

Baseball Pitch By Pitch Dice Game

By Michel Gaudet July 2021

This game is a dice-based baseball game for one or two players. It simulates a baseball game between two teams from history, modern day, or your own imagination.

It's play with a D4. D6, D8, D10 (0-9 or 1-10), D12 and a D20 dice.



Player Positions	
1	Pitcher (P)
2	Catcher (C)
3	First baseman (1B)
4	Second baseman (2B)
5	Third baseman (3B)
6	Shortstop (SS)
7	Left fielder (LF)
8	Center fielder (CF)
9	Right fielder (RF)

Pitch Table D6	
1-2	Strike
3-4	Ball
5-6	Hit by Pitch
Base Stealing Table D8	
1-3	Runner is Out
4-8	Runner is Safe
Base Double steals Table D8	
1-3	Lead runner is out
4-5	Trailing runner is out
6-8	Both runners reach safely

Swing Table D4	
1	hit
2	no hit
3-4	no swing
Foul Table D12	
1	FO7
2	FO5
3	FO9
4	FO3
5-12	Foul

DP Table D6 Double Play	
1-3	DP
4-6	Single Out
TP Table D6 Triple play	
1-2	TP
3-4	DP
5-6	Single Out

Hit Table D20		
	Hit	If Out
1-6	Foul ball	Roll a D12 (Foul Table)
7-8	Pop Out	Roll a D6 P-D6 Number Ex. P1
9-12	Single, Roll a D6 See Single Table	Groundout
13	Single	No Out
14	Double, DEF (LF)	F7
15	Double, DEF (CF)	F8
16	Double, DEF (RF)	F9
17	Double	No Out
18	Triple, Roll a D4, 1-2 DEF RF 3-4 DEF CF	F8 or F9
19-20	Home Run (HR)	No Out

Out Table 1	
	Groundout to First (G-3)
	Groundout to Second Base (4-3)
	Groundout to Third Base (5-3)
	Groundout to Short (6-3)
	Groundout to Pitcher (1-3)
	Groundout to Catcher (2-3)
	Pop Out Pitcher (P1)
	Pop Out Catcher (P2)
	Fly out to Left Field (F7)
	Fly out to Center Field (F8)
	Fly out to Right Field (F9)
	Double Play (DP)
	Triple Play (TP)
	Error (E)

Single Table D6		IF Out
1	DEF (1B)	Single out See Out Table 2
2	DEF (2B)	
3	DEF (3B)	
4	DEF (SS)	
5	DEF (P)	
6	DEF (C)	
For DP or TP Roll a D6 See DP Table or TP Table And Out Table 2		

Defense (D12)	
1-2	Error Runners take an extra base.
3-6	No change
7-8	Hit goes down a level. Double reduced to single Triple reduced to double Single remains a single
9-12	Hit turned into out. Runners hold

Out Table 2 For a Single out, roll a D4 (Odd number = Groundout, Even = Line Out)				
DP (Double Play)				
	1B	2B	3B	HP
Pitcher (P) Line Out = L1	Near 1B 1-3-2 1-3-4 1-3-5 Single = 1-3	Near 2B 1-4-2 1-4-3 1-4-5 Single = 1-4	Near 3B 1-5-2 1-5-4 1-5-3 Single = 1-5	Near HP 1-2-3 1-2-4 1-2-5 Single = 1-2
Catcher (C)	2-3 2-3-4 Single = 2-3	2-4 Single = 2-4	2-5 2-5-3 2-5-4 Single = 2-5	Groundout = G2 Line Out = L2
First baseman (1B)	Groundout = G3 Line Out = L3	3-4 3-4-5 Single = 3-4	3-5 Single = 3-5	3-2 3-2-4 3-2-5 Single = 3-2
Second baseman (2B)	4-3 4-3-2 Single = 4-3	Groundout = G4 Line Out = L4	4-5 4-5-2 Single = 4-5	4-2 Single = 4-2
Third baseman (3B)	5-3 Single = 5-3	5-4 5-4-3 Single = 5-4	Groundout = G5 Line Out = L5	5-2 5-2-3 Single = 5-2
Shortstop (SS) Line Out = L6	6-3-2 Single = 6-3	6-4-2 6-4-3 6-4-5 Single = 6-4	6-5-2 6-5-3 Single = 6-5	Single = 6-2
TP (Triple Play)				
	1B	2B	3B	HP
Pitcher (P)	1-3-2-5 1-3-4-5	1-4-3-2 1-4-5-2	1-5-2-3 1-5-4-3	1-2-3-4 1-2-5-4
Catcher (C)	2-3-4		2-5-4	
First baseman (1B)		3-4-5		3-2-5
Second baseman (2B)	4-3-2		4-5-2	
Third baseman (3B)		5-4-3		5-2-3
Shortstop (SS)		6-4-3-2	6-5-2-3	

