

Card Baseball

Number of players: Two

Equipment:

- Standard deck of 52 cards. ♠♦♣♥
- Baseball diamond diagram (playing board)
- Score sheet
- 8 coins (or other tokens) to mark positions of runners and keep track of strikes, balls, outs, and innings.

To Start:

1. Cut the deck. The player with the high card has choice of batting or pitching first.
2. The pitching player deals 6 cards to each player. "Play ball!"

General Rules:

- Always keep six cards in hand. If you play a card, draw another one.
- If the deck of cards runs out, reshuffle the discard pile into the deck.
- Once the game begins the hands are never changed. So play with an eye to the future. Remember, you won't get six new cards at the end of the inning.
- Ace is low, always counting as a one.
- Some advanced plays call for the use of a "companion card". Two cards with the same value and the same color are termed companions.

Example: 7♥ is the companion of 7♦
Jack♠ is the companion card for Jack♣

Pitching:



A pitch is done by the pitcher looking at his hand, choosing a card, and playing it.

- A face card is a deliberate **ball** ▶ (played if the pitcher intends to walk the batter).
- Any number card (1 to 10) is a good pitch.



The batter responds by playing a card from hand.

- A card of a different suit from the card pitched is a **strike** ▶.
- A card of the same suit as the card pitched is a **hit**.
 - A face card is a **foul** ▶.
 - A number card lower than the pitched card is a **ball**.
 - A number card higher than or equal to the pitched card is a **fair ball**.

Swing (compare to pitch)	
Same suit / face card	Foul
Same suit / lower	Ball
Same suit / higher	Connect
Different suit	Strike

Example 1: The pitcher, leads the 7♠. The batter, puts down the Q♥. Strike one!

Example 2: The pitcher leads the 5♠, on which the batter drops the 5♣. Strike two! The pitcher, continues with the 8♠. But this time the batter foul tips with the Q♠. Still strike two.

Example 3: The pitcher, out of spades, switches style and sends the 6♣. The batter drops the 3♣. Ball one! The pitcher throws the 7♥ and the batter tops it with the 9♥. It's a hit! But it's far from a safe one because B still has to get the ball past A's fielders.

Baseball Basics

4 balls is a walk, meaning that the batter goes to first

Baseball Basics

3 strikes is an out.

Baseball Basics

A foul ball counts as a strike, unless there are already two strikes; in this case, the player continues to bat.



Fielding a Hit:

The batter now plays any card to determine how many bases he can run.

- A face card is a *sacrifice* (see *Sacrifices* section).
- A number card means the ball is in play.



The pitcher/fielder plays a card to try to get the hit ball.

- A face card played by the pitcher/fielder gives the batter a home run.
- If a number card is played see **Field placement** below.

Field placement

Subtract the lower card from the higher card (it doesn't matter who played what).

- If the cards are the same suit look at the table below to see where the batter lands.
- If the cards are the same color but different suits multiply the difference by 2 and see the table below.
- If the cards are different colors multiply the difference by 3 and see the table below.

Fielding	
0 – 2	Out
3 – 4	Single
5 – 6	Double
7 – 8	Triple
9 or more	Home run

Example: The batter has just connected with the pitch. He leads the A ♥ and the pitcher counters with the 2 ♦. $2 - 1 = 1$, and then multiply by 2 (same color but different suits). The result is 2 and the batter is out.

Suppose the batter had led the 8 ♦ and the best that the pitcher could reply with was the 6 ♣. $8 - 6 = 2$, and then multiply by 3 (different colors). The result is 6 and the batter is safe on second. A runner on second goes home and one on first moves around to third.

And finally, suppose the batter had led the 6 ♠ and the pitcher/fielder had dropped the 6 ♦. $6 - 6 = 0$ and the batter is out.



Calling for a new ball:

During an inning a pitcher's hand may become full of face cards. Before any pitch the pitcher can choose to "clean up" his hand calling for a new ball. To do this:

- Discard exactly two face cards and show them to the opposing player.
- Draw two new cards from the deck.

