# **GAME INSTRUCTIONS**



### Object of the Game

Score more runs than your opponent by the end of the last inning.

#### Overview

Pizza Box Baseball is played per the rules of baseball. One player plays for the visiting team (Visitor). The other player plays for the home team (Home). Each game round is called an inning. Each player gets 3 outs per inning. During the first half (or "top") of the inning, Visitor hits and Home pitches. During the second half (or "bottom") of the inning, Home hits and Visitor pitches.

Baseball is played as a series of hitter vs. pitcher turns called at-bats. Rather than determine the result of every pitch, play in Pizza Box Baseball focuses on the result of each of these at-bats.

Players battle to gain an advantage for their team by playing either a black or white strategy card during each at-bat. The colors played determine which player, if any, has gained the advantage.

Players draw result cards to determine each atbat's effect on outs, runners and runs scored. There are 3 types of result cards:

(1) HITTER ADVANTAGE

(2) NO ADVANTAGE

(3) PITCHER ADVANTAGE



The hitting team tries to advance runners around the base paths counterclockwise to score runs. The pitching team tries to prevent this.

Players use pegs and the game board to track outs, runners, hits and runs scored. Players track team scores using either the scoreboard markers and/or game results on the score sheet.

#### **Game Levels**

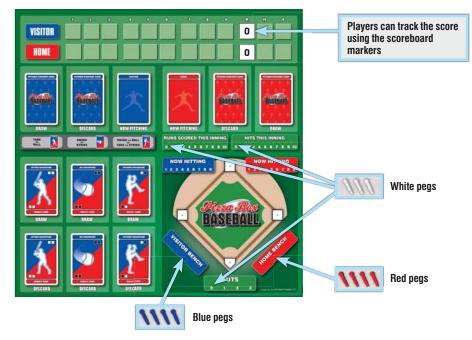
Level 1 - A-Ball	1 – 5
Level 2 - AA-Ball	1 – 7
Level 3 - AAA-Ball	1 – 8
Level 4 - Pro-Ball	1 – 10
Rules for 3-6 players	11
League and Championship Series Options	12

## **RULES FOR LEVEL 1 (A-BALL)**

These game instructions are divided into sections by strategy levels (1-4). The basic game level (Level 1) is called A-Ball. As you decide to add more strategy to your game, read on and learn how to steal, bunt, pitchout, keep pitches to use in subsequent innings, and more!

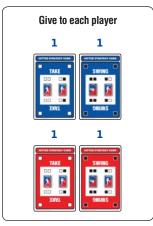
## Setting up the Game

1. Unfold game board and place pegs where shown. Put aside any unused green or white pegs.



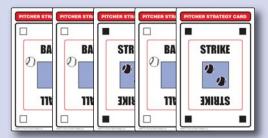
2. Sort the cards as shown. Shuffle any cards placed on the game board.







# **Pitcher Strategy Cards**



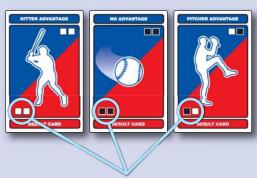
Each team's Pitcher Strategy Deck is made of 15 white (BALL) cards and 10 black (STRIKE) cards.

# **Hitter Strategy Cards**



The hitter always tries to match the color of the pitcher's strategy.

#### **Result Cards**



Compare the hitter's vs. pitcher's strategy

Matching the pitcher's white strategy improves the hitter's chances of getting on base by about 50% over matching the pitcher's black strategy

#### **HOW TO PLAY**

Pizza Box Baseball™ plays out the battle between the pitcher and the hitter, called an at-bat. The hitter tries to get on base, and the pitcher tries to get the hitter out.

The pitcher may choose only one strategy card per at-bat. The pitcher has 2 main strategies to try to get the hitter out, which are color-coded:

- The pitcher uses the white (BALL) strategy to get the hitter out by throwing pitches outside the strike zone.
- The pitcher uses the black (STRIKE) strategy to get the hitter out by throwing pitches inside the strike zone.

On average, the pitcher's black (STRIKE) cards get hitters out more often than white (BALL) cards. The pitcher usually begins an inning with more white cards than black cards.

The hitter also chooses one strategy per at-bat. The hitter has 2 main (color-coded) strategies to try to get on base:

- The hitter uses the white (TAKE) strategy to get an advantage against the pitcher's white (BALL) strategy. The hitter tries to gain the advantage by waiting patiently during the at-bat for a good pitch to hit.
- The hitter uses the black (SWING) strategy to get the best results against the pitcher's black (STRIKE) strategy. The hitter swings aggressively at pitches to keep from falling behind against strikes.

The hitter can get hits with both the white (TAKE) and the black (SWING) strategies, but it is very rare to get a walk using the black strategy.

Players each select a strategy card, compare colors, and then draw a result card from the appropriate result deck.

# **Reading Result Cards**

There are 3 result card formats (shown below). Some cards are split. In A-Ball, players only read the white section of the card. Shaded sections are used in other game levels.

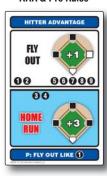
Main Area Always in White



Pitcher Bar used in Pro Rules



Blue Area used in AAA & Pro Rules



In A-Ball (and AA-Ball), read all of the examples above as a FLY OUT for the hitter.

Result cards also show how to advance runners on base. Runners occupying black-shaded bases (before the ball is hit) advance the number of bases indicated on the card (None, +1, +2, +3). Runners occupying white bases before the ball is hit do not advance.

