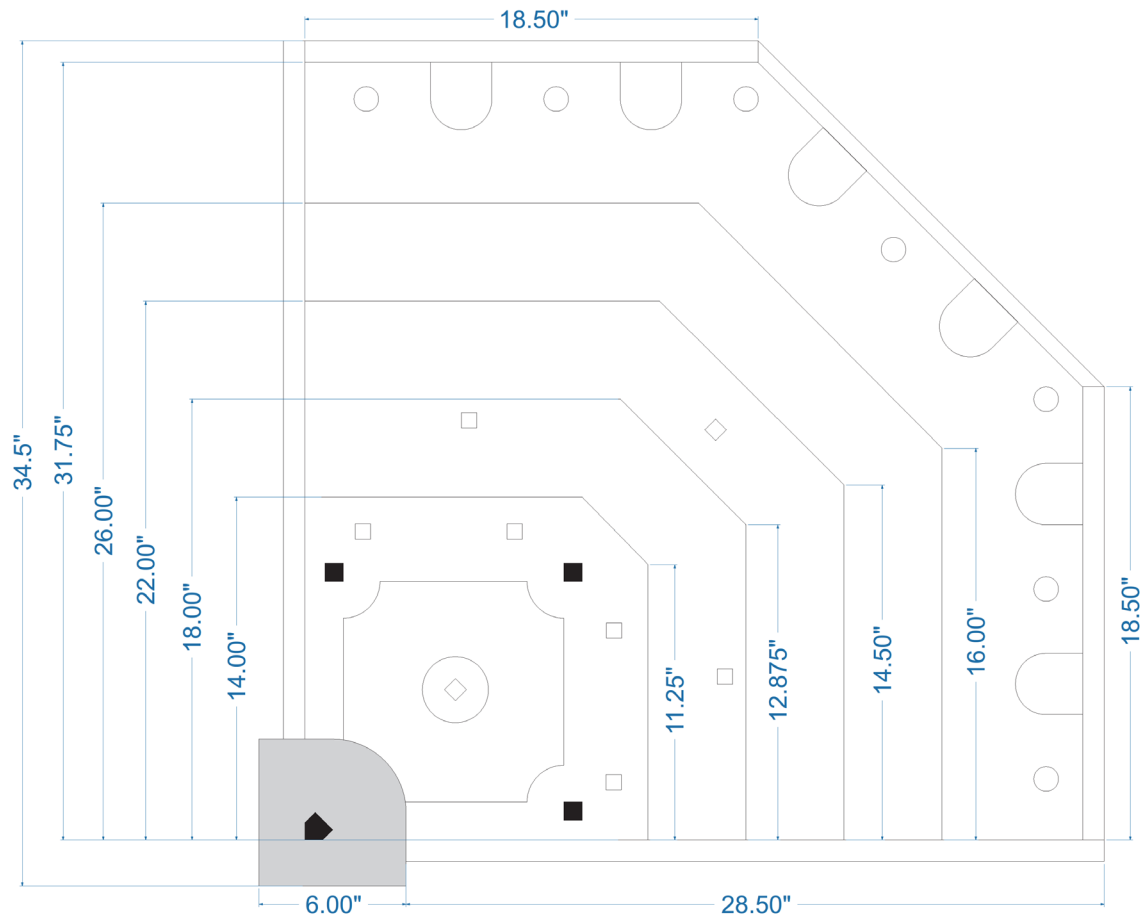
My goal is to show just how fun, creative, and rewarding woodworking can be. Whether you're building one for family game nights, some friendly competition, or simply to add something unique to your game room, I hope these plans inspire you to get out in the shop, try something new, and make something awesome. Thanks for checking out the project, and have fun building!

