Baseball Multiplication Record Sheet
(Up to 6 x 6)

Scoring chart
(for two six-sided dice)

36 = Home run (score a run)
26-35 = Triple (go to third base)
20-25 = Double (go to second base)
11-19 = Single (go to first base)
0-10 = Out (record an out)

Baseball Multiplication Record Sheet
(Up to 6 x 12)

Scoring chart
(for a six-sided and a twelve-sided dice)

60-72 = Home run (score a run)
49-60 = Triple (go to third base)
36-48 = Double (go to second base)
21-35 = Single (go to first base)
0-20 = Out (record an out)

Baseball Multiplication Record Sheet
(Up to 12 x 12)

Scoring chart
(for two twelve-sided dice)

121-144 = Home run (score a run)
94-120 = Triple (go to third base)
68-93 = Double (go to second base)
37-67 = Single (go to first base)
0-36 = Out (record an out)
How to Play

Take turns rolling the dice - the higher total is the team that "bats" first. The game rules are similar to the rules for baseball. But here a game lasts seven innings or until time runs out. In each inning, each team bats until it has made three outs. The team with the most runs when the game is over is the winner.

Pitching and Batting: Dice rolls correspond to baseball pitches. Members of the pitching team take turns being "pitcher" by rolling the two dice. Players on the batting team take turns being "batter" by multiplying the two numbers on the dice and giving the product. Batters can ask others on their team for help.

Players on the pitching team check the batter’s solution by using a Multiplication/Division Facts Table or a calculator (optional). If the solution is correct, depending on the size of the product, the batter either pops "out" or moves a penny along the diamond for a single, double, triple, or home run (see Scoring Chart below). An incorrect solution is a "ground out" and the batter records an out. Or, you can play where an incorrect solution is a "strike," and another pitch (dice roll) is thrown. Three strikes make an out.

How runs are scored: When a player hits a single, he or she moves a penny to first base; for a double, the move is to second base; for a triple, third base; and for a home run, all the way around the bases. Any pennies already on bases are moved ahead of the batter’s penny by the same number of bases. A run is scored every time a penny crosses home plate.

Keeping score: For each inning, players keep track of the runs scored and the outs made in the Runs and Outs columns on Record Sheet. At the end of each inning, players record the total runs for that inning on the Scoreboard. (For future games, children can use slates or scratch paper.)

To win: The team with the most runs at the end of seven innings, or when time runs out, wins.