

# FRED'S TABLE BASEBALL GAME© (FTB)

Original works by: Ashur Givargis, May 4, 2024 (REVISED: May 18, 2025)

## **FRED'S TABLE BASEBALL GAME © RULES**

### **SECTION 1:**

#### **BASIC PLAY:**

THIS GAME HAS NO TIME LIMIT. GAME CAN BE PLAYED BY MULTIPLE PLAYERS. THE GAME HAS NINE INNINGS. EACH INNING IS PLAYED BY TWO DIFFERENT TEAMS. EACH TEAM WILL PLAY ALL NINE INNINGS. EACH TEAM STARTS WITH THREE BALLS. EACH BALL IS A BATTER. TEAMS WILL ALTERNATE INNINGS. HOLES ON THE TABLE ARE CALLED SPOTS.

BALLS MUST BOUNCE ONLY ONCE ON THE FLOOR AND ONTO THE TABLE/FIELD. IF THE BALL DOES NOT REACH THE TABLE IN ONE BOUNCE, OR FALL INTO A SPOT, IT'S AN OUT. EACH TEAM IS ALLOWED THREE OUTS, OR UNTIL ALL THREE BALLS ARE USED. IF THE BALL SETTLES ON THE TABLE WITH NO MOVEMENT, AND WITHOUT DROPPING IN A SPOT, IT'S AN OUT. MAKE SURE NOT TO INTEREFERE WITH THE BALL, ON THE TABLE, UNTIL IT COMES TO A COMPLETE STOP. IF THE BALL FALLS OFF THE TABLE, IT'S AN OUT. IF THE BALL DROPS IN A SPOT, FOLLOW THE RULES LISTED IN SECTION 4.

THERE ARE THREE MARKERS ON THE FLOOR CALLED STEPS. TEAMS MOVE UP AND DOWN STEPS ONLY WHEN RBI'S AND OUTS HAVE LANDED IN THOSE SPOTS. SEE SECTION 4.

THE TEAM WITH POSSESSION IS THE OFFENSE. THE TEAM WITHOUT IS THE DEFENSE. THE DEFENSE IS RESPONSIBLE FOR RETRIEVING THE BALLS AND KEEPING SCORE. BOTH TEAMS ARE RESPONSIBLE FOR KEEPING TRACK OF INNINGS AND WHERE SCORES ARE PLACED.

FRED WILL NOT ALLOW ANY SPOTS TO BE ALTERED, REMOVED OR RE-ARRANGED. FRED WILL NOT ALLOW ANY RULES BE ADDED OR ALTERED IN THE GAME.

### **SECTION 2:**

#### **SET UP AND BEGINNING OF PLAY:**

FROM THE FRONT EDGE OF THE TABLE/FIELD, MEASURE 36 INCHES (3 FEET), ON THE FLOOR, AND PLACE THE FIRST MARKER. MEASURE 36 INCHES FROM THE FIRST MARKER, AND PLACE THE SECOND MARKER ON THE FLOOR (6 FEET). FINALLY, MEASURE 36 INCHES FROM THE SECOND MARKER, AND PLACE THE THIRD MARKER (9 FEET).

SELECT A DISTINCT NAME FOR EACH TEAM. FLIP A COIN TO DECIDE WHO GOES FIRST. THE TEAM THAT WINS THE COIN TOSS IS TEAM A, AND WILL GO FIRST. THE TEAM THAT LOSES THE COIN TOSS WILL BE TEAM B, AND WILL GO SECOND THROUGHOUT THE GAME.

### **SECTION 3:**

#### **GAME PLAY:**

BEFORE PLAYING THE GAME, DECIDE HOW MANY GAMES YOU WILL PLAY. FOR EXAMPLE, YOU MAY PLAY A 3 GAME SERIES, 5 GAME SERIES, OR 7 GAME SERIES. IF YOU DECIDE TO PLAY THE WORLD SERIES, YOU SHALL PLAY A 7 GAME SERIES. THE TEAM THAT WINS THE COIN TOSS WILL START THE TOP OF THE FIRST INNING AND IS CONSIDERED THE AWAY TEAM. TEAM B IS ALWAYS PLACED AT THE BOTTOM OF THE SCORE SHEET AND IS CONSIDERED THE HOME TEAM, AND WILL HAVE THE LAST CHANCE TO SCORE OR

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TIE THE GAME AT THE BOTTOM OF THE 9<sup>TH</sup> INNING. TEAMS WILL BOUNCE THE BALLS ONCE ON THE FLOOR AND ONTO THE TABLE/FIELD. IF NOTHING FALLS, IT'S AN OUT. EACH TEAM WILL HAVE THREE OUTS PER INNING, OR UNTIL ALL THREE BALLS ARE USED. IT'S POSSIBLE TO END A TURN IF THREE OUTS OCCUR BEFORE ALL THE BALLS ARE USED. SEE SECTION 4.

