



Instructions for BaseLine Ball

Objective:

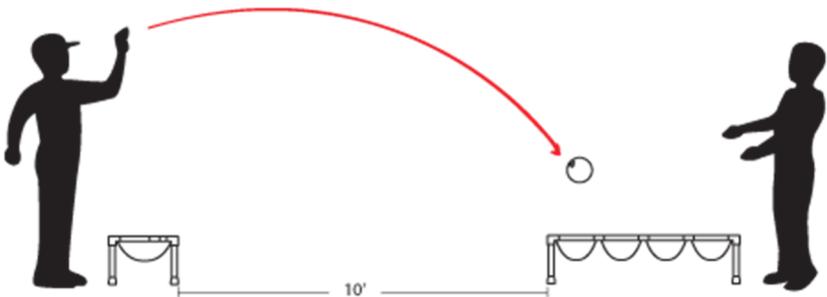
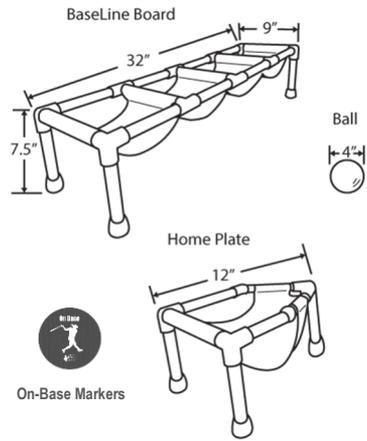
Score more runs than your opponent by game's end. A run is scored when an imaginary base runner reaches home plate, following the traditional baseball path (1st → 2nd → 3rd → Home).

Includes:

- (1) BaseLine Board
- (1) BaseLine Ball
- (1) Home Plate
- (3) On-Base Markers

Set Up:

Players split into two (2) teams of an even number of players, one (1) to four (4) players per team recommended (may have as many players as desired). One team starts on offense (batting) by lining up behind home plate. Place Home plate a distance of ten (10) feet away from the BaseLine Board, as shown in the figure below.



The other team playing defense (fielding) stands or positions themselves behind or beside the BaseLine Board.

Players of each team establish a tossing lineup before a game starts. This will be the order in which the team will toss the ball. The tossing lineup is final and if at any point a player tosses out of turn, an automatic out (see **Scoring** paragraph [5]) will be registered to the team and that player's turn is over.

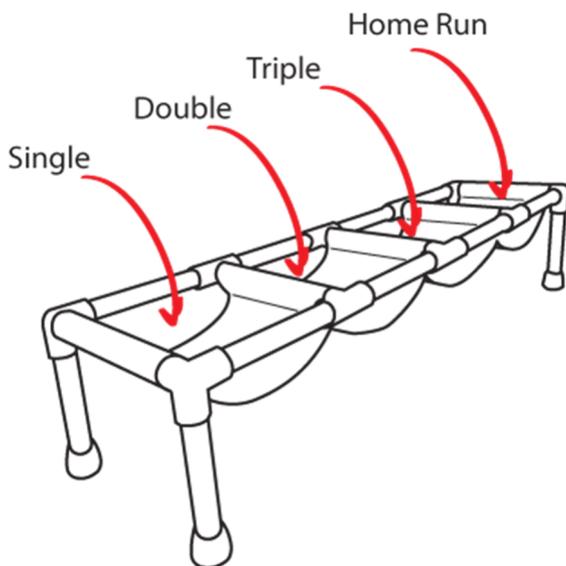
At any point during the game a team can make player substitutions, according to the following rules: The substitute player must keep the same tossing spot as the current player leaving the game. The subbed-out player will no longer be allowed to play in the game. The new player will remain in the tossing spot until the end of game, unless they are subbed out by a new player who has yet to play, and according to the rules just described.

Once lineups are established, determine which team tosses first. Players from alternating teams take tosses with the ball at the BaseLine Board until one player is the first to land the ball in any of the four (4) mesh netting pockets. An alternate method as determined by the team players may also be used to determine the order of play. The winner of the above method has the option of having their team toss second (Home Team) or toss first (Away Team). Being the Home Team allows the team to have the final opportunity to tie or win the game, as is typical in the sport of baseball.

