

Indian Ball Official Rules

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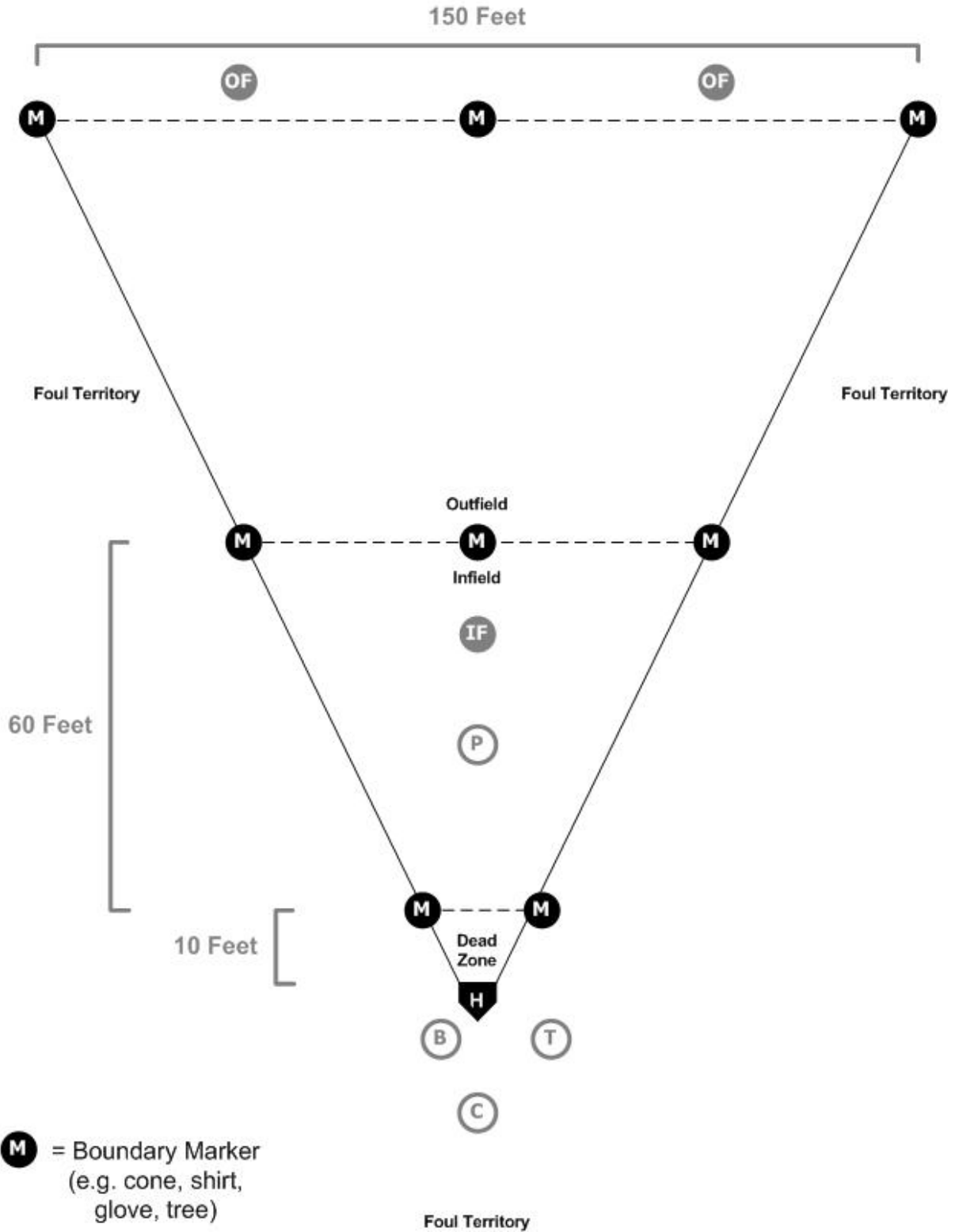
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Indian Ball



INTRODUCTION

- I didn't learn how to play baseball well until I started playing Indian Ball during the summer while I was in high school.
- The way to learn to play baseball is to play baseball.
 - But it can be hard to get together 18 guys and a full-sized field.
- Indian Ball is a game that is designed to let a group of kids play baseball even if they don't have enough players or a full-sized field.
 - It can be played with teams of anywhere between 1 (playing 1:1 or 1:1:1) and 5 (or more) players.
You adjust the size of the field based on the number of players.
 - It can be played in smaller spaces (e.g. the street or a side yard).