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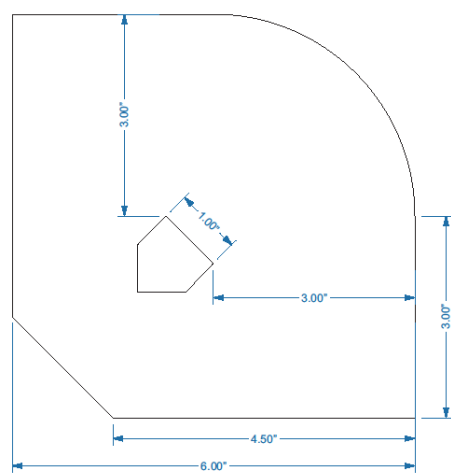
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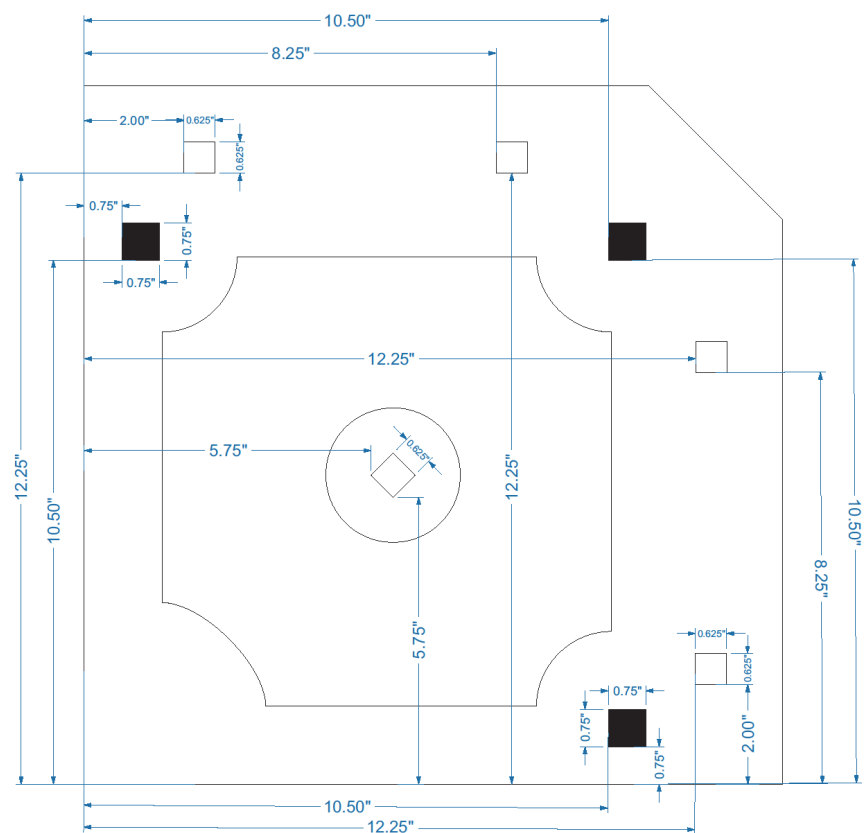
Game Dimensions



