Official Rules

tudor®
SPORTS CLASSIC

Electric® BASEBALL

Dear Sport Fans:

We are pleased that you have taken us into your home. We know that this game, as well as our other games, will provide many hours — even years of fun and entertainment for you and your friends.

We have done many things to make this come true. We retain a panel of sports experts and one of the leading industrial design firms in the country to help us design games that will recreate the excitement and action of the actual sport event. Our products are sturdily constructed and are inspected before they leave our Plant. We maintain a complete stock of spare parts so that if any of the elements of the game are lost or damaged, they can be readily replaced. For your convenience, a parts list and order form is included in each rule book.

If you have any suggestions for improving any of our games, please let us hear from you. In the meantime, here's hoping you have many hours of enjoyment playing this one.

TUDOR METAL PRODUCTS CORPORATION

INTRODUCTION

The Tudor Sports Classic Electric Baseball Game was so designed that the basic rules of professional baseball may be used to play the game. As in all ball parks this game also has certain specific ground rules that must be observed. This book points out these rules and the use of the various pieces and parts of the Sports Classic Baseball Game in its duplication of actual baseball action.

It will be noted that certain variations are possible so that the players may change, or add to the rules as they desire, in order to create increased interest.

The ideal way to play is with two competing players plus a third person acting as Umpire. However, it is possible for an even number of players up to 18 to play. This would permit 2 teams of players with each player batting in order and pitching and fielding one or more innings.

EQUIPMENT

1 — Pitcher	$ .10
1 — 1st Baseman (#11)	.10
1 — 2nd Baseman (#3)	.10
1 — Shortstop (#2)	.10
1 — 3rd Baseman (#10)	.10
1 — Left Fielder (#8)	.10
1 — Center Fielder (#7)	.10
1 — Right Fielder (#9)	.10
1 — Batter (#1)	.10
1 — Backstop	.25
4 — Infield Discs	.10 ea.
3 — Outfield Discs	.10 ea.
1 — Pitcher-Fielder (#650)	.75
1 — Bat and Drive Shaft	.25
2 — Baseballs	.25 ea.
4 — Base Runners (#650)	.15 ea.
4 — Tan Bases (#650)	.15 ea.
2 — Batting Knobs	.10 ea.
1 — Sheet of Isopads	.15
1 — Score Pad	.10
1 — Set of 1st Baseline Grandstands	1.50
1 — Set of 3rd Baseline Grandstands	1.75
1 — Hinge Pin	.10
1 — Rule Book (#650)	.10
1 — Electric Game Board (#650)	8.00

PREPARING TO PLAY THE GAME

Grandstands

Place the curled portions of the Grandstand mounting clips into the slot in the inside of the game frame, aligning clips with indentations provided on the outside of the frame (diagram 1). Pull the grandstands back until the back portions of the clips snap into the indentations. Insert the hinge pin at the home plate corner and snap the outfield grandstand clips into their respective slots. (diagram 2). Place all scoring discs at zero.
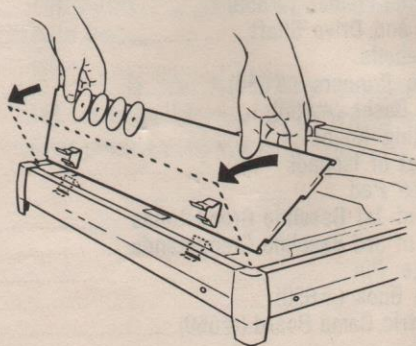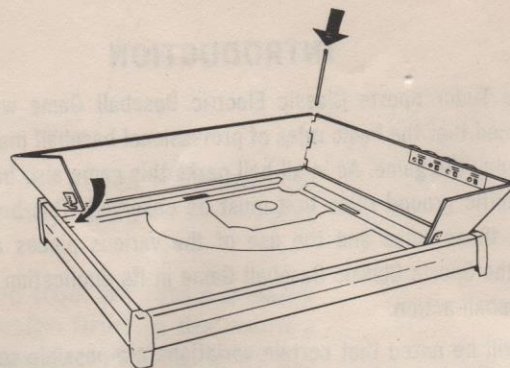

DIAGRAM 1 **ATTACHING THE GRANDSTAND**

DIAGRAM 2 **ATTACHING THE GRANDSTAND**

"Isopads"

This game contains a strip of felt "Isopads" to suppress noise and eliminate wear. Three pads should be applied to the gameboard under the backstop as shown in diagram 3. Three pads should also be applied to the underside of each of the seven fielder discs. (See digaram 6).

