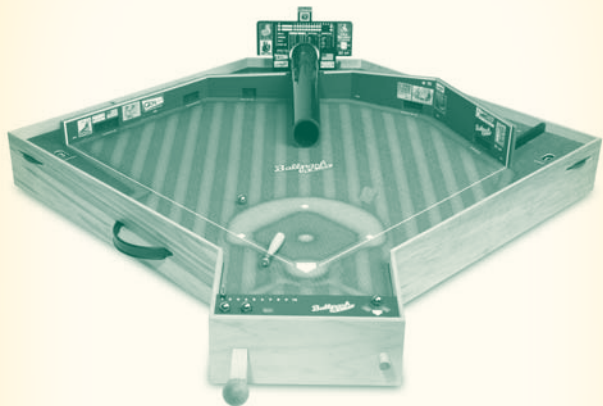


# BALLPARK CLASSICS HANDBOOK



**Ballpark  
Classics**

Our fields. Your dreams.

## WELCOME TO THE WORLD OF BALLPARK CLASSICS!



Whether you love baseball or you're just looking for a new spin on game night, I don't think there's anything that looks as good and plays as great as Ballpark Classics™.

For a long time, it's been my dream to create a game that gets people off the couch and away from their screens to enjoy an authentic baseball experience that's as much about spending time together as it is about competing. I hope you enjoy Ballpark Classics, and thank you for being a part of it.

Enjoy the game. Enjoy each other. Play ball!



**Doug Strohm**  
President



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## OFFICIAL RULES

### NUMBER OF PLAYERS

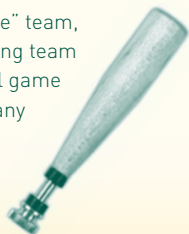
One or more players can have fun with Ballpark Classics. With two or more players, form teams and play against each other by taking turns batting and pitching. To play by yourself, pull out the ball return plug, and then pitch and bat from the pitching side of the game.

### OBJECT OF THE GAME

The object of the game is to score runs when you are at bat, and to prevent your opponent from scoring runs when it's his or her turn at bat. The team that scores the most runs by the end of the game wins.

### SEQUENCE OF PLAY

Game play is divided into innings. An inning consists of each team having a turn to bat while the other team pitches. The batting team's turn lasts until there are three outs. One team is designated the "home" team, and the other is the "visiting" team. The visiting team takes the first turn at bat. An official baseball game lasts nine innings, but players can agree on any number of innings to play.



## WINNING THE GAME

If the visiting team is ahead after the home team's turn at bat in the last inning, the visiting team wins. If the home team is ahead after the visiting team's turn at bat in the last inning, or if the home team takes the lead during its final turn at bat, the home team wins. Note that if the home team is ahead after the visiting team's turn at bat in the last inning, the game is over and the home team need not take its final turn at bat.



### EXTRA INNINGS

If the score is tied after the home team's final turn at bat, teams play extra innings until a winner can be declared. In extra innings, the visiting team wins by taking the lead during its turn at bat and preventing the home team from tying or taking the lead during its next turn at bat. If the score remains tied after the home team's turn at bat, teams continue playing another extra inning until the game is decided.

## BALLPARK BASICS



### HOW ARE HITS AND OUTS MADE?

A batted ball that comes to rest on the field in fair territory is an out. A batted ball that is hit through a gate in the fence is scored as a single, double, or triple. A baseball hit over the ramp and over the fence or back up the pitching pipe and over the fence is a home run.

### SHOULD A PLAYER TOUCH A MOVING BASEBALL?

No. Players may not interfere with a batted or pitched baseball while it is in motion. In Ballpark Classics, where the baseball comes to rest is important in determining the result of the play. Always play Ballpark Classics on a level surface.

### SHOULD BASEBALLS BE LEFT ON THE FIELD DURING PLAY?

No. To prevent interference with a batted baseball, players must clear the fair and foul areas of the playing field of baseballs by picking them up or sweeping them into the ball return before every pitch. Balls may be left behind the fences.

