

McLaughlin

Zimmer's Base Ball Game

**THESE RULES
MUST BE FOLLOWED TO MAKE
AN INTERESTING GAME**

In playing this game, one of the parties takes the ball and operates the pitching device, the other manipulates the bat, changing positions whenever three men are out, until nine innings have been played. The one then having the largest score wins the game. Where there are more than two players, choose sides, and let each one come to bat in regular turn.

1. Pitching the Ball.—Pull back the rod in pitching device, and place the ball between the arms of the metal catcher; by releasing same you drive the ball over the home plate. An easy pull for a slow ball; a hard pull for a swift one. Twist the rod to pitch a curve.

2. Striking Out.—If the batsman strikes at the ball three times and misses it, he is an out, whether caught or not. Any ball that the catcher holds is a strike, whether struck at or not, providing it does not hit the fence first.

3. Base on Balls.—If four balls are pitched that the catcher cannot get, and are not struck at, it entitles the batter to a base.

4. Foul Balls.—A ball is struck foul if hit behind the first or third base; but, if it strikes the fence, and rebounding, is caught by the catcher, the first or third baseman, or right or left fielder, or pitcher, it is an out; if caught by any other player, it is not out.

5. Safe Hits.—To make safe hits, the ball must be batted between the catching device, representing players, and not caught or held fast before it strikes the fence. This entitles the person at bat to place a man on first base.

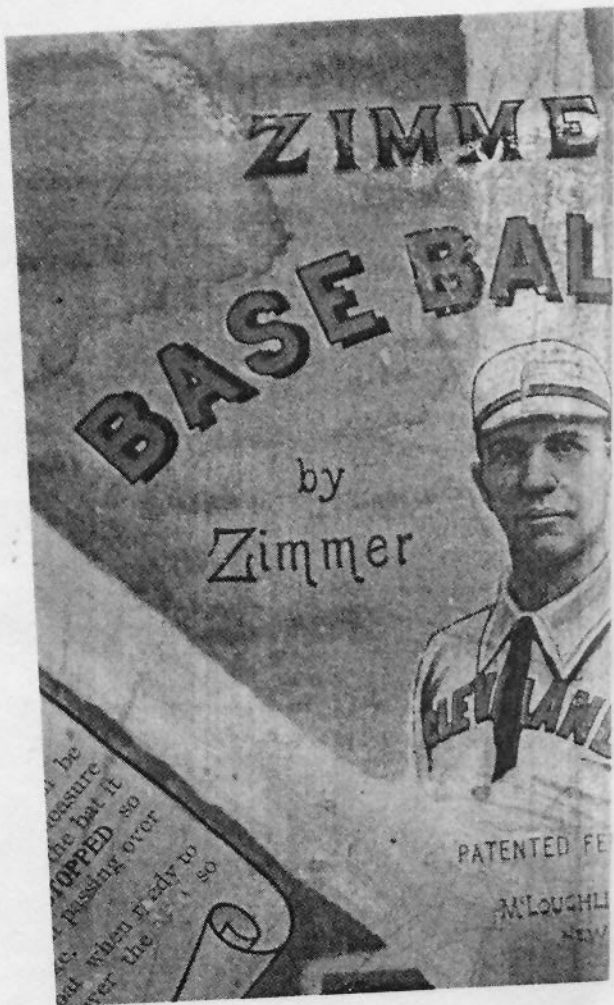
6. Errors.—If the ball is batted into any of the catches, and it fails to hold the ball fast; it is a muff or an error, and the batter puts a man on first base.

7. Double Plays.—If there is a man on base, and the ball is batted into one of the catches and rebounds and is caught by another, it puts the man on base, and the batter out.

8. Sacrifice Hits.—If there are men on bases, and a hit is made and caught by any of the outfielders, the batter is out; but it advances all of the men on bases a base, that is, if there is not more than one out at the time.

9. Bunting the Ball.—The ball can be struck hard, or "bunted," at the pleasure of the batsman; but in working the bat it must **NEVER BE HELD OR STOPPED** so as to prevent the ball from passing over the plate in case of a strike.

The position of the bat when ready to strike must always be over the home plate, so marked.



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Baseball Games
by Mark Cooper



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