



Official Rules

Overview

MINIBALL is a tabletop baseball game where two players, or two teams, compete. The objective is to score the most runs after 9 innings, just like in traditional baseball.

Equipment & Setup

- 1 MINIBALL/TIC-TAC-TOE tabletop game board (can also be played on the ground)
 - 1 Vinyl zippered case
 - 15 Beanbag balls (provided)
 - Dry/erase marker and eraser (provided)
 - Scoreboard (provided)
 - Players stand three, five or seven feet from the front of the game, depending upon age, skill level and degree of challenge desired.
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Game Play

1. Offensive and Defensive Teams

- **Offense:** The player or team currently at bat.
 - **Defense:** The player or team attempting to throw out the batter when a hit is achieved.
 - **Batter:** The person in throwing position attempting to achieve a hit.
 - **Runner:** The person already on base, whether first, second or third base.
 - **Hits:** the holes marked 'Single', 'Double', 'Triple' and 'Home run'
 - The size of the holes get progressively smaller from 'Single' to 'Home Run'
 - **Outs:** The diamonds marked 'Out', 'Double Play' and 'Triple Play'
 - The center 'Out' diamond is the largest size. The 'Double Play' and 'Triple Play' diamonds are smaller and more challenging.
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2. Batting

- Each batter gets three throws per turn to try for a hit.
 - Hits are determined by throwing the ball through one of the four holes: Single, Double, Triple and Home Run. (see "Running the Bases" below)
 - Strike: Any throw that hits or misses the board without going through any opening.
 - Out: Three strikes result in an out as well as a batter throwing through an 'Out' hole.
 - After three outs, the teams switch places.
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3. Running the Bases

- A batter becomes a runner by throwing the ball through a hit hole.
- Before the batter takes a base, the defense gets one throw to an "Out" diamond to try for the out.
EXCEPTION: "Home Run" hits are automatic runs with no option to be thrown out.
- If the "Out" diamond is achieved by the defense, the batter is out.
- If missed, the runner advances to the base for that hit:
 - Single hit: 1st base

- Double hit: 2nd base
 - Triple hit: 3rd base
 - Home Run: Scores a run
 - **After every play, always mark the white diamond next to the bases to show all runner positions.**
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4. Outs & Runners on Bases

On a successful hit, typically all existing runners advance the same number of bases as the batter's hit, as shown below. If the batter is thrown out, on **outs 1 and 2**, runners still advance the same way. **If it is the third out**, no runners advance.

- **Single hit:** Runners on base advance 1 base
- **Double hit:** Runners on base advance 2 bases
- **Triple hit:** Runners on base advance 3 bases
- **Home Run:** All runners and the batter score runs

EXCEPTIONS:

- If a “Double-Play” out is achieved, both the batter and the runner are out – no one advances.
 - If “Triple-Play” out is achieved, the batter and all runners are out – the inning is over.
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5. Scoring

- Each runner who reaches home plate scores **1 run**.
 - Update the scoreboard after every new run.
 - After **9 innings**, the team with the **highest score wins**.
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6. Additional Notes

- The game is designed to simulate real baseball strategy, including loading the bases and strategic throws to achieve multiple outs.
- Player distances:
 - Beginner - 3 feet
 - Intermediate – 5 feet
 - Advanced – 7 feet

Tic-Tac-Toe

Overview

Tic-Tac-Toe is a tabletop game where two players compete. The object is to be the first to secure three squares in a row whether horizontally, vertically or diagonally.

Equipment & Setup

- 1 Tic-Tac-Toe tabletop game board (can also be played on the ground)
 - 1 Vinyl zippered case
 - 12 Beanbag balls (provided)
 - Dry/erase marker and eraser (provided)
 - Scoreboard (provided)
 - Players stand three, five or seven feet from the front of the game, depending upon age, skill level and degree of challenge desired.
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Game Play

There are two versions of play. Players choose who will be ‘X’ and who is ‘O’.

1. Traditional Tic-Tac-Toe (Use only one Tic-Tac-Toe scoreboard)

- **Players alternate turns.**
 - **Each turn consists of three throws at any of the holes.**
 - **Player must throw a ball through a hole to secure that spot on the scoreboard.**
 - If success is achieved with any of the three attempts, the player secures that spot on the scoreboard with an ‘X’ or an ‘O’. If the player secures a spot on the first or second attempt, there is no need to throw third attempt and it becomes the next player’s turn.
 - Once a player secures three spots in a row, in any direction, that player wins and the game is over.
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2. *TURBO* Tic-Tac-Toe (Players use both of the Tic-Tac-Toe scoreboards)

- Each player has their own designated scoreboard.
 - Players alternate turns.
 - Player has three throws per turn. Each time a ball goes through a hole, the player can mark that spot on their own scoreboard, with an ‘X’ or an ‘O’, This makes it possible for a player to win the game in one turn by scoring three in a row
 - The first player to complete three spots in a row, in any direction, becomes the winner.
 - There is no blocking in this version, as in Traditional Tic-Tac-Toe. This is a race to see who can finish first.
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Additional Notes

- The game is designed to be played as traditional Tic-Tac-Toe, with an added challenging “TURBO” version.
- Player distances:
 - Beginner - 3 feet
 - Intermediate – 5 feet
 - Advanced – 7 feet