

OVERVIEW

Number of Players

One or more players can play Ballpark Classics. With two or more players, form teams and take turns batting and pitching. To play alone, pitch and bat from the pitching side of the game.

Object of the game

The object of the game is to score runs when your team is batting, and to prevent your opponent from scoring runs when they are batting. The team that scores the most runs by the end of the game wins.

Sequence of play

Game play is divided into innings. One 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 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.

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. 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 does not need to 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. The home team wins by taking the lead during its turn at bat. If the score remains tied after the home team's turn at bat, teams continue playing extra innings until the game is decided.

THE BASICS

Hits and outs

A batted ball that is hit through a gate in the fence is scored as marked: single, double, or triple. A baseball hit back up the pitching pipe and over the fence is a home run.

A batted ball that stops on the field in fair territory (between the white foul lines) is an out. It does not matter what the ball hits, or where it travels beforehand. The play is scored by where the ball stops.

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 finally comes to rest is important in determining the result of the play. Always play Ballpark Classics on a flat, level surface.

Should balls be left on the field?

No. To prevent interference with a batted ball, 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 during play.

Use the metal tin to collect balls

The metal tin that your baseballs and inning peg came in is used to collect the baseballs from the ball return during a game.

Slide the tin under your game behind home plate and beneath the large hole under the ball return cover. When the ball is pitched, the ball return will often collect the ball and drop it into the metal tin. Slide the tin back out to give the pitcher a new supply of balls, as needed.

If playing on a hard surface, you can nest the tin in its lid. If playing on a thick carpeted surface, use only the lid of the tin to collect the baseballs.



KEEPING SCORE

How do teams keep score?

Runs are tracked for the home and visiting teams by turning the home and visitor scoring 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 round trays on the left side of the ball return cover behind home plate.

How are base runners tracked?

Base runners are tracked by placing baseballs in the round trays above the home plate image on the right side of the ball return cover.

How are innings tracked?

Keep track of innings by placing the inning peg in 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.

Keeping the book

Ballpark Classics has been designed to keep play moving quickly. In league situations, you may wish to capture stats and score your games using a baseball scorecard. You can track batting average, ERA, and other statistics for your team.

You can download a scorecard from our website, or purchase a baseball scorebook at a sporting goods store.



PITCHING

Overview

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 usually be a strike. Batters hit pitches while they are in motion, but in the rare case when a pitched ball stops on its way to the batter, the batter may swing at the resting ball and put it into play.

How are different pitches thrown?

The baseball can be released at different places in the pitching pipe and spun in different ways. 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 to disrupt the timing of the batter's swing.

Try this: Place your index finger under the pitching pipe and then balance the ball under your thumb in the pipe. Now squeeze the ball in different ways and with differing pressure to make the ball change its speed and spin. Move the ball to different places in the pipe, such as high on the inside wall, and practice your pitching skills. See www.ballparkclassics.com for pitching videos.

Illegal pitches

Sometimes pitches thrown very hard can bounce toward home plate. A pitch that does not roll across the surface of the field once leaving the pitching pipe is ruled dead and a ball is charged to the pitcher. A pitched baseball can take any path inside the pitching pipe, but it must roll along the entire surface of the felt field after exiting the pipe. A dead ball cannot be put into play by a batter. Spit balls or the placement of any foreign substance on the ball is not allowed.

STRIKEOUTS AND WALKS

Overview

Batters choose to swing or not to swing at every pitch. 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, the batter earns a walk and is awarded first base.

What is a strike?

There are three kinds of strikes: a called strike, a swinging strike, and a foul strike. If the profile of the baseball crosses any part of home plate and the batter does not swing, the pitch is a called strike. (Imagine a bright light shining directly above the baseball. The shadow it casts down on the field is its profile.) If a batter swings, the bat travels past the upper-right tip of home plate, and the bat misses the baseball, the pitch is ruled a swinging strike. 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 like after they have two strikes.

What is a ball?

A pitch is ruled a ball if any of the following are true: the baseball (a) does not reach home plate, (b) rolls past home plate without its profile crossing over home plate, (c) hits the bat without the batter moving the bat, (d) hits any surface other than the felt field before crossing home plate, (e) is ruled an illegal pitch.

Who calls balls and strikes?

If no umpire is present, the pitcher makes the final call on ball or strike. Arguing over balls and strikes and fair and foul balls is a part of baseball. Remember, there is no crying in baseball.

