

# HarbourCats Branded Peg-Board Baseball Game

## Basic Rules

This game allows a simple and easy way to play a game of baseball by yourself, with another person, or with a group of friends. While it helps to have a good knowledge of the game of baseball, or at least the basics, even beginners should be able to understand how the game proceeds.

If you do need a primer on the basic rules of baseball, there should be plenty of sites on-line to explain these. Google "Basic Baseball Rules" and you should be good to go!

You can play the game without any formal batting lineups or scorecards, or if you are a full on baseball expert, you can go ahead and create your own fantasy lineups and scorecards and really have a fun simulation. HarbourCats vs. Corvallis, or New York Yankees vs. Boston Red Sox, the choice is yours!

## Board-Set Up

Remove the pegs from the compartment built into the back of the board. Place the 4 BLUE pegs (HarbourCats) in the 4 holes marked "HOME". Place 4 of the RED pegs (Visiting team) in the 4 holes marked "GUEST". Place the remaining BLUE and RED peg in the two holes on either side of word "RUNS" at the top left by the main scoreboard. You will use these to track the score for each team.

Place one of the NEUTRAL pegs in the hole next to "OUT" and the other in the hole beneath "1" and next to "GUEST" in the "INNINGS" scoreboard. You will use these to track the top and bottom of each inning and the outs in each.

## Game Play

The visiting team "bats" first in the "top" of each inning. The home team bats in the "bottom" of each inning. Each team bats in their half-inning until they have three outs.

## At-Bats

Whichever player represents the Visiting team goes first. Place a RED playing PEG at home plate (if you wish). This now represents the batter. A roll of the dice simulates an "at-bat" and the dice graphic legend at the bottom of the board will show what the result of the at bat will be.

For example, if the player rolls a TWO and a FIVE the baseball result is a SINGLE. Move the RED peg to 1st BASE and then move another peg (batter) to HOME PLATE.

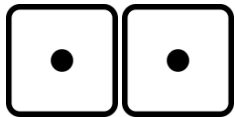
Roll the dice again. Move the players according to any offensive results. Use the RUNS pegs to keep track of any runs that are scored and use the OUT peg to track any outs that happen.

***A detailed description of each result and possible dice roll option is provided below.***

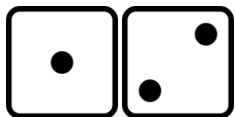
Once a team reaches three outs, reset the player pegs and out pegs, change the inning peg and then it is the other team's turn.

Proceed like this until the game ends in the standard baseball way, either after the top of the ninth inning if the home team is winning, the end of the ninth if the visiting team wins, or if the home team takes the lead then, or play extra innings as needed.

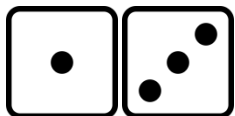
### **DICE ROLL RESULTS and OPTIONS**



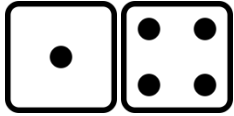
**HOME RUN** - The batter hits the ball out of the park! They score a run and any players who were on base, also score.



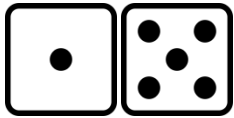
**DOUBLE** - The batter advances to second base. Any players on second or third base will score. A player on first will advance to third.



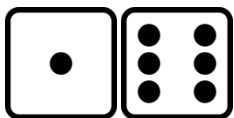
**FLY OUT** - The batter hits a fly ball that is caught by the opposing team. No runners advance. The batter is OUT.



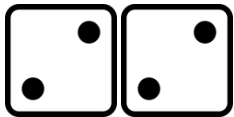
**WALK** - The batter receives a base on balls and advances to first base. Any runners who are "forced" to move up because of this, will also advance one base. If all three bases were occupied (bases full), the runner on third scores.



**POP OUT** - The batter hits a pop-up that is caught by the opposing team. No runners advance. The batter is OUT.



**SINGLE - Runners Advance 2** - The batter gets a one-base hit and advances to first base. Any runners on base will advance TWO bases. Any players on second or third base will score. A player on first will advance to third.

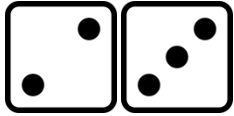


**DOUBLE PLAY** - The batter hits into a double play. Both the batter and ONE other base-runner are OUT. If more than one base runner is on base, typically the second out will be the base runner who had advanced to the farthest base. Example: If bases are loaded, both the batter and the runner who was on third would be out.

***Situations:***

- If NOBODY is on base, a double play is not possible, so simply count this as the batter being OUT.
- If there are already two outs, a double play is not possible, so simply count this as one out and the inning is over.

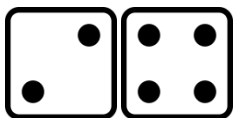
Of course other options here could exist...for example with bases loaded and nobody out, perhaps a conventional double play happens with outs at second and first, in which case a run would score. You can make up your own rule here to guide game play. Just be sure it is consistent for all.