Backstop

Mount the backstop to the gameboard by placing the front pin of the backstop in the square hole directly behind home plate as shown in diagram 3. Pull the piece back until the two back pins push into place.

ISOPADS ON GAMEBOARD
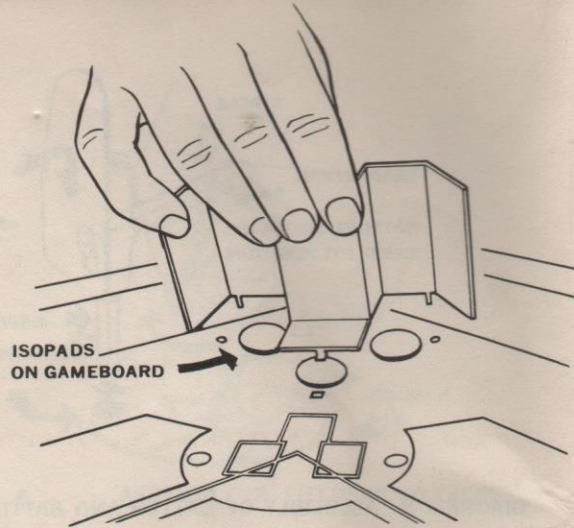
DIAGRAM 3   **ATTACHING THE BACKSTOP**

Pitcher

Insert the pitcher into the mounting holes at the "pitcher's mound".

Batting Knobs

Push the batting control knobs onto the drive rods behind home plate on the left and right side rails of the gameboard. (diagram 4).
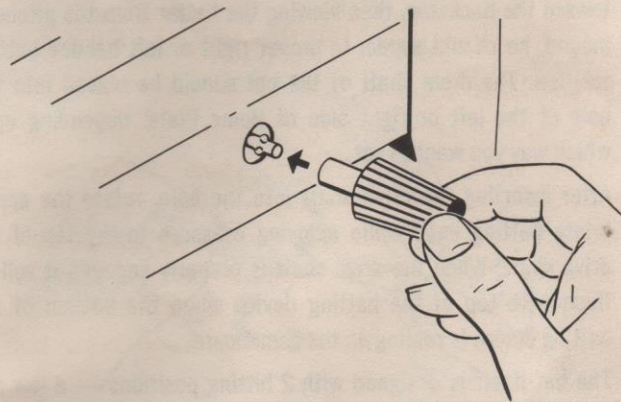
DIAGRAM 4   **INSERTING THE BATTING KNOB**

Bat and Batter

To assemble the batter to the batting device, place the lower portion of the mounting hole on the batter over the stud on the batting device and push the batter down until the slot at the top of the mounting hole engages the stud. (See diagram 5). To remove, pull straight up then out.

Note that the batter has a righty and lefty hitting stance. He should always be in proper batting position. When you switch from a left or right handed batter you must also change the batter's position on the bat. To check this — point the bat

toward the backstop, then viewing the batter from the pitcher's mound, he should appear in proper right or left handed batting position. The drive shaft of the bat should be placed into the hole at the left or right side of Home Plate, depending upon which way you want to bat.

After inserting the drive shaft into the hole, rotate the appropriate batting knob while applying pressure to the top of the drive shaft. When the drive shaft is properly engaged it will be flush with top of the batting device when the bottom of the batting device is resting on the gameboard.

The bat itself is designed with 2 hitting positions — a low and a "pro" position. When first playing the game it is suggested that the bat be kept in the low position. This is done by inserting the shaft so that the round circle on the bat is on the top and the trademark underneath. (See diagram 5). When you master hitting the ball in this position you may then change to the more difficult "pro" position (Trademark on top of bat). In the "pro" position, the bat is actually higher than the ball. However, the faceted ball bounces as it is pitched and hitting it depends on the height of the bounce and the batter's timing.

