

Craig Martin Barnes



The Blessings of  
Miniature Baseball

Foreword by Scott Willcutt



# Small Ball

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Miniature Baseball*

Craig Martin Barnes

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# *Acknowledgements*

To our heavenly Father for the inspiration, thus making it fun; to my wife and my parents (not necessarily in that order) for putting up with this all these years, thus making it possible; and to our next door neighbor for making all this necessary.

And finally, one last tribute before I get off the soapbox. I had asked Minnie Miñoso to write a foreword to my book. But alas! To my heartbreak, I am not sure he received it in time to actually read it, for he passed away about the time it was due to arrive.

For me, Saturnino Orestes Armas (Arrieta) (“Minnie”) Miñoso was an example to youngsters growing up of how to “play the game,” both on and off the field—in sports and in the “game of life.” He encouraged youth to put God, family, and homework all ahead of baseball; and then, when on the field, to not slack off, but to put forth every effort constantly, because those who pay good money to watch you play deserve to get what they paid for. And when you think about it, you don’t have to be a baseball player for that to count.

So, in memoriam, I present my request to him in my exact words:

Mr. Miñoso,

All my life you have been my all-time favorite player. I was angry when they traded you to Cleveland. I was deliriously happy when you were traded back. I was upset again when they traded you to St. Louis and figured that, had you been in Chicago, you would not have been injured (VBWG). And the only time in my whole life I have ever cheered against

my favorite team was when I saw you hit a homerun when you were playing for Washington. As I remember, I was one of many who cheered for you that day. I also remember thinking when you stepped into the box, “Wouldn’t it be cool if you hit a homerun right now?” And sure enough!

I still remember the play vividly—the ball arching into the left-field stands, and watching you trot past me between third base and home plate. What a thrill for a fourteen year old!

All my life I heard my mother tell me what her father would say about you, “Minneapolis Minnesota (referring to you), the pitchers better watch out for him. He [sic] bad medicine.” I don’t know whether you remember this, but I remember one time (and my mother talks about this a lot, too) when both teams left the dugouts to participate in an “attitude adjustment social occasion.” You sat down on second base rather than participate in the fisticuffs. I don’t know how your teammates felt about that, but your stock with me soared! One time, when I was visiting Cooperstown, I was touched with thoughts about you. Where is Minnie’s plaque? Why is there not a plaque for him? And I began thinking, if they are considering only your major league career, you will be cut short because you had a late start in the majors. So, I hope you don’t mind, but I put in the suggestion box that they need to consider your pre-majors career, also (not to mention your post-majors career). Your whole career. And you know what? The next thing I knew (it seems like it was within a year) they put you on the Negro Leagues ballot. But, alas! Still no induction. I have no doubt it will happen, but I want to see it happen while you are still around to enjoy it.

As such, I would be honored if you would be willing to write the foreword to my book.

\*\*\*\*\*

So, my friend, even though we never formally met, thank you so very much! Sadly, we will miss your foreword. However, your life is a personification of what I want to do with this book, and your legacy lives on in the people you have encouraged, and, in turn, in the people they influence ...

Sincerely,

Craig Martin Barnes

A “satisfied customer”

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# *Foreword*

Having enjoyed firsthand the small ball game, I can say with conviction how much fun it is! I have been involved as a player or coach all of my life in the game of baseball. I have experienced the game at every level from little league all the way to the Major Leagues. Small ball gives players of all abilities the opportunity to participate and succeed in the game of baseball. The unique design offered by Pastor Barnes of the field, as well as the rules, levels the playing field in so many ways.

