

Craps Baseball (XTRA Bases)

Background:

I have been playing an exceedingly simple baseball game based on the roll of two six sided die for some time. It was far from realistic but the suspense and clarity the game offered still kept it enjoyable to play. A close friend of mine also took a liking to my game urged me to try to do more with the game. He hinted that the baseball game's pace and fluidity may somehow work in the casinos, like a type of Craps spinoff. Neither he nor I would know it then but that remark was a turning point in my life.

My endeavor of making a dice-sports game popular is not unique. There is already an established niche-market for board or table top sports games. The people who create and play such games are passionate but limited in trying to expand their market. These games are usually incredibly accurate in depicting a baseball game. My goal is not to make a game that tries to replicate what occurs in a baseball diamond to a pain staking degree. It is time to usher in a new, bigger, and perhaps a better era to these types of games.

I am not saying here that my game is not accurate. This game does reproduce true statistical representations of major categories like: runs, hits, at-bats, homeruns, doubles, triples, walks, and outs in the Major Leagues. However, it will take some imagination from the players to see how this game is a great translation of real baseball. It is not as cumbersome, and it has a less of a steep learning curve than the games I described before. This is the only way I can see a game, trying to portray real baseball, being able to parallel and incorporate a Craps game effectively.

I know what I am trying to capture in this game is unique, it has never been done before, and may be never be done again. The meticulous prudence that I have afforded into this game offers it the potential to expand the boundaries of table-top sports. In the end, I also hope this game offers gamblers and gamers from all perspectives another way to enjoy their experience at the casino. I also know it will be terribly difficult getting to the level I wish to attain but there is never a reason to forfeit on ones dreams.

Craps rules:

Here are some basic Craps rules necessary to understand Craps Baseball:

1. The shooter's (person who throws the dice) first roll and each roll after a decision has been effected is a come-out.
 - a. This occurs when the point number is OFF. (You will notice a large button on the table indicating whether point is OFF or ON.)
2. If, on the come-out, the shooter throws a natural (7 or 11), it is a winning decision called a pass; a crap (2, 3, or 12) is a losing decision called a miss-out. In either one of these situations the point button remains on OFF.
3. If he throws a 4. 5. 6. 8, 9 or 10, that number becomes the shooter's point. In this situation, the point button is flipped to ON and is moved right above the established point number on the craps table.

4. Once a point is created and the point indicator is ON, the shooter will continue throwing until either:
 - a. Shooter throws his point again, which is a winning decision or pass, or
 - b. Shooter throws a SEVEN, which is a losing decision or a miss-out.
 - i. In either these situations the point button will turn to OFF and the shooter must hand over the dice to the next person.

Craps Baseball rules:

If the point marker indicates OFF reference each result in the left-most column. When ON, of course use the column directly to the right

The furthest right column indicates plays that will happen when a winning decision is accomplished by replicating an established point before a seven occurs.

Notes of concern: a dash inside an *ON point made* cell indicates that a point cannot be made with that combination.

Chart and Definitions:

		OFF	ON	ON point made
1	1	Advance to home	Eliminate	-
1	2	Advance to home	Eliminate second	-
1	3	Advance to second	Out*	Single (standard)
1	4	Advance to second	Out*	Double (standard)
1	5	Advance to third	Out*	Single (standard)
1	6	Out	Roll-again	-
2	2	Advance to second*	Single (strong)	Homerun
2	3	Advance to second	Out*	Double (standard)
2	4	Advance to third	Out*	Single (standard)
2	5	Out	Roll-again	-
2	6	Advance to third	Out*	Homerun
3	3	Advance to third	Single (strong)	Error*
3	4	Out	Roll-again	-
3	5	Advance to third	Out*	Homerun
3	6	Advance to second	Out*	Double (strong)
4	4	Advance to third*	Single (strong)	Error
4	5	Advance to second	Out*	Double (strong)
4	6	Advance to second	Out*	Single (standard)
5	5	Advance to second	Single (strong)	Triple
5	6	Out	Walk	-
6	6	Advance to home*	Eliminate third	-

-OFF plays-

[1-1, 1-2, 6-6*]

Advance to home: if a runner occupies third base, they can advance home to score a run. When base runner is not on third then the roll becomes a roll-again like all other advancement plays. With two outs, the asterisk marked combination is the only one that may advance base runner to home from third base. Advancements are never at-bats.