PURPOSE

- Give kids extensive practice fielding.
- Teach batters how to see holes or gaps in the defense and hit the ball to a spot in the field.
- Teach fielders where to stand to defend against hits.
- Teach players the basics of strategy.

TERMS AND DEFINITIONS

- **FIELDING CLEANLY**
 - A ball is said to be fielded cleanly if it is picked up by the fielder before it comes to a stop and does not again hit the ground.
LOGIC: In real baseball, just because a fielder bobbles the ball it doesn't automatically mean that the runner will be able to advance.
- **BALL**
 - A ball is a ball that is...
 - Tossed by the batter to themselves and not swung at.
 - Tossed to the batter by a teammate and not swung at.
 - Pitched to the batter by a teammate and not swung at.
- **STRIKE**
 - A strike is a ball that...
 - The user swings at and misses.
 - Is hit into the dead zone.
 - Lands in foul territory.

GENERAL PRINCIPLES

- Make the consequences of both hits and errors similar to those that would be encountered when playing a real baseball game.
 - An outfielder can hold a hitter to a single if they get to the ball in time.
- Encourage players to keep the ball in front of them.
 - Penalize the fielder if the ball gets behind them (OPTIONAL: and is not picked up before rolling to a stop).
- Encourage players to hustle to pick up the ball even after making an error.
 - More important than fielding the ball cleanly.
Encourage players to keep trying even after making an error.
 - Penalize the fielder if the ball comes to a stop without being picked up.
Picking up a ball before it comes to a stop means the player knocked down the ball and kept it close to them.
- Encourage players to field the ball cleanly.
 - Penalize the fielder if they do not field the ball cleanly.

- Encourage offensive players to notice holes in the infield and/or outfield and hit the ball to those holes.
- Encourage defensive players to ensure that they have covered the entire field and are not leaving large gaps between positions.
- Encourage defensive players to try to at least knock down the ball
 - Don't necessarily penalize them if they at least knock down the ball.
 - Reward players if they knock down the ball and it lands close to them.

GENERAL RULES

- The game of Indian Ball is played in a field...
- The game of Indian Ball can be played by a number of players...
- A ball may be put into play in one of three ways...
 - The player may toss the ball to himself.
 - Side tossed by teammate.
 - Pitched by teammate.
 - If a pitched ball touches or is touched by the pitcher, it is an automatic out.
- Only infielders can field balls in the infield and only outfielders can only field balls in the outfield.
 - A ball that is touched by an infielder in the outfield or by an outfielder in the infield is a double (2 Points).

THE RULES OF THE GAME

- 3 strikes are an out.
 - LOGIC:
 - Speed up the pace of play by keeping batters from being able to stay alive by fouling off balls until they get their perfect pitch.
- 4 balls are an out.
 - LOGIC:
 - Speed up the pace of play by keeping batters from being able to wait and wait until they get the perfect pitch.
- A ball that is caught by any player, in any location (fair, foul, or dead zone), without hitting the ground is an out.
- **A ball that is picked up by an infielder in the infield (regardless of whether it was touched by them or someone else) before it comes to a stop is an out.**
 - LOGIC:
 - In real baseball, you can knock down a ball, pick it up, and still make an out.
 - PURPOSE:
 - Encourage players to hustle to pick up balls even after making an error.
 - Reward players if they knock the ball down but keep it close to them.
- **A ball that is hit into or lands in the infield and is not picked up by an infielder (regardless of whether it was touched or not) before it comes to a stop in the infield is a single (1 Point).**
 - LOGIC:
 - In real baseball, infielders may still be able to get the runner out if they block the ball and keep it immediately in front of them.
 - They won't be able to make the out if they let the ball roll too far away from them.
 - The usual result of an error in real baseball would be a single.
 - PURPOSE:
 - Encourage infielders to block balls with their body, keep the ball in front of them, and keep the ball close to them, not just stab at the ball with their glove.
 - Encourage infielders to hustle to pick up a ground ball.

