

# All-Star Baseball – Rules of Play

**THE GAME:** The rules and play off ALL STAR BASEBALL are the same as in real baseball. Players are assumed to have a general idea of the rules of Baseball. Those who do not should refer to a Baseball guide.

**NUMBER OF PLAYERS:** Generally speaking, ALL STAR BASEBALL is played by two players, each acting as Manager of one Team. However, more players might act as co-managers of the teams. Or, additional players could challenge the winning Manager to a game.

**EQUIPMENT:** 60 All-Star Player Discs; Strategy Disc (A-E and F-J); Baseball Diamond; “At Bat” Spinners with Fielding K-O Dial; 4 Pegs (Runners); Batting Key; Score Pad; Scoreboard with Runs per Inning and Outs dials, and Keys for A-E and F-J Strategy Plays and K-O Dial. You will need paper and pencil to make up the batting order.

## TO BEGIN GAME:

1. Insert Scoreboard in slots behind the Diamond.
2. Remove Players Discs.
3. Managers toss a coin to see who shall manage the Home Team, which bats last. The players losing the toss manages the Visiting Team, which bats first. Player Discs are then chosen in turn by the Managers as follows:

	<i>Manager of Home Team Gets</i>	<i>Manager of Visiting Team Gets</i>
Catchers	1 <sup>st</sup> and 4 <sup>th</sup> choices	2 <sup>nd</sup> and 3 <sup>rd</sup> choices
Pitchers	2 <sup>nd</sup> , 3 <sup>rd</sup> , 6 <sup>th</sup> & 7 <sup>th</sup> choices	1 <sup>st</sup> , 4 <sup>th</sup> , 5 <sup>th</sup> & 8 <sup>th</sup> choices
1 <sup>st</sup> Basemen	1 <sup>st</sup> and 4 <sup>th</sup> choices	2 <sup>nd</sup> and 3 <sup>rd</sup> choices
2 <sup>nd</sup> Basemen	2 <sup>nd</sup> and 3 <sup>rd</sup> choices	1 <sup>st</sup> and 4 <sup>th</sup> choices
Shortstops	1 <sup>st</sup> and 4 <sup>th</sup> choices	2 <sup>nd</sup> and 3 <sup>rd</sup> choices
3 <sup>rd</sup> Basemen	2 <sup>nd</sup> and 3 <sup>rd</sup> choices	1 <sup>st</sup> and 4 <sup>th</sup> choices
Outfielders	1 <sup>st</sup> , 4 <sup>th</sup> , 5 <sup>th</sup> , 8 <sup>th</sup> , 9 <sup>th</sup> & 12 <sup>th</sup> choices	2 <sup>nd</sup> , 3 <sup>rd</sup> , 6 <sup>th</sup> , 7 <sup>th</sup> , 10 <sup>th</sup> & 11 <sup>th</sup> choices

4. **THE LINE-UP:** Each Manager makes up his batting order. A large piece of paper should be used so that there is plenty of room to enter all substitutes. Outfielders may play any outfield position. Other players must play the position regularly assigned to them unless it can be shown that they now more or less regularly play a second position. Discs representing layers not used in the starting lineup are set aside by each Manager. These players may be substituted for starting players at any time during the game. Once removed from the game, however, a player may not return thereafter.

## THE GAME IS ON – BATTER UP:

1. The Manager of the Visiting Team places his entire batting order under the “At Bat” Spinner, with the head of the batting order on top. The Batter spins and refers to the Batting Key. (When a Batter’s turn at bat is over, that disc is placed on the bottom of the “At Bat” stack, face up.)

2. FIELDING K-O DIAL: When the Batter hits a Single, Fly Ball, or Ground Ball, the Manager of the opposing team spins the “At Bat” Spinner, and refers to the Fielding K-O Dial (on the outer rim of the “At Bat” Spinner). He then refers to the K-O Dial Key on the Scoreboard for the fielding results.

*Example:* Home Team Batter hits a Fly Ball. Visiting Team Manager spins an “N” on the K-O Dial. He refers to the K-O Dial Key under I Fly Ball “N” and learns that the Batter flied out and the Base Runners do not advance.

3. STRATEGY PLAYS: Have more fun playing ALL STAR BASEBALL by becoming familiar with strategy plays. Use of these plays brings a better understanding of “*Inside Baseball.*”

A. *A-E and F-J Strategy Disc.* When one or more Runners are on Base, the Manager may order a single steal, double steal, the hit and run, etc. In this case the A-E or F-J Disc is used on the “At Bat” Spinner, atop the batter. The result of the play is found by referring to the Keys marked A-E or F-J on the Scoreboard. Of course, the Batter who is up receives credit for the result of the play.

B. *Intentional Pass.* It is permissible to intentionally pass or walk a batter, but them Manager of the Fielding Team must say “Walk him”, or “Intentional Pass” before the “At Bat” Spinner is used.

4. Play proceeds as in regular Baseball: 3 Outs per Team to an Inning, 9 Innings to a Game (unless extra Innings are required). Scores are kept on score pads.

NOTE: Manager usually keep records of batting results on the Batting Order sheet where all substitutes are entered. Pinch Hitters, etc., may be used at any time as in regular Baseball. Batting averages can be compiled from these sheets when desired.