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P. R. MACHT ET AL
BASEBALL GAME APPARATUS

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3 Sheets-Sheet 1

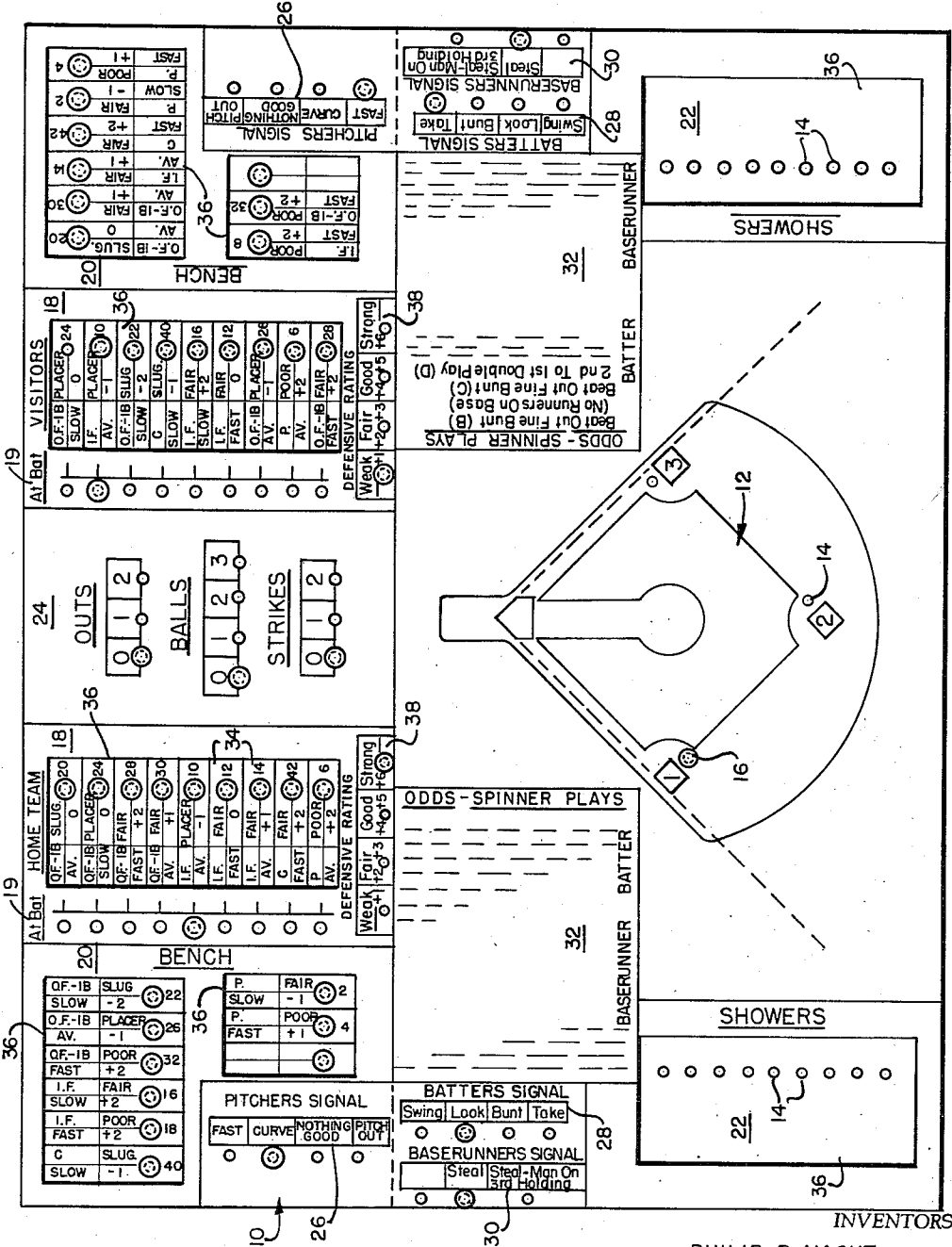


FIG. 1.

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BASEBALL GAME APPARATUS

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FIG. 3.