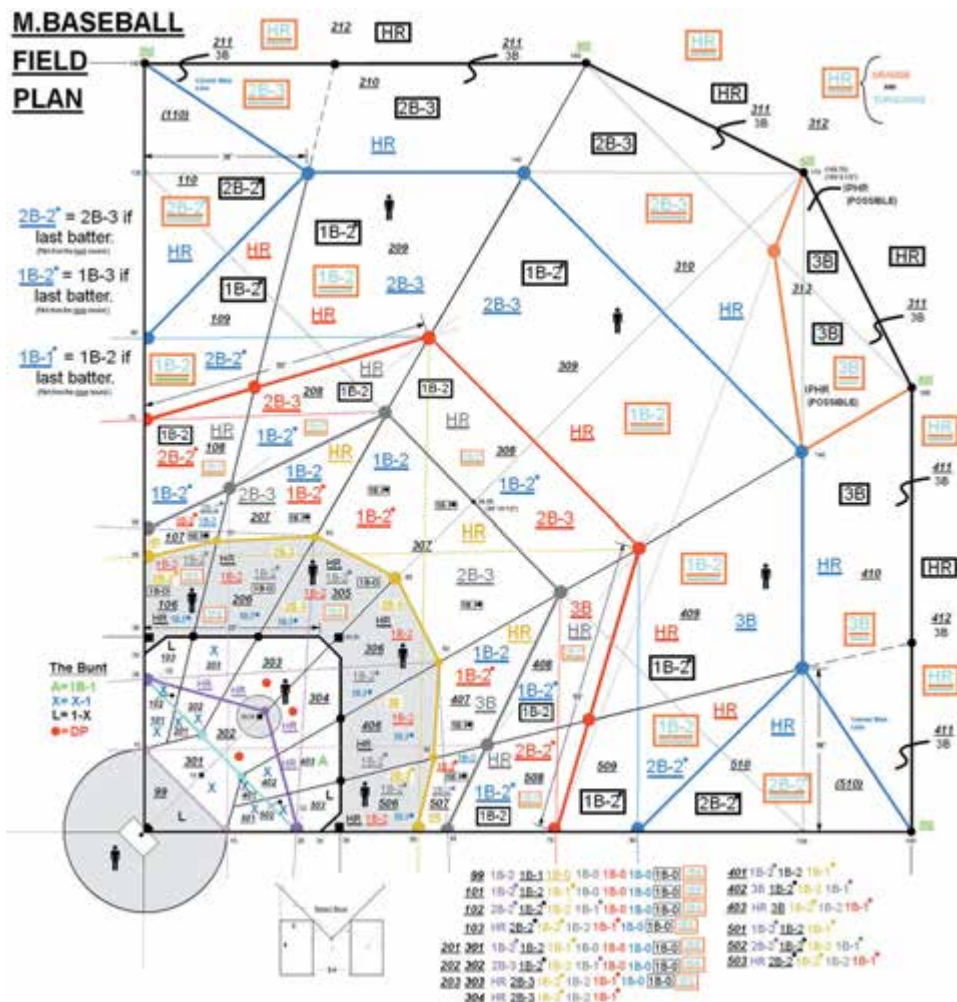
The beauty and integrity of the game is masterfully preserved in small ball, while allowing a smaller amount of players with varied ability to compete against each other. The joy I have experienced on the field for many years is evident with the participants of this game, the agony is there as well. I strongly encourage you to give this game a try, get outdoors and enjoy God's masterpiece. Just watch out for ambidextrous pastors with wicked knuckle balls if you are ever in Middle Tennessee.