What's the best way to keep 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 for the current at bat. The count is reset for each at bat.



BATTING

Overview

Before every pitch is thrown, the batter must position the bat parallel to the pitching pipe behind home plate. Looking down from the batting position, this would be 6 o'clock. Otherwise, the batter would have the advantage of making every pitched strike a foul ball by resting the bat across home plate before every pitch.

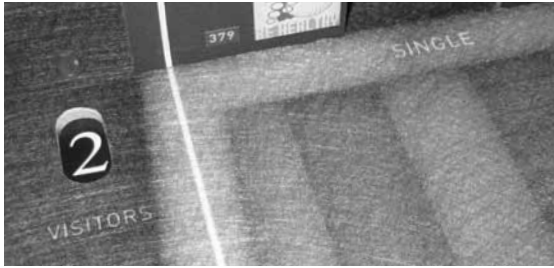
As the pitch is thrown, the batter must decide to swing the bat from the 6 o'clock position. If the batting assembly is installed correctly, the bat should rest at the 6 o'clock position when the batting rod is pushed all the way into the game base from the home plate side. If this is not the case, check your installation instructions and reinstall the batting assembly.

What if a batter hits the same pitch twice?

A ball hit twice on the same play is dead. Additionally, a batted ball will sometimes come to rest back within the swing zone of the batter. If such a ball comes to rest in fair territory, the batter will be called out, so the batter may hit the ball again to make the play dead. This results in a foul ball, and not an out.

What is a "Check Swing?"

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.



FAIR OR FOUL?

Foul Ball

A batted ball that comes to rest in foul territory (outside the white lines) or a baseball that is struck twice by the batter is a foul ball.

Fair and 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 foul then comes to rest fair?

Any batted ball that enters foul territory and then comes to rest in fair territory is ruled a fair ball and therefore an out. Where the ball stops determines fair or foul.

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 at the 6 o'clock position before every pitch. Foul balls count as strikes, unless the batter already has two strikes, as previously described. A batter cannot strike out on a foul ball.



OUTS AND HITS

Outs

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 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.

Singles, Doubles and Triples

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 crosses through a gate, it is a hit—even if it rolls back through the gate and back on to the field of play. For baseballs that do not completely clear the gate, more than half of the ball must be past the front plane of the fence.

Home Runs

If the batter hits the ball back up the pitching pipe, out of the pipe, and over the fence, then the batter is credited with 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.

BASE RUNNING & 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 in Ballpark Classics. 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 as previously described.

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.

How do base runners advance?

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 advances one base, moving to third base while the batter advances to first.

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 base advances. If there are runners on second and third base and no runner on first, and the batter walks, he or she advances to first and the other base runners remain on their bases.

SAFETY, CARE & STORAGE

Your Ballpark Classics game contains small parts and small balls that should be kept out of the reach of children.

⚠️ WARNING: CHOKING HAZARD—Toy contains a small ball. Not for children under 3 years old.

Ballpark Classics is designed for use by persons ages 13 and up. Baseballs can leave the field of play, so players and fans should use caution and stay alert. Ballpark Classics is best played on a low table or while sitting on a carpeted floor. Keep your game clean and dry.

If needed, spot clean surfaces by dabbing with a mild soap and water solution and a soft towel. Continuous exposure to direct sunlight may fade the playing field of your game. To store your game, lean it against a wall, in a closet in an upright position, or slide it under a bed.

WARRANTY INFORMATION

Your Ballpark Classics game is made in the United States of America to exacting quality standards. Exercise normal care in its use. 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. Your Ballpark Classics game is guaranteed to be free of defects in materials and/or workmanship for 90 days from the date of purchase. Your dated sales receipt must accompany any request for service. If you have questions or comments, we would like to hear from you. Send e-mail to: info@ballparkclassics.com and visit us often at www.ballparkclassics.com for exciting new announcements, products, and replacement parts.

Please, do not return Ballpark Classics to the store you purchased it from. Faster service will result by contacting us directly. We're here to help! Please email us at info@ballparkclassics.com



Ballpark Classics

www.ballparkclassics.com

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Send e-mail to: info@ballparkclassics.com and visit us often at www.ballparkclassics.com for exciting new announcements, products, features, and other developments.

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**PLAY
BALL**

THE RULES OF THE GAME