

R/C Baseball

Created by: Stan Berger, Jr.

Jersey Coast Sport Fliers

www.jcsportfliers.org

SCOPE OF GAME

The object of R/C baseball is the same as a regular baseball game. The idea of the game is to land your plane on the painted baseball diamond which will be divided into segments that represent various 'hits'. The team with the most runs scored after nine innings will be declared the winners. Two team captains will be chosen and the remaining pilots will be selected by means of an alternating draft. A coin toss will decide which team bats first.

TEAMS

Two team captains shall be chosen. Players will be chosen by alternating picks of both team captains until all pilots have been selected. If time allows, the best four individual pilot performances from each team will fly in a three inning fly off for bragging rights after the main game.

STRATEGIES

Team captains will submit their team names, batting orders, and frequencies to the scorekeeper. Team members on the same frequency should not be positioned next to one another in the line up. It is suggested that the better pilots be inserted into the clean up position of the order to allow for the scoring of most possible runs.

RULES

Permitted Aircraft-Only combustion fired fixed wing aircraft will be permitted to fly in this event. Electric airplanes, helicopters, sailplanes, gliders, and bungee launched aircraft will not be permitted.

Scoring-Pilots should land their planes on the playing field. Scores are determined by the box in which the two main landing gear wheels come to a stop regardless of whether the plane has crashed or is upside down. In the event that both wheels are not in the same box, the lesser value box will be used as your score. One wheel on line will be scored with other wheel. Both mains on a line will be re-flown.

Don't do it-Any pilots who manipulate their throttle after the wheels touch the ground will automatically be considered out. Go arounds are ok provided the wheels have not yet touched the ground but will be considered as a strike. Three strikes will be scored an out.

Don't forget to fuel-Dead stick landings are ok and will count for your score. No re-starts or takeoffs are allowed once your wheels leave the ground.

Batter up-Once the airplane lands and is cleared from the playing field the next hitter takes off and also lands his plane on the field. His score is noted and will advance any previous players the same number of bases as his hit. On deck pilots will receive a strike for each sixty second period he is not in the air after the previous hitters plane is removed from the field. Once again, three strikes is considered an out.

Ouch-If a pilots plane is damaged he is permitted to use or borrow another plane in the next round. If a pilot misses a round for any reason he is considered out of the game and an out will be scored for each time his turn comes up.

Not yet Ace-Any pilots flying out of turn will be scored out.

SPORT FLYER OF THE YEAR (JCSF members only)

Individual pilot performances will be recorded for SFYA points. The number of 'at bats' used will be determined by the highest number shared by all pilots who completed the game. Pilots with an excess of 'at bats' will be permitted to use the higher value hits. Individual ties will be broken by a three landing fly off.

| | | | |
|--------|-------------|----------|--------------|
| Out | zero points | Triple | three points |
| Single | one point | Home Run | four points |
| Double | two points | | |

Items needed, marking paint, marking flags, 100' tape, glove for painting, stop watch, score book

