

# Quick Play Baseball

## What You Need

Standard deck of playing cards

Situation cards

Roster sheets

2 markers (small coins work well)

Scorecard

## How to Play

Shuffle the deck of playing cards.

Separate the deck of playing cards into face cards (including aces) and 2-10 cards (keep 1 Joker in this deck). Then remove one red and one black from each 2-9 cards. You should have two piles. One with all face cards and aces, the other with all 4 10s and a red and black (any suits) of 2-9 cards (two 2s, two 3s, etc; 16 cards total).

Shuffle and place the Situation cards facedown.

Set up your lineups on the scorecard using the rosters provided.

Each half inning starts with a Situation card. Flip the top Situation card face up. Next, move the lineup marker down the lineup the number of batters indicated on the Situation card (number in the top right corner of the card). This indicates which batter is hitting in that half inning.

Next, flip the top card of the 2-10 deck face up. If the number on the card is a 10, a hit is triggered. If the number is not a 10 then the batter has made an out and no runs score. Mark the 0 on the scorecard and go to the next half inning.

Drawing a 10 triggers a hit. To find out which type of hit, flip the top card of the face card pile face up. Here are the types of hits associated with each card:

Jack = Single

Queen = Double

King = Triple

Ace = HR

If there are runners on base check to see if the hit drives in a run or multiple runs. With 2 outs, all runners get an extra base.

As an example, if the situation card shows the bases loaded with 2 outs and the result of the hit is a single, 2 runs would score in the inning--the runner on third and the runner on second. The runner on second scores because with 2 outs each base runner gets an extra base.

In a second example, if the situation card is nobody on base and 1 out and the result of the hit is a triple, then no runs score (no one was on base). The player marks a 0 on the scorecard for that half inning and moves on to the next half inning.

## Star Players

Certain players on each roster are considered star players. They are marked on the roster with a star. These players trigger a hit on 10s *and* 9s, therefore, they have a greater chance of getting a hit. A player receives a star by having a 20+ Batting Runs stat for the season.

To rate your own players, go to [fangraphs.com](http://fangraphs.com) and use the search box at the top of the website to find the player you want to rate. Type in the player's name and click on the name when it comes up. You'll be taken to the player's profile page. On the profile page scroll to the bottom of the profile to the "Value" section. The number we're using for the Star rating is in the first column labeled, "Batting." If the value is 20+ the player gets a star rating.

## Power Hitters

Some players on each roster receive a power bonus. This is indicated by a +1 beside the player on the roster sheet. When a power hitter gets a hit, 1 should be added to the card that is flipped. A player gets power hitter status by hitting 30+ home runs for the season. To rate your own players, simply place a +1 next to any batter that hit 30 home runs in the season you're rating.

For example, if the card flipped is a Jack then it is turned to a Queen for a power hitter. If it is a Queen then it is turned to a King, and so on. If the flipped card is a home run then nothing is added to the card. The result of the play is a home run.

## Jokers

When you draw the Joker it triggers a rare play. After flipping the Joker face up, draw the top card from the 2-10 deck. The number on the card corresponds to numbers on the rare plays below:

2 - Rain Delay. Rainout if 6th inning or later--the game is over and the team that is ahead is the winner.

3 - Two-base error

4 - Off the outfielder's glove, over the fence for a HR

5 - Wild Pitch

6 - Balk

7 - Passed Ball

8 - Fan interference, ground rule double

9 - Blown call at first, all runners safe

10 - Outfielder robs the batter of a HR, inning over

If the play results in a run (or runs) then mark the runs on the scoreboard and move to the next half inning. If the play does not result in a run scored then mark a 0 on the scoreboard and move to the next half inning.

For example, if the bases are loaded and the rare play card is a balk then one run scores and the half inning is over. However, if there is a runner on first and the result of the rare play is a balk then no run scores and the half inning is over.

If a Joker is played, remove it from the deck for the remainder of the game.

# Advanced Play

## Team Pitching

To create more realism pitching can be added to the game. Each team's pitching staff is rated A, B, or C. The teams are evaluated based on team FIP. Here are the ranges and grades:

A = 0.00 - 4.00

B = 4.00 - 4.75

C = 4.75+

To play with pitching ratings first divide the main deck (2-10s) into two decks. You should have 2 10s and one card each of the 2-9 cards. the suit does not matter.

You will then remove the 2s and 3s from each deck. These decks are now set for A graded pitching staffs. To use a B graded staff, remove the 4 from the deck. To use a C graded staff, remove the 5 from the deck. It is important to remember that the decks represent the hitting possibilities so the deck you manipulate should be opposite the pitching staff's team. If the home team staff is a C grade then you would remove the 4 and 5 from the visiting team's deck. If the visiting team is an A grade staff then you would make sure the home team deck has the 4 and 5 in it.

## Individual Pitching

Just like team pitching staffs, you can also rate individual pitchers using the A, B, C grading scale.