THE CARTOON BOOK OF

PESÄPALLO



BAT-AND-BALL

SPORT ON EARTH

Sport on Earth Books · The Ball & goal Family

Original illustrations · No characters were copied in the making of this book

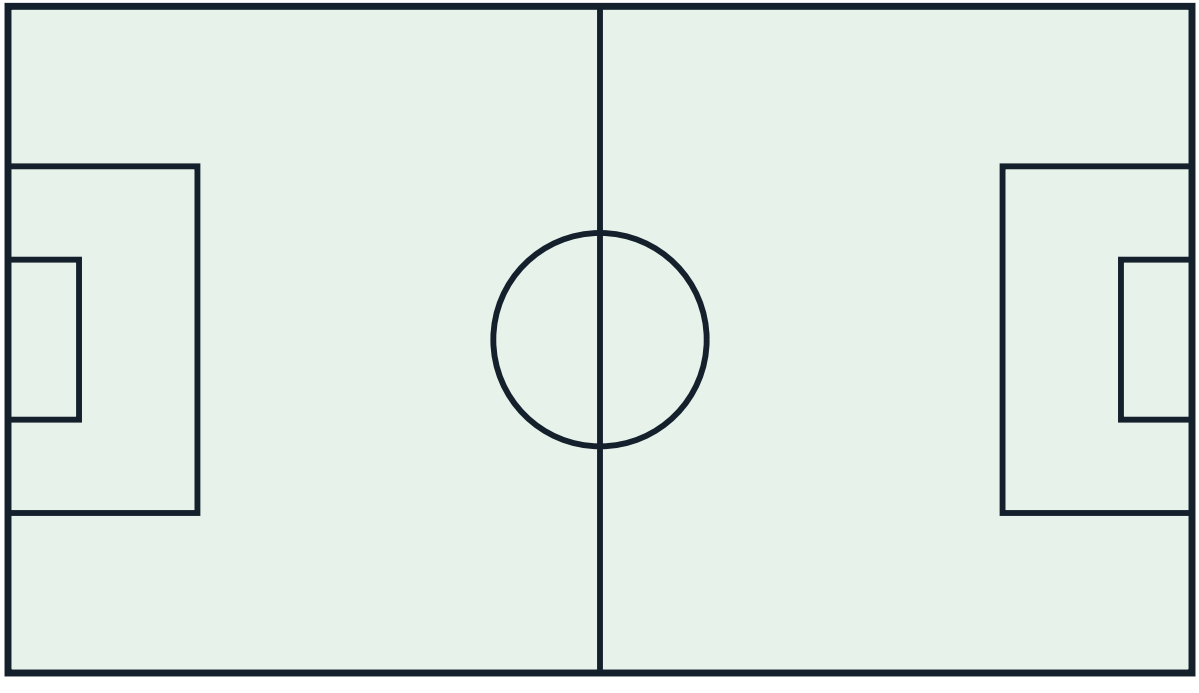
Meet Pesäpallo!

Finland's bat-and-ball game with vertical pitching.



Where It Is Played

An outdoor field built around the home base with its hard circular plate 60 cm in diameter, three field bases each with its own safe zone, bounded by sidelines and a back line, with at least 10 m of open area around the immediate field.



The Gear

A PPL-approved ball (circumference 215-225 mm; men's ball 155-165 g, women's 130-140 g), a PPL-approved bat and fielding glove, and helmets as required by the rules.



How It Starts

Win the bat-grip draw of choice to bat or field first, and have your pitcher toss the ball straight up at home plate for the batter to place into the zigzag field.



