



OFFICIAL RULESET



INTRODUCTION

Welcome to Next Level Miniature Baseball. This version features a new next gen simulation of this sport on a miniature scale. Like the real game, this one captures all of the concepts associated with baseball such as pitching, hitting, throwing, strikes, fouls, stealing bases, and more.

GAME LENGTH

The game is to be played with 3 to 9 innings. Both players will decide. The team that scores the most runs by the end of the selected inning, wins.

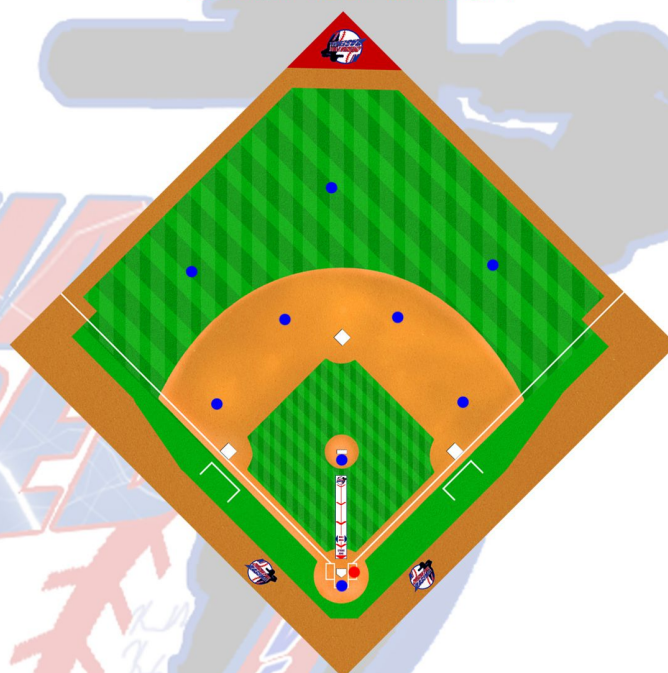
Extra Innings- If the game is tied by the end of the last inning, additional innings are played until the tie broken at the end an inning.

SETUP

To begin the game, the Home Team and the Away Team must be decided. The Away Team will bat 1st.

The Home Team will set up their defense in the field which will feature 3 outfielders, 3 basemen, 1 shortstop, 1 pitcher and 1 catcher. The Away Team will place Batter in the batters box representing Left handed or Right handed based on the Batter that is up. See Diagram. Set the pitching slider straight with home plate, with low end one inch from home plate.

SETUP REFERENCE



SPECIAL TRAITS

Before beginning a game, each player must fill out their roster's batting order on the "Game Tracker" sheet. Afterwards each player will roll one die to see how many players are eligible to add "Special Traits" (1 player minimum-6 players max) Next each player will roll a second die as many as many times as the number results of the 1st die. In between each second die roll each player is to label the number result on

GAME FLOW SEQUENCE/ GAME START

- #1. Pitching team will pitch the ball by dropping or spinning the ball on the ball logo of the pitch slider.
- #2. The batting team will use the batting figure and attempt to hit the ball, by swiping the lever based on the ball location.



GAMEFLOW/SEQUENCE (CONT)

Results of the pitch/Swing attempt follows. Missing the ball, or hitting a foul ball results in a strike. A Ball that goes off the side of the slider will result in a ball as long as a swing doesn't occur. A hit ball that hits a defensive player is an out. A hit ball straight over the backwall is a home-run.

PLAYER MOVEMENT

In the case in which a ball is hit, each team will begin to move their players with the movement bar. The batting team will move 1st. The batting team will move any/all of their players on including players on base.

After the batting team moves, the defensive team will move up to four players. If the defensive team collects ball during a move, the defensive team must wait until their next turn to throw the ball to another player, before making player movements. Repeat sequence until all base runners are out, or Batting team calls "Safe" which player(s) are on base. Following, Defense will reset player positioning.

BASE STEALING

Players whom are positioned no more than a player space between the occupied base, can steal a base (optional): if during the pre-bat dice roll, doubles are rolled anywhere from numbers 1-5. If attempting to steal a base, all base runners with head start can each move one length using the movement bar before the bat attempt takes place.

If double 6's are rolled, the pitcher may attempt to throw one base runner with a headstart out (optional). In this instance the defensive team will move the closest defender onto the base occupying the base runner. The pitcher will throw the ball in attempt to hit their fellow defender which would result in an out. ==If the ball misses the intended defender, play may continue via Player Movement with offense moving 1st.