There is no limit to how many times the pitcher can do this in succession or during a turn, but it cannot be done between the time a batter has connected and the opponent is fielding the play.

Steal - a runner moving from one base to the next without the batter hitting the ball.

Stealing ▶:



The batter can announce a steal before any pitch, if he has men on base. He announces a steal and plays a face card from his hand.

There are three things the other player can do at this point (see table under “Single Steal 2nd or 3rd base”)

Men can be advanced from first to second or from second to third in this manner.

Stealing home is another and much more difficult proposition. (see table under “Single Steal Home base”)

Example: The player at bat has a man on second base and announces a steal. He leads the K ♥ and the other player counters with the J ♠. The runner stays put on second. After the pitch has passed, the player at bat tries again with the Q ♥ and this time the other player drops the 2 ♥. The man advances to third base.

On the next pitch the player at bat attempts to steal home. He plays the J ♦ and the other player answers with the 7 ♦ and the runner is chased back to third. The player at bat tries again on the next pitch. He plays a Q ♣ and the other player tops it with a J ♠. The man is tagged out.

Multiple Stealing



A player with more than one man on base can go for multiple steals. He announces the steal and plays a face card for each runner, specifying which card belongs to which runner.



The fielder decides which attempt to play first, that one is handled as a normal steal. The other steals have a higher chance of success (see table). **A steal cannot be successful if the next base is already occupied.**

Example: The player at bat has the bases loaded and attempts a triple steal. For the runner at third he plays the K ♥, for the one on second the Q ♥, and for the one on first the Q ♠. The fielder plays first to the steal for home and uses the J ♦. The runner is tagged out. To the steal for third he plays the J ♦ and the runner is forced back to second. To the steal for second he throws off a 5 ♣. The runner on first could advance to second except that the base is still occupied and he scurries back to first.

If the third out is made before a runner steals home, the run does not count.

Table of Steals			
Situation	Pitcher/Fielder		
	<u>Out</u>	<u>Return to base</u>	<u>Success</u>
Single Steal 2 nd or 3 rd base	Same suit face card	Other face card	Number card
Single Steal Home base	Same color face card	Other face card	
Multiple Steal First runner	(same as two above)	(same as two above)	
Subsequent multiple steal 2 nd or 3 rd base	Same suit higher-ranking face card	Other face card	
Subsequent multiple steal Home base	Same suit face card	Other face card	



Sacrifices ▶:

The player at bat can also make a sacrifice to advance his base runners. A sacrifice is attempted after the batter has hit the ball. Instead of leading a number card he leads a face card. If the fielder plays another picture of the same suit, the batter has hit into a double play. If the fielder plays a face card of another suit the sacrifice is a success. The batter is out, but the base runner(s) advance one base. If the fielder has no face card to play, the sacrifice is more than a success. Not only do the base runners advance but the batter is safe at first.

Men can advance from first to second, second to third, or both at the same time by a sacrifice. However, a man on third cannot advance to home on a sacrifice.

Example: *The fielder pitches the 6 ♦ and the batter connects with the 10 ♦. The player at bat, with men on first and third decides, with dubious strategy, on a sacrifice. He leads the Q ♥ and the fielder plays the K ♣. The batter is out but his man on first advances to second. He now has men on second and third. If a double play had resulted, the batter and the man running to second would be out.*

Baseball Basics

A **Sacrifice** is when a hitter deliberately sacrifices his out to advance at least one runner a base.

ADVANCED SITUATIONS

Rules Reminder

Companion Card:
Two cards with the same value and the same color are termed companions.

The remaining seven plays constitute the fine points of the game. With these plays you can add an extra dimension of realism and excitement to the game. These also allow you to create many of the same situations that you would find in a real baseball game.



Catching a Foul ▶: If the batter hits a foul ball the other team has an opportunity to catch this. This can be done by throwing a **companion card** down before the other person draws another card. If done, the batter is out.