How to Play

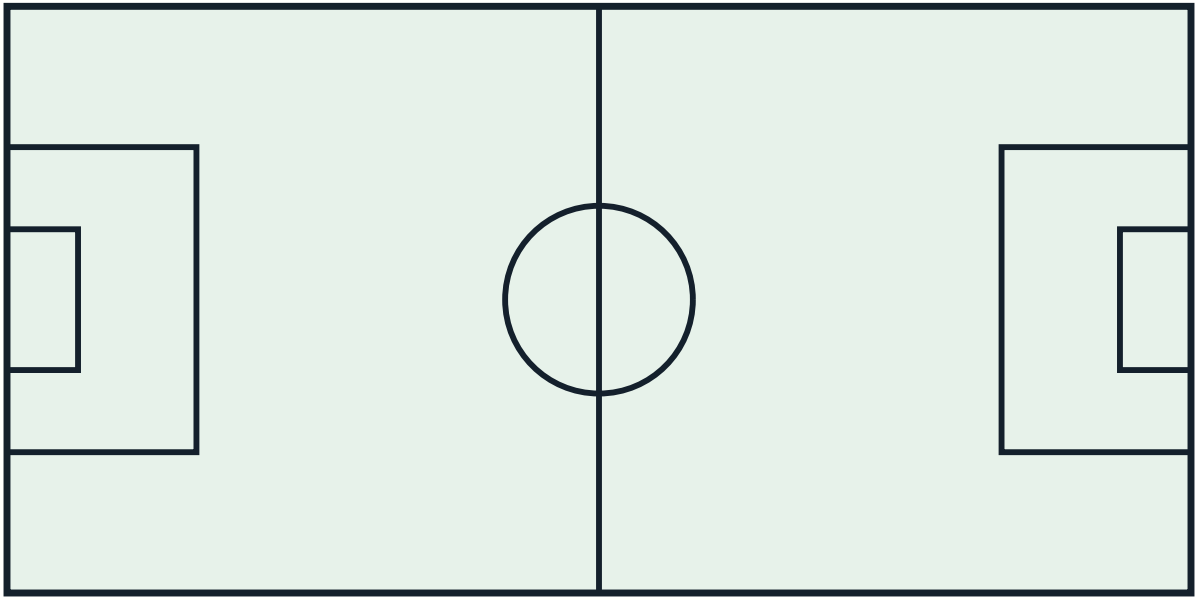
- A team consists of at most 12 players, nine of whom can be active during one defensive half; during an offensive half nine players bat in order and the team can also use three different jokers (additional batters) per offensive half.
- The duration of an official game is 4+4+1 innings: two periods of four innings, each period won by the team scoring the most runs in it, plus an extra period of one superinning and, if still tied, a scoring contest.
- In the scoring contest each team lists five batter-and-runner pairs; the runner starts on third base and the pair tries to score a run, the batter having three strikes available.
- The pitcher delivers the ball vertically at home base: a pitch the batter does not swing at is a strike only if it rises to a height of at least one metre above the pitcher's head and falls on the plate, clearly touching it; otherwise it is a bad pitch.
- A batter is allowed three strikes on his turn at bat, and a pitch is always a strike if the batter swings.

More of the Game

- Bad pitches grant walks: for two bad pitches to the same batter a walk is granted to the point runner, on an empty field one bad pitch walks the batter, and a batter receiving three bad pitches on an empty field is granted a walk to second base.
- A change of inning occurs when three offensive players have been put out, or when the batting-order criteria of the rules are met without two runs being scored; the defence puts runners out by delivering the ball to a base before the runner reaches it.
- A player who legally reaches safety on third base advancing on his own fair hit scores a home run, which counts as a run, and he may stay on third base to try to score a second run (a double run) on a later play.
- A run is scored when a runner completes the circuit of the bases and returns safely to home base.

The Shape of a Match

Two teams of nine fielders and a batting order of up to twelve (including three jokers) play two four-inning periods, scoring runs by circling three zigzag bases back to home.