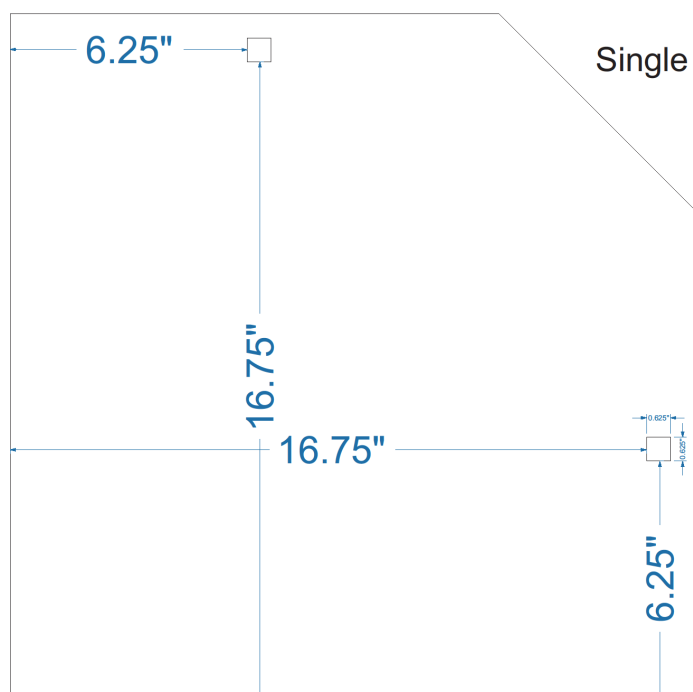
Home Plate



Infield Dimensions

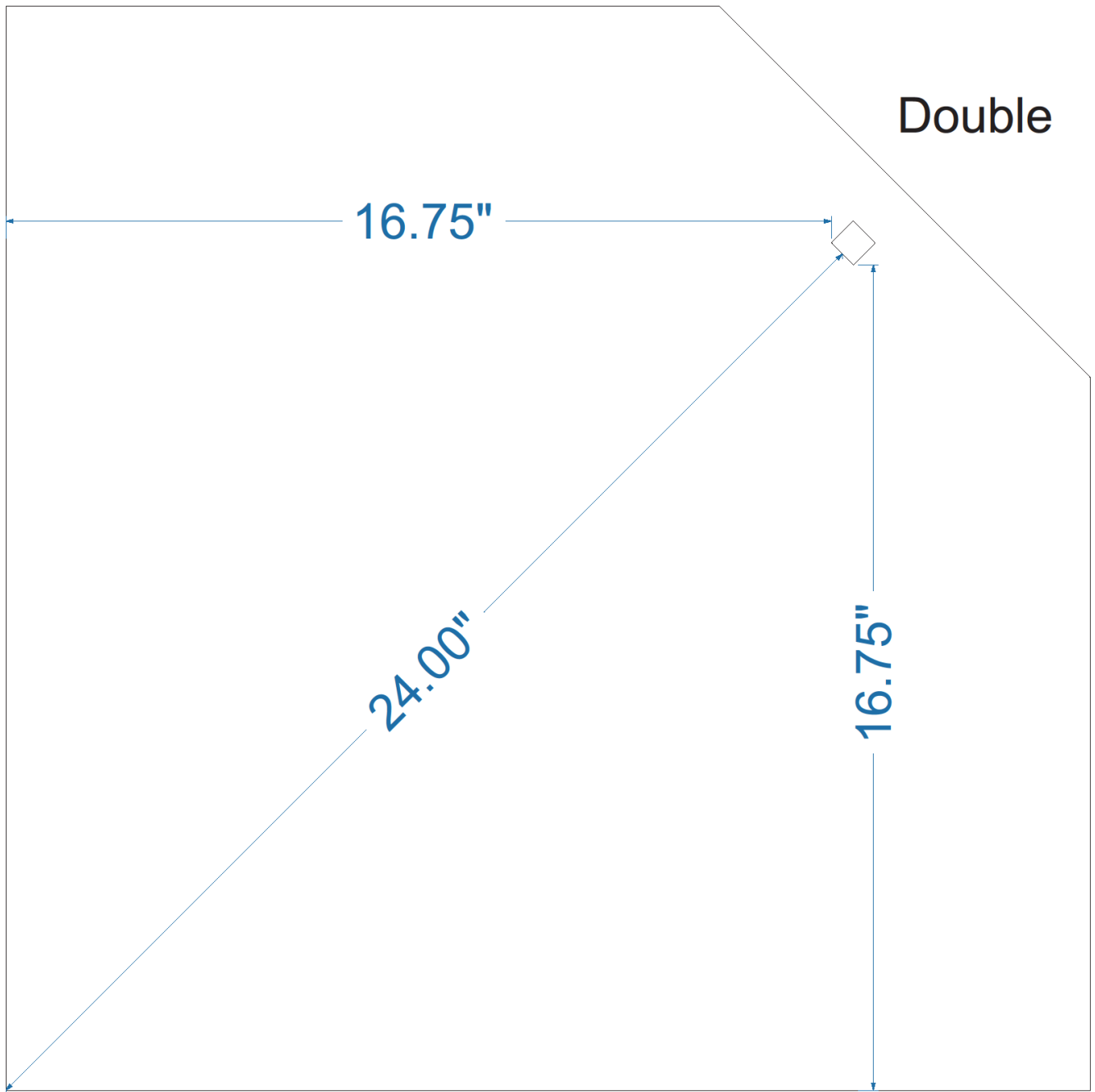


Single Dimensions

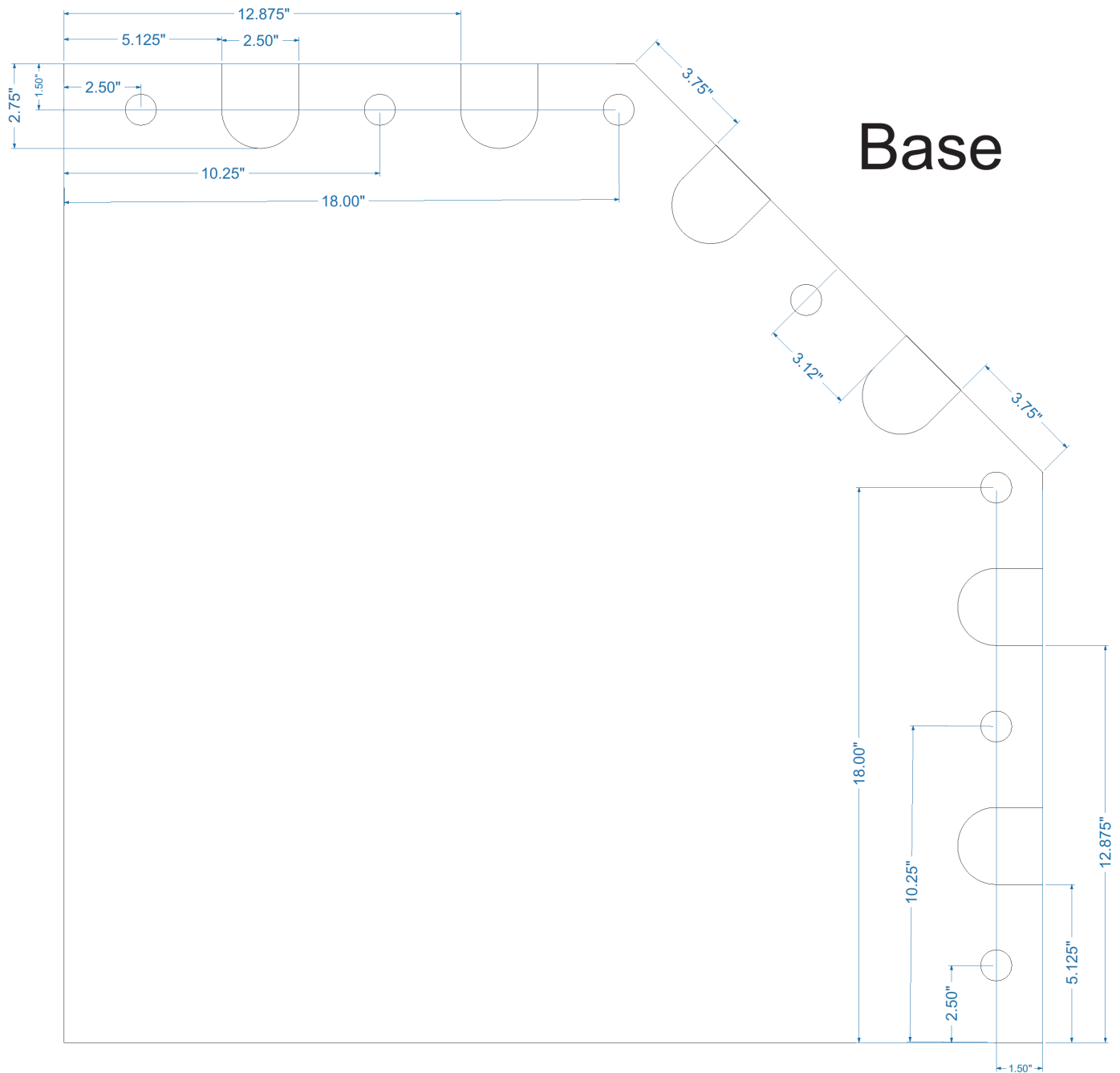


Double Dimensions

Double



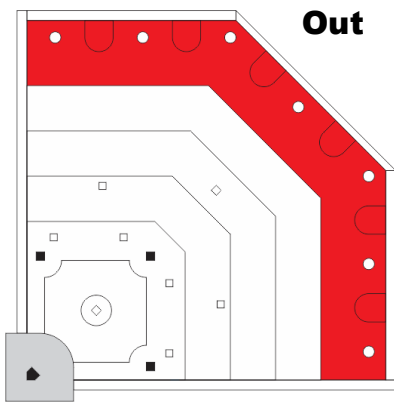
Base Dimensions



Base

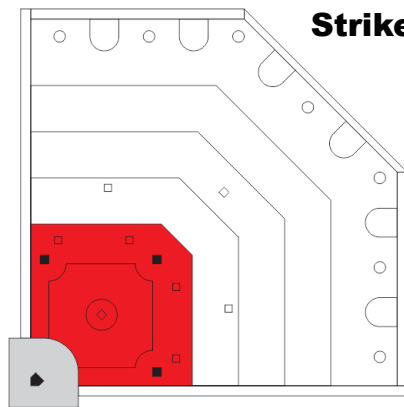
How to Play

1. **Set Up the Field:** The home team takes the field first, placing its 8 dice on the 8 fielding positions. (Sorry, catchers — you're sitting this one out!)
2. **Start Batting:** The away team bats first. The batter places a die on home plate and flicks it toward the field.
3. **Determine the Hit:** Where the die lands determines the type of hit, while the number rolled may trigger special modifiers. (See the Special Rules section for details.)