Playing:

To begin the game, the Home Team is positioned on defense, near the BaseLine Board and the Away Team is positioned on offense, near Home Plate. The first player in the Away Team's tossing lineup stands behind Home Plate, as the remaining team players stand off to the side.

With all players positioned, the game may begin. With ball in hand, the first Away Team player takes aim at the BaseLine Board and tosses the ball. The objective of the player tossing is to have the ball come to land inside one (1) of the four (4) pockets of the BaseLine Board. Each pocket represents either a Single, Double, Triple, or Homerun. The order goes front to back as shown in the figure.



The tossing players' feet must stay behind Home Plate at all times during their tossing motion. If a tossing player steps on or over Home Plate, the toss will be voided, the team is assigned an out (see **Scoring** paragraph [5]) and the players turn is over.

Players of the fielding team are not permitted to make physical contact with the BaseLine Board during a players toss. Only after the ball lands or a defensive player has fielded the ball (see **Scoring** paragraph [5]) is physical contact with the BaseLine Board permitted. Additionally, a player on the fielding team is not permitted to interfere with a tossed ball while in-flight. Should a fielding player violate either of these conditions, the toss is void and the player tossing must re-toss. Should a fielding player violate either of these conditions a second time during a given tossing player's turn, the tossing player is automatically awarded a single (see **Scoring** paragraph [2]). After a player successfully tosses the ball, the toss is registered as a hit, strike, walk or out as defined in the paragraphs below.

Scoring:

[1] Scoring runs in this game are according to the rules of Force Scoring. Imaginary base runners are placed on bases based on the type of hit registered. Base runners will advance in the order of 1st base, 2nd base, 3rd base and then Home Plate. Force Scoring means all imaginary base runners can only be advanced to a further base when the ball tosser registers a hit that is either equivalent to the base the imaginary runner is presently located on or better. The imaginary base runner is forced to advance to a further base making room for the ball tosser to establish themselves as a base runner. Runs are scored when the imaginary base runners are forced to Home Plate, only when a runner from a base behind them advances forward or a home run is hit. Runs are scored for the offensive team until three (3) outs are recorded in that one-half inning. Once three (3) outs are recorded, any remaining base runners are removed from the bases and the teams rotate positions. The established tossing lineup is continuous from one inning to the next. The leadoff tosser for each inning is the player who is next in the lineup after the player who was tossing when the final out was recorded in the previous inning.

[2] A hit is defined as a tossed ball that comes to land inside one (1) of the four (4) pockets of the BaseLine Board without contacting the surrounding ground surface. The tossing players turn is over when a hit is



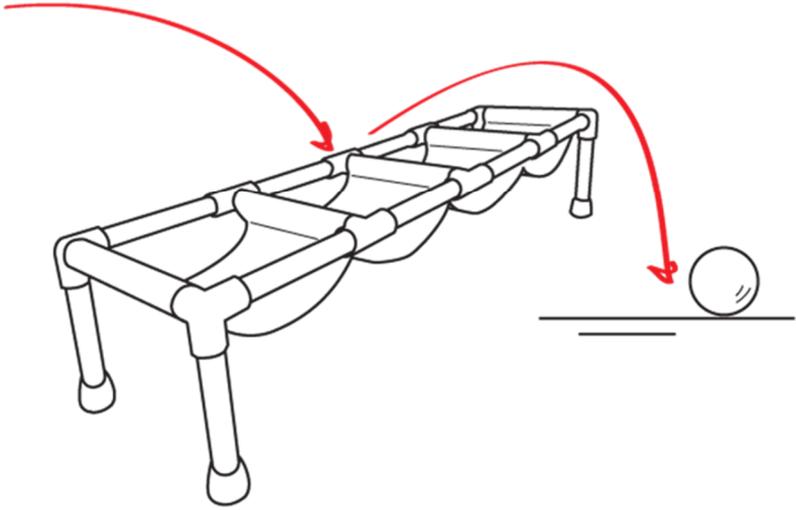
registered. A ball that makes physical contact with the bottom of one (1) of the four (4) pockets and bounces out will not be registered as a hit and may result in a strike or an out as defined later in this section. Each of the four (4) pockets of the BaseLine Board corresponds to a specific type of hit according to the following:

1. *Single*: The Single Pocket is the first pocket located at the front of the BaseLine Board. When a tossed ball comes to rest at the bottom of the Single Pocket, the toss is scored as a single and an imaginary base runner is placed on 1st base.
2. *Double*: The Double Pocket is the second pocket in line as located from the front of the BaseLine Board and positioned behind the Single Pocket. When a tossed ball comes to a rest at the bottom of the Double Pocket, the toss is scored as a double and an imaginary base runner is placed on 2nd base.
3. *Triple*: The Triple Pocket is the third pocket in line as located from the front of the BaseLine Board and positioned behind the Double Pocket. When a tossed ball comes to a rest at the bottom of the Triple Pocket, the toss is scored as a triple and an imaginary base runner is placed on 3rd base.
4. *Homerun*: The Homerun Pocket is last in line as located from the front of the BaseLine Board and positioned behind the Triple Pocket. When a tossed ball comes to a rest at the bottom of the Homerun Pocket, the toss is scored as a homerun and an imaginary base runner is placed on home plate, thereby counting as a run scored. In the event of a homerun, all imaginary base runners currently on base will also advance to home plate, resulting in the amount of runs to be scored accordingly. When a Homerun is registered, the minimum amount of runs scored is one (1) run and the maximum amount of runs scored is four (4) runs. Four (4) runs can only be scored when there is an imaginary runner on 1st, 2nd and 3rd bases; this scenario is known as a Grand Slam.

[3] A strike is defined as a tossed ball that does not come to rest inside one (1) of the pockets or is not caught on a bounce off the BaseLine Board by the fielding team players. If a strike is registered and the existing strike count is one (1) strike or less, then the tossing player earns a strike. If the existing strike count is two (2) strikes, the tossing players turn will continue if the ball initially makes physical contact with any portion of the BaseLine Board, including the pockets but does not come to rest inside one (1) of the pockets

or is not caught on a bounce off the BaseLine Board by any of the fielding team players. This is called a foul tip.

Ball bounces off board and hits the ground before caught and batter still alive!



If the existing strike count is two (2) strikes and the ball fails to make initial contact with the BaseLine Board, a 3rd strike is assessed, and the players' turn is over. A player must make contact with the BaseLine Board on every toss after a strike count of two (2) strikes to be eligible to continue their turn.

[4] A tossing player is awarded a walk if that player accumulates four (4) consecutive foul tips as defined in paragraph [3] above. When a walk is earned, an imaginary base runner is placed on 1st base. The tossing players turn is over when a walk is registered.

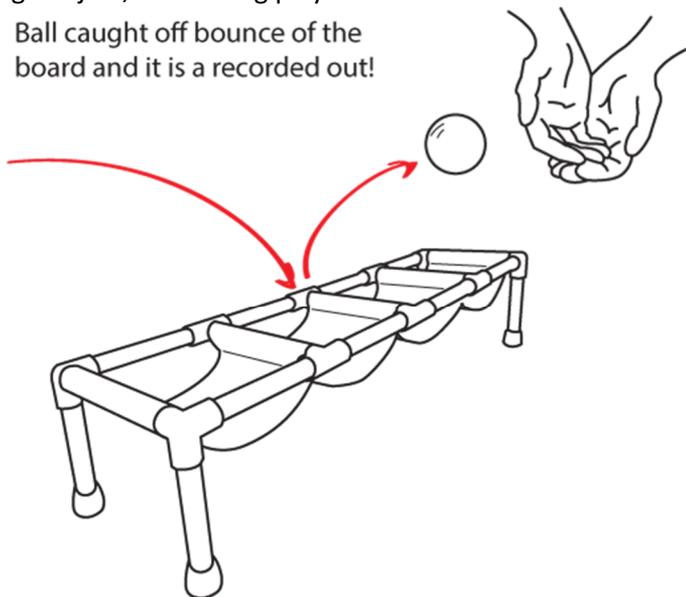
[5] A tossing player's turn will come to an end and be recorded as an out according to the five (5) possible methods which are defined as the following:

1. *Tossing Out of Turn:* A tossing player tosses out of sequence from the established tossing lineup.
2. *Stepping On/Over Home Plate:* A tossing player steps on or over Home Plate during their tossing motion. A tossing players feet must be located behind Home Plate at all times during their tossing motion and at no time touch Home Plate.



