

THE RULES AND INSTRUCTIONS

for

CALL PITCH BASEBALL



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CALL PITCH BASEBALL

THE RULES AND PROCEDURES OF CALL PITCH BASEBALL ARE SIMILAR TO REGULAR BASEBALL. TWO PLAYERS PARTICIPATE, ONE REPRESENTS THE HOME TEAM AND THE OTHER REPRESENTS THE VISITING TEAM.

CALL PITCH BASEBALL IS PLAYED WITH THE FOLLOWING EQUIPMENT:

BATTERS BOX — CLEAR LID BOX CONTAINING 27 COLOR CODED BALLS.

PLAYING BOARD — BOARD WITH 93 HOLE SOCKETS.

55 BALLS (MARBLES) — USED FOR PLAYING BOARD MARKERS.

DEFINITIONS:

- EVEN INNING — AN INNING IN WHICH EACH TEAM HAS MADE 3 OUTS.
RUN — A RUN IS RECORDED WHEN A BATTER HAS ADVANCED AROUND BASES 1 - 2 AND 3 AND THEN REACHED HOME BASE.
PITCHER — PLAYER PLACING MARKERS ON THE MOUND AND CALLING THE PITCH.
BATTER — PLAYER OPERATING THE BATTERS BOX AND ADVANCING RUNNERS.
RUNS ARE SCORED FOR THE BATTER.
WALK — BATTER RECEIVES A FREE ADVANCE TO FIRST BASE IF FOUR BALL CALLS ARE PITCHED.
DOUBLE PLAY — IF A MAN IS ON FIRST AND THE ORANGE BALL IS CALLED, BOTH BATTER AND 1ST BASE RUNNER ARE OUT.

PLAYING PROCEDURE:

1. DECIDE WHO SHALL BE THE HOME AND WHO WILL BE THE VISITOR BY ANY METHOD AGREED UPON. AFTER THIS HAS BEEN DECIDED, THE GAME PROCEEDS WITH THE VISITOR FIRST AT BAT.
2. THE BATTER TURNS THE BATTERS BOX UPSIDE DOWN AND THEN UPRIGHT SO THAT ALL THE BALLS FALL INTO SOCKETS. HE SHALL HOLD THE BOX SO THAT THE PITCHER CANNOT VIEW THE POSITION OF THE BALLS IN THE BOX.
3. THE PITCHER THEN PLACES A MARKER IN ONE OF THE SOCKETS OF THE MOUND AND CALLS THE INTERSECTION NUMBER SUCH AS P-4 OR H-2.
4. THE BATTER THEN VIEWS THIS SAME INTERSECTION SOCKET OF THE BATTERS BOX AND ADVISES WHAT COLOR OF BALL IS IN THE SOCKET.

THE BALL COLOR INDICATES PLAY ACTION. CHECK THE PLAYING BOARD INFIELD CENTER FOR BALL COLOR/PLAY ACTION. **EXAMPLE:** IF THE BALL IS WHITE, THE BATTER WOULD SAY STRIKE, OR IF THE SOCKET IS EMPTY, THE BATTER WOULD SAY BALL, OR IF THE BALL IS YELLOW, HE WOULD SAY 1 BASE, ETC..
5. THIS CALL SHOULD THEN BE RECORDED IF A STRIKE OR A BALL. IF A BASE HIT, A MARKER SHALL BE PLACED ON THE CORRESPONDING BASE. IF A FLY OUT OR A GROUND OUT, AN OUT SHOULD BE RECORDED. ON A DOUBLE PLAY, 2 OUTS SHOULD BE RECORDED.
6. THE PITCHER CONTINUES TO CALL IN THIS FASHION UNTIL THE BATTER HAS RECEIVED A HIT, WALKED (4 BALLS), STRUCK OUT (3 STRIKES) OR FLY/GROUND OUT.