4. **Resolve the Play:**
 - **If the batter is safe:** The defense gets a chance to knock the offender out of bounds with any one of their defensive dice. If the defense can't knock them out, place the flicked die on the appropriate base and advance all runners as required.
 - **If the batter is out:** Toss the flicked die into the out gutter.
5. **Next Batter:** Once the play is resolved, the next player on the batting team steps up to bat.
6. **Switch Sides:** After three outs, the teams switch roles. The fielding team comes up to bat, and the batting team takes the field.
7. **Win the Game:** Continue playing for 9 innings. The team with the most runs at the end wins!



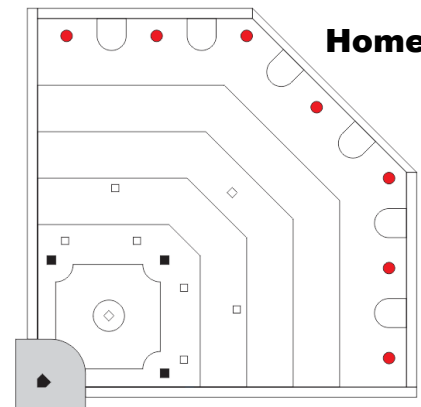
Out

Next batter. 3 outs and teams switch sides.



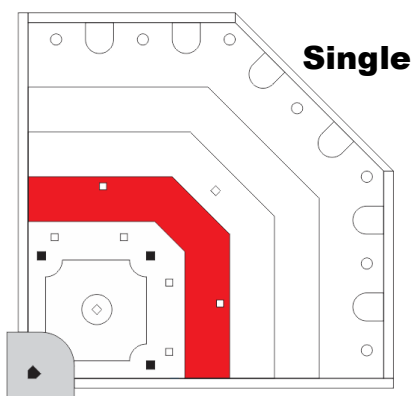
Strike

Try again. 3 strikes and you're out.

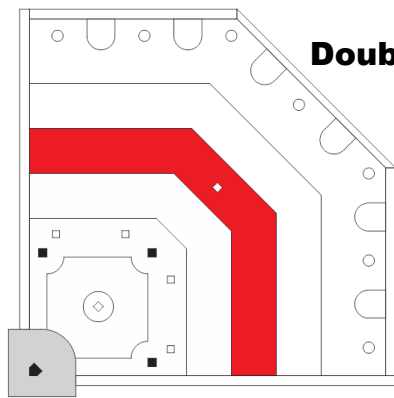


Home Run

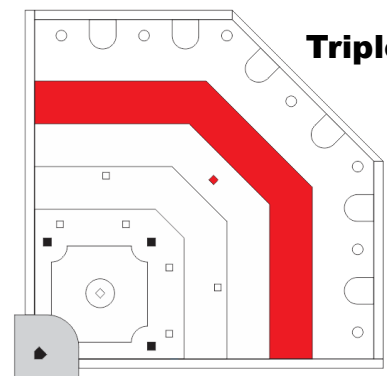
Batter and all runners score! Any portion of the batter die must rest on top of the HR coin.



Single



Double



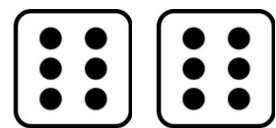
Triple



**Batter is out.
No runners advance.**



Opposing team may flick any fielder die to knock batter die out. The play is then resolved where the batter die lands.



Safe. Batter and all runners advance.