# Getting Started: Choosing Visitor and Home Teams

Once the game is set up, the younger player (Player 1) takes the red Pitcher Strategy deck and chooses any white (BALL) strategy card or black (STRIKE) strategy card from the deck. This card is placed face down on the table. The older player (Player 2) then must say either "white" (TAKE) or "black" (SWING) out loud. Based on each player's selection, teams are assigned as follows:

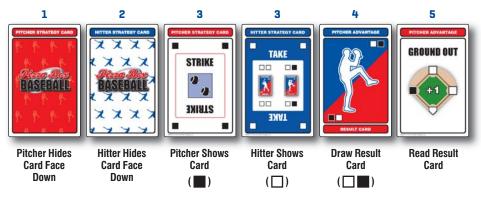
- If Player 1 and Player 2's colors match, then Player 2 is Home and Player 1 is Visitor.
- If Player 1 and Player 2's colors do not match, Player 1 is Home and Player 2 is Visitor

A standard game of baseball plays for 9 innings. After Visitor has hit in the 9th inning, if Home has the higher score, Home wins (see "Ending the Game, p. 5).

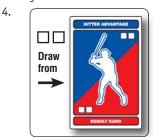
## Getting Started: Play Ball!

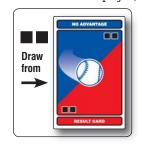
To begin the first inning, Visitor is the hitter and Home is the pitcher. The pitcher draws 5 Pitcher Strategy cards to make a hand. The hitter takes the white (TAKE) and black (SWING) Hitter Strategy cards. Players follow the sequence shown below.

### At-Bat Play Sequence



- 1. The pitcher selects a white (BALL) or black (STRIKE) Pitcher Strategy card from in the hand and places it face down on the table.
- 2. The hitter plays a white (TAKE) or black (SWING) card face down.
- 3. Players turn over their cards. Based on the 2 colors played, draw a result card for the at-bat:







Based on the result card drawn, players move pegs to track the outs, runners, runs scored and hits on the game board. Place the result card in its matching discard pile.

The pitcher and hitter prepare for the next at-bat. Used Pitcher Strategy cards remain face up in front of the pitching player until the end of the inning. The pitcher does not draw any new Pitcher Strategy cards until all cards have been played from the pitcher's hand.

After the third out, the pitcher places the used Pitcher Strategy cards and the ones left in the pitcher's hand in the discard pile.

#### Sample Result Cards

A result card will determine whether the hitter gets on base or makes an out (or 2 outs) for the player's team. The following are possible results:

#### HITS

**SINGLE** - Hitter advances to first base. Runners advance +1 or +2 bases as shown on the card.

**DOUBLE** - Hitter advances to second base. Runners advance +2 or +3 bases as shown on the card.

TRIPLE - Hitter advances to third base. All runners score.

**HOME RUN** - Hitter and all runners score.

#### OUTS

**STRIKEOUT** - Hitter is out. No runners advance.

FLY OUT - Hitter is out. Runners advance only as shown on card. With 2 out, no runners may advance.

**GROUND OUT** - Hitter is out. Runners advance only as shown on the card. A runner on first base who does not advance is replaced on base by the hitter. With 2 out, no runners may advance.

DOUBLE PLAY - Hitter is out. Runner on first is out. With no runner on first, only 1 out is recorded (not 2). Other runners advance only as shown. If after the outs are recorded the team has reached 3 outs no runs may score (see examples next page).

## **OTHER**

ERROR - Hitter is safe at first base. Runners advance +1 or +2 bases as shown on the card.

WALK - Hitter advances to first base. Runner on first base advances to second. Runner on second base does not advance to third unless runner on first base advanced to second. Runner on third base does not advance to home plate unless runner on second base also advanced to third (see Examples below).

WALK EXAMPLE 1: Hitter Advances to 1st Base, Runners not forced to advance may not advance.





WALK EXAMPLE 2: Hitter Advances to 1st Base. Runner on 1st Base is forced to 2nd base.

**Before** 





After

#### Sample Result Card with Less Than 2 Out



Hitter is out. Runners advance +1. Runner on 3rd base scores.





After

## Sample Result Cards with 2 Out



Hitter is 3rd out. Runners do not advance +1. Run does not score.





Before

After



Hitter advances to 1st Base. Runner on 1st Base advances +2 (with 2 out).





Before

After

## Double Play Examples with 1 Out



Hitter is out. Runners advance +1. Runner on 3rd base scores.





Refore

After

Hitter and runner on 1st are out. Inning is over. No runners advance +1 or score.





Getting on Base and Advancing to Score Runs

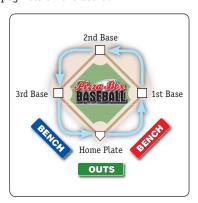
Players use the game board and pegs to track runners. If a hitter does not make an out, then the hitter becomes a runner on base. For example, a hitter for Visitor who gets a single will become a runner on first base. Place a blue peg in the first base peg hole on the board.

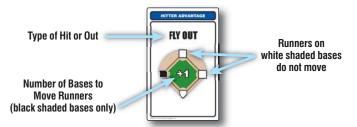
To score a run, hitting team runners must move a minimum of 4 total bases (returning to home plate). Runners may not score runs on at-bats when the hitting team also records its 3rd out in the inning.

# Moving Runners Already on the Game Board

Runners advance counter-clockwise on the game board. Runners start by moving from home plate to first base (right side of the diamond).

For at-bats when runners are already on base, players refer to the result card to determine how to advance them. Runners on black-shaded bases (before the card is drawn) advance the number of bases indicated on the card (None, +1, +2, +3). Runners occupying white shaded bases before the card is drawn do not advance.



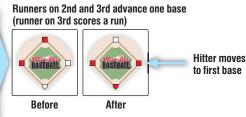


Players should always move the existing runners prior to moving the hitter. On a walk, only advance runners as needed to add the hitter to first base (see examples on page 3).