- A ground ball that is hit into the infield, is touched by an infielder, and then gets behind the infielder who touched it (but stays in the infield) is a single (1 Point).
 - Encourage infielders to keep balls in the infield.
- A fly ball that is dropped by an infielder in the infield and is picked up before it stops rolling is a single (1 Point).
- A fly ball that is dropped by an infielder in the infield and is not picked up before it stops rolling is a double (2 Points).
 - Encourage player to keep ball close to them.
 - Encourage player to hustle to pick up ball even after making an error.
- A ground ball that is hit into the infield, is touched by an infielder, and then goes into the outfield and is not picked up by an outfielder before it comes to a stop is a double (2 Points).
 - PURPOSE:
 - Encourage infielders to not play too deep.
- **A ball that is hit into the outfield (regardless of whether it is a grounder, line drive, or pop fly) but does not get behind an outfielder and is picked up by an outfielder before it comes to a stop (regardless of whether they or someone else touched it) in the outfield is a single (1 Point).**
 - LOGIC:
 - In real baseball, in most cases a ball that is hit into the outfield and is fielded cleanly by an infielder (or that is flubbed and then picked up quickly) is a single. For example, an outfielder can drop a fielded ball and still hold the runner to a single if they get to the ball in time and get it back into the infield (e.g. knock it down so that it lands close to them).
 - PURPOSE:
 - Encourage outfielders to hustle to pick up a ball even if they do not field it cleanly because that will reduce the likelihood that the runner will be able to advance.
 - Encourage outfielders to circle around and stay behind the ball before fielding it.
 - Encourage outfielders to back each other up.
- **A ground ball that makes it into the outfield and is kept in front of an outfielder but is not picked up by the outfielder before it comes to a stop is a Double (2 Points).**
 - LOGIC:
 - In real baseball, if a ball that is hit into a gap and is not fielded by an outfielder will usually result in a double.
 - In real baseball, the runner will often get a double if the outfielder fails to field the ball cleanly and overruns the ball or the ball rolls a significant distance away from them.
 - PURPOSE:
 - Encourage outfielders to at least try to knock down the ball and keep it from rolling to the fence and yielding a triple.
- A ground ball that makes it through the infield and into the outfield (regardless of whether it was touched by an infielder or not) and is not picked up by an outfielder before it comes to a stop (but does not get behind the outfielder) is a Double (2 Points).
- **A ball that lands in front of an outfielder and then gets behind that outfielder (regardless of whether they touched it or not) but is picked up (by them or someone else) before it comes to a stop is a Double (2 Points).**
 - Simulates a ball that is hit into the gap.
 - Simulates a ball that is flubbed by an outfielder.
 - LOGIC:
 - In real baseball, a ball that is hit to an outfielder and isn't fielded cleanly isn't automatically a triple.
 - PURPOSE: Encourage outfielders to hustle to pick up balls even after making an error.

- **A ball that lands in front of an outfielder and then gets behind that outfielder (regardless of whether they touched it or not) and is not picked up before it comes to a stop is a Triple (3 Points).**
 - Simulates a ball that is badly flubbed by an outfielder.
 - PURPOSE:
 - Encourage outfielders to keep ground balls in front of them or just a short distance behind them.
- **A fly ball that lands in the outfield in front of an outfielder and is not picked up by an outfielder before it comes to a stop (but does not get behind an outfielder) is a Double (2 Point).**
 - PURPOSE:
 - Simulates a bloop hit or a hit into the gap that makes it to the wall.
 - LOGIC:
 - In real baseball, a ball that is hit into a gap and is not fielded by an outfielder will usually result in a double.
- **A fly ball that lands in front of an outfielder and gets behind the outfielder and is not picked up by an outfielder before it comes to a stop is a Triple (3 Points).**
- A fly ball that is dropped by an outfielder but lands in front of them and is picked up before it comes to a stop is a Single (1 Points).
- A fly ball that is dropped by an outfielder and lands in front of them but is not picked up before it stops rolling is a Double (2 Points).
- A fly ball that is dropped by an outfielder and gets behind them but is picked up before it stops rolling is a Double (2 Points).
- A fly ball that is dropped by an outfielder and gets behind them but is not picked up before it stops rolling is a Triple (3 Points).
- A fly ball that lands behind an outfielder (even by a foot) but was touched by them before it landed and is picked up before it comes to a stop is a Double (2 Points).
 - Simulates a ball that is hit to the wall.
- A fly ball that lands behind an outfielder (even by a foot) but was touched by them before it landed but is not picked up before it comes to a stop is a Triple (3 Points).
 - Simulates a badly flubbed ball.
 - PURPOSE:
 - Encourage outfielders to try to knock down balls that look like they are going to get past them.
- **A fly ball that lands behind an outfielder (even by a foot) without being touched by that outfielder and is not picked up before it rolls to a stop is a Home Run (4 Points).**
 - PURPOSE:
 - Teach outfielders to play deep enough that they can keep balls in front of them but not.
 - Teach outfielders to hustle to balls that go over them and make it to the fence.
- A fly ball that lands behind an outfielder (even by a foot) without being touched by that outfielder but is picked up before it comes to a stop is a triple (3 Points).
 - LOGIC:
 - A ball that is hit over the head of an outfielder won't necessarily be a home run.
 - PURPOSE:
 - Encourage outfielders to run to retrieve balls that make it to the fence.
- A fly ball that goes over the head of an outfielder without being touched and is not picked up by an outfielder before it rolls to a stop is a Home Run (4 Points).
- **When returning the ball back to the next batter, if the infielder who fielded the ball (when throwing from the spot where they fielded the ball) hits the bat with the ball the score of the batting team is reduced by one point (-1 Points).**
 - RELATED RULE:
 - Automatic -1 Point if the batter forgets to lay the bat down on top of the plate before the returned ball that is thrown by an infielder reaches the plate.