PASSING OF BALL

When the ball is in play, whenever a defender recovers the ball, they will have the option to throw the ball on their next turn. How this works is, place the ball on the stem of the throwing figure, and replace the player in possession, You will then attempt to hit a player with the ball to give them possession on the next defensive turn. If the ball misses, play continues.

If the ball rolls off the mat, all base runners may immediately advance to the next base. The ball is placed back on the mat, on the green grass where it went off at.

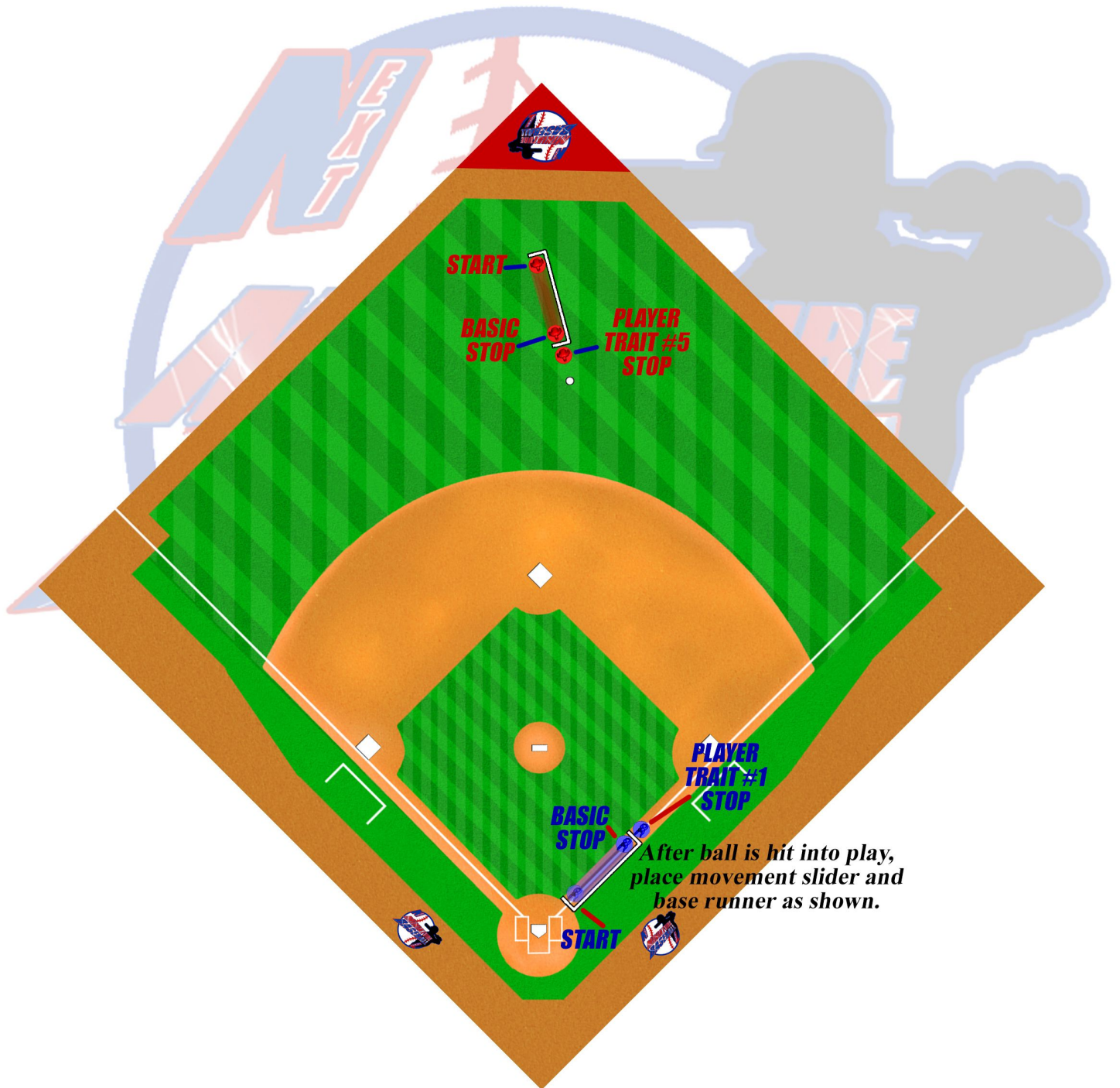
PITCHING

When pitching the ball, the defensive player is to closely drop or spin the ball onto the baseball logo at the top of the pitching slider. The result of the pitch is as follows. A Ball is recorded if the baseball goes off the edge of the slider without touching any part of the strike zone arrow at the edge. A strike is recorded if the ball goes through the strike zone touching any part of the strike zone arrow.