Scott Willcutt  
Pegram, TN

# Preface

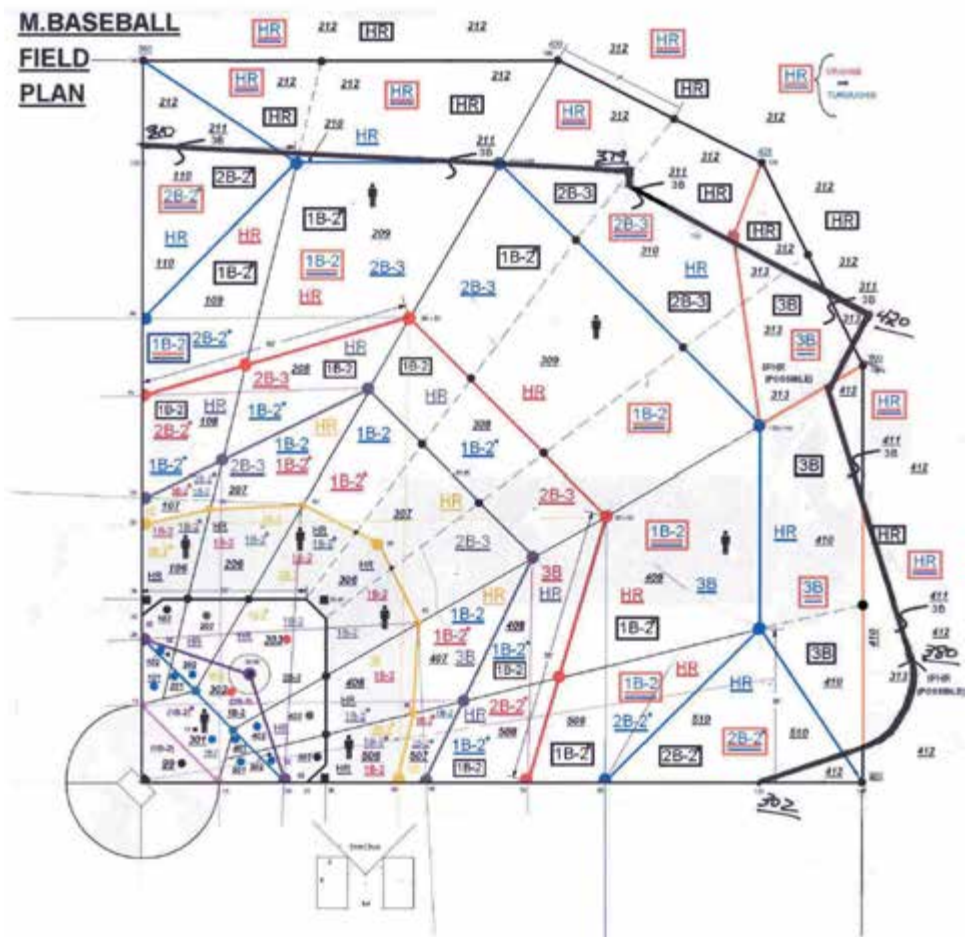
## The Default Lines

This illustration is in the public domain. You may copy it, give it to your friends, and use it for playing games, etc. Available at: [http://glorylight.org/MiBaseball\\_Field\\_Plan.jpg](http://glorylight.org/MiBaseball_Field_Plan.jpg) or <http://1ref.us/field> Have fun!



# A Modified Black Line Superimposed

(Illustration: Not to be used in a game.)



# *Introduction*

Why would a pastor write a book about baseball? Well, first, maybe because it is something one can do outside in the fresh air, thus improving one's health? Maybe because it is educational, thus improving one's life? Maybe because, as serious as life can get, he likes to see people have some fun? Maybe because he just likes the game? For me, it is all of these things, but there is even more.

I am taking a break from my more serious writing to bring to you a concern I have had for many years. The benefits of playing baseball carry over to life in general and can have an everlasting impact on the developing personality of young people and their families. How can I find a way for serious fans of baseball to have a new opportunity to play, and even for those who just like to play out of doors to have an opportunity to play something that they have never played before? Not everyone can play 9" hardball or even 12" softball. There are millions of people who, for one reason or another, cannot play these games. Usually, the reasons are human, such as physical strength, balance, agility, ability to run, age, or basic skill level. Other reasons pertain to time and space restraints or even the number of people available to play.

Miniature baseball is a game played on a 40 percent scale size regulation baseball field. The exceptions are the pitcher's distance, which is 30 feet 3 inches (50 percent) and the batter's boxes. Any question about whether you can expect true performance and returns to scale is obliterated with the first pitch.

For example, the 5" balls can occasionally travel in excess of 200 literal feet (or 500 scale feet). The longest ball ever hit had a tailwind and was measured at 296 literal feet (or

740 scale feet). It hit about 40 feet up in a pine tree and dropped straight down, where it stopped. It was measured from there. The modern record is 273 literal feet (683 scale feet) with no noticeable tailwind. The 5" ball will support fastballs, curve balls, sliders, a variety of change-ups, fork balls, cutters, knuckleballs, etc., and are available to pitchers via standard grips and wrist motions. Most overhand fastballs range between 40 and 50 miles per hour (mph) (80 to 100 scale mph, calculated on a pitching distance of 30 feet, 3 inches). However, depending on the pitcher, speeds can range in excess of 70 mph (140 scale mph). The fastest clocked pitch was 81 mph (162 scale mph). The initial reaction from most people upon first encountering this game is that they will never be able to hit such a small ball, but they are soon surprised!

In this book, I propose an alternative that will allow millions of people who long to play an invigorating (but not exhausting) game in the fresh air of God's creation<sup>1</sup> to be able to participate on a competent level in the greatest game ever created—baseball.

Play ball!

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1        Playing in a smoggy city might erode this goal somewhat, but I'm guessing that smoggy outdoor air is still better than stale indoor air. We do the best we can in the circumstances provided us.

## Chapter 1

# *The Walk-Off Foul Ball*

October is the great time of year,<sup>2</sup> for while the weather is cooling, this is the time when exciting things begin heating up. Even the leaves brighten in anticipation of what is about to happen, for this is the season of the post season. Today is the seventh game of the World Series!

The “heat” is on and the trees look as if they are on fire!

This year’s series is tied at three games apiece. The White Fox have a 4 to 1 lead with the Dragonflies batting in the bottom of the tenth inning. The White Fox have their ace closer Lefty Samson facing the Dragonflies’ mighty Witey Casey at the bat. The bases are loaded and Witey is the final batter of the game. Everything that has happened the whole year has come down to this moment. It is now or never.

Lefty guns the ball toward home plate. However, Witey is undaunted, so he takes a mighty swing and launches a bomb down the left field line. Mayhem breaks loose as everyone is shouting, waving, and blowing at the ball, trying to force it either fair or foul depending on whether you favor the White Fox or the Dragonflies. I must say, that poor ball is taking quite a beating. However, the ball is foul by inches—but not foul enough.<sup>3</sup>

“What are you doing?”