Once the runners (if any) have been moved, the hitter will become a new runner and move: 1 base (to first base) on a single, walk or error; 2 bases on a double, 3 bases on a triple and 4 bases on a home run.

Example for Advancing the Hitter and Runners





Runners return to the bench once (a) they make an out as the result of a double play; (b) they advance to home plate and score a run for the hitting team or (c) the hitting team records its 3rd out in the inning.

#### Making Outs

When a hitter makes an out, move the white Out peg to the next highest number in the Outs section of the game board. On a double play, both the hitter and runner on first base (if any) will be out (see examples, left). Once a hitting team makes its third out, its turn at hitting is over for the inning.

## Continuing the Inning

As described earlier, the pitcher begins the inning by drawing 5 Pitcher Strategy cards. The pitcher plays one strategy card per hitter. The pitcher does not draw additional cards until all cards have been played. At the end of the inning, the pitcher discards all cards drawn during the inning (whether these cards have been played or not). The pitching player will then switch to become the hitting player and begin using the Hitter Strategy cards for the inning.

The hitter cannot run out of cards. The hitter may always choose either the white (TAKE) or the black (SWING) Hitter Strategy card. At the end of the inning the hitter will put aside the Hitter Strategy cards and switch to the role of the pitcher, drawing 5 Pitcher Strategy cards.

## When the Pitching Player Runs Out of Cards

If the pitcher runs out of cards before the inning is over, the player must draw 3 additional cards (called "dig deep" cards) to continue the inning. If the pitcher runs out of the 3 "dig deep" cards, the pitcher may only continue the inning by drawing 1 card per new hitter.

## **Methods for Keeping Score**

After hitting in each inning, players use one of the numbered scoreboard markers to fill in the number of runs their team scored that inning in the team's numbered inning box on the scoreboard section of the game board. The team's total number of runs is tracked in the "R" column. Players may also track their team's total hits in the "H" column and total errors in the "E" column.

Sample Scoreboard for a Game in Progress



Some players may prefer to keep track of each team's total score by using only a single scoreboard marker placed in the "R" column or in front of each player. Use a coin or other marker to track the inning.

#### After 3 innings: Shuffling the Pitcher Strategy Cards

Once the 3rd inning is completed, players will reshuffle their 25 Pitcher Strategy cards and create new draw piles to use for the next 3 innings.

# After 6 innings: Shuffling the Pitcher Strategy Cards and Result Cards

Once the 6th inning is completed, players will reshuffle their 25 Pitcher Strategy cards and reset each of the 3 result decks by reshuffling all of the result cards in each deck.

#### **Ending the Game**

The winner is the player who has scored the most runs at the end of the last inning. If after completing their turn to hit in the last inning Visitor scored fewer runs than Home, Home wins the game immediately. Otherwise, Home takes their turn to hit in the last inning.

If the score is tied after the last inning, play continues for an extra inning. Players reshuffle their Pitcher Strategy cards after the 9th inning (and after each 3 innings thereafter, if needed).

Extra innings continue to be played until either Visitor or Home has scored more runs than the other in the extra inning. The team that scores more runs in the last extra inning played is the winner.

Home Wins the Game: 6 to 5



### Using the (Optional) Score Sheets

We've included score sheets that you can use to track the results of your game, hitter by hitter.



Place results by hitter into the boxes provided. Inning columns help track the game progress. Pitcher lines allow for players to track result totals by pitcher.

You may use any scorekeeping notation you prefer. Below you can see the notation we used as kids, developed by our uncle.

S	-	SINGLE	0	-	OUT
2	-	DOUBLE	K	-	STRIKEOUT
3	-	TRIPLE	DP	_	DOUBLE PLAY
4	-	HOME RUN	FC	-	FIELDER'S CHOICE
W	-	WALK	SF	-	SACRIFICE FLY
Ε	_	ERROR	SAC	_	SACRIFICE BUNT

When a runner scores, add a dot to the bottom left of the box for that runner's result ( S = hitter singled to get on base, scored during the inning).



When a hitter knocks in runs (called RBI), add a vertical dash to the upper right of that hitter's result ( 2" = hitter doubled to get on base, knocking in 2 runs. Hitter did not score during the inning.).



A two-run home run example: mark 4" for the hitter, showing a run scored and 2 RBI. Mark a run by adding a dot (.) to the bottom left of the box for the runner who also scored on the hit.



When a runner makes an out after first being on base, draw a line through the result in the runner's box (e.g., ) to indicate the out.



#### New Cards Used in Level 2 (AA-Ball)

Baserunning Result Deck STEAL and BUNT Hitter Strategy Cards







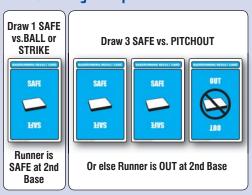
## **Level 2 Pitching Examples**

**Example 1:** The pitcher starts the inning with 5 cards. After 3 hitters, the inning is over. The pitcher has 2 cards left over. The pitcher may keep 0, 1 or 2 of these cards to use in the next inning. If the pitcher keeps 1 card, then the pitcher will begin the next inning with 6 cards (5 new cards, plus the one kept from the previous inning).

**Example 2:** The pitcher starts the inning with 5 cards. After 5 hitters, the inning is not yet over. The pitcher draws 3 "dig deep" cards to continue the inning. After the 6th hitter, the inning is over. The pitcher holds 2 cards. The pitcher may not keep these cards to use in the next inning. The pitcher will begin the next inning with the usual 5 cards.

**Example 3:** The pitcher starts the inning with 6 cards, having kept one from the previous inning. After 3 hitters, the inning is over. The pitcher may keep 0, 1 or 2 of these 3 cards to use in the next inning. If the pitcher keeps 2 cards, then the pitcher will begin the next inning with 7 cards (5 new cards, plus the two kept from the previous inning).

