

# Free Downloads for Pizza Box Baseball™

The following optional rules are not included in the Pizza Box Baseball instruction booklet. By agreement prior to play, players may adopt any/all of the rules below.

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## **RULES FOR FAST RUNNERS**

Each team's Hitter #1 and Hitter #2 are fast runners. Fast runners use the green pegs when on base (instead of the team's red or blue peg). Fast runners are different than normal (red or blue) runners when it comes to (1) advancing bases on hits and (2) attempting to steal bases.

### **1. ADVANCING FAST RUNNERS ON HITS**

On doubles, fast runners may advance 3 bases. On singles, fast runners may advance 2 bases. However, a fast runner must stop at 2nd base if another runner has stopped at 3rd base.

### **2. ATTEMPTING TO STEAL 2RD BASE (FAST RUNNERS ONLY)**

Fast runners have better chances at stealing an unoccupied 2nd base. Normal runners may only draw one card, which must be SAFE, or else the runner is OUT. Fast runners draw 3 cards against BALL or STRIKE and 2 cards against PITCHOUT.

#### Against BALL or STRIKE

Fast runners attempting to steal 2nd base against BALL or STRIKE draw 3 Baserunning result cards.

If at least 2 of the 3 cards are OUT cards, the fast runner is OUT stealing.

If at least 2 of the 3 cards are SAFE cards, the fast runner is SAFE stealing.

#### Against PITCHOUT

Fast runners attempting to steal 2nd base against PITCHOUT draw 2 Baserunning result cards.

If both cards are SAFE, the fast runner is SAFE stealing. If 1 of the 2 is OUT, the fast runner is OUT stealing.

### **3. ATTEMPTING TO STEAL 3RD BASE (FAST RUNNERS ONLY)**

Only fast runners may attempt to steal an unoccupied 3rd base. Normal runners may not attempt to steal 3rd base. To attempt a STEAL of 3<sup>rd</sup> Base, the hitter must place the STEAL card face down instead of SWING, TAKE or BUNT. STEAL of 3<sup>rd</sup> Base is a white strategy. Per the STEAL rules, players will first resolve the STEAL attempt before proceeding to determine the hitter's result. Per the STEAL rules, the Pitcher may also call a PITCHOUT.

#### Against BALL

Fast runners attempting to steal 3rd base against BALL draw 1 Baserunning result card.

If the card is OUT, the fast runner is OUT stealing. If the card is SAFE, the runner is SAFE.

#### Against STRIKE

Fast runners attempting to steal 3rd base against STRIKE draw 2 Baserunning result cards.

If at least 1 of the 2 cards is OUT, the fast runner is OUT stealing. If both cards are SAFE, the runner is SAFE.

#### Against PITCHOUT

Fast runners attempting to steal 3rd base against a PITCHOUT draw 3 Baserunning result cards.

If all 3 cards are SAFE, the fast runner is SAFE stealing. If 1 of the 3 is OUT, the fast runner is OUT stealing.

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## **ATTEMPTING TO SCORE A NORMAL RUNNER ON A SINGLE OR DOUBLE**

When a normal runner advances +1 on a single from second base to third base, the player may make a risky play to attempt to score the runner (instead of stopping the runner at 3<sup>rd</sup> base). After all runners on base have advanced, the player may announce an attempt to SEND THE RUNNER.

Similarly when a normal runner advances +2 on a double from first base to third base, the player may announce an attempt to SEND THE RUNNER.

### Determining Results for SEND THE RUNNER Attempts

Draw 3 Baserunning result cards. If all 3 cards are SAFE, the runner is SAFE and scores a run. If 1 of the 3 cards is OUT, the runner is OUT.

This rule does not apply to fast runners, who automatically score.

If the runner is OUT at home, a runner stopped at first base may advance to an unoccupied second base after the OUT. If the runner is SAFE at home, no runners on base may advance.

## **ADDITIONAL PITCHER STRATEGY: THROW TO FIRST**

A pitcher may place a STRIKE card face down on the table and announce THROW TO FIRST prior to turning over a STRIKE card. If the hitter has played a STEAL card, the hitter may:

- (a) continue with the STEAL attempt or
- (b) cancel it.

### When the Hitter has Played a STEAL Card

If the hitter decides to continue with the runner's STEAL attempt, fast runners succeed by drawing 2 SAFE cards from the Baserunning Result Deck (normal runners require 3 SAFE cards). Play then proceeds, with a strike thrown to a taking hitter (Pitcher Advantage).

If the hitter decides to cancel the runner's STEAL attempt, both players show their cards, but they will not use them. The hitter reveals and picks up the STEAL card. The pitcher shows the STRIKE card and returns it face down on the table. The hitter and pitcher proceed with the at-bat, each placing a new card face down on the table. The hitter may not play a STEAL card (though a BUNT is allowed). The pitcher may still play a STRIKE card only if they have still have one in hand. After the at-bat, the pitcher may return the unused STRIKE card to the hand.

### When the Hitter has not Played a STEAL Card

If the pitcher announces THROW TO FIRST and the hitter does not have a STEAL card, the hitter announces NOT STEALING. The hitter does not turn over their card. The pitcher shows the STRIKE card and returns it face down on the table. The STRIKE card used for the THROW TO FIRST call will not be in play for this hitter. The pitcher must play another card from the hand. Players then flip over their cards and proceed with the normal at-bat. After the at-bat, the pitcher may return the STRIKE card used for the THROW TO FIRST call to the hand.