

A decorative border of baseballs surrounds the page. The top and bottom borders are horizontal rows of 10 baseballs each. The left and right borders are vertical columns of 10 baseballs each. All baseballs are white with red stitching and are shown from a perspective that makes them look like they are floating or arranged in a frame.

LET'S PLAY (*tabletop*) DICE BASEBALL!

Tabletop dice baseball is a simulated baseball game that can be played with nothing more than a pair of dice, a pencil, and a piece of paper. Each combination of rolled dice represents a play (an out, a single, a home run, a strikeout, etc.). You use the paper and pencil to record what happens, and in about 15-30 minutes you've simulated a complete baseball game!

HOW TO USE THE TABLETOP DICE BASEBALL PRINTABLES

The tabletop dice baseball scorecard can be printed out on a simple 8.5×11 sheet of paper. You can print one out for each game and write on it with pen or pencil, or you can laminate it (or use a sheet protector) and make it reusable by writing on it with a dry erase marker.

The second page of the printable includes little baseballs (red, blue, black, and gray are provided) that you can use to represent players on the scorecard. This makes the game visual, easy to track, and fun. You line up these players next to the scorecard. They're meant to go in order 1-9 for simplicity sake, but you can mix up the batting order if you'd like.

A decorative border of baseballs surrounds the text. The baseballs are arranged in a grid-like pattern, with some overlapping. They are drawn in a simple, stylized manner with orange stitching on a white background.

THE RULES OF TABLETOP DICE BASEBALL

Tabletop dice baseball can be played solo or against another player. The rules work similar to a real baseball game. Each team has nine batters, and you play nine innings (though the scorecard includes a 10th inning should the game be tied at the end of the ninth inning). You have three outs per half inning. The scorecard includes a box score so you can easily keep track of who's winning.

This particular version of dice baseball doesn't include balls and strikes. There are versions that do include balls and strikes, but that unnecessarily slows down the game and doesn't meaningfully change the outcome of the simulated game.

HOW TO INTERPRET AND SCORE THE DICE COMBINATIONS

The scorecard has the dice roll combinations printed on the card so you know exactly how to score each turn. For each at-bat, place one of the baseballs (that represent players), on home plate on the scorecard. Then roll each die. The results of the die will tell you what happened during that plate appearance. There's only one die roll for each player.

- 1/1 home run
 - 1/2 double
 - 1/3 single
 - 1/4 pop out
 - 1/5 ground out*
 - 1/6 strikeout
 - 2/2 single
 - 2/3 pop out
 - 2/4 ground out
 - 2/5 strikeout
 - 2/6 ground out
 - 3/3 single
 - 3/4 strikeout
 - 3/5 ground out
 - 3/6 fly out
 - 4/4 walk
 - 4/5 fly out
 - 4/6 fly out
 - 5/5 base on error
 - 5/6 single
 - 6/6 triple
- * double play if a force available

You always read the die with the lowest number first. So, if you rolled a 6 and a 2, you would look on the scorecard for a roll combination of 2-6 (the lower number comes first), which would be a ground out. If you look at the scorecard, it forces you to always do the lower number first anyway. You can't even find a 5-3 combination, for example.

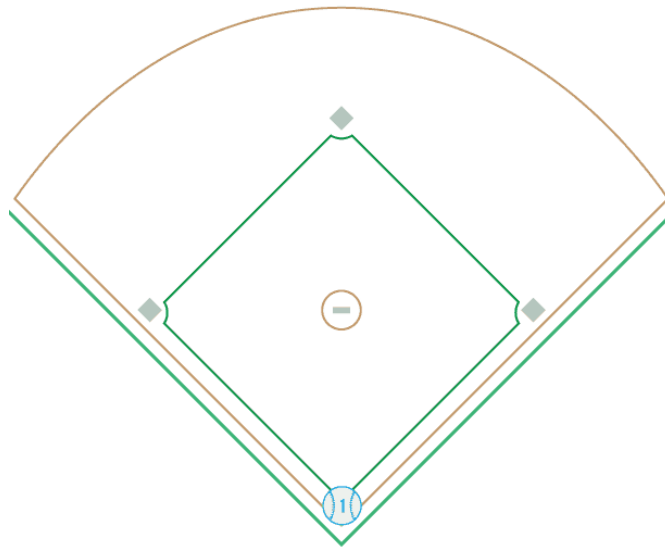
A decorative border of baseballs surrounds the page. The top and bottom borders consist of a single row of 10 baseballs each. The left and right borders consist of a vertical column of 10 baseballs each. The baseballs are drawn in a simple, stylized manner with red stitching on a white background.

