

Diceball



Dice Scoring Guide

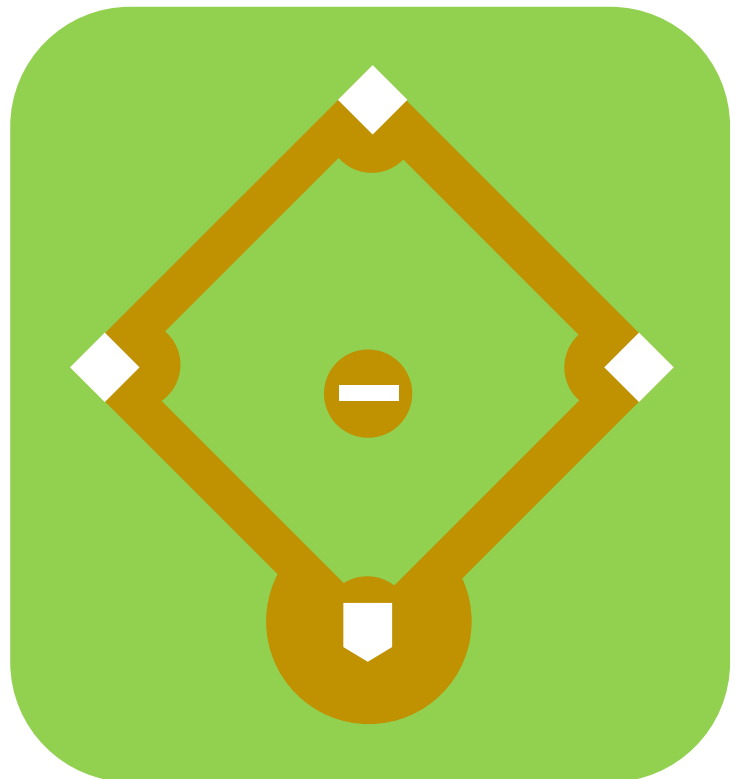
- 1 / 1 strikeout
- 1 / 2 out
- 1 / 3 out
- 1 / 4 out
- 1 / 5 bunt single
- 1 / 6 out, runners advance
- 2 / 2 double
- 2 / 3 single
- 2 / 4 single
- 2 / 5 hit by pitch
- 2 / 6 out, runners advance
- 3 / 3 triple
- 3 / 4 fly out
- 3 / 5 fly out
- 3 / 6 fly out
- 4 / 4 double play, batter and most advanced runner out – if bases empty, strikeout.
- 4 / 5 base on balls
- 4 / 6 strikeout
- 5 / 5 double play, two most advanced runners out, batter safe – if only one runner or none, strikeout.
- 5 / 6 foul out
- 6 / 6 home run

Rules

Roll 2 six sided dice.

Read the lowest number first followed by the highest die.

Example: 2 / 6 would equal an Out, runners advance.



9 H, 23 O – .281

OUT

0

1

2