



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
 - 9 of provided 15 Beanbag balls
 - Two Dry/erase markers and erasers
 - Built-in scoreboard
 - Players stand three, five, seven or ten feet from the front of the game, depending upon age, skill level and degree of challenge desired.
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Game Play

1. Offense and Defense

- **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'
 - **Runs:** A run is a point scored. Whenever a runner reaches Home Plate a run is scored.
 - **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.
 - **Strike:** Any throw that hits the board, without going through any opening, or misses the board entirely.
 - **Out:** Three strikes result in an out as well as a batter throwing through an 'Out' hole.
 - After three outs, the teams switch places and the other team or player is up at bat.
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3. Getting Hits and Moving Around the Bases

- **How to Hit:** The batter becomes a runner by throwing the ball into a hit hole (**Single, Double, Triple, or Home Run**). Mark your base with an "X".
 - **Base Advancement:** When you get a hit, you go to that base, and **all existing runners move forward the exact same number of bases:**
 - **Single:** Everyone moves forward **1 base** (Batter goes to 1st).
 - **Double:** Everyone moves forward **2 bases** (Batter goes to 2nd).
 - **Triple:** Everyone moves forward **3 bases** (Batter goes to 3rd).
 - **Home Run:** Everyone on base and the batter cross home plate and score runs, or points.
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4. Defense and Getting Outs

- **The Defense's Chance:** After any hit, the opposing team gets **one throw** to achieve an out, or outs.
 - **Standard Out:** If the defense throws the ball into the "**Out**" diamond, the batter is out. Remove the "X" from the batter's base. **All other runners who advanced get to stay on their new bases.**
 - **Scoring Points:** If any runners successfully reached home plate during a hit, those points are added to the scoreboard (**even if the batter is thrown out after the hit**).
 - **Multi-Player Outs (Double/Triple Plays):** If the defense throws the ball into a "**Double Play**" or "**Triple Play**" diamond, multiple runners are thrown out. The game always eliminates the runners **farthest away from home plate** first.
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5. Scoring

- Each runner who reaches home plate scores **1 run**.
- After **9 innings**, the team with the **highest score wins**.
- If the game is tied after 9 innings, play extra innings until one side wins.

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
 - Expert – 10 feet
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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
 - 6 of provided 15 Beanbag balls
 - Dry/erase marker and eraser
 - Scoreboard
 - Players stand three, five, seven or ten 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 of the Tic-Tac-Toe scoreboards*)

- **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’, Turbo version 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
 - Expert – 10 feet