

HUGHIE JENNINGS EE-YAH! BASEBALL GAME

ADVANCED GAME RULES

Many gamers like to use more advanced game rules beyond what is often found in Official Instructions. These alternative rules are often referred to as “house rules.” Generally speaking, **house rules** are unofficial modifications to official game **rules** adopted by individual groups of players. **House rules** may include the removal or alteration of existing **rules**, or the addition of new **rules**. Such modifications are common in board games such as the Hughie Jennings EE-YAH! Baseball Game.

Below are a few house rules for our game. We caution that these rules should only be attempted by someone who has an excellent understanding of the basic intricacies of the game. House rules also tend to increase the amount of time it takes to play a game so be mindful of that result. Moreover, if you are playing the game in competition with others, all parties must agree to any house rule modifications of the existing Official Rules.

Finally, if you have additional house rules to suggest for inclusion please email us at hughiebgame@yahoo.com

1. PITCHER FATIGUE

Some advanced game players like to factor in fatigue for a starting pitcher. In other words, the more innings a pitcher throws, the less his effectiveness. If you choose to use Pitcher Fatigue it is suggested you increase a Pitcher’s RANK by one in the 6th inning and by two in the 9th innings. For example, a pitcher RANK 7 would become a RANK 8 in the 6th inning and a RANK 10 in the 9th inning (if he is still pitching). NOTE: THE MAXIMUM PITCHER RANK # IS 20, REVERT BACK TO ORIGINAL PITCHING RANK # FOR THE NEXT GAME.

2. RAISING A PITCHER’S GRADE BASED ON WHAT SIDE OF THE PLATE THE BATTER STANDS

Historical statistics in baseball support the fact that a batter has an advantage facing a pitcher who throws opposite from what side of the plate a batter stands. For example, a right-handed batter most usually has an advantage when facing a left-handed pitcher. Vice versa, a left-handed batter most usually has an advantage facing a right-handed pitcher. To compensate for this, you might raise a Pitcher’s Rank by 1 when a right-handed pitcher faces a left-handed batter or a left-handed pitcher faces a right-handed batter. For example, a right-handed pitcher who is a RANK 7 facing a left-handed batter would become a RANK 8. Please note, if a batter is a switch hitter (BB) there would be no change in the Pitcher’s Rank. A pitcher reverts back to his normal Pitcher’s Rank when facing a batter who bats from the same side that he throws.

3. INJURY #1

Unfortunately, injuries are a normal part of baseball. In the Hughie Jennings EE-YAH! Baseball Game all players have an Injury # of 1-6 with #1 being the least likely to be injured and #6 the most likely to be injured. With current rules even a player with #1 can in fact be injured or miss a few games due to injury. While this is logical, there are certain players rated Injury #1 who played the entire 154 game season without missing a single game. Therefore, if so desired, any injury to an Injury #1 player (who played in all 154 season games) can be waived with no resulting lack of playing time. In another house rules version, a player with an Injury #1 who is injured is removed from the current game but immediately reinstated in the following game.

The following players were in all 154 games in a Hughie Jennings EE-YAH! Baseball Game card set:

1922 SEASON

American League:

Athletics: Chick Galloway

White Sox: Eddie Collins

Yankees: Aaron Ward, Everett Scott

Tigers: Topper Rigney, Bobby Veach

Browns: Marty McManus

Senators: Bucky Harris, Sam Rice

Red Sox: Del Pratt

National League:

Giants: Dave Bancroft, Irish Meusel

Cardinals: Rogers Hornsby

Reds: Jake Daubert, Babe Pinelli, George Burns

Pirates: Charlie Grimm, Rabbit Maranville, Max Carey

1919 WHITE SOX

None

1927 YANKEES

Lou Gehrig

1934 CARDINALS

Ripper Collins, Jack Rothrock

1908 CUBS

Joe Tinker

1915 RED SOX

None