#### Base Stealing Examples



**NOTE:** If the runner's out is the third out of the inning, the inning is over. Do not draw a result card for the hitter. If tracking each hitter number, do not advance the team's Now Hitting pea.

## ADDITIONAL RULES FOR LEVEL 2 (AA-BALL)

# Setup for Level 2

To set up for Level 2, set up the game for Level 1. Also give the STEAL and BUNT Hitter Strategy cards to each player. Shuffle the BASERUNNING result cards and place these cards off the game board to the left of the HITTER ADVANTAGE deck. More Level 2 rules are described below.

#### New Cards Used in Level 2 (AA-Ball)

10 BASERUNNING result cards, STEAL and BUNT Hitter Strategy cards (see examples on left)

## Changes to Level 2 Pitching Rules

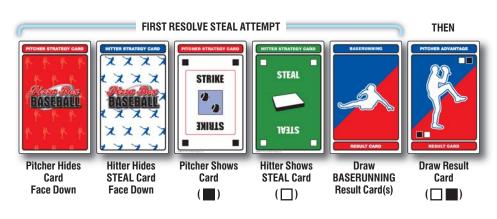
As long as the pitcher has not drawn additional "dig deep" cards during the inning, the pitcher may keep cards (up to 2) to use in the next inning (see examples on left).

### Added Strategy for Hitters: STEAL and BUNT

When ready, players may add the 2 optional Hitter Strategy cards (STEAL, BUNT) to their game. When appropriate, the hitter may hide 1 of the 4 Hitter Strategy cards face down on the table: SWING, TAKE, STEAL or BUNT. Next, the pitcher, then the hitter reveal their cards. If the hitting player selected the STEAL strategy, the player must draw from the BASERUNNING result cards before drawing a result for the hitter.

#### **STEAL**

The STEAL strategy is a white strategy. STEAL first attempts to move the runner on 1st base to an unoccupied 2nd base before determining a result for the hitter. If the STEAL does not succeed, the hitter records an out and returns the runner to the bench before drawing a result card.



#### STEAL: Determining the Runner's Result

To determine a baserunning result for a STEAL attempt, use the 10-card BASERUNNING result deck (containing 7 SAFE cards and 3 OUT cards). The stealing player must beware of a PITCHOUT by the pitching team (described below). A PITCHOUT will require the stealing player to draw more SAFE cards.

To successfully move the runner to 2nd base, the hitting player must draw all SAFE cards and no OUT cards (see examples on left).

- To steal 2nd base vs. BALL or STRIKE Draw 1 SAFE card and no OUT cards.
- To steal 2nd base vs. PITCHOUT Draw 3 SAFE cards and no OUT cards.

If the runner is SAFE, place the runner's peg at 2nd base. Continue to determine the hitter's result, as described below. If the runner is OUT, place the runner's peg in the bench area and advance the Out peg by 1. Continue to determine the hitter's result only if the Out peg has not reached Out 3. After drawing the runner's result, reshuffle the BASERUNNING result deck.

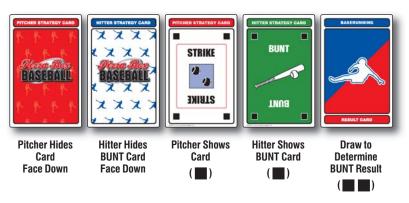
# STEAL: Determining the Hitter's Result

The STEAL strategy is a white strategy for the hitter (like TAKE). Once the baserunning result is determined as safe or out, the hitter will draw from the appropriate result deck as follows:

- If the pitcher's strategy is white (BALL) or PITCHOUT, draw from the HITTER ADVANTAGE deck
- If the pitcher's strategy is black (STRIKE), draw from the PITCHER ADVANTAGE deck.

#### RIINT

The BUNT strategy is a black strategy. It may not be used when there is a runner on 3rd base. The BUNT card will attempt to move runners on 1st base and/or 2nd base forward one base on the basepaths (+1). The hitter will only be safe on an error. Otherwise the hitter will be out.



BUNT results are read differently than the normal white (TAKE) and black (SWING) results. See the sidebar to see how to determine the results for a BUNT.

# **Translating BUNT Results**

Draw the BUNT result as described below:

- If the pitcher's strategy is white (BALL), draw from the PITCHER ADVANTAGE deck.
- If the pitcher's strategy is black (STRIKE), draw from the NO ADVANTAGE deck.
- If the pitcher's strategy is PITCHOUT, draw from the HITTER ADVANTAGE deck.

On a BUNT play, the following results are the same as a normal play. They will advance the hitter and all runners as shown on the result card.

• Double Play, Error.

The following results will advance a runner on 1st and/or 2nd one base (+1). A runner on 3rd base will not advance. The hitter will be out.

- Walk, Single, Double, Triple, Home Run, Ground Out The following results will not advance any runners, and the hitter is out:
- Fly Out, Strikeout

**NOTE:** In Pro Game Options, read a pitcher's BUNT results like BUNT results for the #2 hitter.

# ADDED STRATEGY FOR PITCHERS: PITCHOUT

The PITCHOUT is a pitcher strategy designed to make it harder for a runner to steal 2nd base. In baseball, the pitchout is thrown so that the hitter may not even swing at the ball. Therefore, the PITCHOUT strategy will create a HITTER ADVANTAGE opportunity against any Hitter Strategy card played.

To call a PITCHOUT the pitching player must place a white (BALL) strategy card face down on the table. If the player does not hold a white (BALL) card, the player may not call a PITCHOUT. Before flipping over the white (BALL) card, the player must say, "PITCHOUT" (out loud).



