



**A  
BASEBALL  
ACTION GAME  
FOR CRIBBAGE  
PLAYERS  
(AGES 10-ADULT)**



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## A SPORTS CONTEST FOR CRIBBAGE PLAYERS (Ages: 10 to Adult)

'Round the Bases' is a sports action game for cribbage players involving the strategy of cribbage and the competitive action of Baseball. The game is basically a two player game, but can be played with four players as teams of two players each. To play 'Round the Bases, all that is needed is a basic knowledge of the game of cribbage.

### Game Board and Set-Up

The board is an illustrated baseball field including 1st, 2nd, and 3rd bases and Home Plate surrounded by the batters box. On each side of the field is a box marked PEGS. Each player places 5 pegs here. These pegs are used to operate the two Hand Calculating Scales (scales 1-9 and 10-50) and the Runs Box. The Hand Calculating Scales are operated by addition of points as they are earned during each cribbage hand played. Two pegs are used to operate the scales. Use 1 peg for the scale with numbers 1-9, and 1 peg for the scale with numbers 10-50. (Ex. 14 points earned - pegs in the 4 and 10 holes.)

The **Runs Box** is used to total each players (or teams) score. Each time a run is scored it is displayed by addition in the Runs Box. (Ex. 6 runs scored-pegs in the 1 and 5 holes.)

The **Runners Box** is used to store the "Base Runner Pegs" when not in use. Place 4 pegs in this box. The "Base Runner Pegs" are used by either player when either player is up to bat and makes a hit.

The **Outs Box** (in left field) is used to total the number of outs recorded each inning against the player up to bat. Place 1 peg in the neutral hole of the box. Each time an Out is recorded during the inning move the Outs peg to position 1,2, or 3. When 3 outs are recorded against the player up to bat, that players half of the inning is over and the opposing player comes up to bat for the second half of the inning. Move Outs Peg back to the neutral hole when the opposing player comes to bat.

The **Innings Box** (in right field) is used to total the number of innings played in the game. Place 1 peg in the neutral hole of the box. Once each player has come to bat and has had 3 outs recorded against him the inning is over. Move the Innings peg to mark the inning completed. There are 3 innings per game unless the game ends in a tie. Should the game end in a tie, the game goes into extra innings and is continued inning by inning until the winning run is scored.

### Beginning the Game

To begin the game each player rolls One dice to determine which player is up to bat and which player take the field. The player with the highest roll gets the choice of going to bat first or second.

The player up to bat first gets the deck, the deal, and the crib. Both the deal and the crib are kept by the **same player** until 3 outs are recorded against the player. After 3 outs are made, the side is retired and the player up to bat turns the deck and the deal over to the opposing player bringing that player up to bat. This player now keeps the deal and the crib until 3 outs are recorded against him and the inning is over.

### How to Play the Hand

The player who is up to bat first places a Runner Peg in the Batters Box in the hole NEXT to home plate. The player is now up to bat. The Batter (dealer) deals a hand of cribbage to each player. The batter keeps the crib. As the hand is played out, the points earned in pegging (15 twos, 31's, pairs, triples, runs, etc.) by both players are totaled by addition on each players Hand Calculating Scale as they are earned. At the end of the hand, both players add their hand

count totals to the scales. Each player now has a composite score for the entire round of play (pegging points, hand count totals, and the crib for the player up to bat.) The runner in the batters box is now ready to be moved.

## Movement of the Batter

The total points scored by the Fielder are **SUBTRACTED** from the total points scored by the Batter. The **DIFFERENCE** of the totals represents the amount (+ or -) of movement around the bases by the runner in the batters box.

**NOTE:** Should the Difference of the totals favor the Batter, the Batter makes a hit and advances the runner towards 1st base and around the bases as many spaces as earned. Ex. Batter:21 points; Fielder:15 points, the Batter moves 6 spaces and reaches 1st base safely. Do not include touching home plate when moving the runner peg towards 1st base.

