

How to play

You need: two dice, a pencil and a few coins or buttons for runners and outs.

- 1 PICK SIDES.** The away team bats first. Write your team names on the AWAY and HOME lines of the line score.
- 2 ROLL BOTH DICE.** Find your roll on the chart and do what it says.
- 3 RUN THE BASES.** The corners of the diamond are the bases. Use a coin or button for each runner.
- 4 COUNT THE OUTS.** Put a piece on circle 1, then circle 2. The third out ends the half-inning: clear the bases and switch sides.
- 5 SCORE RUNS.** Every runner who crosses home plate is a run. Write each inning's runs in the line score.
- 6 PLAY NINE INNINGS.** Most runs wins. Tied? Keep playing extra innings until one side leads after a full inning.

What each roll does

SINGLE. Batter to first. Every runner moves up one base.

DOUBLE. Batter to second. Every runner moves up two.

TRIPLE. Batter to third. Every runner scores.

HOME RUN. The batter and every runner score.

WALK. Batter to first. Runners move up only if pushed.

STRIKE OUT, GROUND OUT, FLY OUT, POP OUT. One out. Runners stay put.

SACRIFICE FLY. One out. A runner on third scores (not on the third out).

DOUBLE PLAY. Two outs if a runner is on base: the batter and your lead runner. Otherwise one out.

STEAL. Every runner moves up one base. Bases empty? It's a dropped third strike: the batter takes first.

PICK-OFF. Your lead runner is out. No runner? Roll again.

BLUE rolls are hits. Everything else is black.

Kids against parents? Or play solo and chase your best score.



BOX SCORE BRAINS

DICE BASEBALL

ROLL TWO DICE · FIND YOUR ROLL · PLAY BALL

HOME RUN



DOUBLE



FLY OUT



WALK



POP OUT



SINGLE



DOUBLE PLAY



GROUND OUT



STRIKE OUT



SINGLE



STRIKE OUT



WALK



TRIPLE



GROUND OUT



FLY OUT



STEAL



POP OUT



PICK-OFF



DOUBLE



SACRIFICE FLY



HOME RUN



INNING	1	2	3	4	5	6	7	8	9	R
AWAY										
HOME										

OUTS

