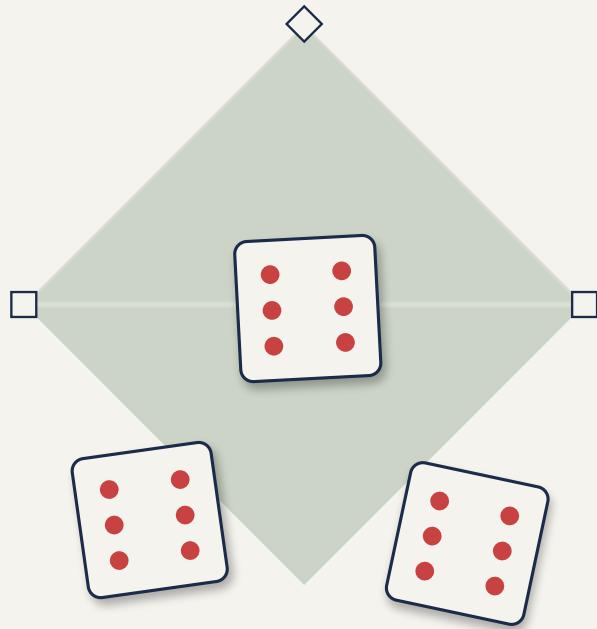# TRIPLE SIX
BASEBALL
—T–H–E —D–I–C–E —G–A–M–E—

Print & Play Rules

TRIPLE SIX BASEBALL – THE DICE GAME

Print & Play Rules (v2.1)

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1. OVERVIEW

Triple Six Baseball is a **dice-driven baseball simulation** for 1–2 players. You use a **3d6 Outcome Table** for most plays and **2d6** for **steals**, **bunts** and **pickoff attempts**.

- **Players:** 1–2
- **Length:** 9 innings (with possible extra innings)
- **Goal:** Score more runs than your opponent

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2. COMPONENTS

You need:

- **3× six-sided dice (3d6)** – for the main Outcome Table
- **2× six-sided dice (2d6)** – for steals, bunts and pickoffs (of course, you may use two of the 3d6 mentioned above)
- **Triple Six Baseball 3d6 Outcome Table** (choose Balanced or Pitcher-Friendly version)
  - 56 rows, each a sorted 3-die combo (e.g., 1–1–2 → 112)
  - Three columns for base states:
    - **Bases Empty**
    - **Runner on 1st**
    - **Runners in Scoring Position (R2 or R3)**
- **Scoresheet** – to track innings, runs, outs, and base runners
- **Optional:** tokens/coins to mark runners on the bases, pencil, eraser

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3. SETUP

1. Choose who is **Home** and who is **Visitor**
2. The **Visitor bats first** (top of the 1st). The **Home team fields**
3. Start the game at:
   - Top of the 1st inning
   - 0 outs

- o Bases empty
- o Visitor at bat

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4. GAME STRUCTURE

The game follows standard baseball structure:

- Play **9 innings**
- Each **half-inning** continues until the batting team makes **3 outs**
- After 3 outs:
    - o Clear all base runners
    - o Switch batting/fielding roles
- After 9 innings:
    - o The team with more runs wins
- **Walk-off rule:** If the home team is ahead after the top of the 9th (or any extra inning), the game ends immediately. The home team does not bat
- If tied after 9 innings:
    - o Play **extra innings**, one at a time, until one team leads after a completed inning

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5. REGULAR AT-BATS (3d6 Outcome Table)

Most plate appearances use **3d6** and the Outcome Table.

5.1 Determine Base State

Before rolling, identify the current base situation:

- **Bases Empty** – No runners on base
- **Runner on 1st** – R1 only (no one in scoring position)
- **Runners in Scoring Position** – R2 and/or R3 occupied (includes R2, R3, R1+R2, R1+R3, R2+R3, or Bases Loaded)

You will use the **column** that matches this base state.

5.2 Roll and Find the Result

1. Roll **3 six-sided dice**
2. **Sort** them from lowest to highest (e.g., 4–1–3 → 1–3–4)
3. Read them as a 3-digit number (e.g., 1–3–4 → **134**)
4. Find that row (**134**) on your 3d6 Outcome Table
5. Cross-reference with the **current base state column** to get the play result

5.3 Apply the Result

Apply the result using the following rules:

HITS:

- **Single**
  - o Batter to 1st base
  - o R1 → 2nd, R2 → 3rd, R3 → Home (scores)
- **++ Single** (Aggressive Baserunning)
  - o Batter to 1st base
  - o All runners advance **2 bases**
  - o Example: R1 → 3rd, R2 scores, R3 scores
- **Double**
  - o Batter to 2nd base
  - o R1 → 3rd, R2 scores, R3 scores
- **Triple**
  - o Batter to 3rd base
  - o All runners score
- **Home Run**
  - o Batter and all runners score

