

# BASEBALL



Teams \ Scores	Innings									
	1	2	3	4	5	6	7	8	9	Total

## Suggested rules

- Just like real baseball, you move runners around the BASES to score.
- Throw your bag at any hole.
- 1<sup>st</sup> base hole counts as a SINGLE; 2<sup>nd</sup> base hole counts as a DOUBLE; 3<sup>rd</sup> base hole counts as a TRIPLE.
- A SINGLE scores a runner on 2<sup>nd</sup> and 3<sup>rd</sup>. A SINGLE also moves the runner on 1<sup>st</sup> to 2<sup>nd</sup> (not 1<sup>st</sup> to 3<sup>rd</sup>).
- A DOUBLE scores a runner on 2<sup>nd</sup> and 3<sup>rd</sup>, and moves the runner on 1<sup>st</sup> to 3<sup>rd</sup> (not 1<sup>st</sup> to HOME).
- A TRIPLE scores everyone on base.
- A HOMERUN scores everyone on base, as well as the batter.
- OUTS occur when a bag does not go through a hole. Three OUTS and you're done; no fourth throw.

## Example turn at bat

- First at bat: Throw your first bag into the 2<sup>nd</sup> base hole.
- Second at bat: Throw your second bag into the 1<sup>st</sup> base hole (scoring the runner on 2<sup>nd</sup>, and you now have a runner on 1<sup>st</sup>).
- Third at bat: Throw your third bag into the 2<sup>nd</sup> base hole (moving the runner on 1<sup>st</sup> to 3<sup>rd</sup>, and you now have runners on 2<sup>nd</sup> and 3<sup>rd</sup>).
- Fourth at bat (assuming you don't already have 3 OUTS): Throw your fourth bag into the 1<sup>st</sup> base hole (scoring both runners on 2<sup>nd</sup> and 3<sup>rd</sup>).

*Total runs for the inning = 3*

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## BASKETBALL

Teams \ Scores	Quarters							
	1	2	3	4	OT	Game 1	Game 2	Game 3

### Play any of your favorite basketball games

#### 4 Quarters

You get 4 throws to try for as many points as possible per quarter. At the end of the 4 quarters and overtime, the most points wins.

#### Around the World

Be the first to go 1-2-3, 3-2-1 in order.

#### Horse/Pig

Make the opponents match your shot!

#### Knock-out

Fun group game! Make your bag in the basket before the person in front of you to knock them out.

### Game of 21

Throw your first bag into the hole of your choosing. Once you make a shot you receive those points. Your remaining shots must go through the 1-point free-throw hole.

As for the tip-in... If your opponent has 17 points or more (at the start of their possession) and they miss, you have the opportunity to step in at that moment without having to wait for your turn. If you make it into the 3-point hole your opponent goes down to zero points. It is now your turn to resume as normal with 4 throws.

If you exceed 21 points, you go down to 13 points.

\* Foul = Player's turn over; opponent receives 2 free-throws.

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