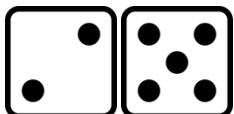
**GROUND OUT** - Batter hits a ground ball that results in an out. See situations below for possible results (change these rules if you wish, as long as they still make baseball sense):

**Situations (note these rules are slightly different than ground out rules under the  roll):**

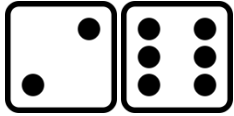
- Nobody on base - batter is OUT.
- Runner on first Base - runner is "forced" out at second base. Batter advances to first base on what is called a "Fielder's Choice"
- Runners on first and second base - runner on second base is "forced" out at third base. Batter advances to first base on what is called a "Fielder's Choice." Runner on first base advances to second base.
- Bases loaded - runner on third base is "forced" out at home plate. Batter advances to first base on what is called a "Fielder's Choice." Runner on first base advances to second base. Runner on second base advances to third base.
- Runner only on second and third base, or only on second base, or only on third base...the batter is OUT and these runners do not advance. They were held by the defence.
- If any of these outs is the THIRD out of the inning, the inning is over.



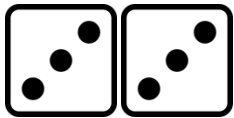
**STRIKE OUT** - The batter is out on three strikes. No runners advance.



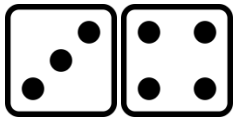
**SINGLE** - The batter gets a one-base hit and advances to 1st base. Any runners on base will advance ONE base ONLY. Any players on third base will score. A player on first will advance only to second.



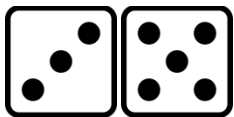
**STRIKE OUT** - The batter is out on three strikes. No runners advance.



**WALK** - The batter receives a base on balls and advances to first base. Any runners who are "forced" to move up because of this, will also advance one base. If all three bases were occupied (bases full), the runner on third scores.




**TRIPLE - Runners Advance Home** - The batter gets a three-base hit and advances third base. Any runners on base at the time will score.



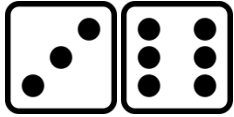
**GROUND OUT** - Batter hits a ground ball that results in an out. See situations below for possible results (change these rules if you wish, as long as they still make baseball sense):

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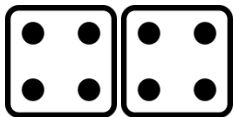
*the  rules):*

- Nobody on base - batter is OUT.
- Runner on first Base - runner advances to second base. Batter is OUT
- Runners on first and second base - runners advance ONE base, batter is OUT.
- Bases loaded - runner on third base SCORES (unless the out is the third of the inning). Batter is out. Runner on first base advances to second base. Runner on second base advances to third base.
- Runners on second and third base - runner on third base SCORES (unless the out is the third of the inning). Batter is out. Runner on second base advances to third base.
- Runner only on third base - runner on third base SCORES (unless the out is the third of the inning). Batter is out.

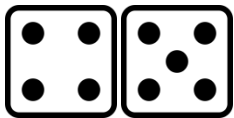
- Runner only on second base - Batter is out. Runner on second base advances to third base.
- If any of these outs is the THIRD out of the inning, the inning is over. NO RUNS COUNT.



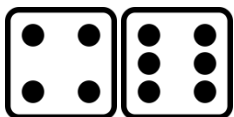
**FLY OUT** - The batter hits a fly ball that is caught by the opposing team. No runners advance. The batter is OUT.



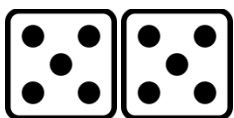
**WALK** - The batter receives a base on balls and advances to first base. Any runners who are "forced" to move up because of this, will also advance one base. If all three bases were occupied (bases full), the runner on third scores.



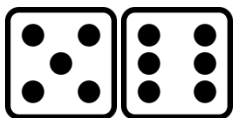
**POP OUT** - The batter hits a pop-up that is caught by the opposing team. No runners advance. The batter is OUT.



**STRIKE OUT** - The batter is out on three strikes. No runners advance.



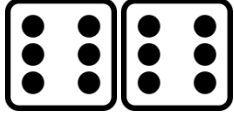
**DOUBLE** - The batter advances to second base. Any players on second or third base will score. A player on first will advance to third.



**SACRIFICE FLY - Runners Advance 1** - The batter hits a fly ball that is caught and he is OUT. Any runner on base will "tag up" and advance one base, including a runner who is on third, who will SCORE (unless this is the third out of the inning, in which case runners do not advance and the inning is over).

### ***Situations:***

- If nobody is on base, no runners can advance, so this simply counts as a fly out.



**HOME RUN** - The batter hits the ball out of the park! They score a run and any players who were on base, also score.

### **HOUSE RULES - GAME "CUSTOMIZATION"**

Feel free to have some fun and create your own situations that are not captured in the dice roll results.

As an example, the dice rolls do not allow for a batter to reach base on an error, a common event in baseball. In this case, perhaps if you roll the dice and one falls off the table on to the floor, and the resulting roll is an OUT of some type, perhaps instead it now becomes an ERROR and the batter advances to first base and any base runner also advances one base.

Or maybe in the same situation, where the dice rolls off the table and results in an OFFENSIVE result, other than a home run, where there were runners on base, the batter gets their result, but maybe a base runner who is advancing is 'thrown out' at the base he was going to.

Or figure out a creative way to incorporate base stealing or bunting.

Agree on the rules with your playing partner(s) before the game begins and have a great time with it!