

# BASEBALL STRATEGY

## NEW PITCHING RULES

- Disregard the standard rules limitations on which types of pitcher may throw which types of pitches.
- For tournament play, disregard the standard rules on "Loss of Pitching Effectiveness", and the rules "Pitching Rotation". (See Tournament Rules below).
- Use the new smaller pitching cards in place of the standard set of 7 pitching cards. Each side has there own set of 52 pitch cards, color coded for each side (red or blue).
- When a pitcher enters the game, either as a starter or reliever (and there is no limitation on which types of pitcher may appear at any point in the game), distribute a number of new pitching cards based on the following:
  - Ace: select 1 Pitch-Out card, and 5 other pitch cards from the deck (player's choice of these 5 pitch cards), then randomly select 34 other pitch cards, for a total of 40 cards.
  - 1<sup>st</sup> Line Starter: select 1 Pitch-Out card, and randomly select 34 other pitch cards, (total of 35 cards).
  - 2<sup>nd</sup> Line Starter: select 1 Pitch-Out card, and randomly select 29 other pitch cards, (total of 30 cards).
  - Reliever: select 1 Pitch-Out card, and randomly select 14 other pitch cards, ( total of 15 cards).
- If a pitcher has NOT warmed up before entering the game, reduce the number of total randomly drawn cards by 10. If a pitcher has partially warmed-up, reduce the number of randomly drawn cards by 5. The starting pitcher is always considered warmed-up at the start of a game.
- A pitcher gets warmed-up by being activated in the bullpen for the duration of 2 hitters (facing the currently active pitcher). No more then 2 pitchers may be warming up in the bull pen at a time. Simply place the pitcher's card on the playing field to indicate that he is warming up. Place a marker on the pitcher to indicate his warm-up status: Not Warmed-Up, Partially Warmed-Up, Warmed-Up, or Over-Warm.
- A pitcher becomes Over-Warm if he is activated in the bullpen for more then 3 opposing batters. For each batter that batted (against an active pitcher), above 3 batters, the bullpen pitcher warming up loses 2 pitching cards.

For example:

*A relief pitcher starts getting warmed up before the opposing batter #8 comes to the plate. The #8 batter gets an out, and the next batter, #9 gets a hit. The relief pitcher, is now totally warmed-up. If he stays if the bullpen warming up while the #1 batter hits, he still remains totally warmed-up and may come in and face the #2 hitter without penalty. But if the #2 hitter hits and then the relief pitcher enters the game to face the #3 hitter he may only come in with 13 available pitch cards - not 15. If he waits even later to come in, and faces the #4 hitter he may only start with 11 cards.*

- A pitcher may be sat down in the bullpen, after he has warmed-up to any level, but in this case he totally loses his warm-up status. A pitcher that was warming-up, while his team was on defense, and does not enter the game during that half inning, (i.e. his team comes to bat before he enters the game), may keep his warm-up

status up until the first batter of his team's next turn in the field. In other words, he must enter the game as the new pitcher when his team takes the field, or lose his warm-up status. Likewise, a pitcher may get warmed-up in the bullpen while his team is at bat, in which case his warm-ups count the same as if warming-up while the opposing team was at bat (i.e. his team must send 2 batters to the plate for the pitcher to be completely Warmed-Up).

- Starting pitchers have their warm-up penalties doubled if entering the game as a reliever, and additionally may only draw a maximum of 15 cards, all of which must be randomly selected. Therefore a starting pitcher may not enter the game "Not Warmed-Up" as the penalty would be greater than the number of cards drawn.

## PLAY

- The new pitch cards are used just as the standard cards, with the exception being that once a card is played it is discarded and no longer available for that pitcher to use. The exception being the Pitch-Out card, which may be returned to the pitcher's available pitches as often as desired.

- Each pitcher that enters the game get to select or draw from the full deck of 52 cards, without regard to the pitches used or played by any previous pitcher.

- Once a pitcher is down to only the Pitch-Out card available (i.e. he has used up the rest of his cards), he must be removed from the game. A pitcher may be removed from the game at any point in the game, just as the regular rules of baseball describe.

## TOURNAMENT PLAY

- Keep track of the number of pitches a player has thrown during the course of a game and how many pitches he has left when he leaves the game. The next day, each pitcher that used pitches during the course of a game has a maximum number of pitch cards he may draw based on the following:

Number of Pitcher Remaining from Last Appearance + 5 Cards

*For example:*

*A 1<sup>st</sup> Line Starting Pitcher used 25 of his 35 cards, meaning he has 10 pitches left from the first game. The next day, he would have a total of 15 pitches available if he was brought into the game (10 + 5).*

For each additional day of rest, increase the number of pitch cards available by the following:

Next Day:	+ 5 cards
1 Full Day of Rest:	+10 Cards
2 Full Days of Rest:	+20 Cards
3 Full Days of Rest:	+30 Cards
4 Full Days of Rest:	+40 Cards
5+ Full days of Rest:	+25 Cards (too much rest)

Note that the type of pitcher still has limits on his total cards, so that, for example, a 2<sup>nd</sup> Line Starter could never rest enough to get more than a total of 30 pitch cards when he starts.