Table for Fun (for Pitch roll a D6, D10 and D20 together)

Types of pitches D10			
0 or 10	seam fastball	5	Curveball
1	seam fastball (sinker)	6	Slurve
2	seam fastball (runs)	7	Change-up
3	Cut fastball	8	Split finger
4	Slider	9	Knuckle ball

Speed pitch (mph) D20					
1	2	8	78	15	92
2	56	9	80	16	94
3	68	10	82	17	96
4	70	11	84	18	98
5	72	12	86	19	100
6	74	13	88	20	105.8
7	76	14	90		

roll D10 with Swing dice D4

Batter Ball Exit Velocity (MPH) D10			
0 or 10	54	5	115
1	110	6	116
2	112	7	117
3	113	8	118
4	114	9	119

Weather D10

Every 2 inning

1-7	Clear skies
8	Overcast, chilly
9	Drizzle
0 or 10	Bad Weather

Or a Weather die



How to start

If you're playing alone, pick a team to play as.

First, you roll the Pitch die and after rolling the Hit die ...

If you're playing with a friend—or enemy, I guess—you'll each fill out your own scorecard.

Take turns rolling a D6 to find out who starts at bat, the higher number starts.

Setting up Your Scorecard



First, you roll a D6 Pitch die

Then consult the **Table Pitch Table** to know if it is a **ball**, a **strike** or a **Hit by Pitch** HP (Walks BB).

(You can also pitch count)

NO.	PITCHERS	W/L	IP	K	BB	H	R	ER	HB	PITCH COUNT
66	BALLAS	W	3.1	3	1	2	2	2	0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
7	MITCHELL		2.2	2	2	0	0	0	1	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
										1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

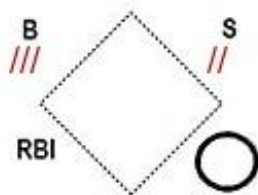
After, roll a D4 Swing die

Then consult the **Swing Table** to know if the batter swinging

If **no swing**, mark balls or strikes, if **no hit** mark strikes



OR



If it's a **hit** roll a **Hit (D20)** die, see **Hit Table**. If it's written **DEF** roll a **Defense (D12)** die, see **Defense Table**.

You can try to steal goals anytime see **Base stealing Table**.

By playing multiple games, you can also make your own statistics.

Keeping score

START:		END:		1		2		3			
Visitors				0		1		1			
Home				2		3		0			
NO.		PLAYERS		POS		1		2		3	
24		JOHNSON		___							
5		MURPHY		___							
27		FAHEY		___							
6		SMITH		___							
23		SCHMIDT		___							
3		CABRERA		___							
18		LESON		___							
13		PURCIELLO		___							
11		QUINN		___							
10		MUSHINSKI		___							
9		KRIEGER		___							

SCORING INSTRUCTIONS FOR BASEBALL AND SOFTBALL:

Using the scoring methods below, scoring a game is quick and easy. Follow along through these three half-innings to see how the Franklin team started their game.