---

2 Next to spring, of course, which is the start of baseball season.

3 “Right size, wrong shape,” Ken “Hawk” Harrelson.

An eerie hush descends upon the ball field. No one is breathing. No one dares to move as the weather takes a sudden turn toward frigid. As a result, everyone is frozen in place, and in your mind's ear you can hear the crack of icicles falling to their deaths. The neighbor is shouting now. "How many times have I told you not to hit baseballs into my petunias?"

Oh boy! Not again!

"Well! This ball is mine!" And she struts back into the house—with our only ball! Everyone goes home. Of all things! A walk-off foul ball!

\*\*\*\*\*

Has this ever happened to you? If you ever were a youngster growing up in a big baseball suburb as I did, probably so. Maybe not exactly as this hokey fictitious illustration reveals, but it did happen that we outgrew our backyard—and we did lose balls to our next door neighbor. Finally, we concluded that we were not going to get any younger, nor were we likely to lose strength as we aged.<sup>4</sup>

There was a park across the street, but even that was not big enough for a regulation baseball field. I still remember the day we were playing in that park and I hit a baseball into a passing dump truck! Yes, this really did happen. Who knows how many miles that ball went before it finally hit the ground! Needless to say, it was unanimously declared a homerun. And it was the walk-off variety at that, for it was indeed our only ball. However, it was kind of scary. What if that ball had hit the windshield instead of the cargo bin? You know, I think I prefer petunias.

Alas, another baseball field down the drain. What to do?

But that was not all. There was another issue. Except for Little League, which only played once a week, we never ever had 18 total players to make up a real, self-respecting, organized baseball game. We played on "half-field" slivers—yuk! So much for going with the pitch. Again, what to do?

I believe God gave us the answer.

We invented miniature baseball. No more broken windows. No more crushed petunias. No more risk of injury or angry neighbors. You could now hit a baseball directly at a nearby house without worry. And even if a batted ball did hit the house (or even the windows!) with full force, there was no damage. Yay! Hurrah! Our backyard was now big enough!

A new era had begun.

Miniature baseball received its beginnings from the broken window, fortunately, the only one we ever broke. There is nothing like coming into the kitchen to prepare the evening meal only to find a baseball entrenched in your kitchen sink buried under a layer of broken glass! That will enhance your appetite! Instead of getting angry with us, my

---

4 Bear with me on this. Now that I am a senior citizen, I have a different perspective. (By the way, even at my age I can still average a homerun about once every ten at bats, depending on the pitching.)

parents were philosophical about it. I think they thought it was funny, even though they never overtly expressed that sentiment. I was under the impression that they had been wondering how long it was going to take for us to outgrow our backyard.<sup>5</sup> That's when we began to seriously seek a solution to our dilemma—miniature baseball was now in its embryonic form.

\*\*\*\*\*

Baseball is a spiritual game. You do not reach your highest level of performance through selfishness. You need communication with your heavenly Father to reach His best performance in you. Yes, even though those blood and guts, bumps and bruises, crash, clash, boom, bang games are macho and even exciting at times, they cannot hold a candle to the spirituality of baseball. After all, how many brains does it take to bash the person next to you as hard as you possibly can?<sup>6</sup> However, the first three rules of baseball are 1) concentrate, 2) concentrate, and 3) concentrate. Know where the fielders are and their individual abilities for both teams, and in any situation. Know what the opposing (and your own) pitchers and batters can do. A bunt can be more effective than a homerun in certain situations. You need to know your own skills, how to stay within your ability, and how to compensate and be willing to adjust. You need to know what to do with the ball when you get it. Keep a short swing. Don't overthrow. Move the runners over. You need "soft hands."

Remember, a pitch thrown without conviction goes a long way!<sup>7</sup>

Be willing to sacrifice your own glory for the benefit of your team—for each of the players. The best teams know each other, what their strengths and weaknesses are, and how to make adjustments for each other—during the game, and also off the field—without being condemnatory. This is what baseball is all about. Everyone should learn how to play baseball (or one of its derivatives) at some time in their lives. In my opinion, raw skills mean a lot, but when it is all said and done, and the leaves fall off the trees in boredom, the team that carries home the trophy with all those flags is the team that concentrated and self-sacrificed the most.<sup>8</sup>

I call all this "the will to succeed."

Miniature baseball carries many, if not most, of the spiritual benefits of softball and regular hardball without needing a large space, without needing more than two total players to play a game,<sup>9</sup> and without risk of injury. Even throwing at hitters means nothing!

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5 I am still thankful it wasn't me that hit the ball that broke the window, even though I never feared my parents wrath over that. I had good, understanding parents, and I knew it.

