

# FOUR-DICE BASEBALL 🎲🎲🎲🎲🎲🎲🎲

For 1-2 players, played with (4) six-sided dice. Round-robin play is possible!

Last Updated: Feb. 12th 2025






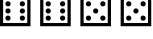







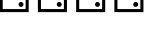

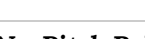
- **The team in the field rolls.** As the Visitors step up to the plate, the Home team pitcher rolls the dice!
- Before each pitch, the batting team's manager has the opportunity to put on a **Sign**.
- When each pitch is delivered, remember to take the correct scoring, based on **Sign** roll-modifiers.  
(“You can’t homer on a bunt!”)

SINGLE PLAYER HARD MODE: (a) opponent’s first batter up each inning starts on 2B (b) opp. **Pair Roll Total +1**

Scoring Notes: (1) “Runners” includes one single runner, as in the case of running on contact with two outs.

(2) 🎲 symbol represents a second-pair of a two-pair roll.

TAKE	Rolls	Scoring	Notes on play
	<b>Junk Rolls (no pair, no series)</b>	<b>Scored on Total</b>	
b	11	foul ball	
k	12-15	ground ball out or D.P.	(a) no advance to third unless <b>Steal Sign ON</b> (b) run scores from third on 12-14; held on 15. (c) D.P. forces trail runners
b	16-17	outfield fly ball out	SAC scores, other runners retreat
	<b>Series Rolls (dice in order)</b>		
k	🎲 🎲 🎲 🎲	1B - infield single	runners advance one base
k	🎲 🎲 🎲 🎲	1B - outfield single	with less than two outs, runners advance one base, score from second; with two outs, runners advance two bases
k	🎲 🎲 🎲 🎲	1B - sharp single	runners advance two bases
	<b>Pair Rolls</b>		
b	🎲 🎲	swing and miss	
b	🎲 🎲	called ball	
	<b>Pair Rolls Totals</b>	<b>(including pair)</b>	
k	9-12	called strike	
b	13-15	called ball	
k	16	infield pop-fly out	Note: Two-Pair scoring on 🎲 🎲 🎲 🎲
b	17	called ball	“good eye!”
k	18-20	1B - “drops in”	runners advance one base, two outs - runners advance two bases
k	21	1B - “in the gap”	runners advance two bases, 2-outs score

	<b>Two-Pair Rolls</b>	<b>Other Two-Pair Rolls scored on Pair Totals</b>	<b>Two-Pair Rolls included as Pair Rolls i.e. roll modifiers with Signs on</b>
b		wild pitch	runners advance one base
b		swing and miss & SB attempt	roll low/high for out/safe
b		called ball & SB attempt	roll low/high for out/safe
b		pop-up	with runners on, roll low/high. (a) low roll = D.P. - <i>lead runner out</i> . (b) high roll w/ less than two outs - all runners advance one base. (c) high roll w/ two outs, runners score
k		1B	runners advance two bases
k		2B	runners advance two bases, two outs runner scores
	<b>Trips (Three of a Kind)</b>		
k	 's	line-out	runners retreat
	 's	HBP	
k	 's	hot shot (last die scoring)	(last die low, force ON third, <b>Steal Sign</b> OFF) = T.P. (last die low, <b>Steal Sign</b> ON) = D.P. out at third, out at first. last die low: caught, runners retreat, runner held at third. last die high: 1B - <2 outs, runners adv. 1 base; 2outs score.
k	 's	deep drive (last die scoring)	last die low: caught, runners retreat; less than two outs, tag from third, (SAC scores). last die high: 2B - less than two outs, advance one base; two outs, runners score.
k	 's	2B wall-ball	runners advance two bases, two outs runners score
k	 's	2B alley	runners score
	<b>Quads (Four of a Kind)</b>		
		K + CS/PO	doubles off lead runner. <b>Note: This is the only roll that represents more than one pitch of the ball game.</b>
k		ground rule double	dead ball. runners advance two bases
k		3B aka triple	
k		Home Run	
	<b>No-Pitch Rolls</b>		
NP	Die falls off table	Balk	runners advance one base

## Rules

**Welcome to Four-Dice Baseball. This game is played with four (4) six-sided dice and a standard baseball scorecard. Each roll of the dice is a pitch in the ballgame.\* The game is designed such that higher rolls in each category mean harder hit balls, and uncommon rolls correspond to uncommon plays.** The ordinary rules of baseball are in effect and gameplay will track closely to the real thing. I personally like to commentate while the dice roll, to give a story to the game and mentally double check each outcome.

For a quick-start game, I recommend three innings without any **Signs** added.