Outfielders

The outfielders are players, #7, 8, and 9, and have a green
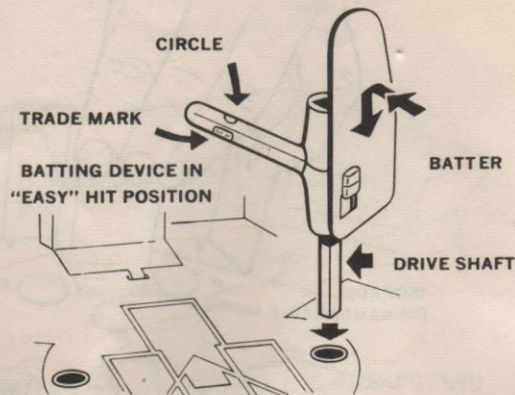
DIAGRAM 5   ASSEMBLY OF BATTER AND BATTING DEVICE

grass background. They should be mounted on the three large outfield discs as shown in Diagram 6.

Infielders

The infielders are numbered 11, 2, 10 and 3 and have a dirt background. They should be mounted on the four smaller infield discs.
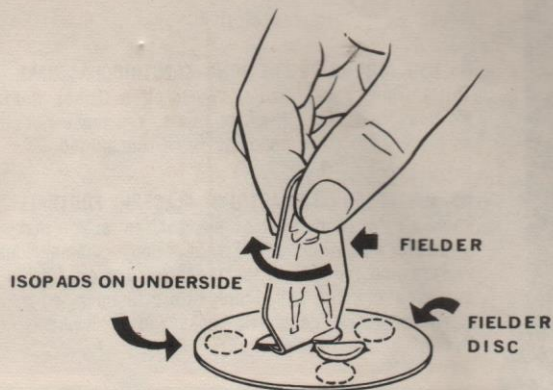
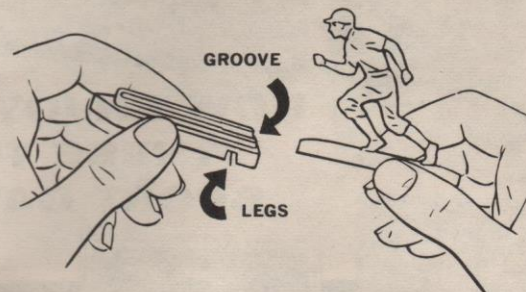**DIAGRAM 6   ASSEMBLY OF FIELDERS TO DISCS**

ISOPADS ON UNDERSIDE

FIELDER

FIELDER DISC

DIAGRAM 7   ASSEMBLY OF RUNNER TO BASE

GROOVE

LEGS

Base Runners

Assemble your runners to their respective bases as shown in Diagram 7. On the underside of each base you will note backward slanted "legs" which impart forward motion to the runner. These legs have been set at the factory, but you may decrease or increase the speed of your runner by pushing the legs forward or to the rear. These legs can also be adjusted to make the figure run straight. This is important so that when the figure is running home where there are no guide rails, he crosses the plate.

Speed Adjustment

Your runners' speed depends upon their location and the amount of vibration of the gameboard. This amount has been set at the factory, but may be further regulated for faster or slower running, by slowly turning the adjusting screw in the left field corner of the gameboard. Do not set at excessive vibration as players may fall over while running the bases.
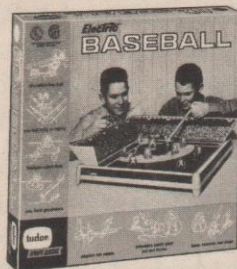
NOW ENJOY ALL THESE TUDOR SPORT GAMES
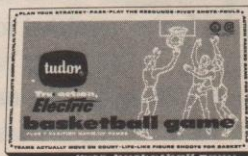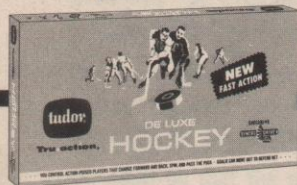
(These games pictured at right)

No. 550—TUDOR TRU-ACTION® ELECTRIC BASEBALL
This thrilling game enables you to pitch strikes and balls, hit line drives, long flies, or bunts. You make put-outs as players from the opposing team run around the bases. $7.00