## PITCHING

### HOW DOES PITCHING WORK?

The baseball is released in the pitching pipe by the pitching team. A baseball that is released in the exact center of the pitching pipe will likely result in a strike.

### HOW ARE DIFFERENT PITCHES THROWN?

The baseball can be released at different points in the pitching pipe and spun in different ways. This results in an unlimited number of pitches that can be "thrown" by the pitcher. With practice, pitchers can improve their control and deliver the pitch they want for different situations. A pitcher does this to try to outsmart the batter and disrupt the timing of the batter's swing.

### ARE THERE ANY ILLEGAL PITCHES?

A pitched baseball can take any path inside the pitching pipe, but it must roll along the surface of the field after exiting the pipe. Sometimes pitches thrown very hard can bounce or even fly over the plate. A pitch that does not roll across the entire surface of the field once it has left the pitching pipe is a ball, and the baseball is immediately ruled "dead." A dead ball cannot be put into play by a batter. Spitballs or the placement of any foreign substance on the ball is not allowed.





## BALLS AND STRIKES

### WHAT IS A STRIKE?

Simply put, a strike is a pitch that travels across home plate. There are three kinds of strikes: a swinging strike, a called strike, and a foul strike. If a batter swings and misses the baseball, it's a swinging strike. If the profile of the baseball crosses any part of home plate, even if a batter does not swing, the pitch is a called strike. (Imagine a bright light shining directly above the baseball. The shadow it casts straight down is its profile.) Every foul ball is counted as a foul strike, unless the batter already has two strikes; batters may foul off as many pitches as they can after they have two strikes.

### WHAT IS A BALL?

A pitch is ruled a ball if the baseball:

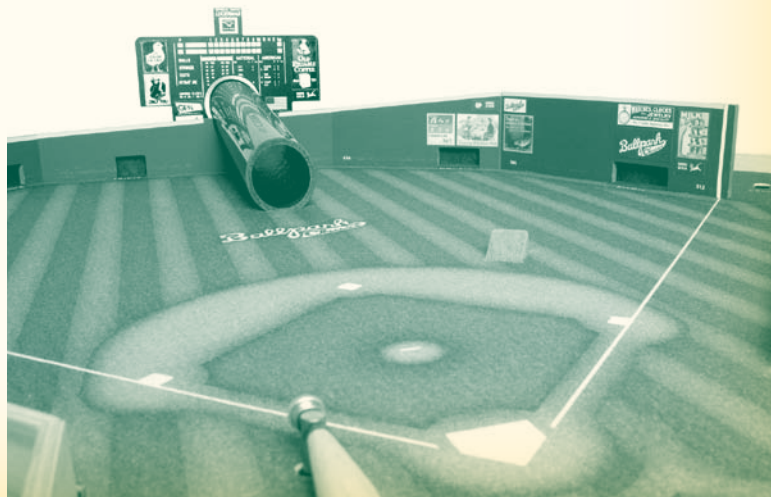
1. Does not reach home plate.
2. Rolls past home plate without its profile crossing over any part of home plate.
3. Hits the bat without the batter moving the bat.
4. Hits a wall and then crosses home plate.

### WHO CALLS BALLS AND STRIKES?

If no umpire is present, the pitcher makes the call on whether a pitch was a ball or a strike. Arguing over balls and strikes is a part of baseball. It should also be pointed out that there is no crying in baseball.

### ARE THERE STRIKEOUTS AND WALKS?

Yes. If a pitcher gets three strikes on a batter before four pitches have been called balls, the batter has been struck out. If a batter gets four balls before being struck out, he or she earns a walk and is awarded first base.





## BATTING

### HOW DOES BATTING WORK?

Before every pitch is thrown, the batter must position the bat parallel to the pitching pipe and behind home plate. From the batting position, this would be 6 o'clock. As the pitch is thrown, the batter must decide whether to swing the bat to try and hit the baseball, or take the pitch by not swinging.