With a youngster, use “Little League” rules: six innings, and no stealing (thus no hit and run).

### Game Play

Each roll of four dice represents one pitch in the ballgame. A roll is scored by its category; **Junk Rolls, Series Roll, Pair, Two-Pair, Trips**, or **Quads**. Each roll must be scored per its category and may not be used differently, i.e. taking the total of a **Trips** roll.

There are two other ways to determine the outcome of a play using the dice; this is achieved by taking the low/high outcome of a single die, called “rolling low/high.” Low numbers (1-3) are outs, high numbers (4-6) are not outs. On **Trips** “threes” and “fours”, this outcome is rolled at once with the other dice, called “last die scoring.” On a **Two-Pair** steal attempt, or when the **Steal Sign** is on, a single die must be rolled a second time to determine the outcome of the play by “rolling low/high.”

*\*The exception to the one-roll = one-pitch rule is **Quad** “ones,” which is scored as an instant strikeout (or strike-em-out, throw-em-out double play with runners on).*

### How to Keep Score

- Track balls and strikes using the designated space in each plate appearance or umpire indicator.
- When an out is made, write which out it was and circle it. Note the scoring of the play on the diamond portion of each plate appearance.
- When a hit is made, draw a line along the diamond to advance that runner to the base that was reached. Note the scoring of the play above the diamond; leave space for scoring any plays that happen on the basepath.
- As a base runner advances, continue the line along the base path to each base that has been reached on subsequent plays. If a player is put out on the basepath, continue the line halfway. Record the out.
- When a base runner scores, advance that runner's line drawing all the way around the diamond to home plate and shade in the diamond of the runner who scored.
- When the third out is made, record the scoring and the third out in a circled number three. Then, make a diagonal slash at the lower right corner of that plate appearance to indicate the third out; the end of an inning.
- At the beginning of the next inning, move laterally to the next column for the next plate appearance; at the top of the order, remember to stay in the same column!
- For simplified gameplay, play six innings with no **Signs**. For a full game, play nine, or go to extras!

### List of Scoring Notations for Rainwater Baseball

<u>Put-outs</u>	<u>Reached base</u>	<u>Errors &amp; Misc.</u>
K - strikeout	BB - base on balls / walk	WP - wild pitch
G - ground ball out	1B - one base hit / single	BK - balk (no pitch)
F - outfield fly ball out	2B - two base hit / double	DP - double play
IF - infield pop-fly out	3B - three base hit / triple	TP - triple play
CS - caught stealing	HR - four base hit / Home Run	SAC - sacrifice; B - Bunt
PO - pickoff	SB - stolen base	HBP - Hit By Pitch

## Signs

As in live baseball, a savvy manager can win or lose the game by putting on the right **Sign** at the right time.

**Take Sign** - When the batting team puts the take sign on, the batter will **not** swing at the next pitch.

- **Junk Roll** 12-15 becomes a called strike; **Junk Roll** 11 and 16-17 becomes a called ball.
- **Series Roll, Two-Pair Roll, Trips Roll, Quads Roll** "twos" thru "sixes" becomes a called strike.
  - **Trips Roll** "twos" remains HBP.
- **Pair Roll** "ones" becomes a called ball. **Pair Roll** "twos" remains a called ball.
- **Two Pair** roll "ones and Xs" becomes a called strike + SB attempt.
- **Pair Roll** total 16 becomes a called strike; 18-21 a called strike.
- **Two-Pair** "ones and Xs," "twos and Xs" steal attempts OFF (currently no stealing on a **Take**)
- **Two-Pair** "ones and twos" remains a Wild Pitch.

**Bunt Sign** - When the batting team puts the bunt sign on, the batter will bunt the next pitch. When there is a base runner on third it is assumed that there will be an attempt to score.

- **Junk Roll** 11 is fouled off.
- **Junk Roll** 12-17, **Series Roll, Pair Roll** total over 10, **Two-Pair Roll** (except ones-and-twos), and **Trips**; bunted fair, out at first; runners advance one base, runner scores from third base.  
Note: **Two-Pair Roll** "ones-and-twos remains" a Wild Pitch; runners advance one base.
- **Pair Roll** total 10 and under; runner held at third, out made at first.
- All **Quads** become HBP.

**Steal Sign** - When the batting team puts on the steal sign, all base runners must attempt a steal on the following pitch. This creates the following scenarios:

Scenario A: Ball not put in play.

- **Pair Roll** "ones," "twos," 9-15 & 17 works normally. Any called ball or strike results in a throw down. Roll one die: low numbers are out, high numbers are safe on the throw ("roll low/hi").
- **Two-Pair** "ones and twos" remain wild pitches. Runners advance one base.