No. 500—TUDOR TRU-ACTION® ELECTRIC FOOTBALL
Enjoy all the excitement of the gridiron as you make strategic formations of "Sculpt-action" 3-dimensional players who run, block, tackle, throw passes, fumble and even kick the ball. Included are linemen, ends, offensive backs, defensive backs and a "Kicker-Passer" on each team. $7.00

No. 530—TUDOR TRU-ACTION® SPORTS CAR RACE
Great fun for youngsters and grown-ups alike! The colorful cross-country rally course is full of tricky roads, hairpin turns and hazardous cut-offs which make it impossible to pick the winner of any race in advance. $7.00
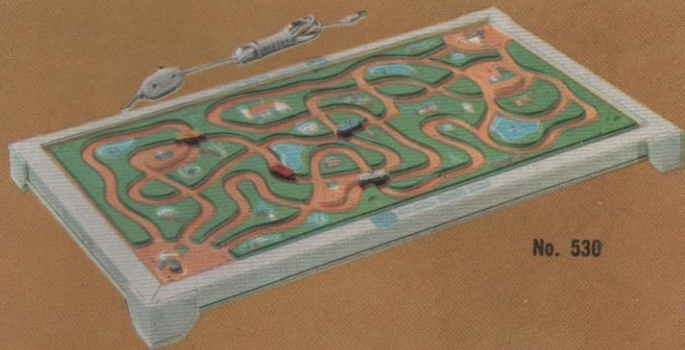
No. 575—TUDOR TRU-ACTION® BASKETBALL
Here's action galore! You control the teams as they move up and down court to pass, "dribble" and steal the ball. You manipulate the life-like figure shooting for baskets. Really 8 games in one—electric basketball plus 7 warm-up games. $7.00

No. 550

No. 530

tudor®

No. 500

No. 575

No. 526

No. 525

tudor®

No. 527

No. 526—TUDOR TRU-ACTION® ELECTRIC HARNESS RACE
Everybody loves the "trotters" and with this game you
share the exciting thrills of the track itself—
right down to the finish line! Here, too, the winner is
always unpredictable, **never** a sure thing! $7.00

No. 527—TUDOR TRU-ACTION® ELECTRIC TRACK MEET
Terrific family fun with this gripping game of six
different track events run on two separate tracks.
Nobody can guess who will win any of the hurdle races,
the 100-yard dash, or the 220, 440 and mile runs! $7.00

No. 525—TUDOR TRU-ACTION® HORSE RACE
"They're off!" and four free-running horses jockey
for position, hug the rail, run wide, break through.
Don't try betting on a "sure thing" because it's
impossible to predict the winner. $7.00

tudor Tru·action® deluxe hockey

Pitcher-Fielder

The pitcher-fielder is used to pitch, to field the ball and to throw out base runners.

Pitching: To pitch, place the magnetic ball on the metal clip on top of the handle. Then holding it, as shown in diagram 8 place the end of the chute within the pitcher's mound behind the pitcher. Take aim, elevate handle for fast ball, lower handle for slow ball, then push the ball through the handle loop to make the Pitch.

LOOP

METAL CLIP
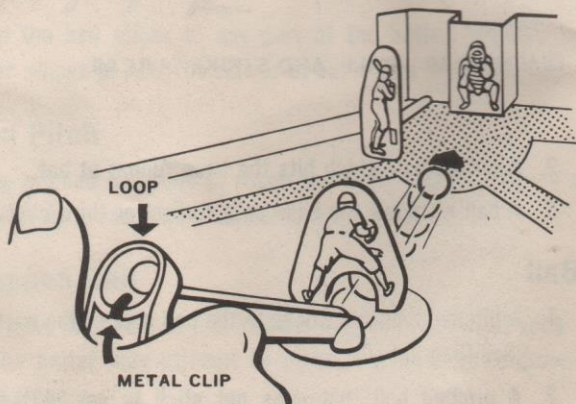
DIAGRAM 8   PITCHING
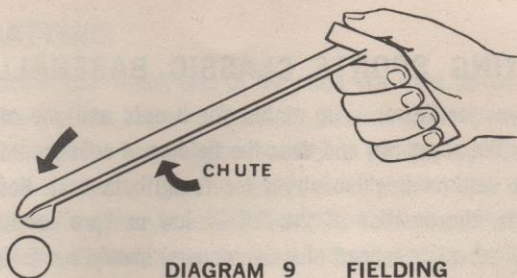
CHUTE

