

CAROLINA BASEBALL

COMPETITIVE BP

RULES

4 TEAMS ALL COMPETING AGAINST EACH OTHER

4 ON A TEAM - EACH PLAYER COMPETING WITH OTHERS ON HIS TEAM

WINNER (1 PLAYER) OF NL EAST TEAM PLAYS WINNER OF NL WEST TEAM-PLAYING FOR YOUR TEAM

WINNER (1 PLAYER) OF AL EAST TEAM PLAYS WINNER OF AL WEST TEAM -PLAYING FOR YOUR TEAM

TWO WINNERS PLAY FOR WORLD SERIES TITLE - NO RUNNING FOR YOUR TEAM

RUNNERUP IN WORLD SERIES - $\frac{1}{2}$ RUNNING FOR YOUR TEAM

TWO LOSING TEAMS - FULL RUNNING - **THIS IS COMPETITIVE BP!**

****DEFENSE - YOU DON'T GET POINTS FOR GOOD PLAYS BUT YOU CAN STOP OTHER TEAMS FROM GETTING POINTS****

TEAMS	I	II	III	IV
HITTERS	AL EAST	NL EAST	AL WEST	NL WEST
BASERUNNERS	AL WEST	NL WEST	AL EAST	NL EAST
DEFENSE	NL EAST	AL EAST	NL EAST	AL EAST
DEFENSE	NL WEST	AL WEST	NL WEST	AL WEST

HITTERS

Round 1	Runner at 1B - 0 outs
Round 2	Runner at 2B - 0 outs
Round 3	Runners at 1B/2B - 1 out
Round 4	Runner at 3B - 1 out
Round 5	Runners at 1B/2B/3B - 1 out
Round 6	Runner at 2B - 2 outs
Round 7	Runners at 2B/3B - 2 outs, 2 strikes
Round 8	No runners on

SITUATION-BASERUNNERS

OBJECTIVE

ADVANCE
ADVANCE
STAY OUT OF DP-ADVANCE-SCORE
SCORE RUNNER
CLOSE GAP- TEAM BEHIND BY 3+
TIE GAME
WIN THE GAME
LEADOFF INNING - GET ON BASE

TEAMS

8 ON EACH TEAM-TAKE A POSITION

<u>NL EAST</u>	<u>NL WEST</u>	<u>AL EAST</u>	<u>AL WEST</u>
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4

POINT SYSTEM

-1 - DOUBLE PLAY, STRIKE OUT, **JUST PLAIN BAD AT-BAT!**

0 - NON-PRODUCTIVE OUT

1 - PRODUCTIVE OUT

2 - ADVANCE MULTIPLE RUNNERS

3 - PERFECTION!

4 - BB OR HBP!!

5- BUNT FOR A HIT