3. *Fielder making a catch:* An out is registered by a fielder catching a ball off a bounce from the BaseLine Board. If a tossed ball makes physical contact on a fly with any portion of the BaseLine Board, including the Single, Double, Triple, or Homerun pocket and bounces up in the air, any fielder on defense can attempt to catch the ball. If a fielder catches the ball before the ball makes physical contact with any other portion of the BaseLine Board, supporting surface, or any foreign object, the tossing player is out.

Ball caught off bounce of the board and it is a recorded out!



An out can only be registered by a ball that bounces off the BaseLine Board and is caught in the air. The ball is permitted to touch one or more fielding team members and is still considered live, up until the ball is caught or touches the ground surface or any other foreign object besides a player. A ball that physically touches any portion of the BaseLine Board, and is not caught, is registered as a strike as defined in paragraph [3].

4. *Striking Out:* An out is registered by the tossing player accumulating three (3) strikes as defined in paragraph [3]. Strike three (3) is recorded when a tossed ball makes no contact with the BaseLine Board. This can mean the ball is tossed and travels completely over the board, or the ball misses the board to either side, or the ball falls short of the board.
5. *Double Play:* Two (2) outs are registered when a defensive fielder makes a double play. A double play occurs when a fielder makes a

catch (out method #3), and that fielder then tosses the ball into the Home Plate pocket. The fielder must toss the ball from the spot of the catch and the ball must come to land inside the bottom on the Home Plate pocket without making contact with the surrounding ground surface. If the tossed ball by the fielder does not come to rest inside the Home Plate pocket then only one (1) out is recorded. If a player on the offensive side interferes with the toss, two (2) outs will be recorded regardless of where the ball comes to rest. Double plays can only occur when an imaginary base runner exists on any base. A double play cannot occur if there are no runners on base.

[6] Only when three (3) outs are accumulated by any combination of the five (5) methods described above, in paragraph [5], will one-half inning be complete. The tossing team on offense continues to toss through their lineup until three (3) outs are recorded. The fielding team on defense remains positioned near the BaseLine Board until three (3) outs are recorded as well. Once three (3) outs are recorded, the teams rotate positions – the tossing team will now be fielders near the BaseLine Board and the fielding team will now be tossers behind the Home Plate. This pattern continues until the end of the game.

[7] To assist with keeping track of imaginary base runners, three (3) foam markers are provided. One side of these on-base markers is blank, the other side has an image of a batter. To begin, line up the markers on the playing surface alongside the BaseLine Board, placing them upside down (blank side), next to the Single, Double and Triple pockets. When a hit is recorded, flip the marker over, (displaying the image), corresponding to the hit. For example, if the tosser hits a single, the fielding team will flip over the first marker to represent a base runner on first base. If the next tosser hits a double, the fielding team will flip over the second and third marker to represent a runner on second base, as well as a runner on third base, and then flip over the first marker so that the blank side is showing again. This will continue for the entire half inning, until there are three outs. After three outs, flip all the markers back over to its blank side and start the next half inning.



Winning:

The game consists of either seven (7) innings or nine (9) innings as predetermined by both teams prior to the start of the game. Game innings are played according to traditional baseball rules, where each inning is divided into a top and bottom. The Away Team tosses and has the ability to score runs in the top of all innings played and the Home Team tosses and has the ability to score runs in the bottom of all innings played. If the Home Team has earned more runs entering the bottom of the last predetermined inning, the game is over and the Home Team is declared as the winner without needing to play the bottom of the inning. If the Away Team has earned more runs entering the bottom of the last predetermined inning, the Home Team takes their turn at tossing. The Away Team is declared the winner if they have earned more runs after play of the bottom of the last predetermined inning. If both teams have earned the same score after play of all innings and/or equal number of turns, an extra inning shall be played. If one of the teams earns more runs than the other team in the extra inning, the team with the higher run total wins. If the game remains tied after one extra inning, an additional extra inning is played until a winner is determined.

Safety:

1. Injury to yourself or others may occur if used improperly.
2. Adult supervision is recommended for younger players.
3. The playing surface and surrounding area must be free of all obstacles.
4. Participants should be aware of the inherent risks of mental and physical injury while participating.
5. Avoid throwing the ball in a way that could cause injury to other players.
6. Do not sit or stand on the Baseline Board and Home Plate.

Simply scan QR code to watch Instructional Video



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