

PITCHING

- To pitch FAST BALL—**
With Ball and Pitcher in position (Fig. 5)—PULL OUT KNOB.
- To pitch SLOW BALL—**
With Ball and Pitcher in position (Fig. 5)—TURN KNOB LEFT QUICKLY WITHOUT PULLING OUT. In this manner speed may be varied.
- To pitch FAST CURVE BALL—**
With Ball and Pitcher in position (Fig. 5)—TURN KNOB LEFT UNTIL BALL CONTACTS NOTCH ON FACE OF PITCHER, THEN PULL OUT KNOB.
- To pitch SLOW CURVE BALL—**
With Ball and Pitcher in position (Fig. 5) TURN KNOB LEFT UNTIL BALL IS ALMOST TO END OF PITCHING SLOT THEN PULL OUT KNOB.

KEEP THE BATTER GUESSING!

- To develop skill—**
Mix up your pitches. Surprise is important!
Control the PITCH KNOB so that all pitches look the same to the batter!
SLOW BALLS may also be thrown by turning knob to the left until ball passes NOTCH and then pulling out.

TO RECOVER PITCHED BALLS

Pitched balls are recovered by slightly tilting box up on Catcher's corner, while holding open hand under the hole in this corner, to receive balls.

- D—FIELDERS—**These are represented by the seven cupped holes—
1—In-Fielders—First Baseman, Second Baseman, Short Stop and Third Baseman.
2—Out-Fielders—Right Fielder, Center Fielder, and Left Fielder.
- E—BASE RUNNERS—**
These are small colored discs which are placed on the bases when a HIT is made. Each TEAM has it's own color.
- F—SCORE SHEET—**
Score is kept by innings on the score sheet. Keep these as records for League and Series games. Make up duplicate forms after original supply is exhausted.

CARL HUBBELL'S



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OFFICIAL RULES

GENERAL: "Strike 3" is a game of skill which simulates the real game of baseball to the highest degree. While playing this game, one is able to pitch the same variety of pitches that made Carl Hubbell famous. The pitching mechanism of this game makes it possible for the player controlling it to throw fast balls, slow balls, fast curves, and slow curves, in any order he wishes, as a Big League baseball player can do. The player controlling the batting mechanism swings only at those pitches that he wishes to. The infielders and outfielders in this game catch the ball as they do in real baseball. The number of outs to an inning and the number of innings to a game are the same as in real baseball.

PITCHING: (See instructions) Pitching rules are the same as real baseball, that is three strikes and the batter is out, four balls and the batter is walked (base on balls). A balk can also be committed making it possible for any base runner to advance one base and a ball be called on a batter.
Strike! A strike is called in the following instances:

1. A pitched ball that passes over any portion of home plate.
2. Any pitched ball that is swung at and missed.
3. Any pitched ball that is swung at and hit, but which hits foul territory in its initial path of flight. The only exception is when a foul is hit as a third strike. In this case the batter is not out, and to be out must have condition one or two described above take place.

Ball! A ball is called in the following instances:

1. Any pitched ball that is not a strike.
2. When a balk is committed. (A balk is committed when a pitch is started and does not leave the pitching slot at all. When this occurs a ball is called on the batter and any base runner advances one base.)

HITTING! See instructions.

1. The bat must always be held against the box and released at a pitched ball from this position.
2. When a ball is hit the result depends on the initial flight of the ball. For instance, a ball may be hit and in its flight hit foul territory, and then be deflected by the sides of the box into fair territory. This is a foul ball, for its initial flight was foul. Also, a ball which in its initial flight is in fair territory and strikes, for instance, that portion of field marked double, but then comes to stop in foul territory, remains a double. The only exception is a ball which is hit so slowly that it never reaches a marked area. In this case the hit is considered a single if it remains in fair territory or goes into foul territory after passing first or third base.

OPERATING INSTRUCTIONS

- BASE HITS!**
1. **Single** —When a hit ball in its initial flight hits that portion of the game marked Single.
 2. **Double** —When a hit ball in its initial flight hits that portion of the game marked Double.
 3. **Triple** —When a hit ball in its initial flight hits that portion of the game marked Triple.
 4. **Home Run**—When a hit ball in its initial flight hits that portion of the game marked Home Run.