RBI'S ARE THE ONLY TIME A BALL IS RETURNED AND PLAYER MOVES UP ONE STEP. YOU DO NOT GET A BALL RETURNED FOR HOMERUNS. PLAYER MUST GO BACK TO STEP 3 ON ALL HOMERUNS AND GRAND SLAMS. ANY BALL THAT DOES NOT DROP IN A YELLOW OR BLUE SPOT IS AN OUT AND PLAYER MUST MOVE BACK ONE STEP. IF THE BALL DROPS INTO A RED SPOT, FOLLOW THE RULES FOR EACH SPOT IN SECTION 4. IT IS POSSIBLE TO GET THREE OUTS ON THE FIRST BALL, FORFEITING THE REMAINING TWO BALLS AND ENDING YOUR TURN IN THAT INNING.

TIE GAME REPLACES GRAND SLAM ONLY DURING THE NINTH INNING, AND APPLIES TO BOTH TEAMS. FRED'S TOKEN MAY BE USED TO ELIMINATE SPOTS DURING THE GAME. SEE SECTION 7. KEEP SCORE USING THE PAPER SCORE SHEET, ELECTRONIC SCOREBOARD, OR DOWNLOAD THE APP BY SCANNING THE QR CODE.

**OVERTIME:** THE SCORE IS EQUAL AFTER THE NINTH INNING. EACH TEAM WILL HAVE THREE BALLS AND FOLLOW STANDARD GAME PLAY RULES. IF THE GAME REMAINS TIED, KEEP PLAYING UNTIL THERE IS A WINNER.

### **SECTION 4:**

**STEPS/SPOTS: YELLOWS (Y) ARE GOOD FOR THE OFFENSE. REDS (R) ARE BAD. BLUE IS GOOD OR BAD.**

FIRST MARKER:	PLACE 3 FEET FROM THE FRONT OF THE TABLE. MUST BOUNCE ONE TIME ON THE FLOOR.
SECOND MARKER:	PLACE 6 FEET FROM THE FRONT OF THE TABLE. MUST BOUNCE ONE TIME ON THE FLOOR.
THIRD MARKER:	PLACE 9 FEET FROM THE FRONT OF THE TABLE. MUST BOUNCE ONE TIME ON THE FLOOR. FIRST QUARTER, FIRST ROUND AND THIRD QUARTER, FIRST ROUND MUST START HERE.
1 RBI (Y):	MOVE UP ONE STEP/MARKER. 1 RUN SCORED. GET ONE BALL BACK.
2 RUN HOMERUN (Y):	MOVE BACK TO STEP/MARKER 3. 2 RUNS SCORED. NO BALL RETURNED.
2 STRIKEOUTS (R):	MOVE BACK ONE STEP/MARKER. 2 OUTS.
3 STRIKEOUTS (R):	ENDS TURN. 3 OUTS.
BUNT OUT (R):	MOVE BACK ONE STEP/MARKER. 1 OUT.
DOUBLE PLAY (R):	MOVE BACK ONE STEP/MARKER. 2 OUTS.
FLY BALL OUT (R):	MOVE BACK ONE STEP/MARKER. 1 OUT.