7. AFTER A BATTER HAS BEEN REMOVED BY AN OUT OR IS PUT ON BASE, THE BATTERS BOX SHALL BE TURNED UPSIDE DOWN AND THEN UPRIGHT AS BEFORE. THIS WILL REPOSITION THE BALLS TO BE READY FOR THE NEXT BATTER. BALL, STRIKE AND MOUND MARKERS ARE REMOVED AT THIS TIME. THIS WILL CONTINUE UNTIL THE TEAM HAS RECEIVED 3 OUTS.
8. AFTER 3 OUTS THE BATTERS BOX IS GIVEN TO THE OTHER PLAYER AND PLAY CONTINUES IN THE SAME MANNER EXPLAINED ABOVE.
- A. SHOULD MORE THAN ONE BATTER REACH BASE DURING AN INNING (3 OUTS), RUNNERS ALREADY ON BASE WILL ADVANCE AS FOLLOWS:

1 BASE HIT — ALL RUNNERS ADVANCE 1 BASE.
2 BASE HIT — RUNNER ON 1ST ADVANCES TO 3RD.
 RUNNER ON 2ND AND/OR 3RD SCORE AT HOME.
3 BASE HIT — ALL RUNNERS SCORE AT HOME.
HOME RUN — BATTER AND ALL RUNNERS SCORE AT HOME.
WALK — RUNNER ON 1ST ADVANCES TO 2ND — IF RUNNERS ARE ON 1ST AND 2ND, 2ND BASE RUNNER ADVANCES TO 3RD — IF RUNNERS ARE ON 1ST — 2ND AND 3RD, 3RD BASE RUNNER GOES HOME TO SCORE.
- B. GAME CONTINUES UNTIL THE AGREED NUMBER OF INNINGS HAVE BEEN COMPLETED WITH THE EXCEPTION, SHOULD ONE TEAM SCORE MORE THAN 15 RUNS AND EVEN INNINGS HAVE BEEN COMPLETED, THE GAME WILL END AT THAT POINT.

THE TEAM WITH THE MOST RUNS AT THE END OF THE GAME IS THE WINNER.

IN THE CASE OF A TIE SCORE AT THE END OF THE AGREED INNINGS, EVEN EXTRA INNINGS MAY BE PLAYED UNTIL THE TIE IS BROKEN.

RULE OPTIONS

TO ADD VARIETY TO THE GAME, EITHER OF THE TWO FOLLOWING OPTIONS MAY BE USED. IT SHOULD BE DECIDED BEFORE THE GAME STARTS WHETHER EITHER OPTION IS TO BE USED.

OPTION NO. 1: THE BASIC RULES APPLY EXCEPT THE PITCHER IS HANDICAPPED TO THE EXTENT THAT HE MUST CALL HIS PITCH IN AN ORDER THAT SPELLS OUT THE WORD PITCH.

EXAMPLE: HIS FIRST PITCH MUST BE A P NUMBER SUCH AS P-4. HIS SECOND PITCH MUST BE AN I NUMBER SUCH AS I-7 AND SO ON UNTIL THE WORD PITCH IS SPELLED. IF THERE IS NO OUT OR BASE HIT BY THIS TIME, HE WILL START AT THE P AGAIN AND CONTINUE IN THIS SAME FASHION.

OPTION NO. 2: THE BASIC RULES APPLY EXCEPT:

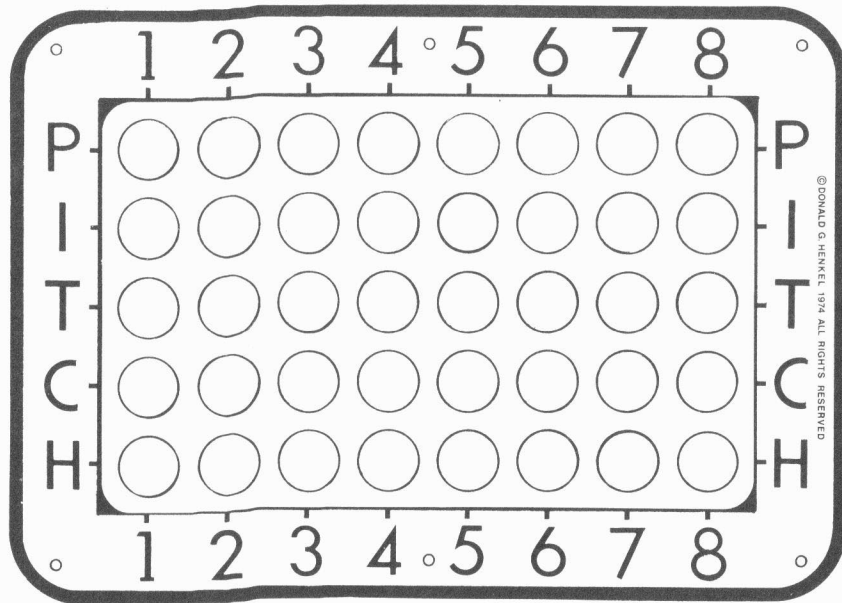
BALLS IN THE BATTERS BOX ARE NOT REARRANGED DURING THE SERIES OF 3 OUTS.