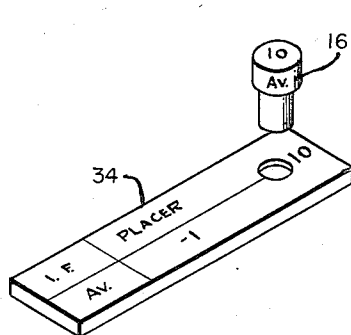
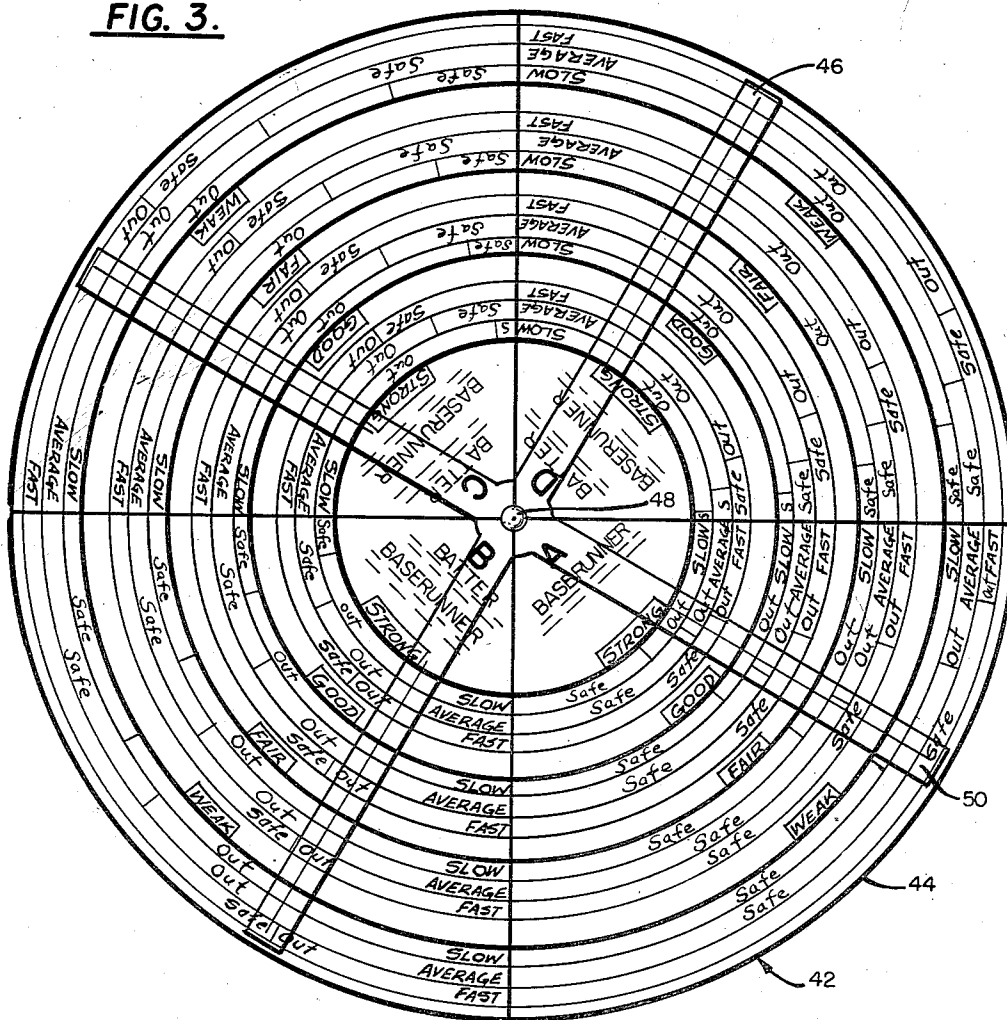


FIG. 4.

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BASEBALL GAME APPARATUS

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4 Claims. (Cl. 273—93)

This invention relates to game apparatus and more particularly to baseball game apparatus which provides a close simulation of the tactics and strategy of actual baseball.

The game of baseball, sometimes referred to as the national pastime, has many fans and adherents. Accordingly, many attempts have been made to provide a simulated baseball game through the use of a game board, playing pieces, etc. Such prior art devices have failed to capture the true spirit of baseball, however, and have failed to provide a game which will satisfy the needs of a true baseball fan and at the same time be found enjoyable by persons less familiar with the game.

The present invention provides a baseball game which plays very much like the real game. The contestants are rewarded in accordance with their baseball skill and their ability to employ baseball strategy and tactics in the proper manner. A primary defect of the games of the prior art is that while they attempt to simulate a baseball game in a very general manner, the results of the play are influenced too much by the element of chance and offer the contestants little or no opportunity to employ a choice of one of several strategies in various situations which arise in the course of play. The game of the present invention, on the other hand, places the element of change in its proper perspective and emphasizes the frequent and varied strategic choices which are the essence of baseball.

Accordingly, it is a principal object of the invention to provide a unique game.

Another object of the invention is to provide improved baseball game apparatus.

A further object of the invention is to provide game apparatus which allows the application of actual baseball strategy.

An additional object of the invention is to provide a baseball game in which almost all of the factors affecting the outcome of an actual baseball game are accounted for.

An additional object of the invention is to provide game apparatus employing unique chance controlled devices.

A still further object of the invention is to provide a baseball game which allows a pair of contestants to perform the functions of baseball team managers, among which functions are choosing a line-up of players, making substitutions, instructing batters, instructing pitchers, instructing fielders, and instructing base runners.

The foregoing and other objects of the invention and the manner of accomplishing the same will become more apparent in the following detailed description of the invention taken in conjunction with the accompanying drawings wherein:

Figure 1 is a plan view of a preferred embodiment of a game board constructed in accordance with the principles of the invention and on which a plurality of playing pieces have been located;

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Figure 2 is a plan view of a preferred form of spinner employed in the game of the invention;

Figure 3 is a plan view of a preferred form of another spinner employed in the game of the invention; and

Figure 4 is a perspective view of a unique playing piece of the invention.