Bottom of the 1st:

JOHNSON singles on a 3-2 count. MURPHY walks; JOHNSON to 2nd. HOCHBERG hits into a 5-4-3 (3rd to 2nd (MURPHY out) to 1st (HOCHBERG out)) double-play; JOHNSON to 3rd base. SMITH triples and records an RBI, JOHNSON scores. SCHMIDT hits double and records RBI, SMITH scores. CABRERA flies out to catcher, ends inning.

Bottom of the 2nd:

LESON is hit-by-pitch, awarded 1st base. PURCIELLO homers on a 1-0 count and records 2 RBIs; LESON AND PURCIELLO score. QUINN is safe on error by the 1st baseman. QUINN steals 2nd base during JOHNSON'S at-bat. QUINN moves to 3rd base on wild-pitch. JOHNSON strikes out looking for 1st out. MURPHY records RBI on sacrifice fly; QUINN scores. HOCHBERG lines out to 3rd base to end the inning.

Bottom of the 3rd:

SMITH strikes out, but moves to first on a passed ball (error on catcher E2). SCHMIDT safe on fielder's choice, SMITH out. CABRERA grounds into a 4-6-3 double play to end the inning.

Pitcher's Statistics and Pitch Count

BALLAS pitches 3.1 innings (after 1 out in the 4th) and records the win (W). Pitch count was 12 pitches in the 1st, 8 pitches in the 2nd, 10 pitches in the 3rd, and leaves after 2 pitches in the 4th. Total pitches = 32.

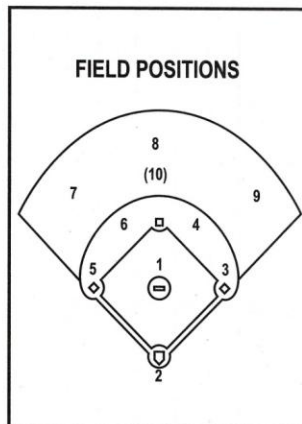
MITCHELL takes over for BALLAS in the 4th and pitches through the 6th inning, recording 2 strikeouts, 2 walks, and 1 hit-batter.

Common Abbreviations

1B - Single	FC - Fielder's Choice	F - Fly Out	AB - At Bat
2B - Double	SAC - Sacrifice	U - Unassisted Out	R - Runs
3B - Triple	SB - Stolen Base	L - Line Out	ER - Earned Runs
HR - Home Run	CS - Caught Stealing	FO - Foul Out	H - Hits
BB - Walk(Base on Balls)	WP - Wild Pitch	HBP - Hit by Pitch	RBI - Run Batted-In
IBB - Intentional Walk	PB - Passed Ball	K - Strikeout(Swinging)	IP - Innings Pitched
BT - Bunt	BK - Balk	X - Strikeout(Looking)	W/L - Win/Loss
		INT - Interference	HB - Hit Batter

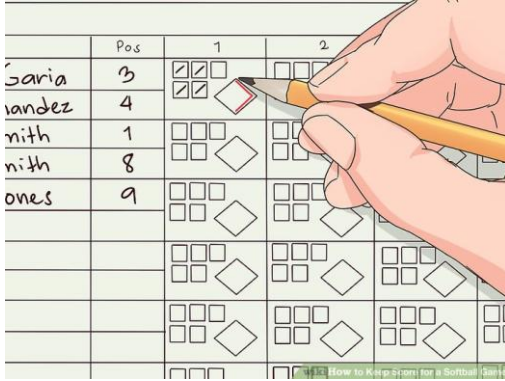
NO.	PITCHERS	W/L	IP	K	BB	H	R	ER	HB	PITCH COUNT
66	BALLAS	W	3.1	3	1	2	2	2	0	
7	MITCHELL		2.2	2	2	0	0	0	1	