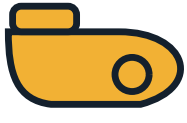


More of the Ball & goal Family

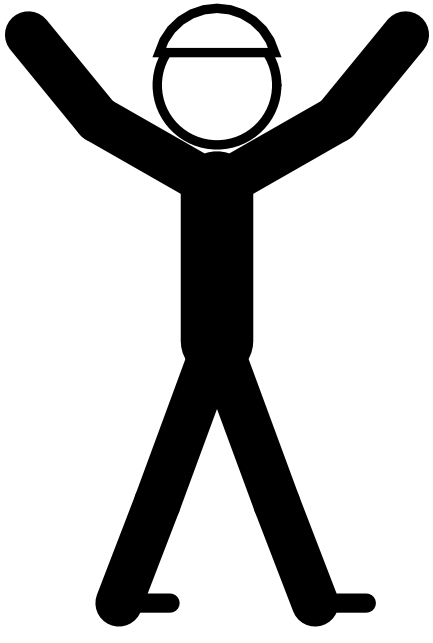
- Football (Soccer) — Two teams of 11 try to score in the opposing goal, mostly without using hands.
- Rugby Union — Fifteen a side, full contact, with the ball passed backwards.
- Rugby League — Thirteen a side with six tackles per possession. A faster, more continuous game than union.
- American Football — Eleven a side; advance the ball 10 yards in four downs or score touchdowns and field goals.
- Australian Rules Football — Eighteen a side on a large oval. Kick or handball the ball and score goals (6 points) or…
- Canadian Football — Twelve-a-side gridiron game with three downs, run by the CFL.

A Note on the Rules

Pesäpallo (Finnish baseball) is governed by the Finnish Pesäpallo Federation under the code Lauri 'Tahko' Pihkala devised in the 1920s from baseball and Finnish folk games — vertical pitching, zig-zag bases, and its own run/wicket logic. The code has been stable for decades; its modern changes are league-format, not laws. No major documented rule change is carried for pesäpallo.