Errors ▶: The batter can cause the pitcher/fielder to error. After field placement is determined the batter can play a **companion card** to that played by the fielder which allows him to one more base than he normally would have gone.

Example: pitcher: plays the 7 ♠

batter: responds with 9 ♠

batter: now throws down the 3 ♦ to determine field placement

fielder: responds with 4 ♥

batter: can throw a 4 ♦ (thus creating an error)



Hit by pitcher ▶: If the pitcher leads a 10 or a 9 (but no other number), and the batter plays the **companion card**, he has been hit by the pitched ball and goes to first base.



Double play ▶: When the batter connects with the ball and leads a number card the fielder can, (if there is at least one man on base) carry out a double play by throwing a **companion card**. A double play counts as two outs.

Example: batter: throws a 3 ♣

fielder: throws a 3 ♠ (if man was on base then this is a double play)



Long Flies ▶: If the batter leads a 9 or 10 it is considered a deep drive into outfield. If caught, a man on second can still advance to third, or a man on third can reach home. If the long hit results in a single, a man on second can reach home while a man of first can make third.



Pinch hitters ▶: Batters can be substituted in at any time while the ball is dead (i.e. before a pitch, when the ball is not in motion). Up to three times in a game a player may be substituted for a “pinch hitter.” This is accomplished by announcing a “pinch hitter” followed by drawing two more cards. The player may use any of the eight cards until he has reached base or been stuck out. At that time any two of the player’s cards must be returned.



Relief pitcher ▶: Once during the game the pitcher can call for a replacement pitcher. Before any pitch the player must

1. announce the substitution
2. draw two extra cards

The pitcher may play with eight cards in his hand until the termination of the half of the inning, at which time he discards back to 6 cards. *(A player may not use a relief pitcher until his opponent has made at least two hits in that half inning)*

Baseball Basics

A **foul** is a ball hit by the batter that falls outside of the foul lines between first and third base.

Baseball Basics

An **Error** is a fielding mistake which is officially charged against the fielder.

Baseball Basics

If a batter is hit by a pitcher, either intentionally or accidentally he is entitled to go to 1st base.

Baseball Basics

A **double play** is a fielding play in which two offensive players are called out for one pitch.

Baseball Basics

A **fly ball** is a ball hit into the air. If a fielder catches the ball, it's known as a "fly out".