**NOTE:** Should the difference of the totals favor the Fielder, the Batter strikes out, registers on out in the Outs Box, brings another runner to the batters box and deals another hand of cribbage and keeps the crib.

**NOTE:** Each time a safe hit is made the runner reaching base safely remains at that base for the next deal of the cards representing a base runner. The player up to bat places another Runner peg in the batters box and deals another hand.

**NOTE:** At the end of each entire hand of play, the pegs in each players Hand Calculating Scales are returned to the box marked PEGS. Each new hand is begun from (0) points on the scales. Pegs marking RUNS in the Runs Box are not returned to the PEGS box until the end of the game.

## Hits and Running the Bases

When the batter makes a hit, the runner in the batters box is moved as many spaces around the bases as earned and follows the play action procedure as indicated on the playing field.

**NOTE:** When rolling the dice to move a runner(s), always roll **BOTH** dice. If the number needed to advance the runner appears on EITHER of the dice, the runner advances to the next base safely. If the number needed does **Not** appear on either of the dice, the runner is Out, registers an Out in the Outs Box, returns the Base Runner Peg to the runners box, and deals another hand unless the Out recorded was the final out of the inning for that player.

## Extra Runners

If a player makes a hit with any runners already on base, ALL the runners advance the SAME amount of spaces as the batter. Extra base runner(s) in scoring position follow the same play action rules indicated on the playing field as the batter, with the batter being acted on last.

## The Double and Triple Plays

The double and triple plays can occur only when there is already a base runner(s) on base and the batter makes a hit landing in either of the **MUST ROLL** spaces. The base runner(s) must move the same amount of spaces as the batter, and cannot go back to the base he was on before. All runners must follow the play action procedure indicated on the playing board. Using **BOTH** dice, an exact roll on either of the dice is needed for each runner to reach the next base safely. Each runner must be rolled on individually. The runner closest to home plate in scoring position is always rolled on first and so on around the bases with the batter being rolled on last.

## The Pickle Play

Should the batter make a hit that lands the base runner, or runners, on the Pickle Play hole on the base line, both players roll One dice each. Roll dice at the same time to determine if the runner is safe or out. A roll of a **THREE (3)** is needed by either player. If no 3 is rolled, both players roll dice again, ect. etc. Until a (3) has been rolled.

**NOTE:** If the base runner rolls a (3) before the

**NOTE:** If the fielder rolls a (3) before the runner rolls a (3), the runner is out.

**NOTE:** If both players roll a (3) on the same roll, they continue to roll the dice until one player rolls a (3) and decides if the runner is safe or out.

## The Home Run

The player up to bat hits a Home Run when a **JACK** is cut on the deck during regular play. The player advances the runner completely around the bases, pushing all other base runners (if any) past home plate in front of him each scoring a run. The hand dealt is **VOID**, and a new hand is dealt. An "Inside the Park" home run is hit when the player up to bat scores 24 (or more) points more than the player in the field at the end of the hand.



## Stealing a Base

When a player has a runner on base he may attempt to steal ONE base at any time. When a steal is attempted, the player designates the runner who is to make the steal. The player rolls TWO dice. A roll of 6 ONLY on either dice is needed to steal a base safely. If a 6 does not come up on either dice the runner is caught, called Out, registers on Out in the Outs Box, and returns that Base Runner Peg to the Runners Box.

## Scoring

Each time a runner crosses Home Plate a run is scored for that player or team. Mark each run in the RUNS BOX. At the end of the game, the player with the most runs scored wins the game.

## ‘Round the Bases for 4 Players

Four handed ‘Round the Bases is played in two partnerships. Partners sit opposite each other. Each player is dealt (5) cards and discards (1) card into the crib. The player who deals the cards is the batter, and keeps the crib. The dealer always begins play with the player to the immediate left. Each time a hit is made or a batter strikes out the partners trade the deal. The deal is traded back and forth until 3 outs are made against the team and the side is retired. The deck, the deal, and the crib are now handed over to the opposing team to play their half of the inning.

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