

MARKER

(TRADE MARK REG.)

BASEBALL

RULES AND SUGGESTIONS

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Rules and Suggestions

A full outfit for the game of Marker (Baseball) consists of a Game Board, ten Markers or Men, one Dice Cup, three Dice and a Book of Rules and Suggestions.

The game can be played by two or more players, divided into two sides of the same number each. Where there are two or more players on a side each shall take turn at play in regular order, changing with each "batter up."

A game consists of nine "innings," the opposing players alternating as "batter" and "fielder," three "outs" being incidental to each change. The position of the board is reversed as each side is retired.

Each play is predetermined by a single throw of three dice, the number of spots being counted, three being the minimum and eighteen the maximum throw.

The throws by batter are classified as outs, fouls, strikes, balls and fair hits, according to the size of the throw made. The throws by fielder are in opposition to those throws by batter classified as fouls and fair hits, and correspond to the fielder's efforts to retire the batter in the regular game.

During the progress of play batter scores balls, hits and runs, while the fielder scores fouls, strikes and outs. Fielder uses marker of different color for recording strikes.

The routine of play is as follows:

Batter places a marker on home base, and makes a throw of the dice, continuing the

throws until marker is advanced to base or retired by fielder, as hereinafter provided.

The values of the various throws by batter, also the opposing throws by fielder, are as follows:

Three—Out

A throw of three by batter constitutes an "Out," and fielder transfers marker from home base to "Out" space on fielder's side of board. This throw requires no opposing throw by fielder.

Four, Five, Six—Fouls

A throw of four, five or six by batter constitutes a "Foul," and fielder records same by placing a marker on proper "Foul" space, as indicated by the notations "B. 4," "B. 5" or "B. 6" (B. standing for "Batter" and the number indicating size of throw). Fielder then makes opposing throw. If same is sufficient, according to notation opposite each foul space, to retire marker, fielder transfers same from home base to "Out" space. If opposing throw is not sufficient to retire marker, fielder records strike by placing a marker on "Strike" space. (As this rule also applies to third strike, when two strikes are already recorded a throw of a foul by batter is out without opposing throw by fielder.)

Seven, Eight, Nine—Strikes

A throw of seven, eight or nine by batter constitutes a strike. Fielder records same in "Strike" space, no opposing throw being required. If three strikes are recorded, fielder transfers marker from home base to "Out" space.

Ten, Eleven, Twelve—Balls

A throw of ten, eleven or twelve by batter constitutes a "Ball," and batter records same in space under that heading. These throws admit of no opposing throw. If four balls are recorded, batter advances marker from home base to first base.

Thirteen, Fourteen, Fifteen, Sixteen, Seventeen—Fair Hits

A throw of thirteen, fourteen, fifteen, sixteen or seventeen by batter constitutes a "Fair Hit," and batter advances marker from home base to proper space on first base line, as indicated by notations "B. 13," "B. 14," etc. Fielder then makes opposing throw. If same is sufficient, according to notation opposite each space, to retire marker, fielder transfers same from its position on first base line to "Out" space. If opposing throw is not sufficient to retire marker, batter advances same to the base to which hit entitles it, and also advances base runners, if any, according to the following rule:

- A thirteen hit advances runner one base.
- A fourteen or fifteen hit advances runner two bases.
- A sixteen or seventeen hit advances runner three bases.

Runner does not advance if batter is retired.

Eighteen—Home Run

A throw of eighteen by batter constitutes a home run, scoring marker at bat and all base runners. This admits of no opposing throw.

Errors

Batter may declare "Error" and advance marker to first base, and all runners one base, in either of the following events:

- (a) If fielder at any time neglects to retire a marker when he may be entitled to do so.
- (b) If fielder shall attempt to retire marker when he shall not be entitled to do so.

Fielder may declare "Error" and retire marker in any of the following events:

- (a) If batter shall neglect to advance marker when he may be entitled to do so.
- (b) If batter shall advance marker when not entitled to do so, or if he shall advance same to space on diamond other than the one to which he may be entitled.
- (c) If, at any time, batter shall make throw without having marker in position at home base.

An error can be claimed any time after same has been made and before the next throw of the dice. Where the error consists of improperly moving a marker, same shall be deemed to have been committed when the player in error removes his hand from the marker.

A player in error cannot relieve himself from the penalty therefor by correcting same or by announcing same before the opposing player does so.

Failure to record a strike or a ball does not constitute an error under this rule unless same should be the third strike or fourth ball.

Runs

When a marker completes circuit of bases batter scores run by placing marker on space on board under that heading. At the end of each half-inning same can be transferred to a separate "Score by Innings" sheet.

Double Play

When one or more bases are occupied, a throw by fielder of sixteen or seventeen in opposition to batter's throw of thirteen, fourteen, fifteen, sixteen or seventeen constitutes a double play, retiring marker at bat and runner farthest advanced.

A throw of eighteen by fielder at any time shall be equivalent to a triple play and retire the side, regardless of whether or not bases are occupied.

Stolen Bases

Attempt to steal base is made as follows: Batter advances base runner to space on base line marked "Steal." Then if his next regular throw is eleven or better, he advances marker to next base. If next throw is less than eleven, fielder transfers marker to "Out" space.

Advancement by stolen base is made before fielder's opposing throw in case batter throws thirteen or better, and further advancement by reason of possible value of hit is reckoned from base stolen.

With first and second bases occupied, a double steal can be attempted on the same throw.

SUMMARY OF VALUES

Throw	Value	Value of Fielder's Throw
B. 3	Out -	Fielder don't throw
B. 4	Foul Hit	{ F. 8 or less, Strike F. 9 or more, Batter Out
B. 5	" "	{ F. 9 or less, Strike F. 10 or more, Batter Out
B. 6	" "	{ F. 10 or less, Strike F. 11 or more, Batter Out
B. 7	Strike -	Fielder don't throw
B. 8	" -	" " "
B. 9	" -	" " "
B. 10	Ball -	" " "
B. 11	" -	" " "
B. 12	" -	" " "
B. 13	Fair Hit	{ F. 10 or less, Batter 1 base Base Runner 1 base F. 11 or more, Batter Out
B. 14	" "	{ F. 11 or less, Batter 1 base Base Runner 2 bases F. 12 or more, Batter Out
B. 15	" "	{ F. 11 or less, Batter 2 bases Base Runner 2 bases F. 12 or more, Batter Out
B. 16	" "	{ F. 12 or less, Batter 2 bases Base Runner 3 bases F. 13 or more, Batter Out
B. 17	" "	{ F. 13 or less, Batter 3 bases Base Runner 3 bases F. 14 or more, Batter Out
B. 18	Home Run	Fielder don't throw

F. 16 or 17 in opposition to fair hit is double play if base is occupied. F. 18 retires side.