

Craps Baseball [contact me: sanmania@gmail.com]

Introduction:

I have been playing an exceedingly simple baseball game based on the roll of two six sided die for some time. It was far from realistic but the suspense and clarity the game offered still kept it enjoyable to play. A close friend of mine also took a liking to my game urged me to try to do more with the game. He hinted that the baseball game's pace and fluidity may somehow work in the casinos, like a type of Craps spinoff. Neither he nor I would know it then but that remark was a turning point in my life.

My endeavor of making a dice-sports game popular is not unique. There is already an established niche-market for board or table top sports games. The people who create and play such games are passionate but limited in trying to expand their market. These games are usually incredibly accurate in depicting a baseball game. My goal is not to make a game that tries to replicate to a pain staking degree what occurs in a baseball diamond. It is time to usher in a new, bigger, and perhaps a better era to these types of games.

I am not saying here that my game is not accurate. This game does reproduce true statistical representations of major categories like: runs, hits, at-bats, homeruns, doubles, triples, walks, and errors in the Major Leagues. A participant can use his or her imagination to create their own action, so there is no limit to the plays that can occur. For this reason, this game can successfully portray a baseball game and at the same time parallel and incorporate a Craps game effectively.

I know what I am trying to capture in this game is unique, it has never been done before, and may be never be done again. The meticulous prudence that I have afforded into this game offers it the potential to expand the boundaries of table-top sports, and broaden that of Craps. In the end, I also hope this game offers gamblers and gamers from all perspectives another way to enjoy their experience at the casino. I also know it will be terribly difficult getting to the level I wish to attain but there is never a reason to forfeit on ones dreams.

Craps rules:

Here are some basic Craps rules necessary to understand Craps Baseball:

1. The shooter's (person who throws the dice) first roll and each roll after a decision has been effected is a come-out.
 - a. This occurs when the point number is OFF. (You will notice a large button on the table indicating whether point is OFF or ON.)
2. If, on the come-out, the shooter throws a natural (7 or 11), it is a winning decision called a pass; a crap (2, 3, or 12) is a losing decision called a miss-out. In either one of these situations the point button remains on OFF.
3. If he throws a 4, 5, 6, 8, 9 or 10, that number becomes the shooter's point. In this situation, the point button is flipped to ON and is moved right above the established point number on the craps table.

4. Once a point is created and the point indicator is ON, the shooter will continue throwing until either:
 - a. Shooter throws his point again, which is a winning decision or pass, or
 - b. Shooter throws a SEVEN, which is a losing decision or a miss-out.
 - i. In either these situations the point button will turn to OFF and the shooter must hand over the dice to the next person.

Craps Baseball rules:

If the point marker indicates OFF reference each result in the left-most column. When ON, of course use the column directly to the right

The furthest right column indicates plays that will happen when a winning decision is accomplished by replicating an established point before a seven occurs.

Chart and Definitions:

		OFF	ON	ON point made
1	1	Maximum Advance	Eliminate man on second	-
1	2	Advance to home	Eliminate man on third	-
1	3	Advance to second	Out	Single (standard)
1	4	Advance to second	Out	Double (standard)
1	5	Advance to third	Out	Single (standard)
1	6	Out	Roll again	-
2	2	Maximum Advance	Single (strong)	Error
2	3	Advance to second	Out	Double (standard)
2	4	Advance to third	Out	Single (standard)
2	5	Out	Roll again	-
2	6	Advance to third	Out	Homerun
3	3	Maximum Advance	Single (strong)	Error*
3	4	Out	Roll again	-
3	5	Advance to third	Out	Homerun
3	6	Advance to second	Out	Double (strong)
4	4	Maximum Advance	Single (strong)	Error
4	5	Advance to second	Out	Double (strong)
4	6	Advance to second	Out	Single (standard)
5	5	Maximum Advance	Single (strong)	Triple
5	6	Non at-bat out	Walk	-
6	6	Maximum Advance	Eliminate man on first	-

-OFF plays-

[1-1, 2-2, 3-3, 4-4, 5-5, 6-6]

Maximum advance: all runners will move over one base no matter the situation. When no base runners occupy any base, roll again.

[1-2]

Advance to home: if a runner occupies third base, they can advance home to score a run. When base runner is not on third, roll again.

[1-3, 1-4, 2-3, 3-6, 4-5, 4-6]

Advance to second base: if a runner occupies first base and second base is open, meaning another base runner does not occupy it, then the men on first can advance to second. When base runner is not on first or one is there but second is occupied, roll-again.

[1-5, 2-4, 2-6, 3-5]

Advance to third base: if a runner occupies second base and third base is open, meaning another base runner does not occupy it, then the men on second can advance to third. When base runner is not on second or one is there but third is occupied, roll-again.

[1-6, 2-5, 3-4]

Out: batter does not earn any bases; neither do any of the base-runners.

[5-6]

Non at-bat out: again batter, as well as any base runners, does not earn any bases, but it does not count as an at-bat.

-ON plays-

[1-1]

Eliminate man second: this play discards a runner if he occupies second base; it counts as an out but not an at-bat. If a runner is not engaged on second, roll again.

[1-2]

Eliminate man on third: this play discards a runner if he occupies third base; it counts as an out but not an at-bat. If a runner is not engaged on third, roll again.

[1-3, 1-4, 1-5, 2-4, 2-4, 2-6, 3-2, 3-5, 3-6, 4-5, 4-6]

Out: batter does not earn any bases; neither do any of the base-runners. This does count as an at-bat.

[1-6, 2-5, 3-4]

Roll again: no play in the game is registered and player can continue with his or her roll without penalty.

[2-2, 3-3, 4-4, 5-5]

Single (strong): batter receives one base; runner gets two-bases if on second base. Base runner will advance only one base if on first or third base.

[5-6]

Walk: batter receives one base; runners will also advance one base if forced by the batter or any other base runner behind them. A walk does not count as an at-bat.

[6-6]

Eliminate man on first: this play discards a runner if he occupies first base; it counts as an out but not an at-bat. If a runner is not engaged on first, roll again.

-ON point made plays

[1-3, 1-5, 2-4, 4-6]

Single (standard): the batter and all base runners are awarded one base on the hit.

[1-4, 2-3]

Double (standard): both batter and base runners receive two bases on this hit.

[2-6, 3-5]

Homerun: batter receives four bases, and scores, along with anyone that was on-base.

[3-3]

Error*: batter advances to first in the case that no one is on base at the time of the roll. If this occurs, the roll amounts to an at-bat, however it is not a hit. When runners are on base, it will advance all the runners one additional base; it will not count as an at-bat, but the batter does not get to advance to first base. In both circumstances, the roll is scored as an Error.

[2-2, 4-4]

Error: batter and men on base always are granted one base; it is still scored as an Error and does count as an at-bat.

[3-6, 4-5]

Double (strong): in this situation the batter is rewarded with two bases, and any base runner scores.

[5-5]

Triple: batter earns three bases on this second most powerful hit, and all base runners will score as well.

Conclusion:

As I mentioned in the introduction, this has been a labor of love for me. The rules I set down here is the climax of plenty of hours, months, and perhaps even years of work. I along with my game have changed, evolved, and matured. The next step is to develop a betting system that is profitable to casinos and attractive to all types of players. The completion of a flawless and efficient system may take another half a dozen years to accomplish, but that is fine.

I would be foolish to hedge my life's attainments on this game despite the fact that I know that it can succeed. It would simply be unreasonable and not well thought out of by me. So my life needs to expand past my game but that does not mean I will abandon it by no means.