

# RULES



Peter Gelman  
RallyBirdBaseball.com



## Introduction

Baseball becomes nervous, even dangerous in the 7<sup>th</sup> inning. The starting pitcher is tired. Here come the relief pitchers... Some specialize in strikeouts, others hurl trick pitches that try to cause easy popouts. Others try to induce ground balls for double plays (two outs in one play). Defensive shifts push fielders left or right, packing strength in likely zones, daring the batter to try to hit in the gaps “where they ain’t”...

But how? Batters have only half a second to identify the type of pitch. Even against a defensive fielder shift emphasizing strength here and not there, batters have a hard time placing their hits through the holes. Out follows Out. The 9<sup>th</sup> inning approaches... *Hey, there's a bird on the field.* Suddenly the underdog puts a runner on base... then another... it's a rally!

## Overview

Usually, RallyBird Baseball starts at the top of the 7<sup>th</sup>. The score is 0-0. In three innings, or three rounds, each player takes a turn at offense and defense. Each inning, the offensive coach takes the At Bat cards. The defensive coach takes the wooden tokens (the “Gloves”).

The offensive coach secretly chooses a play from the set of At Bat cards. Then the defensive coach places the Gloves on the board in their zones.

*Examine the game board with the infield diamond, bases for runner pawns, and the 6 Glove zones marked A through F. See how the At Bat tactics cards match the board? You can read each play at a glance.*

Offense reveals the type of hit. The players together determine the defensive number that corresponds according to the play and the relevant Glove values. The offensive player

rolls two 6-sided dice and, looking at the At Bat card, considers its <, =, or > value against the relevant Gloves, and applies the result.

## Equipment

- 1 RallyBird token
- The game board
- 7 wooden Glove zone tokens, shapes as fielders. They have black with white numbers on the front side, black with red numbers on the back.
- 17 At Bat cards. These cards include a simplified diagram of the board with Glove zones labeled A-F.
- 1 card to track your Innings and Outs.
- 2 yellow wooden OUT disks.
- 1 translucent yellow Inning cube.
- Red and Blue 8-side dice to help keep score.
- Red and Blue team baserunner cubes, 4 each.

## Track Innings & Outs

Marked “Visitor” and “Home” are the respective dugouts to hold the red and blue player pawns. Use one of the cards to keep track of your inning and outs:

*Below, the yellow cube and disk marks the top of the 8<sup>th</sup> inning, 1 Out.*



*Note: See page 2 for where to download free score pages designed for this game.*

## Get Ready

1. To play for about an hour, start at the top of the 7<sup>th</sup> inning. Place the **Inning & Outs card** near the top of the board. See “Track Innings & Outs,” page 1.
2. Set the red and blue 8-sided scoring dice next to the board near each player's dugout at value 0. (Or use a RallyBird Baseball Score page; free download, [RallyBirdBaseball.com](http://RallyBirdBaseball.com).)
3. Visitor, **Red**, starts at bat first. Offense takes all the **At Bat cards**.
4. Place one of **Offense's baserunner cubes** as the batter next to home plate. The Defense's baserunners belong in the team's dugout.
5. Defense takes all the **Glove tokens**. Turn their white numbered side face up.
6. *If this is your first time playing the game, set aside the “Take the Pitch” card. Once you've learned the game, always include this card (see page 4).*

## Take the Field

### OFFENSE

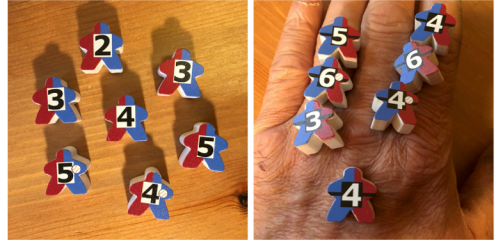
To start each inning, the player who is the Visitor takes the red player pawns and At Bat cards.

Offense randomly selects one of the At Bat cards, secretly looks at it, and places it face down on the table near the inning tokens. **That randomly discarded At Bat card is not available for play that half inning.**

(After your third Out, return it to the At Bat deck for the other player.)

### DEFENSE

*Below, left: the seven Glove tokens, Front side. Note the black numbers.*



*Above right: Glove tokens, back side. Note white numbers and the horizontal line.*

Home defends first and takes all the 7 wooden Glove tokens shaped like fielders (the “meeples”). Note that they have different front (white number) and back (red number) Glove values. The back also has a horizontal black line. Two of the Glove tokens have a baseball icon.

Defense must take the 5 Glove tokens that do not have baseball icons. **Then, of the two Glove tokens with baseball icons, Defense must choose to discard the 5/4 or the 4/6.**

The discarded Glove token is not available that half inning. It will be available for the new defense to choose or not in the next half inning.

After this choice, Defense starts the half inning with six Glove tokens, one of which has the baseball icon. (There's only 1 baseball allowed on the field!)

Important: All Glove tokens start each half inning with their white numbered side facing up.