WALKS:

- **Walk**
  - o Batter to 1st base
  - o Forced runners advance one base
  - o Only runners forced by the batter taking 1st must advance
  - o Does **not** count as an at-bat if tracking stats

OUTS:

- **Strikeout / Out**
  - o Batter is out
  - o Runners hold
  - o Counts as an at-bat
- **Sacrifice Fly**
  - o Batter is out
  - o Runner on 3rd scores; runner on 2nd advances to 3rd; other runners hold. Does not count as an at-bat if tracking stats
  - o Does **not** count as an at-bat if tracking stats
- **Double Play**
  - o Two outs recorded
  - o Requires R1 to be occupied
  - o Batter out at 1st, lead runner (R1) out at 2nd
  - o Other runners advance only if forced

o If only 1 out remaining in the inning, only 1 out is recorded and the inning ends

SPECIAL OUTCOMES:

- **Wild Pitch / Passed Ball**
  o All runners advance 1 base
  o R3 scores if present
  o No out is recorded
  o Does **not** count as an at-bat
  o Batter's at-bat continues with a new roll

Keep track of:

- **Outs (0–3)**
- **Runs scored**
- **Base runners** (which bases occupied)

When the third out occurs, the half-inning ends immediately.

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6. BUNT RULES (2d6)

A **bunt** is a special offensive play to advance runners using **2d6**.

6.1 Declaring a Bunt

- The batting player may declare **"BUNT"** *before* rolling for a batter
- You **skip** the 3d6 Outcome Table for that at-bat
- Instead, roll **2d6** and consult the **Bunt Table**
- You may bunt with or without runners on base (although it's usually beneficial with runners on)

6.2 Bunt Table (2d6)

Roll **2d6** and apply:

- **2 – Pop-Up Bunt**
  o Batter is out at 1st
  o All runners **hold**
  o (1 out, runners remain where they are)
- **3–4 – Lead Runner Forced Out**
  o Defense puts out the **lead runner** (closest to home)
  o Batter is safe at **1st base**
  o Other runners advance only if forced
  o (1 out)

- **5–9 – Sacrifice Bunt**
  - Batter is out at 1st
  - **All runners advance one base**
  - (1 out, runners move)
- **10–11 – Bunt Single**
  - Batter safe at **1st base**
  - Runners advance **only if forced**; otherwise they hold
- **12 – Bunt + Error**
  - Batter safe at **1st base**
  - **All runners advance one base**

Stat tracking (optional):

- **Sacrifice Bunt (5–9)** does **not** count as an at-bat
- All other bunt results may be treated as at-bats if you keep detailed stats

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7. STEAL RULES (2d6)

A **steal** is an offensive attempt by a baserunner to advance to the next base.

7.1 Declaring a Steal

- If there is at least **one runner on base**, the batting player may declare a **steal attempt**:
  - Example: "Runner on 1st is stealing 2nd"
- This happens **before** rolling 3d6 for the batter
- Limit: **One steal attempt per batter**
- You cannot steal home in the basic rules
- Then roll **2d6** and consult the Steal Table

7.2 Steal Table (2d6)

Roll **2d6** and apply to the stealing runner:

- **2 – Picked Off Stealing**
  - Runner is out trying to get back / take the lead
  - Remove that runner
  - If this is the third out, the half-inning ends
- **3–4 – Caught Stealing**
  - Runner is out at the target base
  - Other runners stay where they were
  - If this is the third out, the half-inning ends
- **5–9 – Safe Steal**
  - Runner safely advances one base (1st→2nd or 2nd→3rd)
  - Other runners do not move unless forced

- **10–11 – Bad Jump, No Attempt**
  - Runner dives back; no steal happens
  - No outs, no base movement
  - Proceed to the batter's 3d6 roll as normal
- **12 – Safe + Error**
  - Runner steals the base and advances one extra base on a bad throw:
    - 1st→3rd or 2nd→Home (score a run)
  - Other runners advance only if forced by the runner's movement

Stat tracking (optional):

- Results 2, 3–4, and 12 count as steal attempts (with success/failure as appropriate)
- The steal attempt does **not** create a plate appearance or at-bat for the batter

7.3 After the Steal Attempt

- If the inning is not over, proceed to the batter's at-bat **as normal**, using **3d6** and the Outcome Table
- A steal attempt does **not** use up the batter's at-bat

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8. PICKOFF RULES (2d6)

A **pickoff** is a defensive attempt to throw out a runner leading off a base.