Baseball Basics

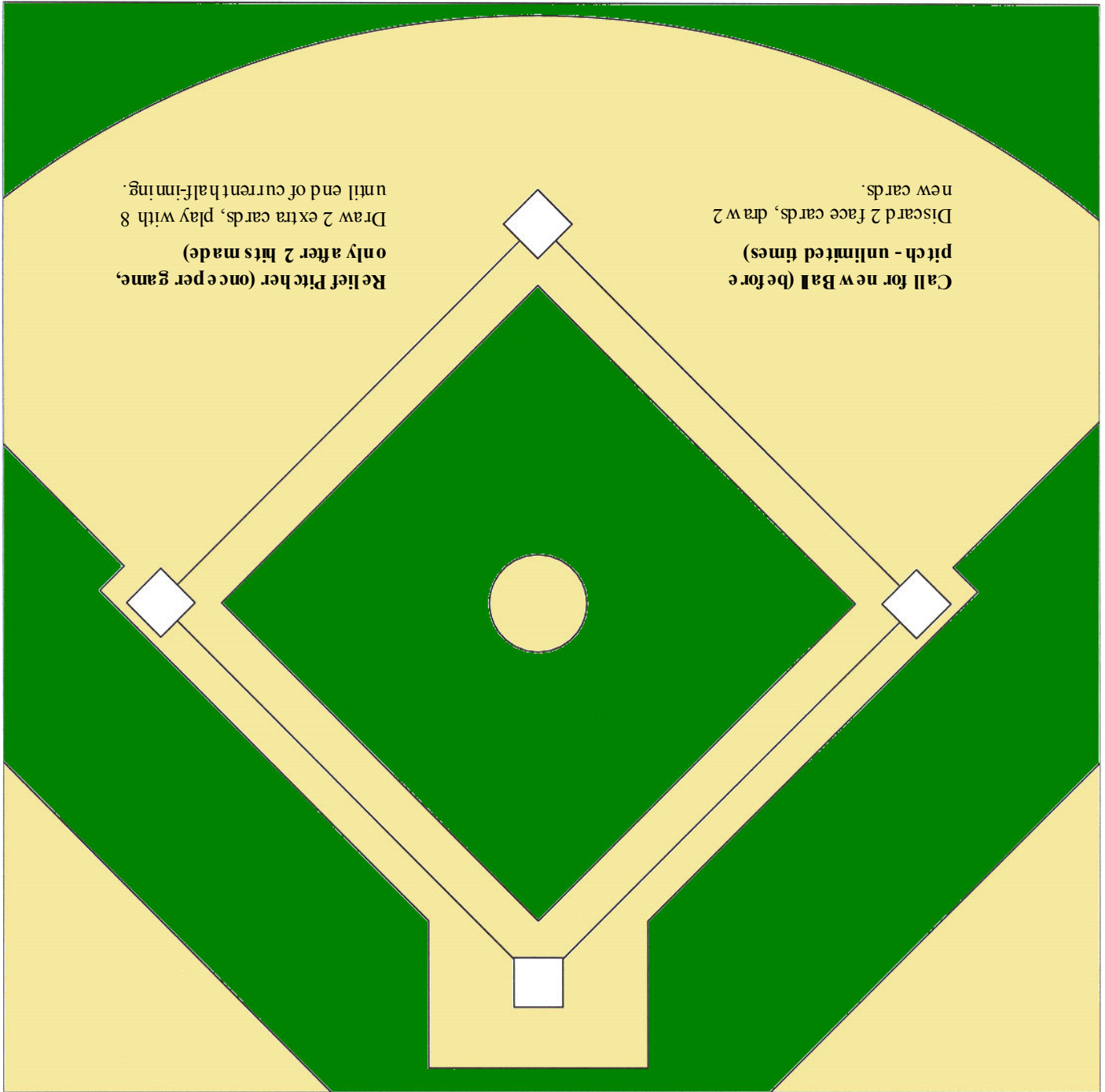
A **pinch hitter** is a substitute hitter who comes into the game to replace another hitter.

Baseball Basics

A **relief pitcher** or reliever is any pitcher who comes in after the starting pitcher.

Playing Board

<p>Other – steal successful</p> <p>9+: home run</p> <p>7-8: triple</p> <p>5-6: double</p> <p>3-4: single</p> <p>0-2: out</p>	<p>Same suit * 1</p> <p>Same color, diff suit * 2</p> <p>Different color * 3</p> <p>and ball in play * modifier</p> <p>Field (difference of field</p>	<p>Other – viable pitch</p> <p>Face card – Ball</p> <p>Pitch</p>	
<p>Face card diff suit – runner back</p> <p>Face card same suit – out</p> <p>Pick-off (compare to steal)</p>			



Swing (compare to pitch)

- Same suit / higher - connect
- Same suit / lower – ball
- Same suit / face card – foul
- Other - strike

Ball Placement

- Face card – pop sacrifice
- Other – ball in play

Steal (before pitch)

- Face card – attempt steal

Pinch Hitter (3 times max)

- Draw 2 extra cards – play with 8 until pinch hitter gets a hit or out. Then discard back down to 6.

Sid Sackson's Card Baseball

Away														
Home														

Used Pinch Hitters

Scoreboard

1 2

Used Pinch Hitters

Out

1 2

Strike

1 2 3

Ball

Top									
Bottom	1	2	3	4	5	6	7	8	9

Inning

Appendix A

The Basics of Baseball

taken from <http://www.howbaseballworks.com>

Baseball is a game played by two teams, with each team having nine innings in which they attempt to score runs. The home team always bats last (the "bottom" of the inning) and the visiting team always bats in the "top" of the inning.