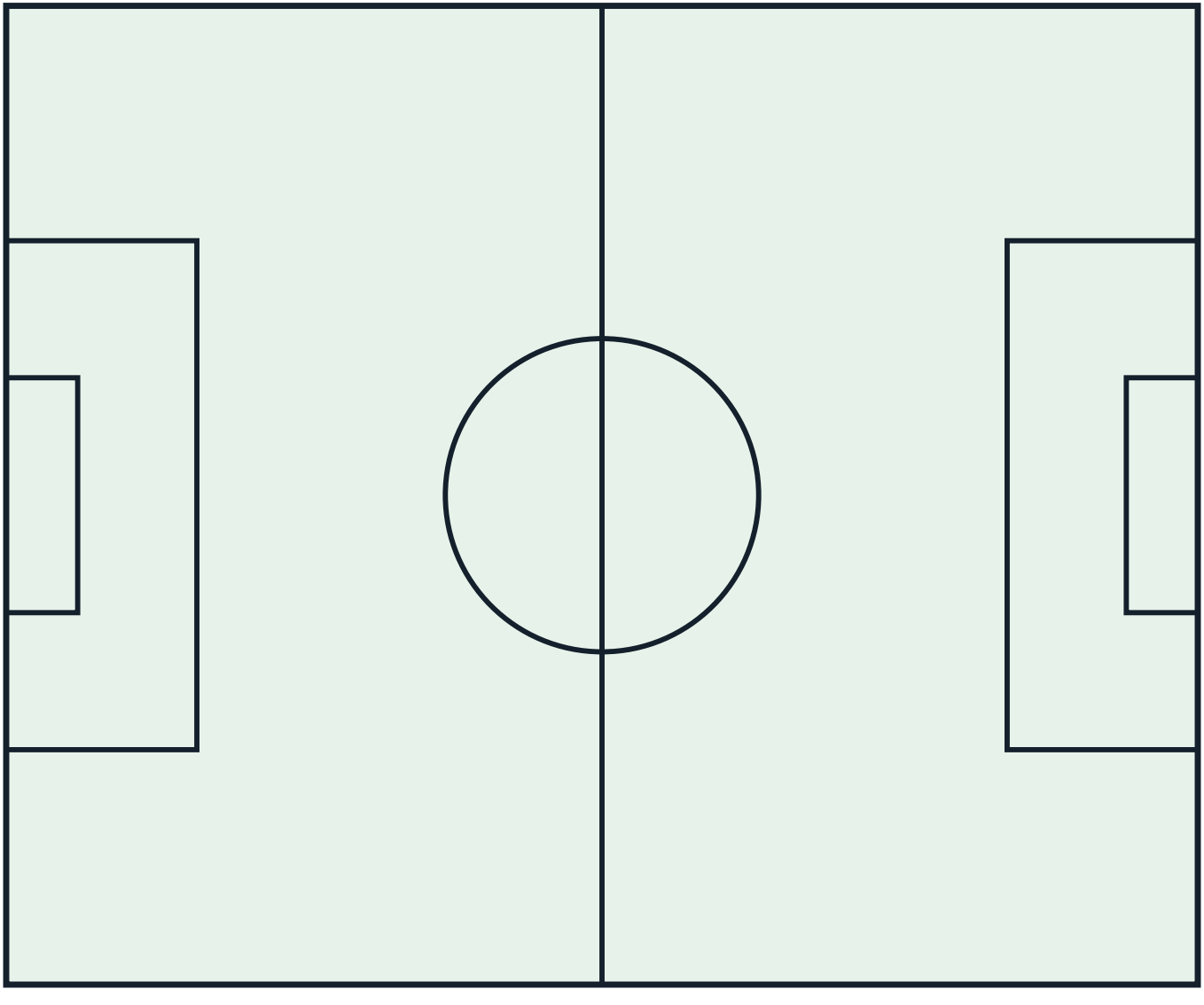


Colour the Action



Psst — this page is a colouring page!