8.1 Declaring a Pickoff

- If there is at least **one runner on base**, the fielding player may declare a **pickoff attempt**:
  - Example: "Pickoff attempt on the runner at 1st"
- This happens **before** rolling 3d6 for the batter
- Limit: **One pickoff attempt per batter**
- **Note:** You cannot attempt both a pickoff and a steal on the same batter simultaneously. The defensive player declares pickoffs first, then the offensive player can declare steals
- Then roll **2d6** and consult the Pickoff Table

8.2 Pickoff Table (2d6)

Roll **2d6** and apply to the targeted runner:

- **2 – Balk!**
  - All runners advance **one base**
  - No outs
- **3–4 – Bad Throw**

- Targeted runner advances **one base**
- Any trailing runners advance if forced
- No outs
- **5–10 – Safe Back to the Bag**
  - No outs
  - No runners advance or are put out
  - Proceed to the batter's at-bat
- **11–12 – Picked Off!**
  - Targeted runner is **out**. Remove them from the base
  - If this creates **3 outs**, the half-inning ends immediately and the batter does not get an at-bat

8.3 After the Pickoff Attempt

- If the inning is not over, proceed to the batter's at-bat **as normal**, using **3d6** and the Outcome Table
- A pickoff attempt does **not** use up the batter's at-bat

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9. SOLO PLAY

To play solo, control both teams and play out all 9 innings. You can:

- Track offensive stats across multiple games
- Try to beat your own high score
- Simulate a season by playing multiple 9-inning games and tracking standings

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10. END OF GAME

- After **9 innings**, the team with more runs wins
- If the home team is leading after the top of the 9th, the game ends (walk-off rule)
- If the score is tied, continue into **extra innings**, playing full innings until one team leads after a completed inning

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PLAYER AID – STEALS (2d6)

Declaring a steal: Before rolling 3d6 for the batter, the batting player may declare one steal attempt by a specific runner.

STEAL TABLE (2d6)

- **2 – Picked Off Stealing:** Runner out trying to get back; if 3rd out, half-inning ends
- **3–4 – Caught Stealing:** Runner out at target base; other runners stay; if 3rd out, half-inning ends
- **5–9 – Safe Steal:** Runner advances 1 base; others don't move unless forced
- **10–11 – Bad Jump, No Attempt:** Runner dives back safely; no change
- **12 – Safe + Error:** Runner advances 2 bases (1st→3rd or 2nd→Home); others move if forced

(Steal attempts do not count as at-bats if tracking stats.)

PLAYER AID – BUNTS (2d6)

Declaring a bunt: Before rolling for a batter, declare "BUNT" and roll **2d6** instead of using the 3d6 Outcome Table.

BUNT TABLE (2d6)

- **2 – Pop-Up Bunt:** Batter out; all runners hold
- **3–4 – Lead Runner Forced Out:** Lead runner out; batter safe at 1st; others advance only if forced
- **5–9 – Sacrifice Bunt:** Batter out at 1st; all runners advance 1 base
- **10–11 – Bunt Single:** Batter safe at 1st; runners advance only if forced
- **12 – Bunt + Error:** Batter safe at 1st; all runners advance 1 base

(Sacrifice bunts do not count as at-bats if tracking stats.)

PLAYER AID – PICKOFFS (2d6)

Declaring a pickoff: Before rolling 3d6 for the batter, the fielding player may declare one pickoff attempt against a specific runner.

PICKOFF TABLE (2d6)

- **2 – Balk!:** All runners advance 1 base

- **3–4 – Bad Throw:** Targeted runner advances 1 base (others move if forced)
- **5–10 – Safe Back:** No change. Runner dives back safely
- **11–12 – Picked Off!:** Targeted runner is out; if this is the 3rd out, half-inning ends

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OUTCOME TABLES

Choose one version below based on your preferred style of play:

VERSION 1: HITTER FRIENDLY

Recommended for most players. Provides exciting gameplay with memorable "triple dice" moments.

Roll	Bases Empty	Runner on 1st	Runners in Scoring Position
111	Walk	Walk	Walk
112	Out	++ Single	++ Single
113	Out	Out	Single
114	Home Run	Double	Double
115	Walk	Walk	Strikeout
116	Out	Single	Single
122	Strikeout	Single	Single
123	Out	Out	Single
124	Out	Single	Double
125	Out	Out	Single
126	Single	Out	Strikeout
133	Out	Out	Sac Fly
134	Strikeout	Out	Out
135	Strikeout	Out	Single
136	Out	Single	Single
144	Strikeout	Out	Out
145	Single	Out	Out
146	Out	Double Play	Out
155	Strikeout	Out	Out
156	Single	Out	Out
166	Out	Out	Out
222	Double	Single	Single