6 I'm not naming any sports here.

7 In contrast, a prayer said without conviction doesn't rise above the ceiling.

8 Not to be confused with the sacrifice bunt.

9 Although eight total players is ideal.



Don't be deceived. Softballs are not soft! They are just bigger. I can tell you horror stories of injuries acquired during "soft"ball games.<sup>10</sup>

\*\*\*\*\*

When I was a child, I was sent to the tennis courts almost every day. You only need two total players to play that game, you know, but four is even better because that involves at least a little teamwork. But tennis made me feel guilty. After all, how much fun is it when every time you ace a serve, it is a "called strike three"? Or when you hit the ball over the fence on the fly—Yay! A homerun! A majestic thing of beauty!—but you get penalized for it anyway? And when you hold serve, you "got out of the inning" without giving up a run, and when you break serve (Wow!), you just put a crooked number up on the scoreboard! "Hey, hey!" "Holy cow!" "You can put it on the booooooard—yes!"<sup>11</sup> That is what tennis was for me.

We actually invented another game called "tennis golf" where, among other things, one of the "holes" required us to hit tennis balls across a crowded swimming pool. (Again, a majestic thing of beauty. Two fences to hit the ball over!) Talk about more dangerous than a sand trap! You had to be really careful! One mistake here and YOU might become the object of *the* "grand slam"! (This was when we were supposed to be playing tennis.) The funny thing is, we never got in trouble for doing that.<sup>12</sup> But that is the subject for another book.<sup>13</sup>

Seriously, every time I finish playing an exciting game of miniature baseball (and it seems like they are almost always decided by one run or less<sup>14</sup>), as I leave, I pause to look over the field and thank God for giving me this game. After all, there are no losers.

I pray the same can happen for you.

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10 Sixteen-inch softballs are the biggest balls I have ever played with, and they do become soft with use; but when new, they can be very hard also. It's like a rock coming at you—and we played without gloves!

11 For those of you who may not know, these are quotes from Jack Brickhouse, Harry Caray, and Ken "Hawk" Harrelson, respectively.

12 I guess that is because we were always successfully "really careful."

13 Please don't get me wrong. Tennis is a great sport; it just wasn't my first love.

14 Actually, in the last 16 games played before this writing, games decided by 1 run=10; 2 runs=2; 3 runs=2; 4 runs=2.

## Chapter 2

# *The Basic Field Game*

These rules modify official Major League Baseball rules. If not covered by these rules, except for matters of clothing and equipment, the official Major League Baseball rules are to be applied using the latest version available.

Having said this, I have one general note about the rules of my favorite game. Rules, by definition, are not perfect. The concept may be perfect, but the human application of a perfect concept is going to be flawed this side of eternity. However, there are a number of baseball rules that, in my opinion, if adjusted, would probably increase fairness and reality. I greatly hail the instant replay that Major League Baseball began to incorporate in 2014. What an improvement! Oh how I hated those arguments where the managers felt they had to defend their teams from the “attacks” by the umpires. Yay! Carry on! I support the eventual expansion of the instant replay to balls and strikes.<sup>15</sup> I understand the technology is nearly available even for that, if not already here.<sup>16</sup>

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15 The umpire would still have the final say, but if he could hear a beep, he would be greatly assisted.

16 In miniature baseball (and, as far as I know, only in miniature baseball, can this be practical without electronic assistance), the baskets accomplish much of this enhancement.

As a means of introducing the miniature baseball modifications of official Major League Baseball rules, recommended game adjustments are listed below in order of the level of descending illogicalness, the top being the most illogical of the current rules (and also the easiest to fix):

- **The Infield Fly Rule** – Make the fielder catch the ball. When the umpires call the fly ball rule into play, the batter is safe at first base and no runners are forced out at the next base if the fielder drops it. I recommend extending this to all fly balls, including those in the outfield.<sup>17</sup>
- **The Automatic Double** – Give the batter the benefit of the doubt for hitting the ball over the fence, even if it is on the bounce. Award three bases to the runners and a triple or a double depending on where the ball went out of play—in fair or foul territory respectively.<sup>18</sup>
- **The Hit by Pitch** – If the catcher catches the ball (as in a foul tip—not as in a pop up), the batter was not hit. This should eliminate a lot of confusion.
- **Extra Innings** – Save on your pitchers—restrict extra innings to one tiebreaker inning.<sup>19</sup>
- **Fan Interference** – Let the fan play the game as long as no part of the fan's feet touches the ground in play.<sup>20</sup>

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17 Line drives happen so quickly that there is no time to call the fly ball rule. Therefore, the rule would not apply to line drives.

18 This has indeed been incorporated into the miniature baseball rules. (By the way, one person I've talked to believes that a ball bouncing over the fence should be a homerun.)