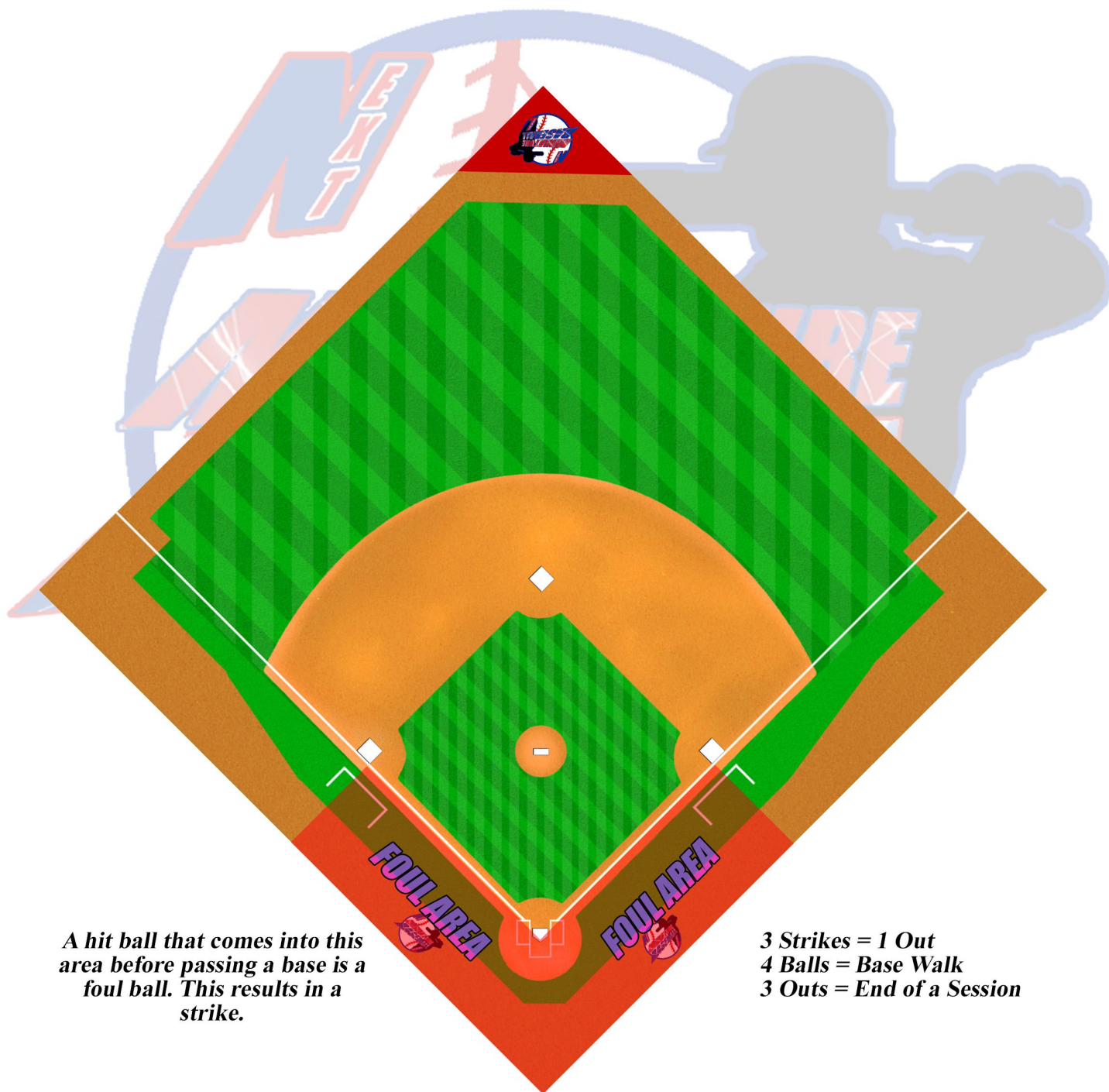


PLAYER MOVEMENT REFERENCE





ADDITIONAL INFO



A hit ball that comes into this area before passing a base is a foul ball. This results in a strike.

*3 Strikes = 1 Out
4 Balls = Base Walk
3 Outs = End of a Session*