Roll	Bases Empty	Runner on 1st	Runners in Scoring Position
223	Single	Out	Strikeout
224	Out	Out	Strikeout
225	Strikeout	Out	Out
226	Out	Out	++ Single
233	Single	Out	Out
234	Out	Out	Sac Fly
235	Strikeout	Out	Out
236	Out	Out	Home Run
244	Out	Out	Double
245	Out	Out	Strikeout
246	Out	Out	Sac Fly
255	Walk	Walk	++ Single
256	Strikeout	Out	Home Run
266	Out	Out	Sac Fly
333	Triple	++ Single	Triple
334	Walk	Double Play	Walk
335	Strikeout	Out	Out
336	Out	Out	Double
344	Single	Out	Out
345	Out	Single	Single
346	Out	Out	Strikeout
355	Single	Out	Out
356	Out	Out	Double
366	Strikeout	Single	++ Single
444	Double	Single	Double
445	Walk	Walk	Single
446	Single	Out	Out
455	Walk	Walk	Strikeout
456	Home Run	Single	Single
466	Out	Out	Out
555	Double	++ Single	Double
556	Single	Out	Out
566	Triple	Out	Out
666	Home Run	Home Run	Home Run

Special "Triple Dice" Moments:

- **111** (Three Aces): Walk - Bases loaded feeling
- **222** (Three Deuces): Double - Extra base hit
- **333** (Three Treys): Triple! - Perfect thematic fit
- **444** (Three Fours): Double - Solid hit
- **555** (Three Fives): Double or ++ Single - Aggressive play
- **666** (Triple Six): Home Run! - The ultimate payoff for the game's namesake roll

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VERSION 2: PITCHER-FRIENDLY

For players who prefer lower-scoring, defensive-oriented games with realistic batting averages.

Roll	Bases Empty	Runner on 1st	Runners in Scoring Position
111	Walk	Out	Walk
112	Out	Out	++ Single
113	Out	Out	Single
114	Home Run	Double	Double
115	Walk	Walk	Strikeout
116	Out	Out	Single
122	Strikeout	Single	Single
123	Out	Out	Single
124	Out	Out	Double
125	Out	Out	Single
126	Single	Out	Strikeout
133	Out	Out	Sac Fly
134	Strikeout	Out	Out
135	Strikeout	Out	Single
136	Out	Out	Single
144	Strikeout	Out	Out
145	Single	Out	Out
146	Out	Double Play	Out
155	Strikeout	Out	Out
156	Single	Out	Out
166	Out	Out	Out
222	Double	Single	Single
223	Single	Out	Strikeout

Roll	Bases Empty	Runner on 1st	Runners in Scoring Position
224	Out	Out	Strikeout
225	Strikeout	Out	Out
226	Out	Out	++ Single
233	Single	Out	Out
234	Out	Out	Sac Fly
235	Strikeout	Out	Out
236	Out	Out	Home Run
244	Out	Out	Double
245	Out	Out	Strikeout
246	Out	Out	Sac Fly
255	Walk	Out	++ Single
256	Strikeout	Out	Home Run
266	Out	Out	Sac Fly
333	Triple	Out	Triple
334	Walk	Double Play	Walk
335	Strikeout	Out	Out
336	Out	Out	Double
344	Single	Out	Out
345	Out	Out	Single
346	Out	Out	Strikeout
355	Single	Out	Out
356	Out	Out	Double
366	Strikeout	Out	++ Single
444	Double	Out	Double
445	Walk	Walk	Single
446	Single	Out	Out
455	Walk	Walk	Strikeout
456	Home Run	Single	Single
466	Out	Out	Out
555	Double	Out	Double
556	Single	Out	Out
566	Triple	Out	Out
666	Home Run	Double Play	Home Run

Special "Triple Dice" Moments:

- **111** (Three Aces): Walk - Patient at-bat
- **222** (Three Deuces): Double - Solid hit
- **333** (Three Treys): Triple! - Perfect thematic fit
- **444** (Three Fours): Double - Extra base hit
- **555** (Three Fives): Double - Power hit
- **666** (Triple Six): Home Run! (except with R1 only - dramatic DP risk)

DESIGN NOTES

Bases Empty: Standard outcomes for clean bases **Runner on 1st:** More double play risk, some aggressive baserunning opportunities **Runners in Scoring Position:** Sacrifice fly opportunities, clutch hitting situations

The three-column system provides strategic depth while remaining simple to use. Base state matters, creating realistic baseball decision-making around bunts, pickoffs, and when to swing away.

Triple Six Baseball – The Dice Game, Free Print & Play Release

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