THE PITCHER WILL KEEP ALL OF HIS MARKERS ON THE MOUND UNTIL 3 OUTS ARE ACCOMPLISHED.

THE PITCHER CANNOT CALL THE SAME NUMBER MORE THAN ONCE DURING THE SERIES OF 3 OUTS.

BATTERS BOX FOR CALL PITCH BASEBALL

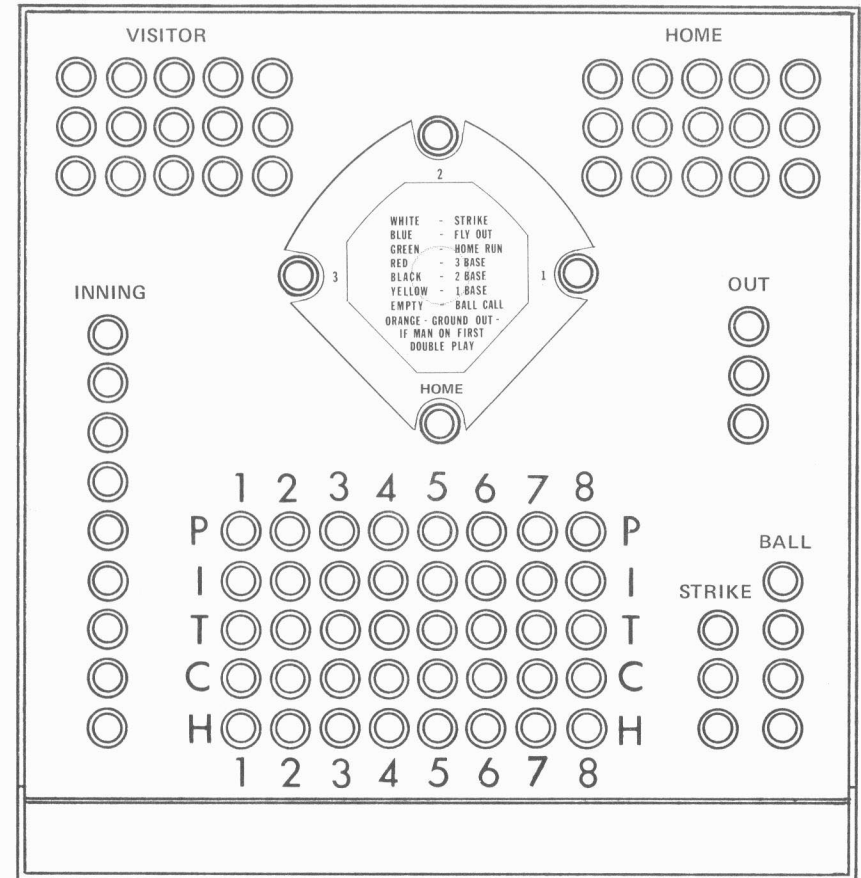
ILLUSTRATION IS SMALLER THAN ACTUAL SIZE



THIS BOX CONTAINS 27 COLOR CODED BALLS

THE BATTER TURNS THIS BOX UPSIDE DOWN AND THEN UPRIGHT TO REARRANGE THE BALLS WITH EACH NEW BATTER, EXCEPT WHEN USING OPTION RULE NUMBER 2.

PLAYING BOARD FOR CALL PITCH BASEBALL



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| SCORE BOARDS | — | 15 HOLE SOCKETS IN UPPER CORNERS |
| INNING MARKER | — | 9 HOLE SOCKETS ON LEFT SIDE |
| STRIKE MARKER | — | 3 HOLE SOCKETS ON LOWER RIGHT SIDE |
| BALL CALL MARKER | — | 4 HOLE SOCKETS ON LOWER RIGHT SIDE |
| OUT MARKER | — | 3 HOLE SOCKETS ON CENTER RIGHT SIDE |
| PITCHERS MOUND | — | 40 HOLE SOCKETS IN LOWER CENTER |
| INFIELD BASES | — | 4 HOLE SOCKETS - DIAMOND PATTERN - TOP CENTER |
| PLAY ACTION CHART | — | PRINTED IN CENTER OF INFIELD BASES |
| MARKER RESERVOIR | — | RECESS AT BOTTOM |

55 MARBLES USED FOR MARKERS IN THE HOLE SOCKETS

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