Briefly, the preferred form of the invention includes a game board having a model or miniature baseball field displayed thereon and provided with batting order or line-up areas for two teams as well as selectable indicators for pitcher's signal, batter's signal, and base runner's signal. A plurality of playing pieces representing the players of the two teams is provided, each piece being associated with indicia which indicate ratings of the individual players with respect to their batting ability, defensive ability, and running speed. Each playing piece also has indicia for indicating the position played and an identifying number. The two contestants assume the role of team managers and give signals to their respective pitchers, batters and base runners. When a player comes to bat, his manager chooses a batter's signal, which is hidden from the manager of the opposing team. The latter manager chooses a pitcher's signal, also hidden from his opposing manager. When the choices have been made, the result of a pitch is determined by a chance controlled device which correlates the element of chance with the particular batter's batting ability rating and with the signals given by the respective managers. The result of base running plays is determined on a separate spinner which indicates the odds for different base running situations and correlates the element of chance with the running speed of the particular base runner and the defensive rating of the opposing team as a whole.

In the following description, preferred forms of apparatus, rules and definitions are set forth, but it will be understood that these forms are merely exemplary of the concepts of the invention. Unless otherwise specified actual baseball rules are applied to the playing of the game.

Referring to Figure 1 of the drawing, the game of the present invention in its preferred form includes a game board 10 having a miniature baseball field 12 displayed on one surface thereof. The game board may be formed of a suitable fiberboard backing to which a printed overlying sheet may be adhesively attached. The miniature playing field may simulate an actual playing field in every respect. A recess 14 is provided adjacent each of the bases of the field to receive playing pieces 16 to be described hereinafter (one of which is indicated at first base).

The game board is preferably divided off into the following areas, which may be duplicated for the respective teams: line-up 18, bench 20, showers 22 and scoreboard 24. Also provided are selectable indicators for pitcher's signal, 26, batter's signal, 28, and base runner's signal 30. Additional areas 32 may be utilized to display the odds-spinner plays to be described.

While the indicators illustrated may vary greatly in structure, indicators of the type having printed blocks with suitable indicia therein and associated recesses to receive pegs are employed in the form shown. The pegs may be substantially identical with the playing pieces 16 (see Figure 4) except for color and/or indicia. Additional indicators may be provided in the scoreboard portion 24 of the game board, for example, so as to display the inning-by-inning score of the respective teams, or separate score sheets may be provided.

The line-up, bench and shower areas are preferably formed with depressions in the board (as indicated in Figure 1) to receive a plurality of indicia-bearing cards

34 associated with the respective playing piece pgs 16 and through which the pgs may pass. These cards may take the form illustrated in Figure 4 (the indicia of which will be described in more detail hereinafter). The depressed areas of the board have been designated by reference numeral 36. Each of these areas, as exemplified by the shower areas 22, has a row of recesses 14 identical to those associated with the bases of the playing field. The placement of the recesses 14 in the depressed portions of the board is arranged so that the cards and associated pgs may be placed in a row within the depressed portions, as indicated in the line-up areas, for example. The line-up areas are preferably proportioned in length so that when a set of 9 cards has been placed therein, the cards will fill out the length of the areas. In this manner the associated pgs may be removed without affecting the positioning of the cards. For convenience, the other depressed areas may be proportioned with respect to the cards in the same manner.

The line-up areas 18 have "at bat" indicators, 19, which may include a row of recesses aligned with the respective cards 34 and a removable pg. The game board is also preferably provided with a pair of defensive rating indicators 38 of the type previously mentioned. The function of these indicators will become evident as the description of the game proceeds.

In the form shown the apparatus of the invention includes a pair of spinners 40 and 42 illustrated in Figures 2 and 3, respectively. Each spinner may include a disc 44 formed of fiberboard or other suitable material and a pointer 46 rotatable on a central pin 48 with respect to the disc. The pointers are preferably in the form of a cross and are manufactured from a transparent material, such as clear plastic. Each arm of the cross-shaped pointers has a fiducial line 50 which may be painted or embossed thereon. Each spinner is divided into four quadrants to correspond to the four arms of the respective pointers. It will thus be apparent that except in the very unusual situation in which the fiducial lines are aligned with the quadrant divider lines, each quadrant will have an overlying fiducial line for cooperation therewith. Each of the discs 44 of the spinners has indicia printed on the surface below the pointers or is provided with a suitably printed sheet which may be attached thereto adhesively. The indicia will be described in more detail hereinafter.

In accordance with the invention, each of a plurality of players (represented by playing pieces 16) of two opposing teams (to be managed by two human contestants) is assigned a position and an identifying number. Each player is also assigned a rating as to batting ability, running speed, and fielding ability. In the preferred form of the game, each team has more players than can be placed in the batting line-up at one time, and the players differ in their batting, running, and fielding characteristics so that a choice of a particular type of team as well as a particular line-up may be made by the individual managers.

Each player is rated in batting ability as a slugger, placer, fair, or poor hitter. A slugger is defined as a long ball hitter with a .285 average, 40 home runs and 80 runs batted in per season. A placer is defined as a placement hitter, with a .320 average, and who rarely hits the long ball. A fair hitter is defined as a good bunter with a .250 average, while a poor hitter is defined as a good bunter with a .190 average.