Single After 2-1 count	Double After 1-2 count	Triple Records 2 RBIs	Homerun 2 on-base for 3 RBIs	Walk* Walk on full count 3-2	Strikeout Swinging; 2nd out of inning	Strikeout Looking; 3rd out of inning	Fielder's Choice Runner on 1st out on FC
Fielder's Choice Safe on FC	Passed Ball Strikeout, passed ball	Stolen Base First to Second base	Run Scored At bat 2B, to 3rd, scores	Put Out Unassisted: Last out by short stop	Put Out Assisted: 3rd to 1st base	Double-Play 2nd to SS to 2st. 2nd out	Fly Out Fly out to Center Field
Wild Pitch 2nd to 3rd on WP	Error Safe on error by SS	Balk Advances to 2nd on BK	Sacrifice* Scores run on SAC bunt	Sacrifice* Scores run on Sacrifice fly	Hit-by-Pitch* HBP, awarded 1st base	Intentional Walk* Awarded 1st base	Caught Stealing Caught going from 1st to 2nd



* Not official At Bat (AB) when calculating batting averages.

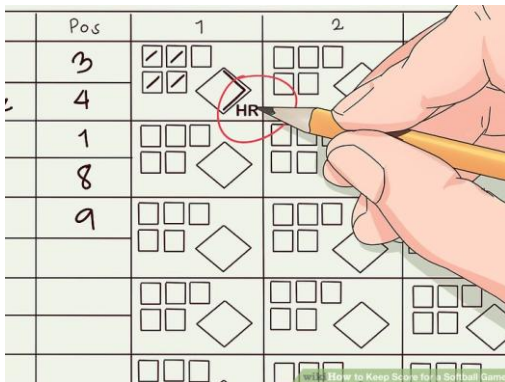
Draw a line to the correct base after a player makes a run. You will see a small diamond shape to the right of your players' names. When a player reaches a base, draw a line connecting to that base. You will go around the diamond just like the players are doing.



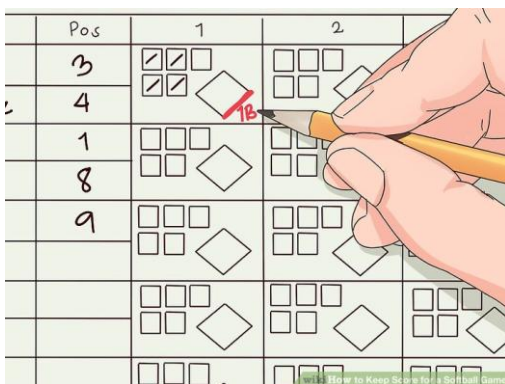
You may be completing this for multiple players at the same time, depending on whose on what base.

For example, if someone makes it to 1st base, draw a line connecting the home position to the 1st base position. If someone gets a home run, then fill in the entire diamond.

Include abbreviations to give more details for each play. In addition to drawing the lines around the bases, add abbreviations to give details about the player's turn. A player can hit a single, double, triple, or home run. They can also earn a walk if the pitcher throws poorly.



Write "1B" if a batter gets a single. A single is the most basic hit, where the batter runs to 1st base safely. Draw a line from the home to 1st base on your diamond, and write "1B" next to it.



Record “2B” if a batter gets a double. A double is when a batter makes it to 2 bases in one turn without any errors. Draw a line from home, to 1st, and to 2nd. Write “2B” next to the line.

	Pos	1	2	3
a	3			
ez	4			
	1			
	8			
	9			

Not down “3B” if a batter gets a triple. A triple is when a player makes it from home to 3rd base successfully. Draw a line from home base to 1st, 2nd, and 3rd. Then, write “3B” for 3rd base.

	Pos	1	2	3
a	3			
ez	4			
	1			
	8			
	9			

Write “HR” and shade the entire diamond if a batter scores a home run. A home run is when a player successfully hits the ball far enough to run from home base to 1st, 2nd, 3rd, and back to home plate. Outline the entire diamond, shade it in, and write “HR” to indicate a home run.