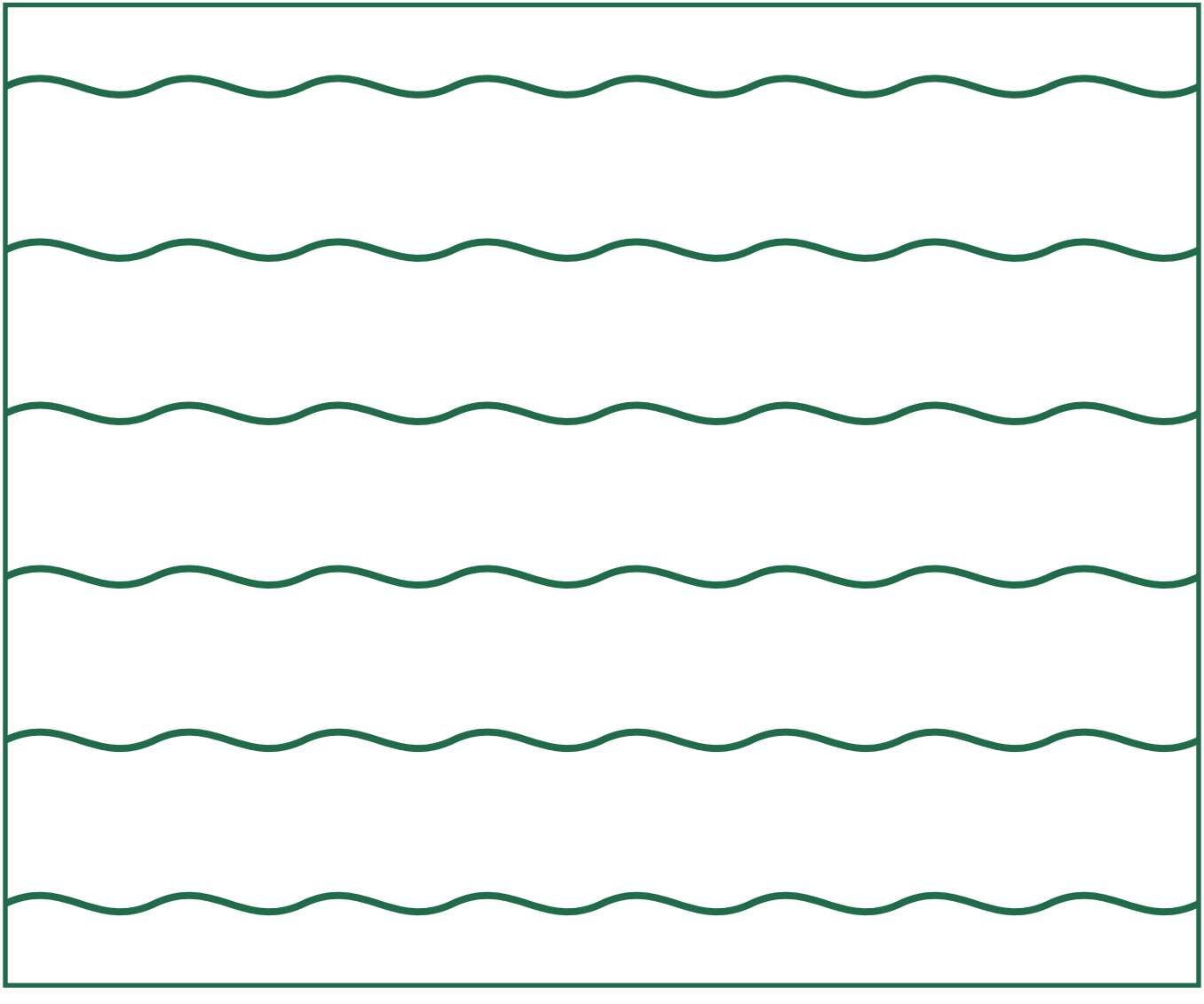
The Sport Today



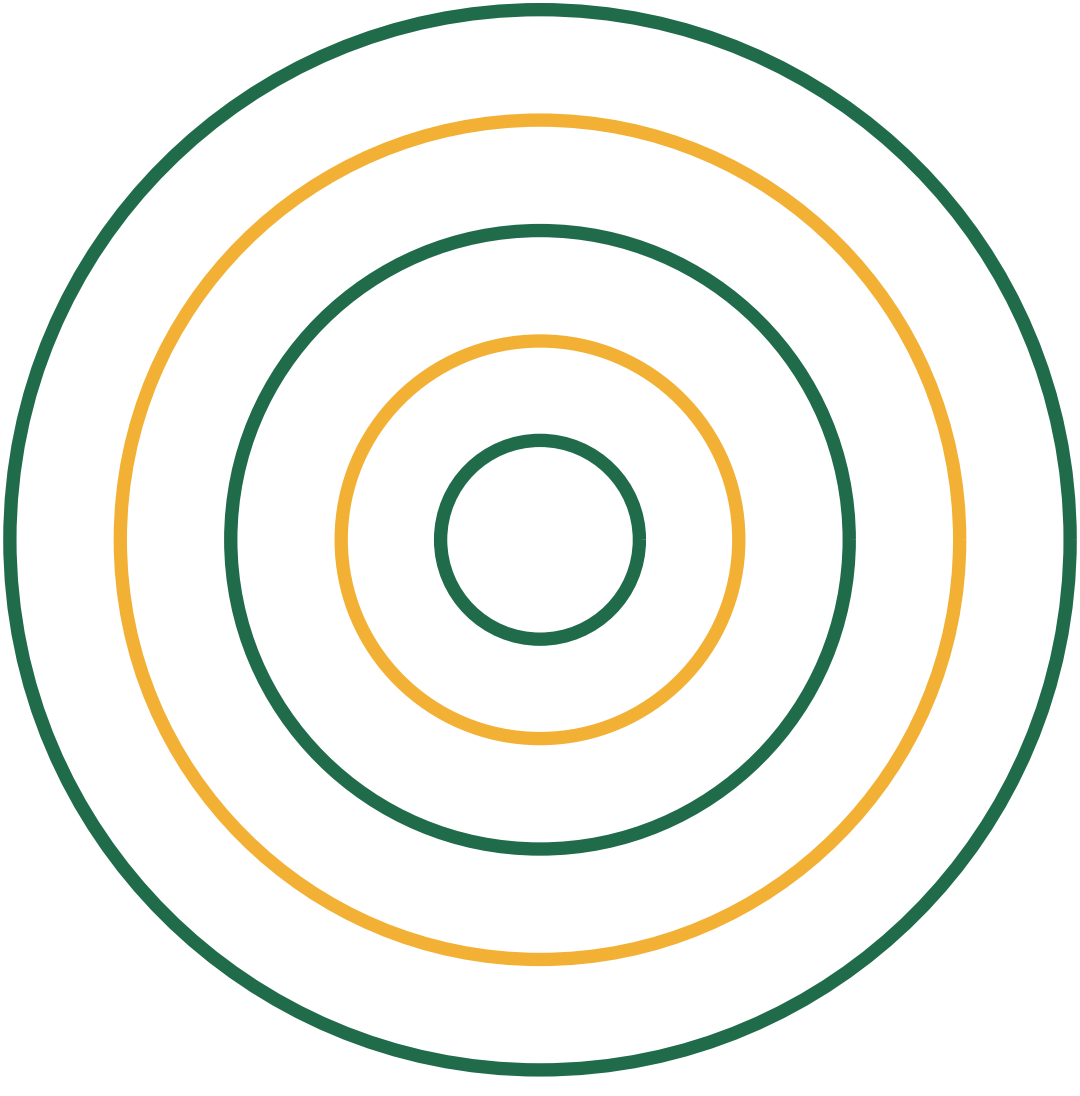
At School and College



Play It Near You



Through the Year



The Ball & goal Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Football (Soccer) — Two teams of 11 try to score in the opposing goal, mostly without using hands.