Each player is given a running speed rating of fast, average or slow. The significance of these ratings may be seen in many base running situations during the course of the game; e. g., a fast runner stealing second base against a good defensive team will be safe two times out of five, while a slow runner will be safe only one time in twenty.

Each player is given a defensive rating of an integer

between minus 3 and plus 2 (including zero). The defensive rating for the whole team is computed by adding the individual player defensive ratings of the particular 9 men in the line-up algebraically. The team defensive rating will, of course, change as players are substituted. A strong team defensive rating may be defined as plus 6 or more; a good rating as plus 5 or plus 4; a fair rating as plus 3 or plus 2; and a weak rating as plus 1 or below. The significance of these ratings is felt during the game in many base-running plays; e. g., an average runner trying to score from third base on a fly will be thrown out half the time by a strong defensive team but only one time out of every three by a weak defensive team.

Each of the cards 34 associated with the pgs 16 representing the players of the respective teams is provided with indicia displaying the foregoing player characteristics. Referring to Figure 4, the symbol "I. F." indicates that the player designated by the identification number "10" is an infielder. The symbol "Av." indicates that player "10" is a runner of average speed. The word "placer" indicates, that player "10" is a placement hitter, and the number "-1" indicates that player "10" has a defensive rating of -1.

Referring to Figure 1, it will be noted that the cards associated with the different playing pieces have different indicia. The term "O. F. -1B" means that the associated player may assume either an outfield or first base position. The term "C" and the term "P" refer to catcher and pitcher, respectively. Each defensive line-up must at all times include one pitcher, one catcher, three infielders, and four outfielder-first basemen. It will be noted from the players assigned to the bench that a considerable choice may be made in the lineup. In choosing his line-up, a manager must consider not only the positions played but also the respective ratings as to batting ability, defensive ability, and running speed. In the example illustrated in Figure 1, the home team has a team defensive rating of plus 7, and accordingly a pg is placed in the "strong" block of the defensive rating indicator 38 for the home team. The visitors, on the other hand, have a defensive rating of plus 1, and a pg is placed in the "weak" block of the corresponding visitors' defensive rating indicator.

Referring to Figure 2, the four quadrants of the pitch spinner 40 have been designated in accordance with the four batting ability ratings. The spinner is further divided into four groups of concentric rings, each group including three rings. The four groups of rings are designated, respectively, "take," "bunt," "look," and "swing." These designations correspond to the batter's signals in the indicators 28 of the game board (Figure 1). The rings of each group are designated respectively "nothing," "curve," and "fast." These designations correspond to those of the pitcher's signal indicators 26 of the board.

The "swing" signal means that the player at bat is prepared to hit away on every pitch. When a runner is stealing, the batter so instructed actually swings on every pitch except a pitch out. The "look" designation means that the batter looks the pitch over carefully and swings only if he likes it. The "bunt" designation means that the batter attempts to hit a very slow "roller." The term "take" means that the batter doesn't swing on that pitch.

A "fast" pitcher's signal indicates a fast ball. This pitch is the easiest to control and is over the plate most often. It is favorable to the batter to be "swinging" on it. The "curve" signal indicates a curve ball. This pitch often fools the "swinging" batter, is hard to bunt, and is easiest to hit when the batter is "looking." The term "nothing" indicates a pitch which is "nothing good" and gives the batter little to hit at, the pitch usually missing a corner of the plate for a ball. The fourth pitcher's signal of the indicators 26 (not found on the

spinner 40) is a "pitch-out." This is an automatic ball and requires no spin of the pitch spinner. The effect of such a signal besides providing an automatic ball is, as described below, to give the defense an advantage with respect to a stealing base runner by lowering the base runner's speed rating one grade in accordance with the rules of the game.

The rings of the pitch spinner 40 are divided circumferentially into a plurality of segments, each of which contains words or symbols indicative of the result of a particular pitch. The abbreviations are "H" for home run, "3b" for a triple, "2b" for a double, "1b" for a single, "F. B." for a fine bunt, "G" for a grounder, "R" for a roller, "P" for a pop-fly, "F" for a fly, "L" for a liner, HB for hit batsman, WP for wild pitch, and PB for passed ball. The circumferential proportions of the respective indications for the different batter's ability ratings, different pitcher's signals, and different batter's signals are preferably determined in accordance with actual baseball statistics. The element of chance is accounted for in the spinning of the pointer 46, but the probability that the pointer will rest on a particular indication is determined by the circumferential proportions of the rings. In this manner baseball realism is obtained.

The base runner or odds spinner 42 of Figure 3 is employed in those situations resulting from a spin of the pitch spinner 40 which call for its use and in other situations to be described. It is divided into quadrants containing indicia proportioned in accordance with four sets of odds designated, respectively, A, B, C and D. The different quadrants (and different odds) are employed in appropriate base running situations. The spinner disc is divided into four groups of circumferential rings identified by the titles "strong," "good," "fair," and "weak," which correspond to the defensive ratings of indicators 38 of the game board. There are three rings in each group, the respective rings being designated "slow," "average," and "fast." These designations refer to the running speed of the individual players. Each ring is divided circumferentially into segments designated "safe" and "out." The proportioning of the respective segments is preferably determined in accordance with actual baseball statistics. It has been found that sufficient realism is obtained if the base running situations are divided into the four groups or quadrants indicated.