### WHAT IF A BATTER HITS THE SAME PITCH TWICE?

The ball is dead and ruled foul. Sometimes a batted ball will roll around the field and end up back within the swing zone of the batter. If such a ball were to come to rest in fair territory, the batter would be called out, so he or she may hit the ball again to make it dead and rule it foul.

### WHAT IS A CHECK SWING?

If a batter swings the bat, does not make contact with the baseball, and the bat does not travel past the upper-right tip of home plate, then the pitch is scored as if the batter made no attempt to swing. This is known as a "check swing." If, however, a batter swings and any part of the bat moves beyond the upper-right tip of home plate without making contact with the baseball, then the pitch is a swinging strike.



## FAIR OR FOUL

### ARE THERE FOUL BALLS?

Yes. A pitched baseball that hits the bat and comes to rest in foul territory, or a baseball that is struck twice by the batter, is a "foul ball." Foul balls count as strikes, unless the batter already has two strikes, as described on page 8.

### WHAT IS FAIR TERRITORY AND WHAT IS FOUL TERRITORY?

The area of the playing field between the two white foul lines (the third base line and the first base line) is called "fair territory." All other areas are considered "foul territory."

### WHAT IF A BASEBALL STARTS OUT FOUL AND THEN COMES TO REST FAIR?

A batted ball that enters foul territory, bounces around several times, and then comes to rest in fair territory is ruled a fair ball and therefore an out.

### HOW MANY FOUL BALLS CAN A BATTER HIT?

A batter may foul off an unlimited number of pitches. Remember, the batter must position the bat in the 6 o'clock position—that is, behind home plate and parallel to the pitching pipe—before every pitch. A batter cannot strike out on a foul ball.





## OUTS AND HITS

### HOW ARE OUTS DETERMINED?

Outs are called when a batter receives a third strike, or if a batted ball comes to rest in fair territory. Both players must inspect a baseball that is close to the foul line and agree on whether it is more fair than foul, or more foul than fair. A ball touching the foul line is a fair ball.

### HOW DO SINGLES, DOUBLES, AND TRIPLES WORK?

To score singles, doubles, and triples, the batter must hit the ball through a single, double, or triple gate in the outfield fence. Once the baseball travels through a gate, it is a hit—even if it somehow rolls back through the gate and onto the field of play. For baseballs that do not completely clear the gate, more than half of the ball must be past the rear plane of the fence or else it is ruled to be in fair territory and an out is recorded.

### HOW DO HOME RUNS WORK?

There are two ways to hit a home run. If the batter hits the baseball back up the pitching pipe, out of the pipe, and over the fence, then the batter is credited with a home run. A batted ball that travels up the home run ramp and over the fence is also a home run.

If the baseball does not have enough speed to clear the pitching pipe and the fence, and the ball rolls back down onto the field, then the play is judged by where the ball comes to rest. If the pitcher's hand remains in the pipe after a pitch and the batted ball touches the pitcher's hand, it is ruled a home run due to pitcher interference.

## BASERUNNING AND SCORING RUNS

### HOW DO PLAYERS GET ON BASE?

Players advance to first base for a walk or a single, to second base for a double, to third base for a triple, and to home plate for a home run. Batters cannot advance to first base by being hit by a pitch. If a pitched baseball hits the bat or the knob of the bat and the batter has not moved the bat, the pitch is ruled a ball.

### HOW DO BASE RUNNERS ADVANCE TO OTHER BASES?

If the batter makes a hit, all base runners advance the same number of bases as the batter. For example, if there is a base runner on second base and the batter hits a single, the runner on second moves to third base.





If a batter earns a walk, only the base runners forced ahead of the batter advance one base. For example, if there are runners on first and second, they both advance one base on a walk to the batter. If there are runners on first and third, only the runner on first advances. If there are runners on second and third base and no runner on first, if the batter walks, he or she advances to first and the other base runners remain where they are.

