

BEANBAG BASEBALL RULES ALABAMA SAMBOREE

1. Teams will consist of 5 to 12 players. Teams will be of close/equal number strength; i.e. 12/12, 12/11, 11/11, 11/10, ..., 5/5; etc; however, teams should be as close to 12/12 as possible to allow all who desire to play to participate before we run out of game time. Game Monitor will determine team captains, if team does not.
2. Three chairs should be set up as bases. (Right, rear and left of board). Home plate is the throwing line 20' from center of board. Players sit in chairs in dugout area, located left and right of home plate, in order of batting lineup. Player returns to same chair after each turn "at bat."
3. Players in turn toss bags until he/she has a base hit, makes three strikes, or makes an "OUT".
4. Player is given up to 4 bags; 4th bag is used only if 3rd toss is a "FOUL." A 4-bag limit is imposed for sake of expediency.
5. When a player has thrown a bag into one of the holes, he/she then does what the hole indicates.
6. Let's say, for example, that a bag enters the 1st base hole, the player goes and sits on the first base chair at the right of the board and waits for the next player to throw, he/she must stay on first base until forced to another base, or the inning is over.
7. If the next player throws a bag into the 2nd base hole, the player at first base goes and touches second base and continues to the third base chair. At the same time, the player who has just thrown his/her bag touches the first base chair and proceeds to sit on the second base chair.
8. If the following player throws into the 1st base hole, he/she goes and sits in the first base chair. The player at third base cannot go home and score. He/she has to be forced home.
9. Now, with bases loaded and a 1st base is thrown, each player is forced to advance one base. The player forced home must touch home plate (throwing line) with foot, to score.
10. A "home run" scores the thrower and all players on base. All advancing players must touch bases being passed.
11. Failure to touch a base or home plate, as required, is an out.
12. **STRIKES.** Each bag thrown and not entering a hole is considered a strike. Any bag hitting the ground first is a strike. The "FOUL" hole is considered a strike, unless it would be the third strike; then player throws his/her 4th bag. If 4th bag also enters the "FOUL" hole, then that foul is considered a strike; and player is out (See Rule 4).
13. A player is out when he/she has three strikes or if he/she throws a bag into the hole marked "OUT."
14. Game Monitor will determine number of innings, not to exceed 9 innings, constituting a game. The inning ends for each team when 3 outs are made, or when the team scores 6 runs in that inning. A six- run limit is imposed for sake of expediency.
15. If a bag is only half entered into a hole, it does not count. If a following bag thrown by the same player knocks it in, the first bag thrown counts.
16. Bags will be thrown from behind the throwing line. Throwing a bag while foot is touching or in front of line is an out. Bags will be thrown underhanded. **NO LINE DRIVES.**
17. **The Game Monitor will review rules, and settle any and all agreements prior to start of games,** (Evenly divided sides, coin toss to determine which team bats first, etc.) and will preside over game.
18. 1st and 2nd place will be determined by high scoring teams. In event of a tie, Game Monitor will specify a tie-breaking method - such as a 3 to 9-inning game, time permitting, or coin toss if time does not permit playoff.