The various situations in which the odds spinner is employed may be summarized and placed on the board in areas 32 (Figure 1) for convenient reference. While the use of the different quadrants in the situations set forth below is preferred because of conformity to actual baseball statistics, the use of the odds spinner in different situations may be varied as desired.

In the playing of the game, each manager selects his starting line-up and places the playing pieces (including the indicator cards 34) corresponding to the players chosen in his line-up area, as shown in Figure 1. The remaining players are placed on the bench. During the course of the game substitutions may be made, but as in baseball once a player has been substituted for, he goes to the showers and may not return to the game.

The visiting team is at bat first, and the peg of the "at bat" marker 19 for the visitors is placed opposite the lead-off batter of the visiting team. The outs, balls, and strikes indicators are set to zero. Now, the manager of the visiting team shields his batter's signal indicator from the manager of the home team (the managers being located at opposite ends of the board 10) and places the peg of his batter's signal indicator in the recess designating the signal which he desires to give to his lead-off batter on the first pitch. At the same time, the home team manager shields his pitcher's signal indicator and places its peg in the recess indicating the signal that he desires to give his pitcher on the first pitch. When both managers have secretly made their choice of signals, the respective indicators are exposed. The pitch

spinner is then spun by the defensive manager and the result of the pitch is read as follows: First, the quadrant of spinner 40 corresponding to the batter's ability rating is consulted. Next, the group of rings corresponding to the batter's signal is consulted within the quadrant chosen. Finally, the ring corresponding to the pitcher's signal in the last-mentioned group is consulted and the symbol or word beneath the fiducial line of the overlying pointer of the spinner is read. This procedure is repeated for every pitch of the game.

Frequently, the result read on the pitch spinner requires that the odds spinner be consulted. When this happens, the pointer of the odds spinner is spun by the defensive team's manager, and the result is determined in the following manner: First, the proper quadrant is determined in accordance with the odds for the particular play, as set forth hereinafter. Next, the group of rings corresponding to the defensive team's rating is consulted. Finally, the ring within the last-mentioned group corresponding to the offensive runner's speed rating is consulted, and the result is read from the segment of the chosen ring below the fiducial line on the pointer overlying the chosen quadrant. In the remote event that the pointer (of either spinner) becomes aligned with the quadrant dividing lines, the pointer is merely spun again, or if the pointer rests on a line within a quadrant the adjacent area in the counter-clockwise sense is read.

A player may be placed on base by merely removing the peg representing that player from the associated card in the line-up area and placing the peg in the recess adjacent the base. This leaves the line-up intact. The player is returned to his card when he leaves the field. For convenient reference, the player's identification number and running speed may be placed on the peg as well as the card associated therewith, as indicated in Figure 4.

In the following numbered paragraphs are defined the terms used on the pitch spinner 40 and the possible outcomes of play, taking into consideration the use of the odds spinner 42, when required. The rules outlined therein are intended primarily for contestants well versed in baseball and may be simplified for beginners.

(1) Ball, Strike, and Foul (recorded on the scoreboard) have the usual consequences and may result in a walk or strikeout (these Fouls are never caught on the fly; those fouls which are caught are included as Pop-ups and Flies). The single shaded and double shaded areas of the Swing ring count as Balls (the batter holds up his swing) except in the following situations:

(a) With base runners on second or third (none on first) or on first and third, the selection by the offensive manager of a Steal Signal together with a Swing Signal constitutes a Hit-and-Run Signal; in this case, the batter must try to protect the runners, even on a bad pitch (except on a Pitch Out, which is too inaccessible), and swings; the single shaded area counts as a Strike, and the double shaded area as a Foul.

(b) With runners on first, first and second, or on all bases, and with the Steal Signal and Swing Signal selected, or with runners on first and third and the Steal, Runner on Third Holding Signal and Swing Signal selected, this is again a Hit-and-Run Play; however, no base runner will be put out if the batter walks, and he can afford to let a very poor pitch go by with three balls on him; thus, the single shaded area counts as a Strike and the double shaded area as a Foul, unless there were three balls on the batter previously, in which case either area counts as a fourth ball.

(2) Pitch Out is an automatic ball, no matter what the batter's signal; it reduces the speed of any base runner trying to steal by one level (a slow runner being out).

(3) Hit Batsman (HB) takes first; as in baseball, a runner trying to steal on a HB pitch must go back unless forced by the HB to advance.

(4) Wild Pitch (WP) counts as a ball; the batter only takes first if this is a fourth ball; base runners advance

only one base each on a WP, except that any base runner who was stealing advances two bases.

(5) Passed Ball (PB) counts as a strike; the batter takes first if this is a third strike, except (as in baseball) when the pitch occurs with fewer than two outs and a man on first; base runners advance one base each on a PB, except that stealing base runners advance two bases.

(6) Fine Bunt (FB) is a well-executed bunt attempt; base runners advance one base each; the odds spinner is then used, consulting Odds B if there are no base runners and Odds C if there are base runners, to determine whether the batter beats out the bunt for a single.