[1-3, 1-4, 2-2*, 2-3, 3-6, 4-5, 4-6, 5-5]

Advance to second: if a runner occupies first base and second base is open, meaning another base runner does not occupy it, then the men on first can advance to second. When base runner is not on first or one is there but second is occupied, then you can roll again without a penalty or any infringement. The asterisk rule with two outs also applies here and to the advance to third decree below.

[1-5, 2-4, 2-6, 3-3, 3-5, 4-4*]

Advance to third: if a runner occupies second base and third base is open, meaning another base runner does not occupy it, then the men on second can advance to third. When base runner is not on second or one is there but third is occupied, then the roll does not count as anything.

[1-6, 2-5, 3-4, 5-6]

Out: batter does not earn any bases; neither do any of the base-runners. This does count as an at-bat.

-ON plays-

[1-1]

Eliminate first: this play discards a runner if he occupies first base; it counts as an out but not an at-bat. If a runner is not engaged on first, the play results in an Out and an at-bat.

[1-2]

Eliminate second: this play discards a runner if he occupies second base; it counts as an out but not an at-bat. If a runner is not engaged on second, the play results in an Out and an at-bat.

[1-3, 1-4, 1-5, 2-4, 2-4, 2-6, 3-2, 3-5, 3-6, 4-5, 4-6]

Out*: works like a regular Out unless shooting team decided to void and make it a roll-again with the use of an XTRA Base. More about XTRA Bases and how they can be used will be discussed later.

[1-6, 2-5, 3-4]

Roll-again: no play in the game is registered and it becomes a null-roll similar to the non applicable advances.

[2-2, 3-3, 4-4, 5-5]

Single (strong): batter receives one base; runner gets two-bases if on second base. Base runner will advance only one base if on first or third base.

[5-6]

Walk: batter receives one base; runners will also advance one base if forced by the batter or any other base runner behind them. A Walk does not count as an at-bat.

[6-6]

Eliminate third: this play discards a runner if he occupies third base; it counts as an out but not an at-bat. If a runner is not engaged on third, the play results in an Out and an at-bat.

-ON point made plays

[1-3, 1-5, 2-4, 4-6]

Single (standard): the batter and all base runners are awarded one base on the hit.

[1-4, 2-3]

Double (standard): both batter and base runners receive two bases on this hit.

[2-2, 2-6, 3-5]

Homerun: batter receives four bases, and scores, along with anyone that was on-base.

[3-3]

Error*: batter advances to first in the case that no one is on base at the time of the roll. If this occurs, the roll amounts to an at-bat, however it is not a hit. When runners are on base, it will advance all the runners one additional base; it will not count as an at-bat, but the batter does not get to advance to first base. In both circumstances, the roll is scored as an Error.

[4-4]

Error: batter and men on base always are granted one base; it is still scored as an Error and does count as an at-bat.

[3-6, 4-5]

Double (strong): in this situation the batter is rewarded with two bases, and any base runner scores.

[5-5]

Triple: batter earns three bases on this second most powerful hit, and all base runners will score as well.

XTRA Bases & Final Notes:

Each side, home and away, is given three XTRA Bases to begin the game. They can only be used to void an Out*. In order to this, the XTRA Base must be called immediately after the Out* was rolled.

After every full nine innings both teams are always given a fresh three XTRA Bases to work with during the remainder of play.

Please enjoy it and offer any feedback. Thank you.