

POKER DICE BASEBALL



POCHO & PAPA

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Complete Rules (Version 2.1)

A fast-paced, pocket-sized baseball game for two players

COMPONENTS

- **5 poker dice** (faces: 9, 10, J, Q, K, A)
 - *Don't have poker dice? See "Playing with Standard Dice" below*
- **Scorepad & pencil** (or phone/app)
- **Optional:** Base markers or tokens

PLAYING WITH STANDARD DICE

If you don't have poker dice, you can use **5 standard six-sided dice (d6)** with this conversion:

Standard Die (d6)	Poker Die Face
1	9
2	10
3	J (Jack)
4	Q (Queen)
5	K (King)
6	A (Ace)

Examples:

- Roll of 1-1-1-4-6 = Three 9s, one Q, one A = **Walk (BB)**
- Roll of 6-6-5-5-2 = Two Aces, Two Kings, one 10 = **Single+** (both pairs Q/K/A)
- Roll of 2-3-4-5-6 = 10-J-Q-K-A = **Straight (Home Run)**

All rules remain the same—just translate the numbers as you roll!

OBJECTIVE

Score more runs than your opponent over 9 innings. If tied after 9 innings, play extra innings until one team leads after a complete inning.

BASIC RULES

SETUP

1. Determine home and away teams (coin flip or mutual agreement)
2. Away team bats first (top of the 1st inning)
3. Start each half-inning with bases empty and 0 outs

GAME FLOW

Innings: The game consists of 9 innings. Each inning has two halves:

- **Top:** Away team bats
- **Bottom:** Home team bats

Half-Inning Structure:

1. The batting team continues taking plate appearances until recording 3 outs
2. Teams then switch roles
3. After both teams bat, the inning is complete

PLATE APPEARANCE

Each at-bat follows this procedure:

1. **Roll** all 5 dice simultaneously (one roll only)
2. **Consult** the Outcome Table (below) from top to bottom
3. **Apply** the first matching combination
4. **Advance** runners and/or record outs according to the result
5. **Score** any runs that cross home plate

Key Terms:

- **R1, R2, R3** = Runner on 1st base, 2nd base, 3rd base
- **PA** = Plate Appearance. It refers to a batter's turn at the plate.
- **AB** = At-Bat. “An official at-bat comes when a batter reaches base via a fielder's choice, hit or an error (not including catcher's interference) or when a batter is put out on a non-sacrifice. (Whereas a plate appearance refers to each completed turn batting, regardless of the result.)” ([MLB Definition](#))

OUTCOME TABLE

Consult this table from top to bottom. Apply the first match.

Dice Combination	Outcome	Details
Five of a Kind (A or K)	Triple (3B)	Batter to 3rd; all runners score
Five of a Kind (9, 10, J, Q)	Home Run (HR)	Batter and all runners score
Four of a Kind (A)	Triple (3B)	Batter to 3rd; all runners score
Four of a Kind (9, 10, J, Q, K)	Home Run (HR)	Batter and all runners score
Straight (10-J-Q-K-A)	Home Run (HR)	All five cards in sequence. Batter and all runners score
Straight (9-10-J-Q-K)	Double (2B)	All five cards in sequence. Batter to 2nd; all runners advance 2 bases
Full House (3+2)	Double (2B)	Batter to 2nd; all runners advance 2 bases
Three of a Kind (9, 10, or J)	Walk (BB)	Batter to 1st; runners forced to advance
Three of a Kind (Q, K, or A)	Single+	Batter to 1st; all runners advance 2 bases
Two Pairs (both Q/K/A)	Single+	Batter to 1st; all runners advance 2 bases
Two Pairs (one pair is J)	Single (1B)	Batter to 1st; all runners advance 1 base
Two Pairs (any other)	Out	Normally 1 out; Double Play is a special case that can make it 2 outs. (see Special Plays section below)
Pair of Aces only	Out	Subject to Sacrifice Fly (see Special Plays section below)
Any Other Pair	Out	No runners advance
High Card (no pairs/straights)	Out	No runners advance

Rank Order: 9 < 10 < J < Q < K < A

BASERUNNING

Station-to-Station Advancement:

Result	Batter	Existing Runners
Walk (BB)	To 1st	Runners forced to advance only (R1→2B, R2→3B, R3→Home)
Single (1B)	To 1st	All advance 1 base
Single+	To 1st	All advance 2 bases
Double (2B)	To 2nd	All advance 2 bases
Triple (3B)	To 3rd	All score
Home Run (HR)	Home	All score
Out	—	No advance (except Sacrifice Fly)

Examples:

- *Runner on 2nd, batter singles:* Runner advances 1 base (2nd→3rd), batter to 1st
- *Runners on 1st and 3rd, batter walks:* R1→2nd (forced), R3 stays (not forced)
- *Bases loaded, batter doubles:* R3 and R2 score, R1 to 3rd, batter to 2nd

SPECIAL PLAYS

DOUBLE PLAY (GDP)

Trigger: Two Pairs where the fifth die (kicker) ranks lower than both pairs AND runner on 1st (R1) AND fewer than 2 outs

What is a "low kicker"? The kicker is the fifth die that doesn't match either pair. It must rank lower than the lowest card in either pair.

Examples of GDP situations:

- Roll: K-K-Q-Q-9 (kicker is 9, lower than Q) ✓ GDP
- Roll: A-A-10-10-J (kicker is J, higher than 10) X NOT GDP
- Roll: J-J-10-10-9 (kicker is 9, lower than 10) ✓ GDP

Resolution:

- Batter is out
- Runner on 1st (R1) is out
- **Two outs recorded**

- All other runners hold their bases

Full Example: Runner on 1st, 1 out. Roll shows K-K-Q-Q-9. The kicker (9) is lower than both pairs. Result: GDP. Batter out, R1 out. Inning ends (3 outs).

SACRIFICE FLY (SF)

Trigger: Pair of Aces only (as defined in the Outcome Table) AND runner on 3rd (R3) AND fewer than 2 outs

Resolution:

- Batter is out
- Runner on 3rd scores
- All other runners hold their bases

Example: Runner on 3rd, 0 outs. Roll shows A-A-K-Q-9. Result: SF. Batter out, R3 scores, now 1 out.

MERCY RULE

If one team leads by 10 or more runs:

- After 7 complete innings
- The game ends immediately
- The leading team wins by mercy rule

OPTIONAL ADVANCED RULES

These rules add strategic depth. Players may use any combination.

STEALING BASES

Declaration: Before any plate appearance, declare a steal attempt with a runner on base

Procedure:

1. Announce which runner is stealing (if multiple runners, only one may attempt)
2. Roll **2 poker dice** before the batter's plate appearance
3. Sort the dice from low to high and consult the Steal Table below
4. Apply the result, then proceed with normal plate appearance

Steal Table (2 Poker Dice):

Roll	Result	Effect
9-9	Picked Off!	Runner is out trying to get back to base. If this is the 3rd out, the half-inning ends
9-10, 9-J	Caught Stealing	Runner is out at the target base. Other runners stay where they were. If this is the 3rd out, the half-inning ends
9-Q through J-K	Safe Steal	Runner successfully advances one base (1st→2nd or 2nd→3rd). Other runners do not move
J-A, Q-A	Bad Jump	Runner dives back safely. No steal happens, no outs. Batter's plate appearance continues normally
K-A, A-A	Safe + Error	Runner steals the base AND advances one extra base on a bad throw (1st→3rd or 2nd→Home). Other runners advance only if forced

All Possible Results (sorted low to high):

- **Picked Off:** 9-9
- **Caught Stealing:** 9-10, 9-J
- **Safe Steal:** 9-Q, 9-K, 9-A, 10-10, 10-J, 10-Q, 10-K, 10-A, J-J, J-Q, J-K
- **Bad Jump:** J-A, Q-A
- **Safe + Error:** K-A, A-A

Restrictions:

- Cannot steal home in basic rules
- Only one runner may attempt per plate appearance
- A steal attempt does NOT use up the batter's plate appearance

SACRIFICE BUNT

Declaration: Before plate appearance, declare bunt attempt

Eligibility:

- At least one runner on base (usually most effective with 0 outs)

Procedure:

1. Declare sacrifice bunt
2. Roll **2 poker dice** instead of the normal 5 dice
3. Sort the dice from low to high and consult the Bunt Table below

Bunt Table (2 Poker Dice):

Roll	Result	Effect
9-9	Pop-Up Bunt	Batter is out at 1st. All runners hold their bases. 1 out recorded
9-10, 9-J	Lead Runner Forced Out	Defense throws out the lead runner (runner closest to home). Batter is safe at 1st. Other runners advance only if forced. 1 out recorded
9-Q through Q-K	Sacrifice Bunt	Batter is out at 1st. All runners advance one base. 1 out recorded. Does NOT count as an at-bat
Q-A, K-A	Bunt Single	Batter is safe at 1st! Runners advance only if forced (like a walk); otherwise they hold
A-A	Bunt + Error	Batter is safe at 1st. All runners advance one base. No outs

All Possible Results (sorted low to high):

- **Pop-Up Bunt:** 9-9
- **Lead Runner Out:** 9-10, 9-J
- **Sacrifice Bunt:** 9-Q, 9-K, 9-A, 10-10, 10-J, 10-Q, 10-K, 10-A, J-J, J-Q, J-K, J-A, Q-Q
- **Bunt Single:** Q-A, K-A
- **Bunt + Error:** A-A

Restrictions:

- Squeeze plays (a batter bunting with a runner on third base) are not allowed

Notes:

- Sacrifice Bunt results do NOT count as an at-bat if tracking stats
- Does NOT trigger double plays

- Can be attempted with any base configuration
- Most effective with 0 or 1 out

PICKOFF ATTEMPTS

Declaration: Fielding team may attempt to pick off a runner before any plate appearance

Eligibility:

- At least one runner on base
- Cannot attempt both a pickoff and a steal on the same batter (pickoff is declared first)

Procedure:

1. Fielding team declares pickoff and target base
2. Roll 2 poker dice
3. Sort the dice from low to high and consult the Pickoff Table below
4. Proceed with normal plate appearance unless the result creates the 3rd out

Pickoff Table (2 Poker Dice):

Roll	Result	Effect
9-9	Balk!	All runners advance one base. R3 scores if present. No outs. Proceed to batter's at-bat
9-10, 9-J, 9-Q	Bad Throw	Targeted runner advances one base. Any trailing runners advance if forced. No outs
9-K through K-K	Safe Back to the Bag	Runner dives back safely. No outs, no base movement. Proceed to batter's at-bat
K-A, A-A	Picked Off!	Targeted runner is OUT. Remove them from the base. If this creates 3 outs, the half-inning ends immediately

All Possible Results (sorted low to high):

- **Balk:** 9-9
- **Bad Throw:** 9-10, 9-J, 9-Q
- **Safe Back:** 9-K, 9-A, 10-10, 10-J, 10-Q, 10-K, 10-A, J-J, J-Q, J-K, J-A, Q-Q, Q-A, K-K
- **Picked Off:** K-A, A-A

Restrictions:

- Only one pickoff attempt per plate appearance
- Pickoff does NOT use up the batter's plate appearance
- If successful pickoff creates 3rd out, batter does not get to bat

TRACKING THE GAME

SCOREKEEPING

Minimum to track:

- Runs per inning for each team
- Current inning and outs
- Runners on base

Optional statistics (for league play or detailed records):

- Hits (H), At-Bats (AB), Batting Average (AVG)
- Walks (BB), Home Runs (HR), Runs Batted In (RBI)
- Stolen Bases (SB), Caught Stealing (CS)

QUICK REFERENCE

RANK ORDER

9 < 10 < J < Q < K < A

STRAIGHTS

- **A-Straight:** 10-J-Q-K-A = Home Run
- **K-Straight:** 9-10-J-Q-K = Double

SPECIAL SITUATIONS

- **GDP:** Two Pairs (low kicker) + R1 + <2 outs
- **SF:** Pair of Aces + R3 + <2 outs

Designer Notes: This version is tuned to balance offense and defense for competitive gameplay. Optional rules add strategic depth without slowing the game.

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- Version 2.0
- For 2 players, ages 10+
- Playing time: 10-15 minutes