(7) Roller (R) is a slowly hit ground ball; the defensive manager chooses, before the spinning of the odds spinner, whether to try for the batter (Odds D, using batter's speed) or for any base runner he specifies who can be forced out Odds B, using that runner's speed), except that a runner who was attempting to steal cannot be forced; no double play or play on a runner who is not forced is possible, and any base runners not retired advance one base, the batter taking first if he is not retired.

(8) Grounder is a hard hit ground ball which retires the batter if no base runners are on; otherwise, the following plays are possible:

(a) With only forced runners on base, any forced runner specified by the defense is out (other runners advancing one base) and the odds spinner is used to decide whether a double play is completed at first (Odds D if the force was at second and Odds B if it was at home or third, using the batter's speed); runners attempting to steal are not forced and advance automatically, so that if all runners are stealing the only play is the automatic out at first.

(b) With runners who are not forced on base, the possibility of Checking a Runner arises. To check a runner, the defensive manager specifies a base and announces he is checking the runner on that base. The manager of the team at bat must then announce whether or not the runner at that base is trying to advance; if the runner in question does not try to advance (because of the time lost in checking) the Grounder counts as a Roller as far as any subsequent defensive play is concerned; if the checked runner does try to advance, the defense chooses either to play for him at the base he is trying to advance to, consulting Odds B (the batter is then safe at first), or else lets him advance (the checking was a bluff!) and treats the grounder as a roller to play elsewhere. A runner who was attempting to steal cannot be checked and automatically advances one base. Thus, the possible situations are:

(i) With a man on second or third, the defense elects either to let the runner advance one base and take an automatic out at first, or else to check the runner, with the ensuing possibilities that may arise from checking. (Note the element of strategy involved in checking when the checking is only a bluff and the defense intends to play to first whether or not the runner tries to advance; in return for the possibility of scaring the runner into not advancing the defense gives up a sure out at first, on which the runner would automatically advance, for a play at first using Odds D.)

(ii) With men on second and third, the defense elects either to take the sure out at first (in which case the runners advance one base each) or else to check at second or to check at third; if he checks at third, the runner at second advances one base if the runner at third tries to score, whether or not the latter is safe; if the man on second is checked, the man on third automatically scores. (Note that there are situations where, for example, with a two run lead and a fast man on third and slow men on second and at bat, the defense might check at second and let the run score.)

(iii) With runners on first and third, the defense elects either to try for a second to first double play (as

when there is a runner on first) and allow the runner on third to run, or else checks the runner at third. (Note that, in the latter case, the defense gives up any chance of getting a double play, since the grounder is counted as a roller if he does not play for the checked man.)

(9) Pop Up (P) is always an infield out, all runners holding.

(10) Line Drive (L) is a hard hit ball caught on the fly by an infielder or by an outfielder playing shallow; the batter is out and runners hold up; any runner(s) who were trying to steal are doubled off base on this play (thus, with no outs and two men trying to steal or running on the hit-and-run, this is a triple play).

(11) Fly is a fly ball to the outfield retiring the batter; any base runner on first base when a fly is hit returns to first and cannot advance after the fly or on a subsequent relay from the outfield; a runner on third can try to score after the fly, using Odds A, and a runner at second can try to advance to third, using Odds B, at the option of the offensive manager. Thus, with men on second and third if a fly is hit, the offensive manager may announce that both these runners are trying to advance and the defensive manager may specify whether he is playing to third, using Odds B to try to retire the runner from second while allowing the run to score, or whether he will try to retire the runner from third at home, using Odds A, allowing the runner on second to advance safely to third. On the other hand, if the offensive manager announces that only the runner on third is trying to advance, the defensive manager may announce that he is letting the run score and is cutting off the throw-in to prevent an advance on the throw-in from the outfield, or may decide to try for the runner at the plate, using Odds A, giving the offensive manager the additional option of deciding before the odds spinner is spun whether still to hold his runner on second or to have him try to advance on the throw-in from the outfield, using Odds A, one odds level more favorable than the original Odds B specified for an advance from second after a fly; the odds spinner then must be spun twice, once for each runner. It can be seen here that if the offensive manager's choice is to have both runners run, the runner from second has only a fair chance under Odds B if the play is to third. On the other hand, if he allows only the runner on third to go, he gives up any chance of having the runner from second advance or be retired if the throw-in is cut off, and if the throw-in is to home and he decides to try an advance from second on the throw-in, his odds of being safe at third have improved from B to A, but there is the additional hazard, not present if both runners had run originally, that both may be retired. The defensive manager's decision is really one of deciding whether the play to the plate under Odds A is more prudent than the cut-off or play to third to try to prevent further scoring. The choice of decisions will depend, for both managers, on the score, inning, runners' speed, defensive rating, and on who is batting next.

(12) Walk on Purpose may be announced by the defensive manager at any time (with or without a count on the batter) to speed up the game; if the offense wants to attempt steals on any of the pitches that would be necessary to accomplish this walk, they count as pitch outs.