- Rugby Union — Fifteen a side, full contact, with the ball passed backwards.
- Rugby League — Thirteen a side with six tackles per possession. A faster, more continuous game than union.
- American Football — Eleven a side; advance the ball 10 yards in four downs or score touchdowns and field goals.
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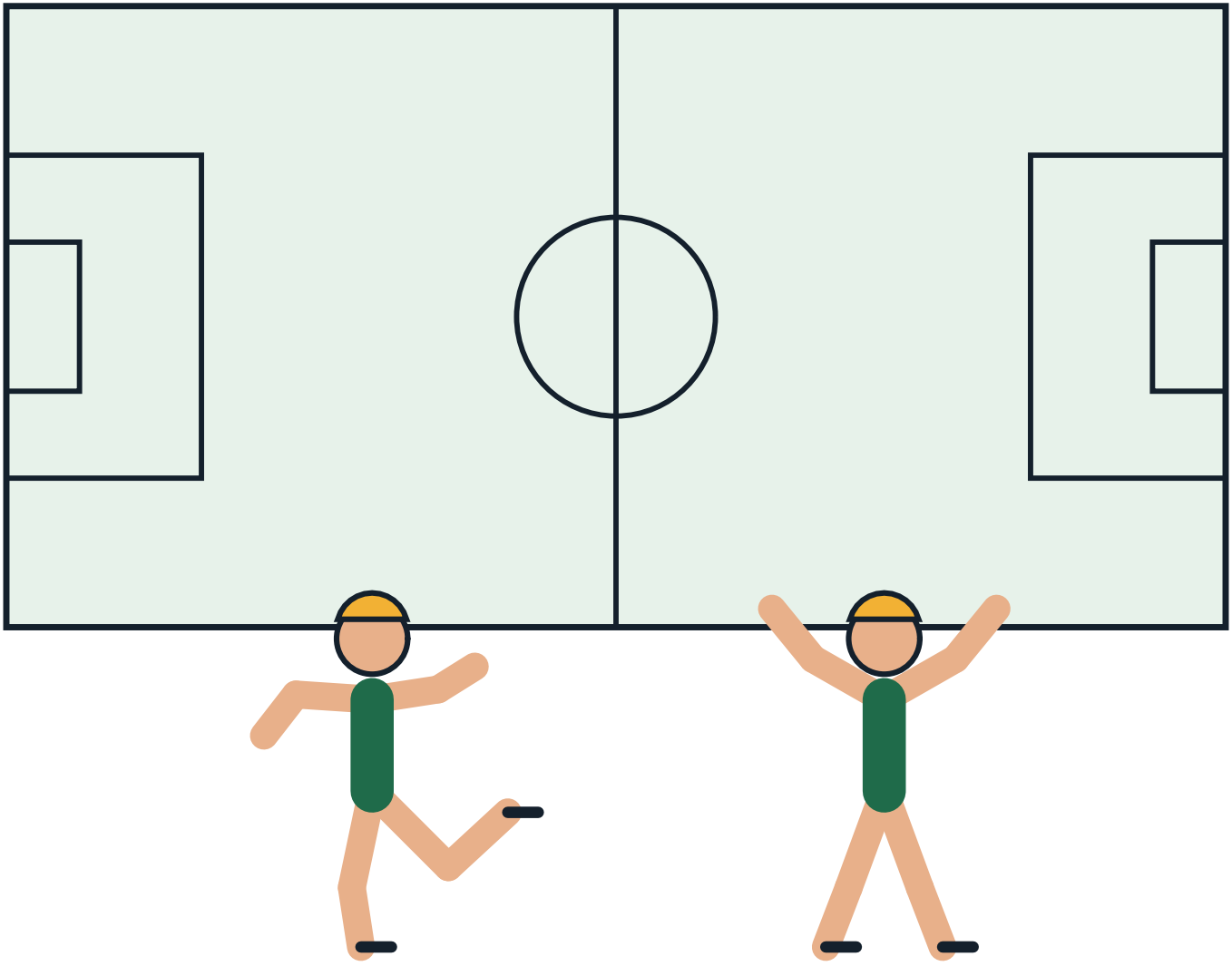
Game Day!