# **Resolving the PITCHOUT**

If the hitting player turns over a STEAL card against a PITCHOUT, the hitting player must draw 3 cards from the BASERUNNING result deck. All 3 cards must be SAFE cards to move the runner from 1st base to 2nd base. Otherwise, the runner will be out

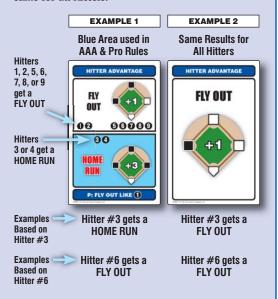
Players will always resolve the STEAL attempt first (if any). Then the hitter will draw a card from the HITTER ADVANTAGE deck.

If the runner's out makes the 3rd out of the inning do not draw a result card from the HITTER ADVANTAGE deck.

**NOTE:** Players should wait until the pitcher's card is shown, then flip over the hitter's card.

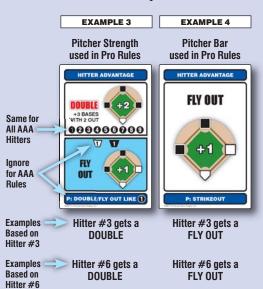
### Result Card Examples for Level 3 (AAA-Ball)

Example 1 shows a split result card. The result for the at-bat is found in the section that matches the hitter number marked in the team's NOW HITTING area of the game board. Example 2's result is the same for all hitters.



In some rare cases, a result card shows all 9 hitter numbers in the top half of the card (Example 3). Read the result from the top half of the card. Ignore the shaded half of the card.

Also, in Level 3, pitchers do not hit. Therefore, read the white result in Example 4.



# ADDITIONAL RULES FOR LEVEL 3 (AAA-BALL)

## Setup for Level 3

To set up for Level 3, set up the game for Level 1. Also give the STEAL and BUNT Hitter Strategy cards to each player. Shuffle the BASERUNNING result cards and place these cards off the game board to the left of the HITTER ADVANTAGE deck. Lastly, place a white peg in the 1-hole in each team's NOW HITTING section on the game board.

Level 3 (AAA-Ball) rules include all Level 1 rules, with the change to the pitching rules noted in Level 2. AAA-Ball also allows for the STEAL, BUNT and PITCHOUT strategies from Level 2. Level 3 assigns different abilities to hitters 1-9 and includes rules for pinch hitters.

### Changes to Hitters

In AAA-Ball, hitters have different abilities. For example, Hitters #1-3 strike out less often than other hitters. Hitters #3-5 hit more doubles and home runs than other hitters. Hitters #6-7 are fairly average performers, while hitters #8-9 are poorer performers. Players can factor in these hitter differences as they pitch and as they hit.

## Tracking Hitters on the Game Board

In Level 3, players will track each hitter. Start the game with a white peg in the #1 hole in each team's NOW HITTING area. After each hitter's result card is drawn, advance the NOW HITTING peg one space to the right. After the #9 hitter's result card is drawn, place the NOW HITTING peg in the #1 hole to continue with the next hitter.

Players advance the white peg after each at-bat

After the 9 hitter's turn, move the peg back to hole 1





#### Reading Split Result Cards Based on Hitter Number

Level 3 rules change how players read split result cards. Players will match the hitter number (1-9) tracked on the game board with the hitter number (shown in circles) on the split result card (see Example 1, left). Find the hitter number and read the matching result from either the white or blue shaded half of the result card. Continue to ignore the pitcher bar at the bottom of the card (see the examples, left).

#### **Pinch Hitting**

After the 6th inning, the hitting player may wish to substitute a new hitter for the #9 hitter. To make a substitution, the player must announce, "PINCH HITTER." If the pitcher has already placed a card face down on the table for the at-bat, the pitcher may pick it up and place a new card on the table.

Teams may use up to 3 pinch hitters during the game. Each team's first pinch hitter hits like a #6 hitter. The second pinch hitter hits like a #7 hitter, and the third pinch hitter hits like a #8 hitter. Once all 3 pinch hitters have been used, the team may not use any additional pinch hitters for the #9 hitter.

The pinch hitter used may not stay in the game to replace a hitter in the lineup. For example, if a team uses pinch hitter #1 to hit for its #9 hitter, the pinch hitter will read results for the at-bat like hitter #6. However, when the #9 hitter has a turn to hit in a later inning, the hitter will hit like a #9 hitter, not like a #6 hitter.

# ADDITIONAL RULES FOR LEVEL 4 (PRO-BALL)

#### Setup for Level 4

To set up for Level 4, set up the game for Level 1. Also give the STEAL and BUNT Hitter Strategy cards to each player. Shuffle the BASERUNNING result cards and place these cards off the game board to the left of the HITTER ADVANTAGE deck. Place a white peg in the 1-hole in each team's NOW HITTING section on the game board. Lastly, give each team's 6 Pitcher Cards to each player.

Level 4 (Pro-Ball) rules include all rules from Levels 1-3, with changes to pitching rules to be explained below. Level 4 also includes rules for letting pitchers hit instead of the #9 hitter.

### Changes to Hitters

In Pro-Ball hitters have different abilities, just like in AAA-Ball (see page 8). Pinch hitting rules from AAA-Ball also apply (see page 8).

# Changes to Pitching Rules: Using Pitcher Cards

Pizza Box Baseball™ includes 6 Pitcher Cards for each team, 6 red (Home) and 6 blue (Visitor). These cards have information for 12 pitchers: 5 Starting Pitchers and 7 Relief Pitchers. The only pitchers that may begin a game by pitching in the first inning are called Starting Pitchers. The only pitchers that may replace a pitcher are called Relief Pitchers.