(13) Stealing is signalled to the base runners by the manager of the team at bat by placing a peg in the appropriate hole of indicator 30 at the same time that the batter's signal is given. On attempted steals, with one exception, it is assumed that all base runners run. If the peg is put into the Steal hole, this is the case, and the defensive play is always assumed to be to the base toward which the most advanced runner is running, all other runners being safe; the odds spinner is used to determine whether or not the advanced runner is safe, using Odds C if he is trying to steal second and Odds D if he

is trying to steal third or home. The exception to this is that, with men on first and third, the offensive manager has the additional option of signaling Steal, Man on Third Holding, in which case the runner on first has Odds B of reaching second safely. On a pitch out the speed of the most advanced base runner attempting to steal is lowered one level in using the odds spinner (Fast runner becomes Average, Average runner becomes Slow, Slow runner is automatically out). Any players attempting to steal are automatically out (doubled or tripled off base) when a Liner is hit, but cannot be put out on a Roller or Grounder. On a WP or PB all base runners who were attempting to steal advance two bases, but the steal signal is nullified if there is a HB or a strike out resulting from a batter bunting foul with two strikes on him.

(14) Advances of Base Runners on Throw-ins From the Outfield will arise on some of the plays remaining to be described; namely, when the batter gets a double with (at least) a runner on first or a single with a runner on first or second, or when a fly is hit with less than two outs and runners are on second and third. The following rule applies in all these cases: As soon as the outcome of the pitch spinner is noted, the offensive manager first announces which of his runners (including the batter if he hits safely) are trying for an extra base at which they are not automatically safe. Next, the defensive manager announces either that the throw-in from the outfield is being cut off (in which case the runners trying for extra bases are all safe but there are no other advances) or else he specifies a base to which the ball is being thrown to try to put out a runner trying to advance there for an extra base. In the latter case, before the odds spinner is spun, the offensive manager has the option of specifying any runner or runners who were not originally trying for an extra base they were permitted to try for as trying to Advance on the Throw-in. The odds spinner is then spun to determine whether the man who was trying for the extra base to which the throw comes from the outfield is safe or out (using appropriate odds), the other runners who were originally trying for extra bases being automatically safe. After the outcome of this spin is noted, the defensive manager chooses one of the bases to which an advance on the relay was being made and the odds spinner is spun to determine whether the runner advancing to that base is safe or out, using odds one better than would have applied originally (D becomes C, C becomes B, B becomes A, A becomes Safe), the other players advancing on throw-in being automatically safe. If two runners (of whom at least the less advanced is not automatically safe) are trying for extra bases on a fly or hit to the outfield or on a throw-in, and if the more advanced of the two runners scores while the other is being retired for the third out, the run counts, being assumed to score before the out.

(15) Hits to the Outfield and Advances of Base Runners on Them:

(a) 1B, 2B, 3B, H are considered hits to the outfield. It is possible to try to stretch a triple to a home run, using Odds D, and a double to a triple or a single to a double, using Odds C (advanced to Odds B if this attempted stretch is on a Throw-in From the Outfield to another base first, in an attempt to retire a base runner stretching for an extra base).

(b) Base runners advance one base on a single and two bases on a double (scoring on a triple or home run), with the following exceptions:

(i) Any runner who was stealing automatically advances an extra base on a hit, scoring from first on a double, or receiving two bases on a single.

(ii) With two outs, Fast and Average runners automatically advance an extra base on a hit, while a Slow runner is counted as Fast in reading the odds spinner if such a runner decides to try to stretch for an extra base.

(On a single with two outs, a stealing runner advances a total of two bases.)

(iii) Runners who do not receive an automatic extra base on a hit (because there were two outs or they were stealing) may try to stretch for an extra base on a single, using Odds A (advanced to Automatically Safe if the attempted stretch is on a Throw-in From the Outfield to another base first) or to score from first on a double, using Odds B (advanced to Odds A on a Throw-in to another base). For example, suppose there are runners on first and second with no one stealing and less than two outs and a single is hit to the outfield. The offensive manager makes one of four decisions: (1) all runners hold up after advancing one base, (2) the man on second attempts to score, the man on first stopping at second, (3) both runners try to advance two bases, the batter stopping at first with a single, (4) both runners try to advance two bases and the batter attempts to stretch for a double. In case (2), the defensive manager either decides to cut off the throw-in (the run scores but there is no further advance) or else decides to throw home to play for the runner from second, in which case the runner who started on first is automatically safe at third on the Throw-in From the Outfield, and the offensive manager has the additional option of having the batter try to stretch for an extra base, using Odds B. This last decision must be made before the odds spinner is spun at all, and if the decision is to try for a double, the spinner must be spun once for the play at the plate and once for the play at second. In case (3), the defensive manager must decide whether to let both runners advance and cut off the throw-in to prevent a stretch by the batter, or must specify the one of the two base runners for which he is playing, using Odds A (the other one being safe) and give the batter the additional option of Advancing on the Throw-in, using Odds B. In case (4), the defensive manager must decide which of the three runners (the original base runners using Odds A or the batter using Odds C) he is playing for, the other two being automatically safe. Thus, with two fast base runners against a fair or weak defense, the offensive manager might prefer (3) to (2) because if he chooses (2) the throw-in will probably be cut off and the runner who would very likely have been safe at third under (3) will be held to second; on the other hand, against a good defense with a fast man on second and a slow man on first, (2) might be preferable because under (3) a throw-in to third would have had a good chance of retiring the slow runner, while under (2) the offensive manager can wait for the defense to decide whether to throw to home or to cut off the throw-in, with the slow runner automatically taking third safely in the case of a play to the plate.