*You can download a **Frequently Asked Questions** and a **Beginner's Guide** from [RallyBirdBaseball.com](http://RallyBirdBaseball.com). You can also watch my **How to Play videos** and thoughts on baseball theory. Thank you! Copyright © 2019 Peter Gelman*

## For Each “AT BAT”

1. Offense considers tactics, secretly selects an At Bat card, and places it face down on the card spot beside home plate. Then Offense tells Defense to go ahead.

2. The Defensive coach assesses the situation, decides where to emphasize defensive strengths, and places the Glove tokens flat on the Zones marked on the board.

3. When the Glove tokens are ready, Defense tells the Offense. Offense shows the At Bat token previously placed face down, then rolls the two 6-sided dice for the hit number.

4. Both players determine the result. Compare the die roll sum with the defensive glove sum, then look at the card. Is the dice sum greater than, equal to, or less than the Glove values? (See photos; compare the  $<$ ,  $=$ , and  $>$  results of your “Infield Left” At Bat card against a die roll of 7)

For example, if the offensive coach had chosen to hit an “Infield Left”, the relevant defensive zone values are the glove tokens placed in position D and A.

If there is no Glove token in a named zone (see **Impact on Glove token** on the next page), use the Glove value printed on the board.

The At Bat card reveals this information in red. The game board shows the same information with a connecting line.

After each At Bat, return the played card to offense’s stack of available At Bat cards for the next At Bat.

If it earns an Out, place a round Yellow token on an Ump circle on the Innings & Outs card. If it’s a double-play (two outs), place two Yellow tokens. On the third Out, the half inning ends...

*Below: Infield Left tests Glove Zones A and D. Their values below are 3 and 5. Dice roll=7. “Less than” result: double play, 2 outs.*



*Below: Glove values are 3 and 4. Dice roll=7. “Equal” result: runner on 1<sup>st</sup> Base is Out, but batter advances.*



*Below: Glove values are 3 and 3. Dice roll=7. “Greater than” result: everyone advances. Score!*





Some details on At Bat cards: "GR Right" tests the dice sum against double the Glove value in Zone C (which the card shows in red as "C C").

"Steal 3B" tests the dice sum against Glove Zone A times three ("A A A").

The "Home Run" card requires offense to roll against the sum of Glove zones E & F twice and succeed both times, else it's an out.

The "Take the Pitch" card tests one of two different Glove zones according to whether or not Offense has a baserunner on 2<sup>nd</sup> Base. It never impacts Defense's Glove zone token, even if it succeeds in advancing the batter with a Walk.

## Impact on Glove Tokens

After each At Bat, if Offense succeeded in moving the batter or runners, Defense must make a change to exactly one (never two) of the Glove tokens in the Zones that failed to stop that At Bat.

Remember that the front side of the wooden Glove tokens has black numbers. The back side has white numbers and a black horizontal line. (See the pictures on page 2.)

Consider only the Glove(s) in the Zone(s) that the At Bat card tests. Most tactics test two Zones, but some test only one.

If Offense succeeds in moving the batter or runners forward, and one or more of the failing Glove tokens shows its back side, Defense must remove it (or must choose one of the two to remove; the other stays). Note that this means that if one of two failing Gloves shows its front side, and the other shows its back, Defense must remove the back side Glove from the half inning. Removed Gloves cannot return to play that half inning. If Offense succeeds in moving the batter or runners forward, and none of the failing Glove

tokens shows its back side, then Defense must flip it to its back side (or choose one of the two to its back side; the other doesn't change) for the next At Bat.

Exception: *Defense can never lose its last Glove token with its back side face up.*

Gloves uninvolved in a play do not change value. After making the required Glove token change, Defense always retains the current, evolving Glove side face up for the next At Bat.

## Third Out

At the third out, exchange the offensive and Glove tokens. If a team is winning when you reach the bottom of the 9<sup>th</sup>, the game is over and that team has won. If the game is tied at the end of the 9<sup>th</sup> inning, proceed to extra innings!

## Baseball Logic

Apply baseball logic as makes sense. Forced runners must advance...Even when not specified on the card...Even if the fielders throw the batter out at first base. If not specified, unforced runners do not advance.

## Scorekeeping

When you score, turn your 8-sided dice to reflect it. If you score more than 8 runs, you have a lucky problem! Just move that die from the side of the board to the top of the Innings & Outs tracker to log that 8, and turn it to 0.

## Optional... The RallyBird!

Strictly in the 9<sup>th</sup> inning only, a losing team on offense may use the RallyBird token to reroll the dice. If the roll succeeds in advancing the batter or runner, offense keeps the RallyBird token and may use it again. If the reroll fails, that player loses the RallyBird privilege. If scores change, both players may take turns as the underdog in the 9<sup>th</sup> and thus both gain RallyBird powers... as long as they last. This rule may add ½ hour to game time. *Fun!*