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GRAND SLAM / TIE GAME (B):	MOVE BACK TO STEP/MARKER 3. 4 RUNS SCROED. TIE GAME REPLACES GRAND SLAM ONLY DURING THE NINTH INNING, AND APPLIES TO BOTH TEAMS. IF THE BALL DROPS INTO TIE GAME, THE LOSING TEAM'S SCORE BECOMES EQUAL TO THE WINNING TEAM. DURING OVERTIME, GRAND SLAM IS ACTIVE AGAIN.
GROUND OUT (R):	MOVE BACK ONE STEP/MARKER. 1 OUT.
LINE-DRIVE OUT (R):	MOVE BACK ONE STEP/MARKER. 1 OUT.
SOLO HOMERUN (Y):	MOVE BACK TO STEP/MARKER 3. 1 RUN SCORED. NO BALL RETURNED.
STRIKEOUT (R):	MOVE BACK ONE STEP/MARKER. 1 OUT.
TRIPPLE PLAY (R):	ENDS TURN. 3 OUTS.

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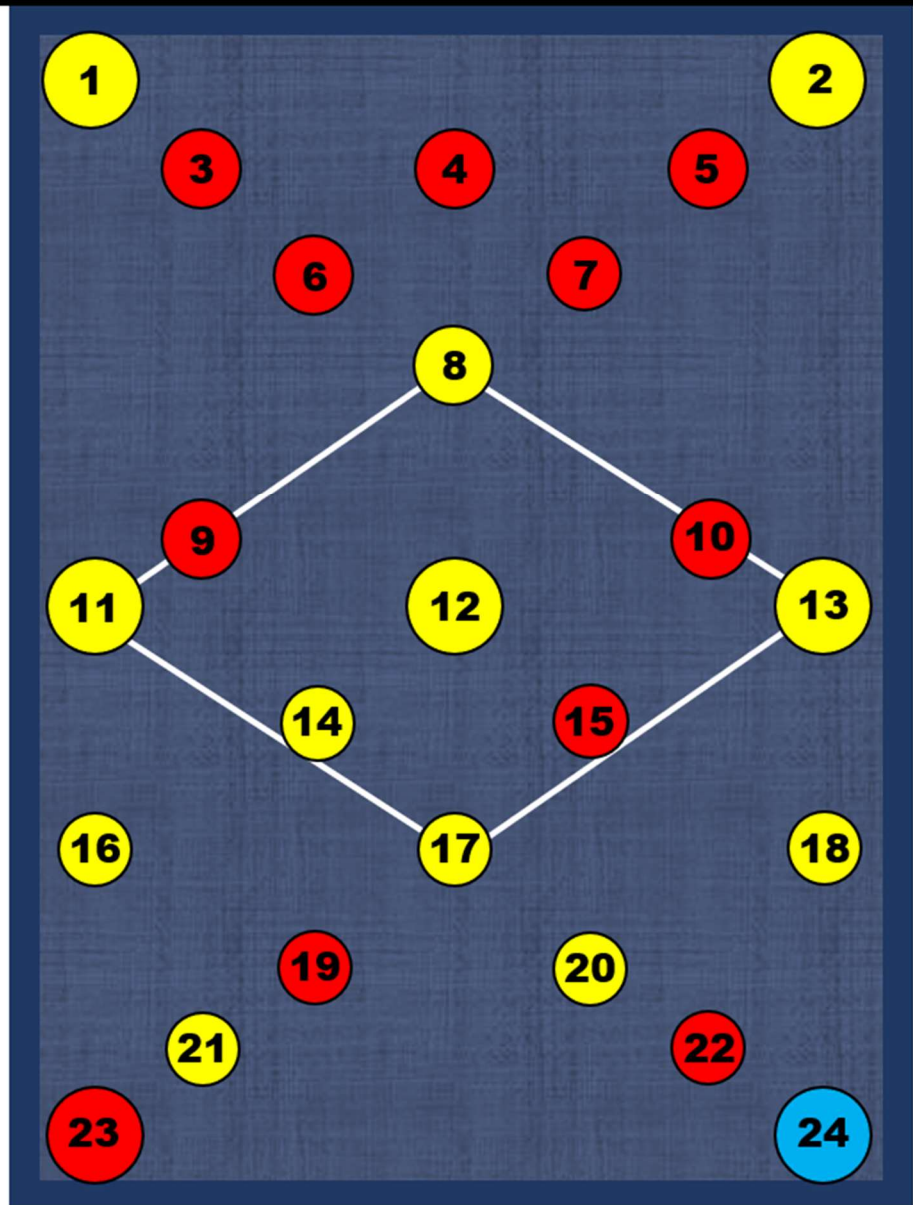
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## SECTION 5:

TABLE LAYOUT / SPOT COUNTS: 1 RBI (7), 2 STRIKEOUTS (1), 2 RUN HOMERUN (2), 3 STRIKEOUTS (1), BUNT OUT (1), DOUBLE PLAY (2), FLY BALL OUT (1), GRAND SLAM/TIE (1), GROUND OUT (1), LINE DRIVE OUT (1), SOLO HOMERUN (3), STRIKEOUT (2), TRIPLE PLAY 3 OUTS (1)

Team	1	2	3	4	5	6	7	8	9	Total
Team 1	3	1								4
Team 2	0	2								2

1. 2 RUN HOMERUN
2. 2 RUN HOMERUN
3. STRIKEOUT
4. DOUBLE PLAY - 2 OUTS
5. LINE DRIVE - 1 OUT
6. FLY BALL - 1 OUT
7. GROUND OUT
8. 1 RBI
9. TRIPLE PLAY - 3 OUTS
10. DOUBLE PLAY - 2 OUTS
11. 1 RBI
12. HOMERUN
13. 1 RBI
14. 1 RBI
15. BUNT - OUT
16. 1 RBI
17. HOMERUN
18. 1 RBI
19. STRIKEOUT
20. 1 RBI
21. HOMERUN
22. 2 STRIKEOUTS
23. 3 STRIKEOUTS
24. GRAND SLAM / TIE GAME



**SECTION 6:**  
**SCORE SHEET**

**FRED'S TABLE BASEBALL**

Team	SERIES									TOTAL
	1	2	3	4	5	6	7	8	9	

**SECTION 7:**

**ALTERNATIVE GAME PLAY OPTIONS THAT CAN BE PERFORMED SEPARATELY OR IN COMBINATION. FOR EXAMPLE, BOTH TEAMS COULD AGREE ON USING OPTION 2, OPTION 4, AND OPTION 5b:**

**OPTION 1:**

ADD A MONETARY, OR OTHER REWARD TO ANY OR ALL HOMERUNS/GRAND SLAM SPOTS.

**OPTION 2:**

ADD A MONETARY, OR OTHER REWARD FOR WINNERS AND/OR LOSERS OF THE GAME.

**OPTION 3:**

PLAY FRED'S TABLE BASEBALL GAME © AS A TOURNAMENT. TOURNAMENTS CANNOT USE OPTION 5. TOURNAMENTS MAY KEEP A VARIETY OF STATISTICS.

**OPTION 4:**

PLAY FRED'S TABLE BASEBALL GAME © WITH A TIME LIMIT.

**OPTION 5:**

- a) BEFORE THE GAME STARTS, BOTH TEAMS AGREE TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING THE ENTIRE GAME.
- b) BEFORE THE GAME STARTS, BOTH TEAMS AGREE TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING AGREED UPON INNINGS.
- c) BEFORE THE GAME STARTS, THE WINNER OF THE COIN TOSS PLACES FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING THE ENTIRE GAME.
- d) BEFORE THE GAME STARTS, THE WINNER OF THE COIN TOSS MUST CHOOSE WHO GOES FIRST. THE TEAM THAT GOES FIRST GETS TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING AGREED UPON INNINGS. THE OPPOSING TEAM GETS TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING DIFFERENT AGREED UPON INNINGS.
- e) BEFORE THE GAME STARTS, THE WINNER OF THE COIN TOSS MUST CHOOSE WHO GOES FIRST. THE TEAM THAT GOES FIRST GETS TO PLACE FRED'S TOKEN IN ANY SPOT ON THE

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TABLE TO MAKE IT NULL AND VOID, FOR THEIR TEAM ONLY, DURING AGREED UPON INNINGS. THE OPPOSING TEAM GETS TO THE PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR THEIR TEAM ONLY, DURING DIFFERENT AGREED UPON INNINGS.

f) PLAY FRED'S BASEBALL GAME © IN A FULLY AUTOMATED AND ELECTRONIC VERSION.

**WE HOPE YOU FIND COUNTLESS HOURS OF PHYSICAL PLAY, EXERCISE, EXCITEMENT, ENTERTAINMENT, COMPETITION, BONDING, FRIENDSHIP, FUN, LAUGHTER, STRESS RELIEF, FREEDOM AND LIBERTY PLAYING FRED'S TABLE BASEBALL GAME ©.**

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