

TENNESSEE GAME RULES
“BEANBAG / SANDBAG BASEBALL”

1. PRINCIPLE(S) OF THE GAME:

- a. The BeanBag / SandBag Baseball game is played on a board stand that has been modified with openings, see **diagram #1, page #6** and sandbags.
- b. The rules for this game are similar to the real baseball game, that is to say, that the person who is throwing continues to play until he gets three (3) strikes for an out.
- c. An inning is over when each team has three (3) outs.

2. TEAM PLAY:

- a. For this game, 5 to 12 players are required for each team, depending on how many want to play. Keep the teams even numbered for competition sake. It is desirable to have 9 players.
- b. Each team nominates a Captain and chooses a team name.
- c. Have a baseball play off chart showing the progression of the winners and the team names.

3. PLAYER’S DISTANCE:

- a. From Home Plate to the rear of the game board, a distance of 21 feet is required. **See diagram #2, page #6.**
- b. If you have children on the team, the distance can be changed for them when they throw. They should be able to hit the board.

4. POSITIONING OF THE PLAYERS AND THE STAND:

- a. The game board must be placed in such a way as to allow a chair to be placed behind it (**2nd base**), a chair to its right (**1st base**) and a chair to its left (**3rd base**). Make sure there is reasonable separation between the chairs marking the bases and the chairs the teams will sit. **See diagram #3, page 7.**
- b. A line on the ground must clearly indicate where the thrower will stand. If the heel of the thrower goes ahead of the line, he is **OUT**; he may touch the line with his foot but without going ahead of it. The best way to mark the line is by a small rope held down with 2 large nails.
- c. The players chairs must be placed in such a way as not to obstruct the thrower's view.
- d. It is important that each player retains the same chair, in the same team, for the whole game.

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5. HOW TO SCORE:

- a.** Each player is allowed to throw sand bags until he has a base hit, makes three (3) strikes or makes an out.
- b.** When the player has thrown a sand bag into one of the holes, he then is to do what is written under the hole.
- c.** Let's say that the sand bag enters the 1st base hole, the player drops the remaining two (2) sand bags he is holding and goes and sits on the 1st base ase chair at the right of the game board and waits for the next player to throw. He cannot leave his base ase until the next player successfully throws a sand bag or the team scores three (3) OUTS.
- d.** If the next player throws a sand bag into the 2nd base hole, the player at 1st base goes and touches 2nd base chair and continues to the 3rd base chair. At the same time, the player who has just thrown his sand bag goes and touches 1st base chair and goes on to sit in the 2nd base chair.
- e.** If the following player throws a sand bag into the 1st base hole, he goes and sits in the 1st base chair. The player at 3rd base cannot go home and score. He has to be forced to go back to Home.
- f.** When the three (3) bases are loaded and if the next player throws into the 1st base hole, all players advance one chair, but only the player at 3rd gets to score. If that player had thrown in the 2nd base hole, two players would score and if he had thrown into the 3rd base hole, three (3) players would have scored.
- g.** A home run makes all players on the bases score including the player who threw the sand bag.
- h.** Each bag thrown and not entering a hole is considered a **STRIKE**. If the 1st or 2nd bag enters the **FOUL** hole, it is also considered a strike.
- i.** A player is OUT when he has three (3) strikes or if he throws a bag into the hole marked **OUT**.
- j.** If the 3rd bag enters the FOUL hole, the player is allowed to throw another sand bag until a base hit, a strike or an OUT is made.
- k.** The score keeper will keep tract of the OUTS and strikes and call them out to the players, as they are made.

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- l.** The inning ends when each team scores three **(3) OUTS**. When a team has three **(3) OUTs**, the player following the one who had the last OUT will start the next inning.
- m.** A flip of the coin will determine which team Captain will start throwing. The winner has the choice to start first or let the other team start.
- n.** If a sand bag is only half entered into a hole, **it does not count**. If a following sand bag thrown by the saw player pushes it in and enters the same hole or another hole, only the first bag counts.
- o.** You may throw the sand bag underhand or overhand, which ever gives the best control. Unless by throwing the sand bag overhanded with such force it damages the sand bag, the player then will be required to throw underhanded
- p.** A game is complete after nine (9) innings. Short innings my be scheduled.
- q.** For the sake of expediency, six (6) runs in any one inning by a team is the maximum. When a team has scored six (6) runs in an inning, it is considered as if they have three (3) outs.
- r.** It is preferable to have a referee who is not a player. His role is to watch the board to see which hole is entered and that the player stays behind the line. Also, to make sure that all runners touch or sit in all the chairs, as the pass the bases and touch home, or the run can be canceled.
- s.** A score keeper is required to keep score on the two (2) teams and to call out the names as they come up to throw. He will also call out the **STRIKES** and **OUTS** like a real Umpire.

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6. HOW TO FILL IN THE SCORE SHEET (Page 5):

- a.** Each team uses a separate score sheet. Fill in the team's name at the top and the players names on the left column.
- b.** If the teams have more than tne (10) players each, use a second score sheet.
- c.** If a player throws a sand bag in the hole indicating 1st base, circle 1B; the same is true if it should be 2B or 3B or HR.
- d.** When a run is made, fill in the little box above the letters HR on the score sheet for the person making the run. These solid boxes are how you keep track of the runs.
- e.** When a player throws into the Home Run hole, circle the HR and fill in the little box for his run. If he drives in runs from any who were sitting on base chairs, fill in the boxes under their names.
- f.** when a player is OUT, insert an X in the box. An inning is over when you have three boxes with an X.
- g.** Draw a line under the square of the player who makes the 3rd OUT, so the next inning can start with the following player.
- h.** Do not shift to the next inning column each time, keep track of the innings by these lines. The whole team may have to play before having 3 outs or 6 runs and you may run out of columns. Using the line method, you may only need 5 columns during the 9 innings, but they are there if needed.
- i.** The bottom line on the score sheet is for reporting the runs. Each inning column has two triangles. The first triangle is for the runs made by the first 10 players. The second triangle in the running total of the game. Count the filled in boxes in the column to give you the runs made for the first triangle.

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