DIAGRAM 9   FIELDING

Fielding: To pick up a ball from the gameboard after a pitch, or when fielding a batted ball, place the end of the chute over the magnetic ball and simply pick it up. (See diagram 9). If the ball is resting on any metal playing piece, you must give a slight twist in order to free the ball without upsetting the playing piece. Remove the ball from the end with your hand.

"Throwing" Out A Base Runner

After fielding and removing the ball from the Pitcher-Fielder, place the end of the chute in any part of the proper throw-out area that will give you a clear path to the baseman (See Fielding Page 17). To "Throw" the ball, aim the Pitcher-Fielder at the baseman and depending on the angle of the chute and how far away you are, drop the ball somewhere along the chute so that it will roll with enough speed to hit and stick to the baseman before the runner reaches the base.

PLAYING SPORTS CLASSIC BASEBALL

Each player (or Team) is up at bat for 3 outs and one other player (or Team) pitches and does the fielding. A coin should be tossed to determine which player (or Team) bats first. Before play starts, the position of the bat — low or "pro" and the amount of vibration (speed of base runners) should be decided on and set for the entire game.

We suggest, when first playing the game that the bat be placed in the low position and the vibration set so that the base runners run at a moderate speed.

PITCHING

The end of the pitcher-fielder must always be within the pitcher's mound behind the pitcher when pitching.

Strike

1. A pitched ball which sticks to the strike area on the backstop. (See Diagram 10).

2. A pitched ball swung at and missed by the batter.

Foul Strike

1. A pitched ball which is hit into any Foul Area.
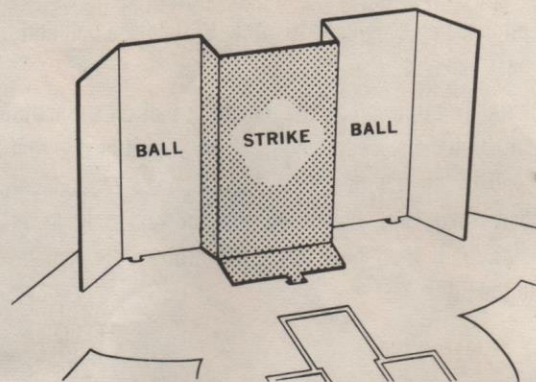

DIAGRAM 10   BALL AND STRIKE AREAS

2. A batted ball which hits the base runner at bat.

3. A ball hit down the base path to first or third base.

Ball

1. A pitched ball that sticks to the ball area of the backstop. (See Diagram 10).

2. A pitched ball that does not stick to any part of the backstop no matter where it hits.

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Balk

1. A ball that is pitched while the end of the Pitcher-Fielder is not completely within the pitcher's mound.

2. A ball that drops off the Pitcher-Fielder after it has been placed within the pitcher's mound.

3. A pitched ball which sticks to the pitcher when the delivery is being made.

All runners on base safely advance one base when a balk is called.

Hit Batter

When the ball sticks to any part of the batter, whether the player swings or not. The runner at bat moves to First Base.

Wild Pitch

If the pitched ball fails to touch the backstop. All runners on base safely advance one base on a wild pitch.

Dropped Ball

When the pitched ball hits the backstop but does not stick to it. The batter may attempt to make first base on a dropped third strike.

BATTING

Decide from which side of the plate you want to bat and make sure that the batter is in proper position on the bat. Also make sure that the bat swings smoothly by turning appropriate knob. Place a running figure on the 1st base path so that the front of the runners base is behind the white line across the base path. Operate the batting knob with one hand and the switch with the other.

Note: — Whether bunting or "hitting away" the bat may not be brought across the plate until the ball is released by the pitcher.