	Pos	1	2	3
a	3			
ez	4			
	1			
	8			
	9			

Record “BB” for “Base on Balls” if a batter gets a walk. A walk occurs if the pitcher throws 4 balls and the batter cannot hit any of them. The batter can “walk” to 1st base since they were not pitched a decent throw. Make a line from home to 1st base, and write “BB” for “Base on Balls.”


	Pos	1	2	3
a	3	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ez	4	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	1	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Record which players got out by the other players’ position numbers. Write down the position number for everyone who touched the ball whenever an out is made, using the 1-9 positions abbreviations.


1 = Pitcher, 2 = Catcher, 3 = 1st base, 4 = 2nd base, 5 = 3rd base, 6 = Shortstop, 7 = Left field, 8 = Center field, and 9 = Right field. If a pitch is hit to left field and then a player throws the ball to 2nd base to force the player out, it would read “7-4,” for 7 represents left field, and 4 represents 2nd base.

	Pos	1	2	3
mith	3	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ake	6	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
dez	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
mith	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
cia	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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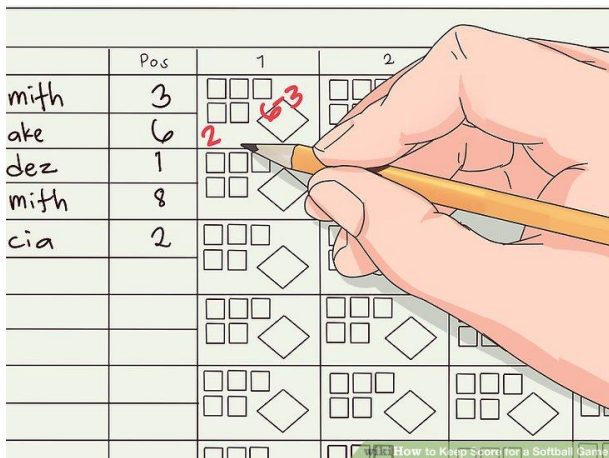


Write “K” in the batter’s box if a player strikes out. A batter strikes out by swinging the bat 3 times without getting a hit. Their turn is now over, and they do not get a position on base.

	Pos	1	2	3
mith	3	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ake	6	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
dez	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
mith	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
cia	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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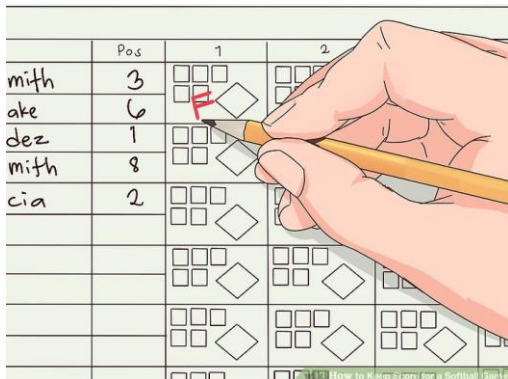


Mark if a player "Grounds Out" by writing the player's position numbers. A "Ground Out" is when the ball is hit to the ground, and a player on the opposing team throws the ball to get a player out. Abbreviate this by listing the position numbers of the opposing players. Write the total number of outs in the inning in the lower left corner, and circle this number. For example, if a ball is hit to shortstop and they throw the ball to the player on 1st base to get the batter out, write "6-3" for the position numbers. Also write "2" in the lower left corner, since this is the 2nd out of the inning.



Write a letter "F" and other players' position number to mark a "Fly Out." A "Fly Out" refers to a ball caught in the air before it hits the ground. In this case, the batter is automatically out. Record this by writing the position number of player who caught the ball. You can still circle the number of players out in the lower left corner.[15]

If the player in the right field position caught the ball, write "F10" and then "2" in the bottom.



Mark "Double Plays" by recording "DP" and players' position numbers. "Double Plays" occur if 2 players get out in the same play. This can only happen if there are 0 or 1 outs total in the inning. The inning will end when the 3rd out is made. Write "DP" and the position of everyone involved in the play. For example, the batter hits the ball to shortstop. The player on shortstop then throws the ball to 2nd base to get a runner out, as they run from 1st to 2nd base. Then, the 2nd baseman throws the ball to 1st base, to get the batter out. This would be record as "DP 6-4-2."