When runners are on base and a hit is made each runner advances the same number of bases as the hit entitles the hitter to advance.

5. **Hit on Error**—When a ball is hit and touches one of the fielders and is not deflected into the respective hole it is considered a "hit on error", and the batter is entitled to a single.

FIELDING RULES: The chart below gives a simple way of determining the results of plays when runners are on base and a hit ball is caught by one of the fielders. A ball is considered caught by a fielder when in its initial flight it is deflected into one of the fielder holes. A few instances showing how the chart is used are given below:

1. With a runner on second and ball is caught by the shortstop, by reading off the chart one sees the symbols (R3Ho). This means the runner goes to third base and the hitter is out.
2. With a runner on first and ball is caught by the second baseman, by reading off the chart one sees the symbols (RoHo). This means the runner is out and the hitter is out. (Double play.)

BALL CAUGHT BY

WITH RUNNER ON	1B	2B	SS	3B	RF	CF	LF
First	RoH1	RoHo	RoHo	R2Ho	R1Ho	R1Ho	R1Ho
Second	R3Ho	R3Ho	R3Ho	RoH1	R2Ho	R2Ho	R2Ho
Third	R3Ho	R3Ho	R3Ho	R3Ho	R4Ho	R3Ho	R3Ho
First and	RoH1	RoHo	RoHo	R2H1	R1Ho	R1Ho	R1Ho
Second	R3	R3	R3	Ro	R2	R2	R2
First and	R1Ho	RoHo	RoHo	RoH1	R1Ho	R1Ho	R1Ho
Third	R3	R4	R4	R3	R4	R3	R3
Second and	R2Ho	R3Ho	R3Ho	R3H1	R2Ho	R2Ho	R2Ho
Third	R3	R4	R4	Ro	R4	R3	R3
First,	R2Ho	RoHo	RoHo	R2Ho	R1Ho	R1Ho	R1Ho
Second and	R3	R3	R3	R3	R2	R2	R2
Third	Ro	R1	R4	Ro	R4	R3	R3

R=Runner
H=Hitter
o=Out
1=First Base

2=Second Base
3=Third Base
4=Runner Scores if inning is not over as result of play.

MISCELLANEOUS RULE: If a hit ball hits a disc used as a base runner the base runner is declared out and the hitter advances to first.

- A—BATTER:** Swing bat clockwise as shown in (Fig. 1) and hold against the side of box. Release to strike ball.

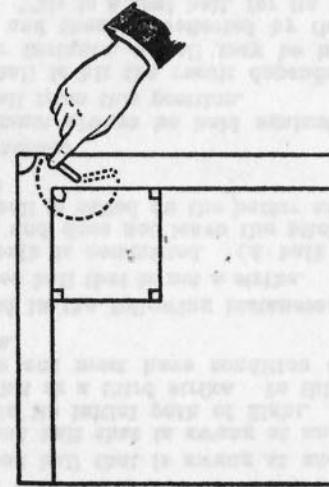


FIG. 1

- B—PITCHER:** To put pitcher into pitching position:

First—Pull out **PITCH KNOB** (Fig. 2)

Second—Keeping **KNOB** pulled out, turn to extreme **LEFT**. (Fig. 3)

Third—Push **KNOB** in. (Fig. 4)

Fourth—Keeping **KNOB** pushed in, turn to extreme **RIGHT**.

(Fig. 5) **HOLD** in this position for pitching.

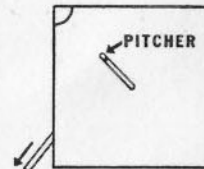


FIG. 2

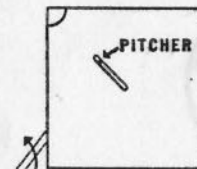


FIG. 3

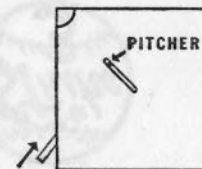


FIG. 4

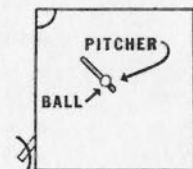


FIG. 5

- C—BALLS:** Place a ball on pitching slot against **PITCHER**. (Fig. 5) This is position for all pitching.