The Sport on Earth Mark

Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



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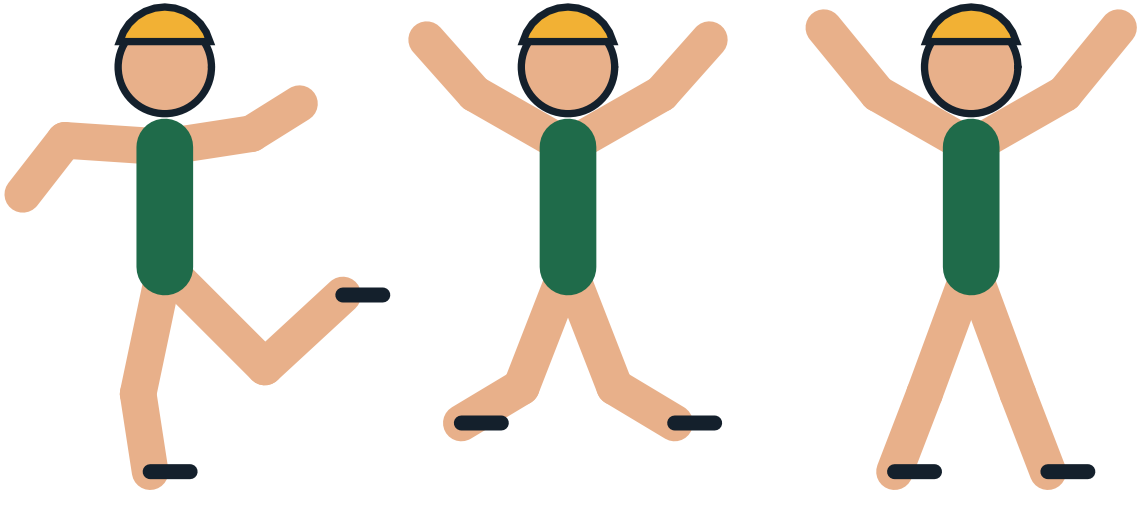
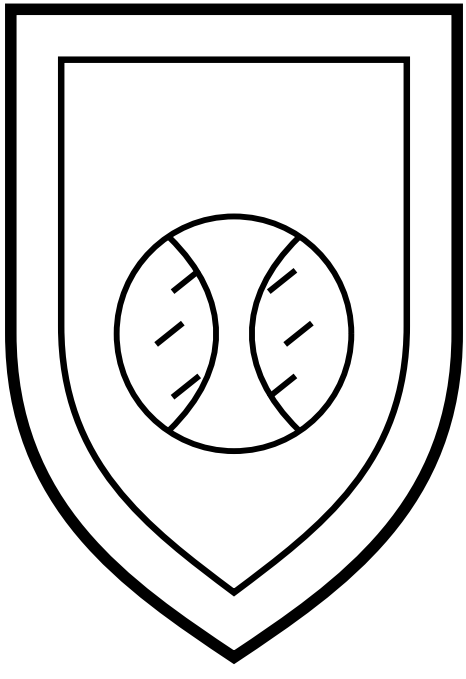
Moves of the Game