### **HOW ARE RUNS SCORED?**

Every base runner that advances to home plate scores a run for the team at bat. For example, if a batter hits a triple with a runner on first, the batter goes to third and the runner on first advances to home plate and scores. A home run scores one run for the batter and one run for each base runner that scores ahead of the batter.

## **KEEPING SCORE**

### **HOW DO TEAMS KEEP SCORE?**

Runs are tracked for the home and visiting teams by turning the disks located just outside of the foul lines near the outfield fences.

### **HOW ARE OUTS TRACKED?**

Outs are tracked by placing one, two, or three baseballs in the three square trays on the left and rear side of the ball return cover located behind home plate.

### **HOW ARE BASE RUNNERS TRACKED?**

Runners are tracked by placing baseballs in the diamond-shaped bases surrounding home plate on the ball return cover.

### **HOW ARE INNINGS TRACKED?**

Keep track of innings by placing the provided inning peg into a hole on the left side of the ball return cover. A peg in the upper position above the number "5," for example, means that the game is currently in the top (the visitor's half) of the fifth inning.

### **WHAT'S THE BEST WAY TO KEEP THE COUNT OF BALLS AND STRIKES?**

The pitcher generally calls out "the count" before every pitch, as in, "three and two" or "one and one," where the first number is the number of balls, and the second is the number of strikes.





## MISCELLANY

### CAN A PLAYER PLAY BY HIMSELF OR HERSELF?

Yes. By leaving the ball return plug pulled out, a single player may both pitch and hit, and the balls will be returned automatically. Instead of pulling the handle to bat during solo play, push the handle in.

### DURING A GAME, SHOULD THE BALL RETURN BE LEFT OPEN?

No. The batter relies on the sound of the baseball to help determine its path and speed. The ball return should be pushed in during normal play so that the sound of the returning baseballs does not disrupt the sound of the pitch for the batter. When the pitcher needs a new supply of baseballs, he or she should tell the batter to pull the ball return plug out. You will develop your own unique way of asking for more baseballs.

## SAFETY, USE, CARE, AND STORAGE

Your Ballpark Classics game contains small parts that should be kept out of the reach of children. Just like at the ballpark, the baseballs do leave the field and go into the crowd at times, so players and fans should use caution and stay alert.

Ballpark Classics is best played while sitting on a carpeted floor. To play on a hard surface or table, install the eight clear bumper feet (provided) onto the bottom frame of your game. Always play on a level surface.

Keep your game clean and dry. If needed, spot clean surfaces by dabbing with a mild soap and water solution and a moist soft towel. Continuous exposure to direct sunlight may damage your game.

To store your game, lift it by its handle and place it against a wall or in a closet in an upright position. Of course, you can always reverse the assembly instructions, and your game will fit back into its original packaging for prolonged storage.





## GENERAL INFORMATION

If you have questions or comments, we would like to hear from you!

Send e-mail to [info@ballparkclassics.com](mailto:info@ballparkclassics.com).

Sign up for our mailing list and visit us often at [www.ballparkclassics.com](http://www.ballparkclassics.com) to set up your own leagues and for exciting new announcements, products, and developments.



## WARRANTY INFORMATION



Your Ballpark Classics game is made in the United States of America to exacting quality standards. Exercise normal care in its use and be sure to pack your game carefully if storing it for an extended period.

If at any time you have questions about your game or it requires service, please contact Ballpark Classics directly by e-mail at [info@ballparkclassics.com](mailto:info@ballparkclassics.com).

Your Ballpark Classics game is unconditionally guaranteed to be free of defects in materials and/or workmanship for 90 days from the date of purchase. We cannot warrant the game for normal wear and tear. Your dated sales receipt must accompany any request for service. Do not return Ballpark Classics to the store you purchased it from. Register your game for warranty coverage online at [www.ballparkclassics.com](http://www.ballparkclassics.com).





Our fields. Your dreams.

[WWW.BALLPARKCLASSICS.COM](http://WWW.BALLPARKCLASSICS.COM)

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