Scenario B: Ball put in play.

- **Junk Roll** 11 remains a foul ball. Runners go back.
- With the steal sign on, **Junk Roll** 12-15 now advances a runner from second to third base, with the only out made at first. Double and triple plays are taken out of order, with a fielder's choice out made at first. On a steal from third, the throw goes to first.
- **Junk Roll** 16-17, runners retreat to their bases. SAC run does **not** score if **Steal Sign** is on.
- **Series Roll** 18 now scores a runner from first base.
- **Pair Roll** 16, an infield pop-out, results in a double play: the lead runner will be doubled off (i.e. baserunning error). Note: **two-pair** twos and sixes scoring remains the same: roll low/hi.
- **Pair Roll** 18-20, **two-pair** sixes-and-fours & sixes-and-fives now scores a run from first base.

**Hit and Run Sign** - When the batting team puts the hit and run sign on, the batter must swing and will make contact in almost all scenarios. In addition, all base runners will attempt to steal.

**GAME PLAY NOTE: The Hit and Run Sign is currently legal only with less than two outs.**

- **Junk Roll** 11 is fouled off.
- **Junk Roll** 12-15 becomes a single / one base hit, as in a ball grounded through a hole with the infielders covering second on the steal. Runners advance one base or score from second.  
Note: Only one run may score on a 12-15, representing a ground ball fielded by an outfielder.
- **Pair Roll** "ones," and "twos" becomes a ground out at first; fielder's choice.
- **Pair Roll** 9-12 becomes a foul ball.
- **Pair Roll** 13-15 becomes a ground out at first; fielder's choice.
- **Pair Roll** 16 becomes a single/ one base hit. Runners advance two bases or score from first.  
Note: Only two runs may score on 16, representing a blooper into a hole caused by defenders moving on the play. In a bases loaded situation, the runner on first moves to third on the play.
- **Pair Roll** 17 becomes a Double Play or Triple Play, representing a line-out in the infield.
- **Double-Pair Roll** "ones-and-two's" becomes a swing & miss on a Wild Pitch; runners advance.
- **Trip** "ones" remains a line-out, now resulting in a Double Play; lead base runner doubled off.
- Other **Trips** scored normally. On **Trip** "fives," runner scores from first base.
- **Quad** "ones" becomes a Home Run, "Running into one!" Other **Quads** scored normally.

## Scoring Mechanics Explained

- **“Rolling low/high.”** - A single die is counted to determine the outcome of a throw or play. Low numbers (1-3) are counted as outs. High numbers (4-6) are counted as bases reached.
  - When “Low/High scoring” is used:
    - On **Two-Pair Roll** “ones” and “twos,” runners will attempt to steal on their own.
    - When the **Steal Sign** is on, and a ball is not put in play (except a Wild Pitch).
    - When the **Steal Sign** is on, and there is a **Pair Roll** 16.
- **“Last-die scoring.”** - On a **Trips Roll**, the remaining fourth die determines the outcome at once, based on its low/high split. Low numbers (1-3) are counted as outs; high numbers (4-6) are counted as bases reached.
  - When “Last-die Scoring” is used:
    - **Trip** “threes” and **Trip** “fours.”
- If one or more dice are rolled off the table, the roll is scored as a balk, which is a dead ball.
  - Runners advance one base. The ruling is “no pitch,” and all **Signs** are taken off.
  - **Signs** must be put back on before the next roll to be counted.