19 Besides, some of us older ones have to go to bed at night. If you know this is the deciding inning, who is going to turn the TV off? (See below for a sample of how the tiebreaker is done in miniature baseball.)

20 Treat the ball touching the fan the same as touching an umpire; the ball is in play as if not touched. However, if the fan catches it and pulls it over the fence, or if he throws it, it's gone. Note: Should the fan go after the player instead of the ball, you have a different situation.

- **The Designated Hitter** – Let the pitcher bat in the lineup and let the DH bat for anyone, as a manager option for game situations, and under certain circumstances. (This would enhance specific game situations and would also tend to increase runs per game.)<sup>21</sup>
- **The Mound** – Raise the mound to a prior era level (for the safety of the pitchers). (This would tend to decrease runs per game.)<sup>22</sup>
- **Collisions at the Plate** – I don't necessarily recommend this last rule. However, if we ever want to truly eliminate collisions at the plate, we will probably need to remove the requirement to tag the runner trying to score, once the runner has passed the halfway point between third base and home plate.

My recommended scoring changes are as follows:

- **Team Errors** – “Somebody should have caught it.”
- **Wins** – Give the starter the win if he leaves the game after 5 innings with his team ahead and also his team eventually goes on to win regardless of whether the lead changes after he departs.
- **Saves** – Charge the pitcher who actually closes the game with a “scare” if his team wins after the lead changes while he is pitching—while still applying the other save rules. For example, if he blows the save and his team goes on to win, charge him with a scare, and not the win, if he is the last pitcher for his team. (The win would go to the pitcher who, under concurrent rules, would have received the win had the save been successful to begin with.)
- **Double Play Error** – Allow the error on either end of a potential double play, assuming the out should have been made with a good play. An exception might be on the throw from second base because of contact with the runner.
- **Earned Run Average** – When a pitching change is made with runners on base, divide any earned runs into three parts and charge the various contributing

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21 Don't think for a minute this will not add excitement to the game. Babe Ruth coming to bat with the bases loaded? *You* would have to be loaded to not get caught up in that! This should be good in (and satisfy the proponents of) either league, since the pitcher is still present to bat. (Notes: The DH bats for different players as needed. The player being batted for would not be required to be replaced. Other restrictions also apply, such as how often you can bat for the same player. In simulated games using this rule, the DH really does not bat nearly as often as one would think; and no, he does not bat every inning—maybe three to five times during the game.)

22 I have a major concern for the pitchers. They seem to be more injury prone, and their arms take a terrible beating! Pitching is so important for the success of a team. It is a huge investment, only to have a pitcher end up on the disabled list. By the way, in miniature baseball this is not an issue. Pitchers can pitch the whole game every day. What generally prevents that from happening is either time restraints or other players who also like to pitch. (What a surprise!)

pitchers with the bases actually given up to contribute to the earned run. This would have a tendency to optimize the earned run average between starters and relievers.

- If there are 2 outs when the pitching change is made:
  - Runner on 3rd base:  $2/3$  for the old pitcher, and  $1/3$  for the new pitcher.
  - Runner on 2nd base:  $1/3$  for the old pitcher, and  $2/3$  for the new pitcher.
  - Runner on 1st base: none for the old pitcher, and  $3/3$  for the new pitcher.
- If there are less than 2 outs when the pitching change is made:
  - Runner on 3rd base:  $3/3$  for the old pitcher, and none for the new pitcher.
  - Runner on 2nd base:  $2/3$  for the old pitcher, and  $1/3$  for the new pitcher.
  - Runner on 1st base:  $1/3$  for the old pitcher, and  $2/3$  for the new pitcher.

I have tried to incorporate as many of these changes as practical into the miniature baseball rules. The specific applications of some of these can be seen in this book. The rest of this chapter is dedicated to additional rule changes.