Flyout or Pop-up

Any batted ball, whether hit on the ground or in the air, which sticks to any portion of the pitcher, infielders, outfielders or their bases, **before** hitting any fair portion of the outfield fence, is ruled to have been caught on the fly and is an automatic "out".

Safe Hits

Single-Error: A batted ball that hits a fielder and bounces foul, is an error and all players advance one base.

Double

1. A batted ball that sticks to the green part of the outfield fence, is a ground rule double.
2. A batted ball that hits the outfield fence and bounces foul, is a ground rule double.

All base runners may only advance two bases.

Triple: A batted ball that sticks to the white area on the outfield fence is a Safe Triple.

Home Run: A batted ball that goes over the outfield fence, is a "Home Run".

Possible Hits

1. A batted ball that does not stick to any of the fielders or the outfield fence.
2. A batted ball that hits an outfield fence and then sticks to a fielder, or bounces fair.
3. A batted ball that hits a fielder and bounces fair, or onto another fielder.

Possible Sacrifice

On an "out" to the outfielders when there are less than two out, the base runners may try to advance after the "catch".

Bunt

A bunt must be called by the batter before he swings at the ball. A bunted ball which sticks to the pitcher is **not** an automatic out and must be played as a possible hit. A ball bunted foul with 2 strikes on the batter is an automatic "out".

On all possible hits the base runner or runners, have to "beat the throw" in order to be safe.

If the ball is fielded in the infield, the batter and any men on base may only try for one base.

If the ball is fielded in the outfield, the batter and any men on base may try for extra bases.

BASE RUNNING

All advancing of the runners is done by turning on the switch. In order to be safe a runner must touch the base before the "thrown" ball sticks to the man covering the base. Since all the runners will run when the switch is turned on, the batter must call "Hold" on any runners on base, that are not forced, that

he does not want to advance before he turns on the switch. If "Hold" is called, the runners are returned to their bases after play is completed. During play involving an extra base hit or uneven running of the runners, the batter may call for any players to "hold" on any given base as long as they are touching that base. If the runner runs past the base, before a "hold" is called, he must try for the next base. A runner is considered to be on base as long as any part of his tan base is touching the actual base itself. The switch should not be turned off until all runners have reached a base. Any runner that is hit by a batted ball while not touching base is "out".

Stealing: Runners on base may only try to steal if the catcher drops the ball (See Dropped Ball Page 15).

FIELDING

The position of the ball when fielded determines the area from which the put out throw may be attempted.

All possible hit balls and bunts must be fielded by using the end of the pitcher fielder to pick up the ball.

The fielder is allowed one attempt per base per runner.

All plays to home plate should be attempted from the pitcher's mound and the ball must stick to the strike area before the runner reaches home plate to register an out.

With the exception of plays to home plate, any ball fielded on the right side of the infield green should be thrown from anywhere along the outer edge of the right side of the infield dirt line. (See diagram 11).

Any ball fielded on the left side of the infield green should be thrown from anywhere along the outer edge of the left side of the infield dirt line. (See diagram 11).

Any ball fielded in right field should be thrown from anywhere along the right field area of the outfield dirt track. (See diagram 11).

Any ball fielded in left field should be thrown from anywhere along the left field area of the outfield dirt track. (See diagram 11).

The infielder discs should not be touching the bases since this would interfere with the runners. Infielders must all be positioned within the infield dirt area. Both the second baseman and shortstop may receive throws to second base.
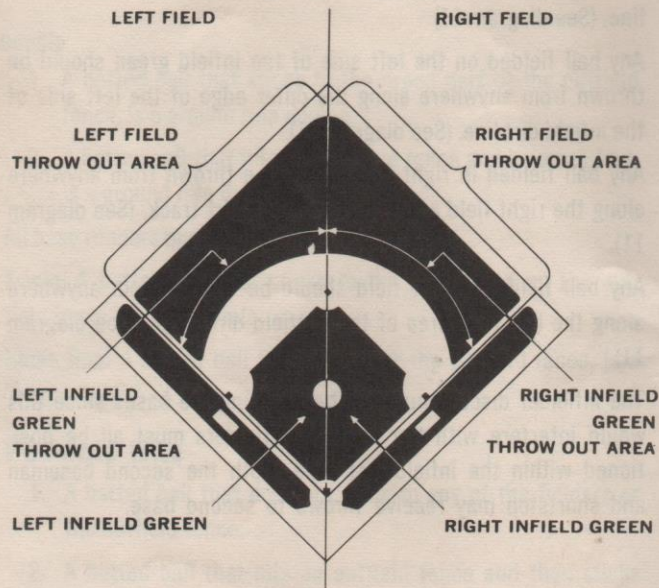
LEFT FIELD

