

# POKER DICE BASEBALL



**POCHO & PAPA**

# POKER DICE BASEBALL

## Complete Rules (Version 2.1)

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

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### 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.

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# 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](#))
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# 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
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# 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) ✗ 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
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# 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	<b>Picked Off!</b>	Runner is out trying to get back to base. If this is the 3rd out, the half-inning ends
9-10, 9-J	<b>Caught Stealing</b>	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	<b>Safe Steal</b>	Runner successfully advances one base (1st→2nd or 2nd→3rd). Other runners do not move
J-A, Q-A	<b>Bad Jump</b>	Runner dives back safely. No steal happens, no outs. Batter's plate appearance continues normally
K-A, A-A	<b>Safe + Error</b>	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	<b>Pop-Up Bunt</b>	Batter is out at 1st. All runners hold their bases. 1 out recorded
9-10, 9-J	<b>Lead Runner Forced Out</b>	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	<b>Sacrifice Bunt</b>	Batter is out at 1st. All runners advance one base. 1 out recorded. Does NOT count as an at-bat
Q-A, K-A	<b>Bunt Single</b>	Batter is safe at 1st! Runners advance only if forced (like a walk); otherwise they hold
A-A	<b>Bunt + Error</b>	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 3<sup>rd</sup> out

### Pickoff Table (2 Poker Dice):

Roll	Result	Effect
9-9	<b>Balk!</b>	All runners advance one base. R3 scores if present. No outs. Proceed to batter's at-bat
9-10, 9-J, 9-Q	<b>Bad Throw</b>	Targeted runner advances one base. Any trailing runners advance if forced. No outs
9-K through K-K	<b>Safe Back to the Bag</b>	Runner dives back safely. No outs, no base movement. Proceed to batter's at-bat
K-A, A-A	<b>Picked Off!</b>	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 3<sup>rd</sup> 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)
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## 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
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**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
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