## The Field

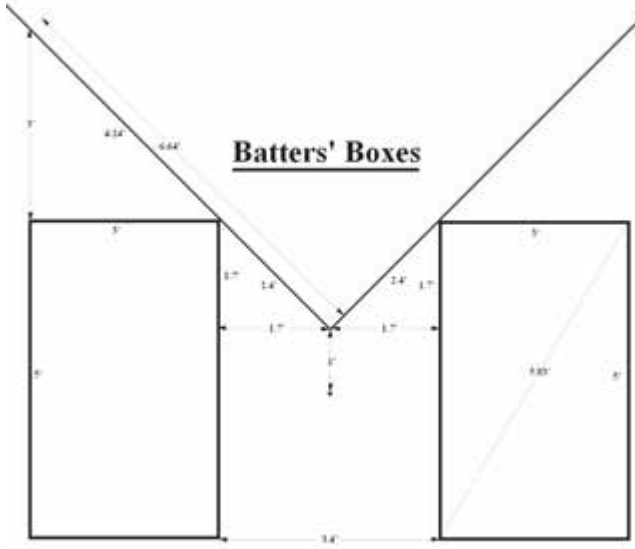
- As mentioned earlier, miniature baseball is a game played on a 40 percent scale size regulation baseball field. The exceptions are the pitcher's distance, which is 30 feet 3 inches (50 percent) and the 3-foot by 5-foot batter's boxes, which are illustrated below. There is a second "mound" (or "plate") that is 15 feet from home plate, which is used for "base running" considerations. Neither plate needs to be raised.<sup>23</sup> The fences can be as small as logs or utility poles stretched out on the ground or can be scaled to 40 percent if modeling a prototypical baseball field, such as Fenway Park with its "Green Monster" in left field.

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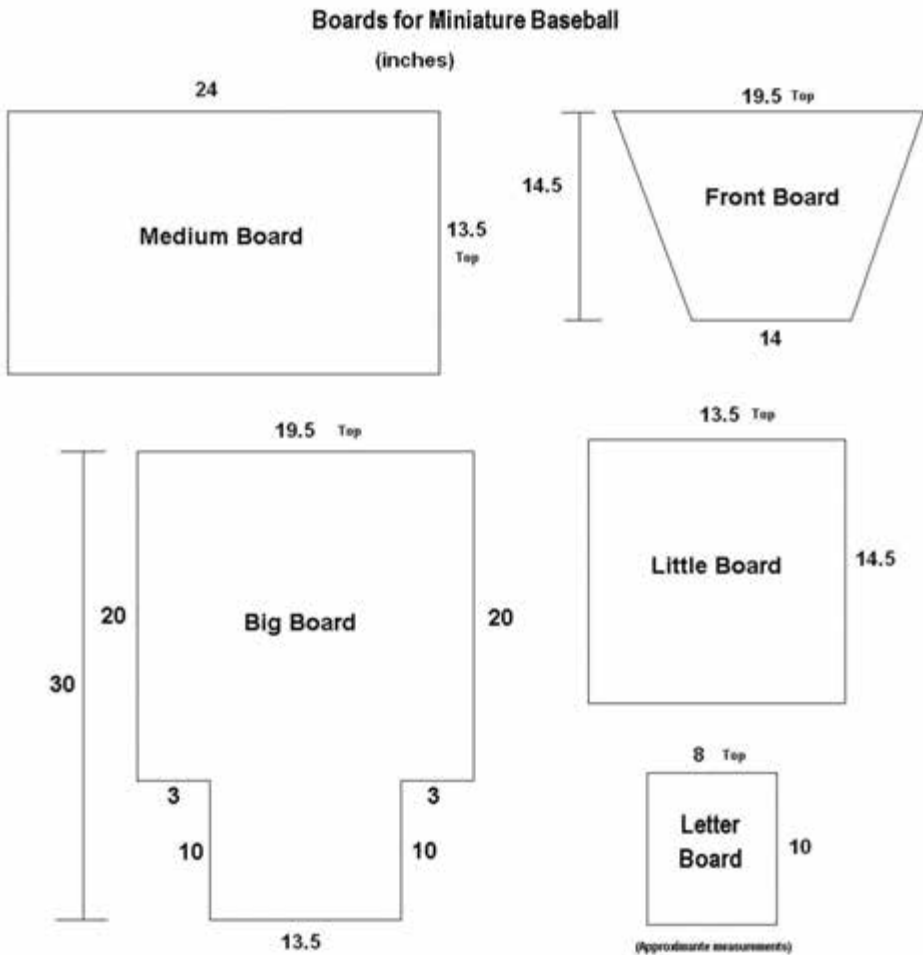
23 Except for, possibly, drainage purposes.

## The Equipment

- The equipment is designed to be safe for the players and spectators. The only injury I am ever aware of in the last 50 years happened when I received a bloody nose because I was standing too close to the batter.<sup>24</sup>



<sup>24</sup> This was during a time when we sometimes allowed the pitchers to pitch from 15 feet. Did I leave the game? Are you kidding?



- Balls – Plastic golf balls:
  - White – firm,<sup>25</sup> no holes,<sup>26</sup> weighted with cloth to ½ ounce or 14.1745 grams.
  - Orange – firm, with holes, weighted with orange cloth to ½ ounce or 14.1745 grams.
  - Turquoise – soft,<sup>27</sup> with holes, weighted with turquoise or blue cloth to ½ ounce or 14.1745 grams. These are used for specific handicaps.

<sup>25</sup> Does not depress when squeezed.