OTHER RULES TO REMEMBER

- Write the team names in the spaces provided in the box score section at the top of the scorecard.
- The visiting team bats first.
- If a player gets out, move the ball that represents the player to the back of the lineup.
- Record each out on the scorecard by filling in an out bubble.
- If a player gets a base hit (single, double, triple, or home run), move the player to the appropriate base on the scorecard.
- There are no stolen bases or extra baserunning. The only way a player can advance is through a force (ex: if a player is already on first base, and the player at-bat hits a single, the player on first advances to second base, and the batter moves to first.)
- Singles, doubles, triples, and home runs count as hits on the box score. Walks and errors do not, even though they result in the player advancing to first base.
- Errors are recorded against the team not currently at bat.
- Record each hit, run, and error with a tally mark in the appropriate section in the box score at the top of the scorecard.
- At the conclusion of each half inning, record the number of runs in that half inning for the team on the box score at the top of the scorecard. (ex: If the home team had 3 runs in the fifth inning, you would write a 3 in the bottom box under inning 5).
- After nine innings, the team with the most runs wins. If the game is tied, play the 10th inning, or until there is a clear winner.
- If the home team is in the lead after the visiting team completes the top half of the ninth inning, the home team does not have to play the bottom half of the ninth inning and the game is over.

HOW TO PLAY

- To get started, each player writes their team name on the scorecard. The visiting team in this example is the Blue Devils, and the home team is the Unicorns (you can tell I play this game with daughters). Each player lines up their baseballs (representing players), next to the scorecard.
- The visiting team goes first and puts their first player (#1) at home plate and rolls both dice.



- The first roll results in a 5 and a 2.
- Because you read the roll with the lowest number first, it would be a 2/5 combination. Looking at the scorecard, that results in a strikeout. That's the first of three outs in the inning. The visiting team fills in the first out bubble on the scorecard.

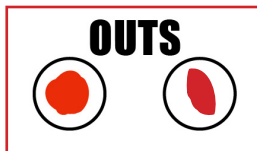
OUTS



- And the visiting team moves player #1 to the back of their lineup next to the scorecard.



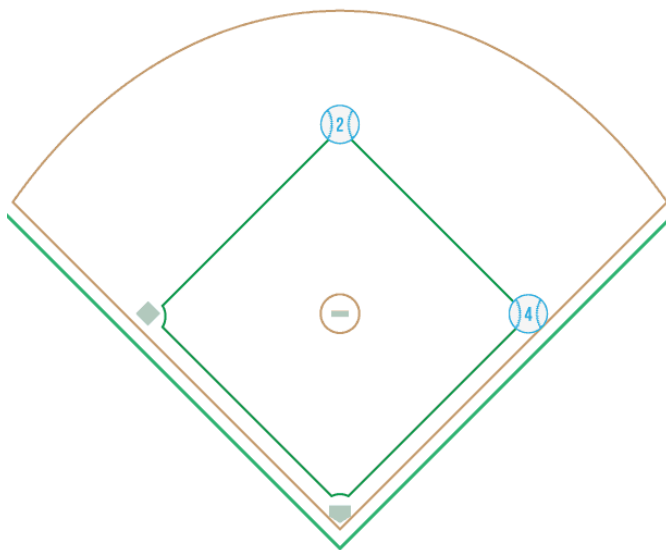
- Now the third batter (#3) is up and placed at home plate. This roll results in a 3/6, which is a flyout.
- That's out number two. The second out bubble is filled in on the scorecard.



- Batter #3 moves to the back of the lineup. Leave a gap between batter #1 and batter #3 in the lineup. Batter #2 will return here once he gets out, scores a run, or once the inning is over.



- Batter four (#4) comes to home plate and rolls a 5/5, which results in a base on error. That means batter #4 advances to first base, and batter #2, who was on first base, advances to second base.

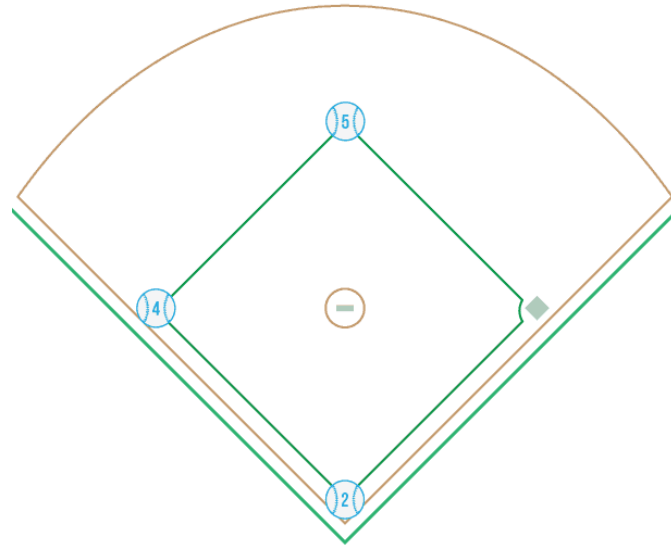


- A tally mark is added to the error column for the home team on the box score.