In each inning the batting team sends one player, known as the hitter or batter, in turn, to bat (known as an "at bat"), until three hitters are "out", whilst the pitching team have nine players on the field trying to prevent them scoring. If the scores are tied at the end of nine innings, a tenth is played, and if necessary an eleventh, and a twelfth, and so on (both halves of the extra inning have to be completed before the game is resolved, if both teams score a run in the tenth, then an eleventh is played, etc). There are no ties in Baseball.

A run is scored by a runner reaching first base, then second, third and finally home base. Only one runner is allowed on any one base at any one time.

Each team only has nine players "on the field" at any one time, but are normally made up of twenty five players (the rest are substitutes). A substitute may be brought into the game at any time (whether because of injury, fatigue, or tactical reasons), but once a player is replaced by a substitute then he is not allowed to return to the game.

The Field

The infield is a square, but is known as a "diamond", and has a base (first base, second base, third base and home base) at each corner. Each base is 90 feet away from the next. In the middle of the diamond, 60.5 feet away from home plate is the pitchers mound.

Beyond the diamond is the outfield, which is normally surrounded by a wall, between 325 and 450 feet away from the home plate. There are also two "foul lines" which extend to the wall from the first base and third base lines, and at the end of each foul line where it meets the outside wall, there's a huge "foul pole" to show which long hits are fair and which are foul.

The area between the first and third base lines, and the outfield wall is known as "fair territory".

Scoring Runs

One of the fielding players, known as a "pitcher" stands on the pitching mound and throws the ball to the hitter who stands at home plate. The hitter tries to put the ball into play by hitting it inside the foul lines (the ball must go in front of first or third base and first land inside the foul lines) and then running to first base without being tagged out. He can stop at first base if he wishes, or continue to second, third or home base.

If a hitter stops on a base (becoming a "base runner"), then he can advance again if the next hitter gets a hit or in a variety of other circumstances. Thus any time you see a hitter put the ball into play, you'll not only see him running, but any team-mates on other bases running as well.

If a hitter manages to hit the ball over the outfield wall (a "Home Run") then he, and any other base-runners automatically advance to home base.

Any time a runner manages to reach home base, he scores a run.

Making Outs

The fielding team can get a hitter out in one of several ways:-

Flined Out - If the hitter hits the ball and a fielder catches it without the ball bouncing. A ball doesn't have to be in "fair territory" to be caught - some of the most spectacular plays see fielders catch the ball as they fall into the stands, the dugouts, or at the outfield wall, fielders reaching over the wall and catching a ball and preventing a "home run".

Slightly curiously, if a hitter makes slight contact with the ball and the catcher still manages to snare it (a "foul tip") it doesn't count as a catch, but is simply counted as a strike (which may be the third strike).

Put Out - The fielding side can "put out" a runner by touching him with the ball when he isn't standing on a base. In certain circumstances they don't even have to "tag" the runner - if he's forced to run towards a base because a runner behind his is running towards his, a fielder can simply touch the base whilst holding the ball and the runner is "forced out".

Strike Out - When the pitcher throws the ball, he has to throw it in the "strike zone", or have the hitter swing and miss it. This is a zone above the hitter's knees, below the mid point of his waist and shoulders, and over the "home plate" (which is 17 inches wide). If a pitcher can throw three strikes the hitter is "struck out".

It's also a strike if the hitter swings at a pitch and misses (even if the pitch is outside the zone) or if he hits a "foul ball" (a hit which doesn't go inside the two foul lines). However, a "foul ball" cannot be a third strike.

If a hitter doesn't swing at a pitch, and the pitch isn't in the strike zone then it's known as a "ball". If a hitter receives four balls, then he gets a free "walk" to first base (also known as a "base on balls").

Ending an Inning

An inning comes to an end when the fielding team has got three hitters (or runners) out. The two teams swap over and the fielding team takes their turn to bat, and the hitting team takes their turn to field.

At the end of nine innings, the team with the most runs wins!