Score a "Triple Play" by writing "TP" and the players' position numbers. A "Triple Play" is essentially the same as a "Double Play", but with 3 outs instead of 2. If 3 people get out in 1 play, write "TP" and then the position numbers of each player involved.

For example, the 1st out could happen if the batter hits the ball to the 2nd baseman, and the 2nd baseman catches the ball in the air. The runners on 1st and 2nd base started running after the batter hit the ball into the air. To get the runner on 2nd base out, the shortstop catches the ball from the 2nd baseman--making the 2nd out. Then, the shortstop throws the ball to the 1st baseman to get out the runner who should've remained on 1st base. You would write this as "TP F4-6-3." Write a 3 in the lower left corner and circle it, since this was the 3rd out.



Etc...

Glossary

A hit occurs when a batter strikes the baseball into fair territory and reaches base without doing so via an error or a fielder's choice. There are four types of hits in baseball: singles, doubles, triples and home runs.

A foul ball is a batted ball that: ... While on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. By interpretation, a batted ball that touches a batter while in his batter's box is foul regardless of whether it is over foul territory.

A Ground ball a batted baseball that bounds or rolls along the ground.

A pop out is 99% guarantee out because a player waits for the ball to drop into his gloves. **A fly out** is about a 90% guarantee out because a player runs to the falling ball. A fly out is a reference to a toolbar that is accessed from a single button on a toolbar.

A double play DP occurs when two offensive players are ruled out within the same play.

A triple play TP occurs when the defending team records three outs on a single defensive play.

An error: A fielder is given an error if, in the judgment of the official scorer, he fails to convert an out on a play that an average fielder should have made. Fielders can also be given errors if they make a poor play that allows one or more runners to advance on the bases. A batter does not necessarily need to reach base for a fielder to be given an error. If he drops a foul ball that extends an at-bat, that fielder can also be assessed an error.

The league leaders in errors are typically shortstops and third basemen, who have to deal with a wide array of tricky ground balls and tough throws across the diamond. There is no classification of errors either. So a shortstop

who makes a nice play on a ball but throws it away, allowing the batter to advance to second, is given an error, much in the same way an outfielder would be if he dropped an easy fly ball.

Grand Slam (GSH) (Grand Chelem)

A grand slam occurs when a batter hits a home run with men on first base, second base and third base. Four runs score on a grand slam -- the most possible on one play -- and a batter is awarded four RBIs.

Understandably, a grand slam usually has an immense impact on the result of the game, because four runs score on the play.


Grand slams are rare. They are also entirely a result of the circumstances, meaning some of the game's greatest sluggers haven't hit many grand slams simply because the situation (three men on base) doesn't present itself often.

Out: One of baseball's most basic principles, an out is recorded when a player at bat or a base runner is retired by the team in the field. Outs are generally recorded via a strikeout, a groundout, a pop out or a fly out, but MLB's official rulebook chronicles other ways -- including interfering with a fielder -- by which an offensive player can be put out.

For every out that is recorded by the defensive team, a putout is given to a fielder and a third of an inning pitched is awarded to the pitcher. Three outs are required to retire the side in an inning.

[illegible][illegible]

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Team:			<div><div></div>home</div> <div><div></div>away</div>		Opponent:			Field:									
Umpire:			Date:			Start Time:			End Time:								
#	Player	Pos	1	2	3	4	5	6	7	8	9	10	AB	R	H	RBI	
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Totals		Runs															
		Hits															
		Errors															
		Left On															
#	Pitcher	IP	Win/Loss	Save	Hits	Runs	ER	Walks	K	HB	BK	WP					
Line score		Team	1	2	3	4	5	6	7	8	9	10	R	H	E		
Scorer:																	

Game Point System

[illegible]