Players each select a Starting Pitcher and place the card in the NOW PITCHING section of the game board. Once a pitcher has been removed from the game by either a Relief Pitcher or a pinch hitter, the pitcher may not return to the game.

# **Pitcher Ratings and Result Effects**

Each Pitcher Card features an upside-down rating trapezoid with a number inside it. White trapezoids are used for Starting Pitchers, and black trapezoids are used for Relief Pitchers. The numbers indicate the pitchers' ratings: 1 is good, 2 is average and 3 is poor.

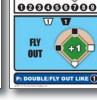
Some result cards are split so that the #1-rated pitchers will get better results than average or poor pitchers (see example). All 9 hitter numbers are shown in the white section of the card, while the trapezoids in the light blue shaded area indicate the result to use for #1-rated pitchers.

#### #1-Rated Pitcher

Pitcher-Split Result

DOUBLE = +2





Result vs. #1-rated pitcher is FLY OUT Result vs. any other pitcher is DOUBLE

#### How to Play with Pitcher Cards

The pitching player begins the first inning by drawing the number of cards shown in the pitcher's Min Start column for Inning No. 1. In the event that the pitcher runs out of cards during the inning, the pitcher must add cards to their hand (indicated by the number shown in the Dig Deep column) to continue the inning without replacing the pitcher.

When a player "digs deep" to finish an inning, no cards may be kept to use in the next inning. If the player uses all of their "Dig Deep" cards, then they must draw only one (1) card from their Pitcher Strategy deck until either (a) they replace the pitcher with a Relief Pitcher or (b) the inning is over.

At the end of an inning, as long as the player has not drawn additional cards during the inning, the player may keep cards (up to the Max Keep number shown) to use in the next inning.

Whether or not the player kept cards from the previous inning, the player will begin the next inning as a pitcher by drawing and adding the number of cards shown in the pitcher's Min Start column for that inning (see the Pitching Example this page).

#### **Pitcher Card Information**



**Starting Pitcher** 

**Relief Pitcher** 

Each pitcher's card displays the following information (by inning no.). An overview of all the pitcher columns is below:

**Min Start:** Minimum number of Pitcher Strategy cards the player may hold at the beginning of an inning. To begin the game, the player may hold no more than the number of cards shown on the pitcher's card for inning number 1.

**Max Keep:** As long as the player has not drawn additional cards during the inning, the player may keep cards (up to the number shown) to use in the next inning.

**Dig Deep:** When a player runs out of cards, the player may add the number of cards shown to continue the inning without replacing the pitcher with a Relief Pitcher. When a player "digs deep" to finish an inning, no cards may be kept to use in the next inning.

## Pitching Example for Level 4

A player using Starter #2 starts the first inning with 5 Pitcher Strategy cards and ends the inning with 2 unused Pitcher Strategy cards. The player keeps these 2 Pitcher Strategy cards for potential use in the next inning.

When it comes time to pitch in the 2nd inning, the player draws and adds 5 Pitcher Strategy cards,

giving the player a hand with a total of 7 Pitcher Strategy cards to use during the 2nd inning.

If the player ends the 2nd inning with more than 2 unused Pitcher Strategy cards, the player may only keep 2 of these cards to use in the next inning (limited by the number shown in the Max Keep column).



### Overview of Relief Pitchers (Bullpen)

The Setup and Closer have 1-ratings (good). The other Relief Pitchers have 2-ratings (average).

Long Relief (2) - Used most often to replace an ineffective starter during early innings. Sometimes used to follow Setup and/or Closer to begin an Extra Inning (inning 10 or later).

Middle Relief (2) - Most effective beginning in the 6th inning. Used to replace an ineffective starter or a Long Reliever.

**Specialist (1)** - Typically used to pitch to only 1 or 2 hitters, to improve the chances of getting a specific out. May only pitch until the end of the inning.

**Setup (1)** - Strongest pitcher for the 7th and 8th innings. Typically replaced by the Closer.

Closer (1) - Used to finish games. Must be replaced in 9th inning (or later) if out of cards.

# Sample Results for Pitchers as Hitters

Pitchers are much poorer hitters than the #9 hitter. Therefore, some cards split out results for pitcher at-bats in a blue bar at the bottom of the card (examples below).

Pitcher Results Like Pitcher Result Shown **All Hitters** 

at Bottom

Pitcher Result Like Another Hitter No.



Pitcher Gets Fly Out

**Pitcher Gets** Strikeout

Pitcher Gets Fly Out Like Hitter #1

Runner movement is also indicated in the pitcher's result bar. Following are some examples:

FLY OUT / NONE ADVANCE - Record an out and do not advance any runners.

GROUND OUT / 2ND & 3RD (+1) - Record an out and advance runners on 2nd and/or 3rd base +1 base.

SINGLE / ALL ADVANCE +1 - Advance runners on any base +1 and advance the hitter to 1st base.

NOTE: Read a pitcher's BUNT result like a #2 hitter Do not use the pitcher bar for a pitcher's BUNT result.

# **Using Relief Pitchers**

When a player wants to change pitchers, the player must select one of the Relief Pitchers. Relief Pitchers may replace other Relief Pitchers (and often do). The pitcher replaced by the Relief Pitcher is removed from the game, and all cards held by the pitcher are discarded. A Relief Pitcher who enters the game after an inning has started may not keep pitches to use in the following inning.

Each team has 7 Relief Pitchers to choose from: 2 Long Relievers, 2 Middle Relievers, 1 Specialist, 1 Setup and 1 Closer. Relief Pitchers always enter the game with their Min Start cards for the inning in which they appear. Some pitchers may not appear in early innings, and their cards reflect this by showing dashes (-) in these inning rows.