TEAMS	1	2	3	4	5	6	7	8	9	10	R	H	E
The Bobcats												1	
Tigerlilies													1

- Batter five (#5) comes to home plate and rolls a 1/2, a double.

- That means batters #2 and #4 who were on second and first base respectively, have to advance two bases each. That moves batter #2 home (scoring a run), batter #4 to third base, and batter #5 to second base.



- Another tally is recorded in the hits column for the visiting team, as well as a tally in the runs column for the visiting team. The score is now 1-0 in favor of the visiting team.

TEAMS	1	2	3	4	5	6	7	8	9	10	R	H	E
The Bobcats											1	1	
Tigerlilies													1

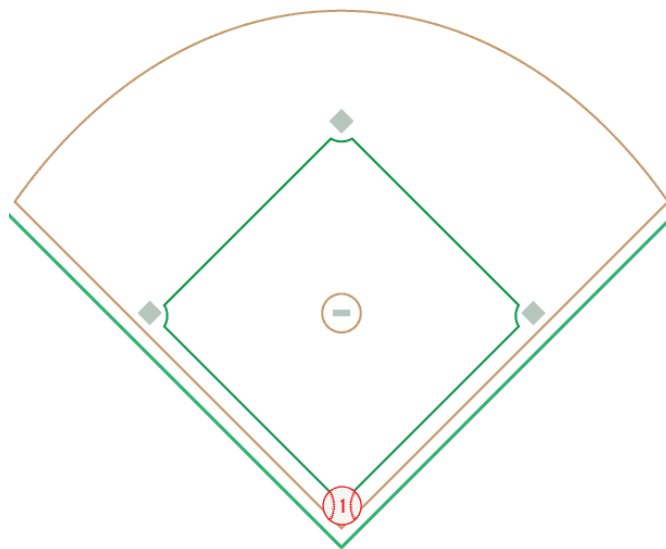
- Batter six (#6) comes to the plate. The dice roll combination results in a 4/5, which is a fly out.
- This is the third out. The half inning is now over and so is the visiting team's turn. The visiting team moves all players off the field and places them back in their appropriate places in the lineup. This means batter #7 will be first up to bat for the visiting team in the second inning.



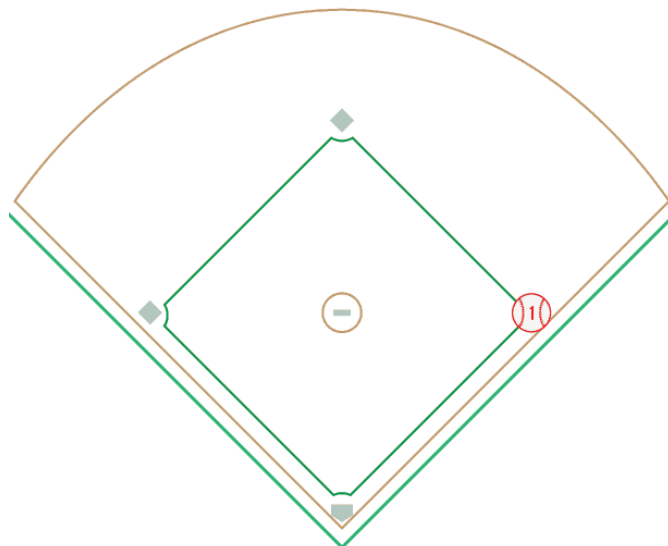
- The marks in the two out bubbles are erased on the scorecard, and a 1 is placed under inning one on the box score for the visiting team.

TEAMS	1	2	3	4	5	6	7	8	9	10	R	H	E
The Bobcats	1										1	2	
Tigerlilies													1

- Now it's time for the home team to take the field for the bottom half of the first inning.
- Player one (#1) for the home team comes to home plate.



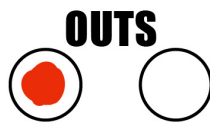
- The dice are rolled and result in a 2/2 combination, a single.
- Player #1 advances to first base.



- A tally mark goes in the hits column for the home team.