The apparatus of the invention may also be employed in a simplified or short baseball game. In the short game, the teams are composed of only nine players, with no substitutions permitted, defensive ratings are neglected, and the odds spinner is eliminated. Rollers, pop-flies, and liners are defined as automatic outs.

A fly is also defined as an out, but fast and average speed base runners can score from third, and fast base runners can move from second to third.

On a fine bunt, base runners advance. A fast batter is safe at first. Average and slow batters are out at first. A grounder is also defined as an out, with a double play from second to first if there is a runner on first. A double play from home to first results if there is a runner on first, second and third. A slow base runner is forced at second or at home on a bunt attempt. Other rules and definitions for the short version may be formulated as required.

While preferred embodiments of the invention have been shown and described, it will be understood by those skilled in the art that modifications can be made in such embodiments without departing from the principles of

the invention. In its broader aspects the invention may include interchangeable indicia cards for the pitch spinner to account for the varying abilities of different pitchers. The pitch spinner may be arranged to account for variations in performance against left-handed and right-handed batters, designated accordingly, and a finer scaling of the base running situations, positions of the batted ball, etc. may be provided by suitable modification of the pitch and base runner spinners. Other types of chance controlled devices may also be employed. Moreover, instead of having prearranged teams, a large pool of players may be provided, and several managers representing the teams of a league, and among which teams a series of games is to be played, may be provided with sums of "money," which may be utilized to buy players from the pool and from other teams.

The foregoing embodiments are, therefore, exemplary rather than restrictive of the invention, the scope of which is defined in the appended claims. Accordingly, those modifications which lie within the meaning and range of equivalency of the claims are included therein.

What we claim as our invention is:

1. For use with baseball game apparatus of the type including a game board having a miniature baseball diamond delineated thereon, a plurality of playing pieces representing the players of opposing baseball teams and having indicia designating batting ability ratings for the respective players, selectable means for indicating a manager's batter signal with respect to the disposition of an impending pitch to a player at bat represented by one of said pieces, and selectable means for indicating an opposing manager's pitcher signal for a pitch to be thrown to the last-mentioned player; a spinner comprising a disc and a cooperating relatively rotatable pointer, said disc having a plurality of distinct major areas delineated thereon and designated by indicia, said disc having a plurality of minor areas delineated thereon within each major area and located successively radially of the disc and each designated by indicia, said disc having a plurality of smaller areas delineated thereon within said minor areas and located successively radially of the disc and each designated by indicia, said disc having a plurality of still smaller areas delineated thereon within said smaller areas and located to be traversed successively by said pointer and each designated by indicia, the indicia designating said still smaller areas describing different batting play conclusions and said still smaller areas being correlated in number and in size along the path traversed by the pointer in accordance with actual statistical baseball batting play conclusions, the indicia designating the areas of one of the three remaining pluralities describing different batting ability categories, the indicia designating the areas of one of the two remaining pluralities describing different batter signals with respect to impending pitches, and the indicia designating the areas of the final remaining plurality describing different pitcher sig-

nals with respect to such pitches, and said pointer having a plurality of arms one of which is superimposed on and extends across each of said major areas for all operational positions of said pointer.

2. The spinner of claim 1, wherein said major areas are sectors, said minor areas form circular bands, said smaller areas form rings, and said still smaller areas are arcuate parts of said rings.

3. For use with baseball game apparatus of the type including a game board having a miniature baseball diamond delineated thereon, a plurality of playing pieces representing the players of opposing baseball teams and having indicia designating running speed ratings for the respective players and player defensive ratings on which the team's defensive rating depends; a spinner comprising a disc and a cooperating relatively rotatable pointer, said disc having a plurality of distinct major areas delineated thereon and designated by indicia, said disc having a plurality of minor areas delineated thereon within each major area and located successively radially of the disc and each designated by indicia, said disc having a plurality of smaller areas delineated thereon within said minor areas and located successively radially of the disc and each designated by indicia, said disc having a plurality of still smaller areas delineated thereon within said smaller areas and located to be traversed successively by said pointer and each designated by indicia, the indicia designating said still smaller areas describing different base running and fielding play conclusions and said still smaller areas being correlated in number and in size along the path traversed by said pointer in accordance with actual statistical baseball running and fielding play conclusions, the indicia designating the areas of one of the three remaining pluralities describing different base running and fielding situations, the indicia designating the areas of one of the two remaining pluralities describing different team defensive ratings, and the indicia designating the areas of the final remaining plurality describing different player running speed ratings, and said pointer having a plurality of arms one of which is superimposed on and extends across each of said major areas for all operational positions of said pointer.

4. The spinner of claim 3, wherein said major areas are sectors, said minor areas form circular bands, said smaller areas form rings, and said still smaller areas are arcuate parts of said rings.

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