RIGHT FIELD

LEFT FIELD
THROW OUT AREA

RIGHT FIELD
THROW OUT AREA

LEFT INFIELD
GREEN
THROW OUT AREA

RIGHT INFIELD
GREEN
THROW OUT AREA

LEFT INFIELD GREEN

RIGHT INFIELD GREEN

DIAGRAM 11   FIELDING

Double Play

1. On the second throw of a "ground ball" double play, the ball should be thrown from anywhere along the outfield dirt track.

2. If a base runner leaves the base before the catch is made on an automatic Fly-Out, the double play throw is attempted as in the Pick-Off play below.

Triple Play: On the third throw, of a triple play, the ball may be thrown from anywhere along the outfield dirt track, but the ball must stick to the vertical part of the player covering the given base.

Wild Throw: If the fielded ball is over-thrown so that it sticks to any part of the grandstands, it is a "wild throw", and all runners may safely advance an extra base.

Stealing: Attempted put out throws in a steal play to 2nd or 3rd base should be made from anywhere along the outfield dirt track. (See above for plays to home plate).

Pick Off: If a base runner is not returned to his base after a given play has stopped, the fielder is permitted to attempt a throw out (from anywhere along the outfield dirt track) of the runner before play resumes.

Dropped Third Strike: An attempted put out throw after a dropped third strike may be made from anywhere along the outer edge of the infield dirt.

RULES FOR ADVANCED PLAY

As you become more expert at playing the game, there are a number of alternate rules you can follow to make play more difficult:

1. Put the bat in the "Pro" position.

2. Speed up base running.

3. Place all fielded balls in "pitching position" before attempting a throw-out.

4. Make all put-out throws from the point at which the ball is fielded.

Any or all of these alternates may be used or you may decide on mutual agreement, on other personal ground rules.

RULES AND DEFINITIONS

USE THIS FORM FOR ORDERING ADDITIONAL PARTS

and mail to:

Tudor Metal Products Corporation, 176 Johnson St, Brooklyn 1, N. Y.

Check Below	WHAT DO YOU WANT? (Please check)	How Many Do You Want?	Each One Will Cost You	Multiply 3rd and 4th Column to Get Total Cost
	Pitcher		.10	
	1st Baseman (# 11)		.10	
	2nd Baseman (# 3)		.10	
	Shortstop (# 2)		.10	
	3rd Baseman (# 10)		.10	
	Left Fielder (# 8)		.10	
	Center Fielder (# 7)		.10	
	Right Fielder (# 9)		.10	
	Batter (# 1)		.10	
	Backstop		.25	
	Infield Discs		.10 ea.	
	Outfield Discs		.10 ea.	
	Pitcher-Fielder (# 650)		.75	
	Bat and Drive Shaft		.25	
	Baseballs		.25 ea.	
	Base Runners (# 650)		.15 ea.	
	Tan Bases (# 650)		.15 ea.	
	Batting Knobs		.10 ea.	
	Sheet of Isopads		.15	
	Score Pad		.10	
	Set of 1st Baseline Grandstands		1.50	
	Set of 3rd Baseline Grandstands		1.75	
	Hinge Pin		.10	
	Rule Book (# 650)		.10	
	Electric Game Board (# 650)		8.00	

← ADD THESE AMOUNTS TO GET TOTAL →

Please Print or Write Your Name and Address Plainly

Make sure you have enclosed check or money order for ———→ TOTAL.

No C.O.D. Orders — No Stamps — Thank You.

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STREET ADDRESS ——————————————

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POST OFFICE (Town) —————————— STATE ——————

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