TEAMS	1	2	3	4	5	6	7	8	9	10	R	H	E
The Bobcats													
Tigerlilies													

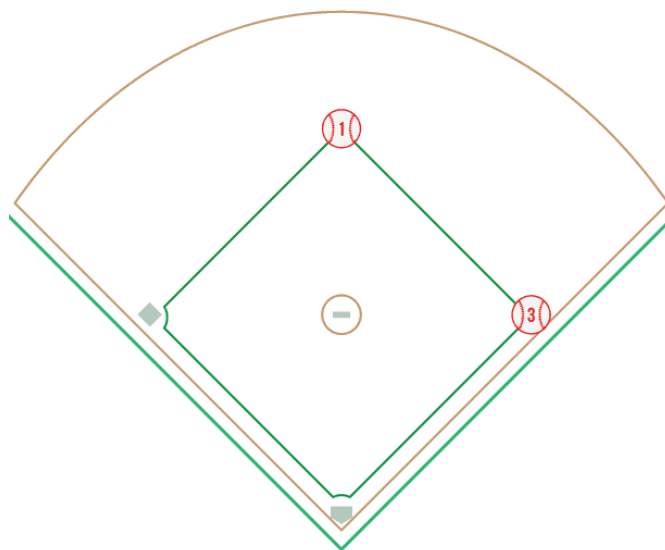
- Player two (#2) comes to home plate and the dice roll ends up as a 1/4, a pop out.
- That's the first out, so the first out bubble is filled in on the scorecard.



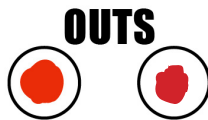
- Player #2 goes to the back of the lineup next to the scorecard.



- Player three (#3) comes to home plate and the dice roll is a 4/4, a walk.
- This forces player #1 (who was on first base) to move to second base, and player #3 advances to first base. Even though player #3 advanced to first base, a walk does not count as a hit, so no tally mark is added to the hits column in the box score.



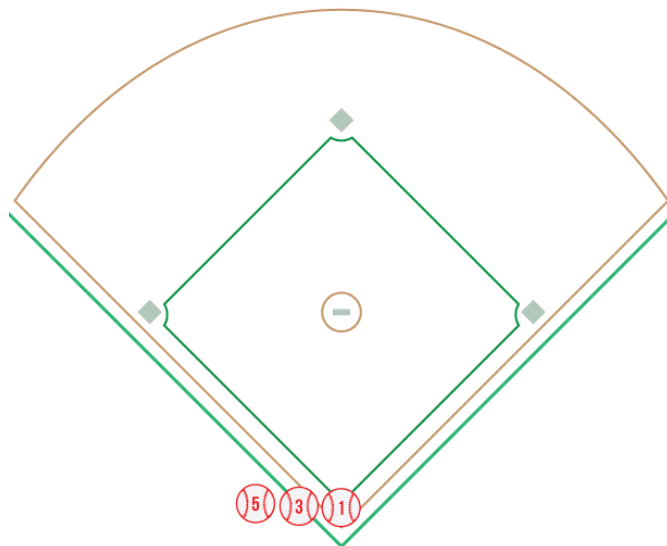
- Player four (#4) comes to the plate and rolls a 2/4, a ground out.
- That's out number two, so the second outs bubble is filled in.



- Player #4 goes to the back of the lineup next to the scorecard.



- Player five (#5) comes to the plate and rolls a 1/1, a home run!
- This drives player #1 and player #4 home, and player #5 rounds all the bases too. That's three runs on the home run.



- So three tally marks are added to the runs column for the home team, and a tally mark is added to the hits column for the home run.

TEAMS	1	2	3	4	5	6	7	8	9	10	R	H	E
The Bobcats													
Tigerlilies													

- Players 1, 4, and 5 are returned to their proper places in the lineup. The scorecard now has no players on it.

- Player six (#6) comes to the plate and rolls a 1/6, a strikeout.
- This is the third out. The inning is over. Player #6 returns to the proper place in the lineup.



- A 3 is written under inning 1 for the home team in the box score at the top of the scorecard. That's the first out, so the first out bubble is filled in on the scorecard.

TEAMS	1	2	3	4	5	6	7	8	9	10	R	H	E
The Bobcats	1												
Tigerlilies	3												

- From here, the game continues in similar fashion for the remaining eight innings.
- The game moves fast and the final scores are honestly fairly realistic (though the games usually end up with more hits than in real baseball). Like actual baseball, tabletop dice baseball often has long stretches of lots of outs and little action, but then you'll often see an inning where your offense explodes and you tally a bunch of runs. That's when the game gets fun (or frustrating, depending on if it's your team scoring or getting scored on).

Now...

PLAY BALL!

LET'S PLAY *(tabletop)* BALL!

TEAMS	1	2	3	4	5	6	7	8	9	10	R	H	E

OUTS



DICE SCORING

1/1 home run
 1/2 double
 1/3 single
 1/4 pop-out
 1/5 ground out*
 1/6 strikeout

2/2 single
 2/3 pop-out
 2/4 ground out
 2/5 strikeout
 2/6 ground out

3/3 single
 3/4 strikeout
 3/5 ground out
 3/6 fly out

4/4 walk
 4/5 fly out
 4/6 fly out

5/5 base on error
 5/6 single
 6/6 triple

**double play if a force available*