<sup>26</sup> Except the hole needed to insert the cloth.

<sup>27</sup> Can be depressed when squeezed.

- Bats – Thin, plastic “Official Wiffle Bat,”<sup>28</sup> and a fat plastic bat<sup>29</sup> for some types of tee shots.
- Laundry baskets – rectangular, standard size (2).
- Strike Zone Boards (shown above) – ¼-inch plywood or other type board.
- Tee – The ball can be supported by pipe insulation of various lengths.
- Ancillary balls – Up to 3 plastic 9” baseballs or wiffle balls of the same size (optional) and a plastic 12” softball, if available.
- Can – an empty #10 can.

## Players

- Eight total players are ideal; however, the game can accommodate 2 to 12 total players. The ages of the players can be old enough for their mothers to feel sufficiently comfortable to place their bassinets in the batter’s box until they can no longer sit in a wheel chair. Realistically, more like ages 5 to 95, depending on the individual. This game encourages participation of both ladies and gentlemen in the same game, for it is the type of game that allows all to fully participate. (For brevity I am not going to type “he/she” every time the situation arises. Please accept “he” as a universal reference.)

However, before I talk to you about our players, I would like to introduce you to our good friend, Dead Ringer, which is used to even the sides.

- **“Dead Ringer”**
  - The game can be played with any number of players from 2 to 12 (1 to 6 per side), with an invisible player named “Dead Ringer” who adjusts the teams if there is an odd number of human players or if there is a shortage of players to reach the preferred quantity of 4 players per side. (See chapter 5 for more information on Dead Ringer, absent players, and trying for a tee shot.)
- **“Person” vs. “Player” – the ambidextrous “Two-player Person”**
  - The ambidextrous player can be a huge help to the scorekeeper in providing flexibility for making the lineups because he provides an extra “player” to use, if needed. This is particularly true when using the Random Roster Program.

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28 The Wiffle Ball, Inc., 275 Bridgeport Avenue, P.O. Box 193, Shelton, CT 06484. Phone: (203) 924-4643. FAX: (203) 924-9433.

29 Referred to in this book as the “Orange Bat,” but it can be any color.



## Appendix E

### *Oops!*

### *(Remedial Options for Errant Play on the Field)*

Every self-respecting baseball game has errors, right? Errors are just part of the game. Well, this game has errors also, but just a little different. Should either of the following options be used (live pitching versus off the tee), count a “team error” against the team in the field.<sup>146</sup> Score the play as you ordinarily would, but note the error. If indicated below, a second “error” can also arise during the play. Treat this “error” in the same manner as you would a walk, only it is called “1E-0” and the runners are forced. Any runs scored as a result of any errors are earned. (The only unearned runs come during the tiebreaker inning.)

- If batting against live pitching:
  - The batter can always accept the result of the play (if that can be determined), or

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146 In miniature baseball, team errors have no effect on base runners.

- The batter can cancel the play and accept a “ball” added to his count, or
- If the batted ball was a fair ball, the batter can cancel the play and accept a one-base error (1E-0)<sup>147</sup> followed by a wildcard tee.
- If batting off the tee, accept the result of the play as it lies. Only if that cannot be determined or if there is interference, do you replay the swing. (Do not count another error if a swing has to be replayed.)

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147 Runners hold unless forced.

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Nicknamed "America's Pastime," baseball is a favorite sport for many people. With little leagues, school teams, community recreation clubs, farm teams, and Major League Baseball, it is no wonder the game is so popular.

When Craig Barnes and his friends broke a window in their neighborhood as a result of their lively game of baseball, the group of youngsters invented miniature baseball. This breakthrough version of their favorite game could be played in a smaller space and utilized a ball that wouldn't break any windows!

***Small Ball: The Blessings of Miniature Baseball*** introduces you to the game of miniature baseball and provides you with a complete set of rules and instructions for how to play the game. Unlike traditional baseball, the unique scoring system of miniature baseball allows you to play the game with as few as two people. And with handicaps for advanced players, both young and old rookies can enjoy playing alongside those with more experience, thus mentoring and sharing the love of baseball with all generations, including those who live with handicaps.

**Small Ball**



Craig Martin Barnes lives in Tennessee with his wife, Joy. A baseball enthusiast, the game that he invented with his childhood friends is still a favorite pastime! He hopes to introduce the delightful game of miniature baseball to others through this informative book. As a former businessman turned preacher, writer, and evangelist, Pastor Barnes now serves as president of Glory Light Foundation, Inc. and speaker for Glory Light Ministries, which can be heard all over the world on Internet radio through his website [glorylight.org](http://glorylight.org). He is also the author of *Pillars of the Gospel* and *Feast Days for the Contemporary Mind*.

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