NOTE: Once a player has drawn and seen a pitcher's Dig Deep cards, the player may choose to replace the pitcher without playing these cards. These cards will be discarded once the Relief Pitcher enters the game. Relief Pitchers must face at least 1 hitter.

## Using Pitchers During Inning 10 or Later

If a game is tied after 9 innings have been completed, the game continues. Players will play "extra innings" one at a time, as needed, until there is a winner at the end of an inning.

Pitchers who enter the game during "extra innings" enter the game as if they had entered in the 8th inning. Players indicate this by placing one of the [8] scoreboard markers over the Relief Pitcher card. After finishing the extra inning, the pitcher will pitch as if they had entered the game in the 9th inning, and the player will replace the [8] scoreboard marker on the pitcher's card with a [9].

Pitcher Starts 1st

Pitcher's 2nd

V

- 2

Place a

#9

Marker

**Example of Relief Pitcher Entering During Extra Innings** 

**Extra Inning Like** Extra Inning Like Starting Inning 8 Starting Inning 9 大 SETUP v SETUP Place a #8 Marker 2 7 7

If a player has already used the Setup Relief Pitcher and Closer, they may use an available Long Reliever who may pitch as if beginning the first inning (Inning No. 1). However, the Long Reliever may only enter at the beginning of an inning.

## Letting Pitchers Hit (Optional)

Players who want to add to the strategy of their Pizza Box Baseball™ game may allow pitchers to hit instead of the #9 hitter. Result cards have been organized so that some cards reflect different results based on the very poor results expected from the pitcher as a hitter. To play by these rules, players must use the rules for tracking hitter numbers (see page 8). Pitchers removed from the game for a pinch hitter may not continue pitching in the game.

Many result cards apply to all hitters, including the pitcher. Most cards are split and identify specific results for the pitcher as a hitter. Sometimes the pitcher's result is identical to another hitter's result on the card. Whenever you see a pitcher result that shows "LIKE" followed by a hitter number, treat the result for the pitcher's at-bat exactly like the other hitter number's result (see examples, left).

#### ADDITIONAL RULES FOR 3-6 PLAYERS

Below are rules for up to 3 players per team. Give each red and blue player 1 SWING and 1 TAKE card. When hitting, players marked (H1-H3) below take turns hitting. Also note that each team has a starting pitcher (SP) who can be replaced by relief pitchers (RP1-RP2).

**3 Players:** Player 1 (Home) plays against Players 2 and 3 (Visitor)

**Home 1** (All) **Visitor 2** (H1) (RP1) **3** (H2) (SP)

- The older Visitor player (Player 2) starts the game as the first hitter for Visitor.
- Visitor players alternate turns as hitters for the duration of the game.
- The younger Visitor player (Player 3) starts the game as the pitcher for Visitor.
- If Visitor chooses to use a relief pitcher, the older player (Player 2) will become the first relief pitcher.
- Visitor players alternate turns as relief pitchers for the duration of the game.

**5 Players:** Players 1 and 2 (Home) play against Players 3, 4 and 5 (Visitor)

 Home
 1
 (H1)
 (RP1)
 Visitor
 3
 (H1)
 (RP1)

 2
 (H2)
 (SP)
 4
 (H2)
 (RP2)

 5
 (H3)
 (SP)

- The older/oldest Home and Visitor players (Players 1 & 3) start the game as their team's first hitter.
- When their team is hitting, players alternate turns as hitters for the duration of the game.
- The younger/youngest Home and Visitor players (Players 2 & 5) start the game as their team's first pitcher.
- If a team chooses to use a relief pitcher, the older/oldest player will become the first relief pitcher.
- When Home uses a relief pitcher, players alternate turns as relief pitchers for the duration of the game.
- When Visitor uses a relief pitcher, players
   3 & 4 (not 5) alternate turns as relief pitchers for the duration of the game.

**4 Players:** Players 1 and 2 (Home) play against Players 3 and 4 (Visitor)

Home 1 (H1) (RP1) Visitor 3 (H1) (RP1) 2 (H2) (SP) 4 (H2) (SP)

- The older Home and Visitor players (Players 1 and 3) start the game as their team's first hitter.
- When their team is hitting, players alternate turns as hitters for the duration of the game.
- The younger Home and Visitor players (Players 2 and 4) start the game as their team's first pitcher.
- If a team chooses to use a relief pitcher, the older player will become the first relief pitcher.
- When their team uses a relief pitcher, players alternate turns as relief pitchers for the duration of the game.

**6 Players:** Players 1, 2 and 3 (Home) play against Players 4, 5 and 6 (Visitor)

 Home
 1
 (H1)
 (RP1)
 Visitor
 4
 (H1)
 (RP1)

 2
 (H2)
 (RP2)
 5
 (H2)
 (RP2)

 3
 (H3)
 (SP)
 6
 (H3)
 (SP)

- The oldest Home and Visitor players (Players 1 & 4) start the game as their team's first hitter.
- When their team is hitting, players alternate turns as hitters for the duration of the game.
- The youngest Home and Visitor players (Players 3 & 6) start the game as their team's first pitcher.
- If a team chooses to use a relief pitcher, the oldest player will become the first relief pitcher.
- When Home uses a relief pitcher, players
   1 & 2 (not 3) alternate turns as relief pitchers for the duration of the game.
- When Visitor uses a relief pitcher, players
   4 & 5 (not 6) alternate turns as relief pitchers for the duration of the game.

#### FAOS

## What are the green pegs for?

The green pegs are for use with fast runners. Rules for fast runners are available for free download at www.PizzaBoxBaseball.com.

#### Do we have to use BUNT and STEAL rules?

BUNT and STEAL are optional. You can play any Level (1-4) with or without these rules.