- PURPOSE:

Encourage infielders to make precise throws to the plate

- **When returning the ball back to the next batter, if the outfielder (when throwing from the spot where they fielded the ball) hits the bat with the ball the score of the batting team is reduced by two point (-2 Points).**

- RELATED RULE:

Automatic -2 Points if the batter forgets to lay the bat down on top of the plate before the returned ball that is thrown by an outfielder reaches the plate.

- PURPOSE: Encourage outfielders to make precise throws to the plate

VARIATIONS

- The fielding team can decrease the batting team's score by throwing the ball in and hitting the bat (which is laid down by the batter on top of the plate). More points are deducted as the ball is relayed from player to player. Minus 1 point for a returned ball that is thrown by an infielder. Minus 2 points for a returned ball that is relayed from one infielder to another. Minus 2 points for a returned ball that is thrown by an outfielder. Minus 3 points for a returned ball that is relayed from an outfielder to an infielder. 3 seconds to return ball that is hit to the infield. 6 seconds to return ball that is hit to the outfield (from the moment the outfielder touches the ball).
 - LOGIC: Encourage players to return the ball to the next batter in order to keep up the pace of play.
 - LOGIC: Encourage players to work on relay throws.
- Require that fielders must call the ball before catching it for it to be an out (the person who catches the ball must be the last person to call it).
 - PENALTY: Single if ball caught in infield, Double if ball caught in outfield.
 - LOGIC: Get players in the habit of calling the ball, even if they think it is obviously theirs.
- Impose an added penalty for home runs by making a home run minus 1 out (in addition to +4 points).
 - LOGIC: Encourage outfielders to play deep and keep the ball in front of them.
 - LOGIC: Delaying the defense's chance to bat may hurt more than the additional points that are gained by the team at bat (it may be more tangible and thus a greater motivator).
- Require that outfielders start behind the last outfield cones.
 - LOGIC: Get players used to playing deep in the outfield.
- Penalize players for not fielding the ball cleanly.
 - Eliminate the rule that a ball is still an out if the ball does not get behind the fielder and they pick it up before it stops rolling.
 - You could apply this penalty to infielders but not to outfielders.
 - LOGIC: If an infielder doesn't field the ball cleanly then it is probably a hit, but if an outfielder doesn't field the ball cleanly it won't necessarily result in the batter gaining an extra base.
 - LOGIC: Encourage players to field the ball cleanly on the first try. Penalize them if they don't.
- Allow players to hold down number of points for a hit by giving them credit for picking up a ball that gets behind them but that is still rolling.
 - LOGIC: Encourage players to keep hustling and not to give up even if a ball gets past them.
- Allow players to hit off of a batting tee.
- Allow players to pitch to own team.
- Allow players to side-toss ball to own team.
- Add baserunning
 - 2 bases (ala cricket)
 - 4 bases