## Game Play Clarifications

- **Signs are put on for one pitch only. The batting team’s manager should seize the opportunity to put on a Sign.** A verbal **Sign** called out during the roll is legal and may not be taken off or changed once first called *during the roll*. (It’s allowed to take a **Sign** off before the pitch.) If the roll has been entered, the ball is in play (or dead) and no further **Sign** may affect its outcome in retrospect.
- **Only one Sign is allowed to be put on per pitch; it’s legal to change Signs before the pitch.**
  - For more on **Signs**, see **Spirit of the Game**.
- **Fielding errors are removed.**
- **There should be only one definitive and consistent scoring for each play.**
  - Re-roll a single die for low/high scoring when applicable.
  - Suggestion for low/high scoring on virtual Dice Rollers (eliminates re-rolls):
    - Take at once the value of the last die *in order on-screen* as the low/high outcome.
- **On a Two-Pair Roll (“twos and sixes”), an infield pop-fly + stolen base attempt; only with the Steal Sign OFF (runners going on their own!), a single die low/high re-roll will determine the outcome.**
  - A low roll results in a Double Play - a catch, and the lead runner doubled off.
  - A high roll results in everybody safe; representing a fielder dragged out of position by the stealing base runner and the ball finding a gap in the infield - scored 1B (and thus no SB).
  - NOTICE: When the **Steal Sign** (or **Hit and Run Sign**) is **ON**, Two-Pair Roll “twos and sixes” always results in a Double Play erasing the lead runner, representing a catch and throw back.
- **A runner will never attempt to steal Home without a manager Sign.** Runner stealing “on their own” from third is **OFF** on a **two-pair roll** “ones-and-Xs,” “twos-and-Xs.” However, a runner on first *will* steal “on their own” from first (“move up to second”) on the same roll, and is automatically safe (representing the catcher making no throw).
- **Runners will NOT attempt to steal third base** “on their own” to make the first or third out.
- **“Running on contact,”** Runners will advance an extra base in most two-out situations, because the danger of the Double Play is removed. Follow scoring and **Signs** modifiers for contact plays.
- **“Running on the pitch:”** on a 3-2 count, two-outs, runners advance one extra base on a hit.
- **If Quad “ones” is rolled with the Steal Sign on (NOTE: NOT HIT AND RUN!), it shall be recorded as a Pick-Off (lead runner) FIRST, then a K.** This is not a Double Play; rather two separate outs. Otherwise, **Quad** “ones” is scored K, then CS/PO; “strike-em-out, throw-em-out” Double Play.

## Spirit of the Game

### Batters shall be ready to hit and speed the game.

The batting team's manager should announce & "put on" the **Sign** at the first opportunity.

- It is illegal to enter a **Sign** silently, i.e. revealing to the opponent after the pitch that, "I was stealing."
- So, the batting team is not entitled to contend:
  - that they entered a **Sign** "during a roll." Thus, while the physical or virtual dice are in the animation of a roll, the announcement of a **Sign** should be entered.
  - that the **Sign** they last fairly announced (before the pitch) should not actually be entered.
- The last **Sign** announced before the pitch is entered, and it is not required to verbally take a sign off while changing signs - the new sign replaces the old.
  - Ex. 1; "I'm Stealing. Agh, I don't know. ... OK - Bunt. Roll!!" - Entered as a **Bunt Sign**.
  - Ex. 2; "I'm Stealing. Agh, I don't know. OK, Roll-no, I Bunt!" (dice stop) - Entered as a **Steal Sign**.
- In any case, if there is a disagreement on a **Sign** being entered, it is the fielding team that should "appeal to the umpire;" then rolling low/high to determine how the play shall score.
  - Observe the following rule: **low = no Sign** entered; **high = Sign** entered.
  - In the case of changing a sign, then the low/high roll shall determine whether the old / new **Sign** should be scored on the pitch. (**low = old; high = new**)

If the batting team's manager should truly believe that the **Sign** they intended was announced fairly, but not entered and scored correctly by the opposing manager, then the batting team should Forfeit the game.

### Pitchers shall deliver fair balls and pace the game.

The fielding team is given the power to appeal to the umpire that a manager **Sign** was not fairly announced. At a fair pace, the fielding team should allow the batting team's manager an opportunity to score each play and make a strategic decision about putting on a **Sign** before the next pitch.

So, the fielding team is not entitled to contend that they failed to hear a **Sign** being announced. In this case, it is the fielding team, truly believing that a **Sign** was not given in good faith resulting in a play being scored incorrectly by the opposing manager, that should Forfeit the game.

It is illegal for a pitcher to intentionally balk or attempt to unfairly roll a given outcome.

### The game should be scored and attested.

In an official contest, there should be a witness present to monitor gameplay and verify the score, although the witness *should allow any miscounted rolls that go uncontested by the either team to pass by*, allowing gameplay to continue.

The witness should give full attention to the game and be granted authority to resolve a decision on inconclusive or erroneous Rolls, Rules, Signs, or Game Play, including in the instance of re-scoring a miscounted roll *after one further roll only, if the first roll is verified by the witness. i.e. "Wait. Trip "twos" is HBP, not ground rule double."* In this case, if the following pitch has already been scored by both teams IN WRITING, or the dice picked up (no-longer showing the following roll) for the second pitch after the erroneous scoring, then the right to re-score the pitch in question is revoked

On a decision regarding the timing of a manager's **Sign**, the power of the witness should be invoked only after repeated appeals to the in-game umpire. Ultimately, in an unresolved decision, it shall be the "Visitor" that keeps any purse or prize, given that the Home Team has invited them to a fair contest.

**THANK YOU FOR PLAYING! - MR 02-12-2025**