## Can the pitcher intentionally walk a hitter?

Sure. Do not use a Pitcher Strategy card. Announce an intentional walk. Place the hitter as a runner on first base. Advance the Now Hitting peg to face the next hitter.

# How does a runner not advance from first base on a ground out?

Whenever a runner is not shown advancing from first base on a ground out, this is called a fielder's choice in baseball. The runner on first is actually out at 2nd base, and the hitter is safe at first. If keeping score using the score sheet, record this (and similar force-outs) as a fielder's choice.

# Can I try to score a runner from second base on a single?

A runner will score from second base when advanced +2 bases by a hit or error. A runner on second base advanced +1 base will stop at third base. Rules for attempting to advance runners extra bases are available for free download at www.PizzaBoxBaseball.com.

#### Can I try to steal 3rd or home?

No. Any rules for stealing bases other than second will be posted in our free downloads area at www.PizzaBoxBaseball.com.

#### Can I try to BUNT for a hit?

No, though it's something we're considering for one of our free downloads at www.PizzaBoxBaseball.com.

## Can I play the infield in with a runner on 3rd?

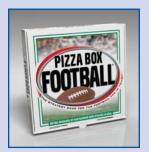
No. However, we plan to continue to add rules like this to our free downloads area at www.PizzaBoxBaseball.com. Please check it out!

# Can I shuffle all the result cards after both the 3rd and the 6th innings?

Sure. We wouldn't want you to shuffle all the cards after every inning, but every 3 innings would be OK.

#### LIKE FOOTBALL?

Pizza Box Football® is the strategy game for the football fan in you!



As seen on
ESPN's Pardon
The Interruption
and SportsCenter,
Pizza Box Football
offers all the
intensity of
real football
in every play!

Feel like a coach, a player and a fan all at once. Robust, statistically accurate play satisfies even the most demanding football fanatic while remaining accessible enough for the younger or casual fan.

#### Want More?

Pizza Box Football's Expansion Game Booster contains 32 team cards, so you can play for your favorite. The teams are updated for their strengths and weaknesses on offense and on defense. We offer updated teams every year!



How will you shut down Indy's powerful passing? Penetrate Pittsburgh's stalwart defense? Slow Tennessee's running QB?

To order, go to www.PizzaBoxFootball.com

## Predict the Winner of the Big Game for Free!

Every January we make available 2 teams specially made for the big game. Sign up now and download these 2 free teams from PizzaBoxFootball.com. The teams will work with your existing Pizza Box Football game.

Thousands of players around the world play the Big Game before it happens and report their results back to us. Our players' predictions have been right on the money!

ESPN, Pardon The Interruption and SportsCenter are trademarks of ESPN. Inc.

## **LEAGUE & CHAMPIONSHIP SERIES OPTIONS**

# Managing Pitchers in League Play (Pro Ball Rules)

Professional baseball has a long playing season and a grueling championship schedule. Team managers must take special care of their players, especially the pitchers, to make sure everyone can give their best.

Starting Pitchers, therefore, must rest in between games. During league play, they require 4 games of rest between starts. The 5 Starting Pitchers take turns in a 5-pitcher starting rotation. Starting Pitchers who must rest should be set aside before play begins.

Relief Pitchers require less rest because they pitch to fewer batters. During league play and championship series play, they should rest and may not play for 1 game after pitching in 2 consecutive games. Relief Pitchers who must rest must be set aside before play begins.

### **Relief Pitching Changes**

Relief Pitchers may enter the game at any time. If a Relief Pitcher (other than the Closer) enters the game in Inning 8 or 9, place a number [7] scoreboard marker on the Relief Pitcher's card. The pitcher will complete the inning as if they had entered in the 7th inning. To continue pitching in the next inning, place a number [8] scoreboard marker on the pitcher and play according to the pitcher's abilities for the 8th inning.

When entering a game in Inning 10 or later, Long Relievers, Middle Relievers and the Specialist place a number [6] scoreboard marker on the player's card. The pitcher will complete the inning as if they had entered in the 6th inning. The Setup Relief Pitcher may enter using a number [7] scoreboard marker, and the Closer may enter using either a number [8] or number [9] marker.

## **Championship Series Play Changes**

In championship series play, Starting Pitchers may pitch with only 3 games of rest between starts. However, if they have not rested 4 games, a Starting Pitcher will begin the game as if they had entered in the 2nd inning.

Also, Starter #5 may be used as a 3rd Long Reliever. However, once used in a game as a reliever, Starter #5 may no longer be used as a starting pitcher during the championship series.

In league and championship series play, the Closer may enter the game in any inning, but is given Pitcher Strategy cards to match the Closer's Min Start number for the 9th inning. The Closer then keeps all Pitcher Strategy cards for later innings, until the cards run out and the Closer must be taken out of the game.

#### www.PizzaBoxBaseball.com

We're always working on something new for you at www.PizzaBoxBaseball.com. We strongly encourage you to check it out! We offer free downloads and much more!

#### Acknowledgments

We at On The Line Game Company are most grateful to our wives and our families, who again have supported us throughout this project. Thanks to the many Pizza Box Football fans who encouraged us to create this game. Special thanks also go to Jeff Berndt, Devon Boyle, Eric Brodwin, Tyler Brubaker, Matt Ettinger, Gary Faber, Jeff Lum, Tom McHugh, Bob McPhail, Andrew Ow, Bob O' Sullivan, Jeff Rezer, Deborah Robinson, Hal Smith, Karen Smith, James Teal and Shelby Zellers.

Pizza Box Baseball™ was created by brothers Erik Smith and Scott Smith in 2007. Erik and Scott also created the hit game Pizza Box Football, which was released in 2005.

© 2007 On The Line Game Company, LLC