Design a Badge

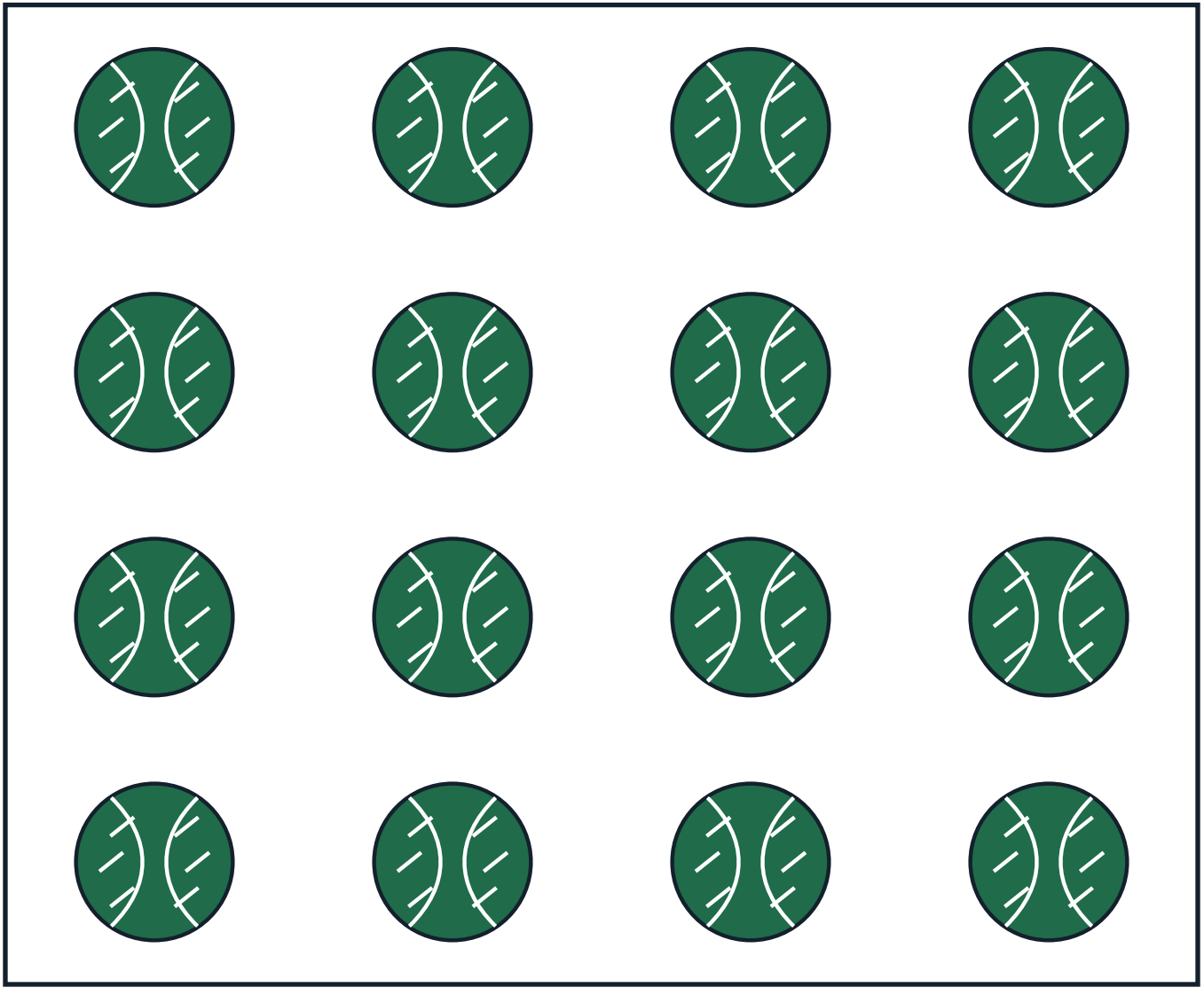


Draw and colour a badge for your own team.

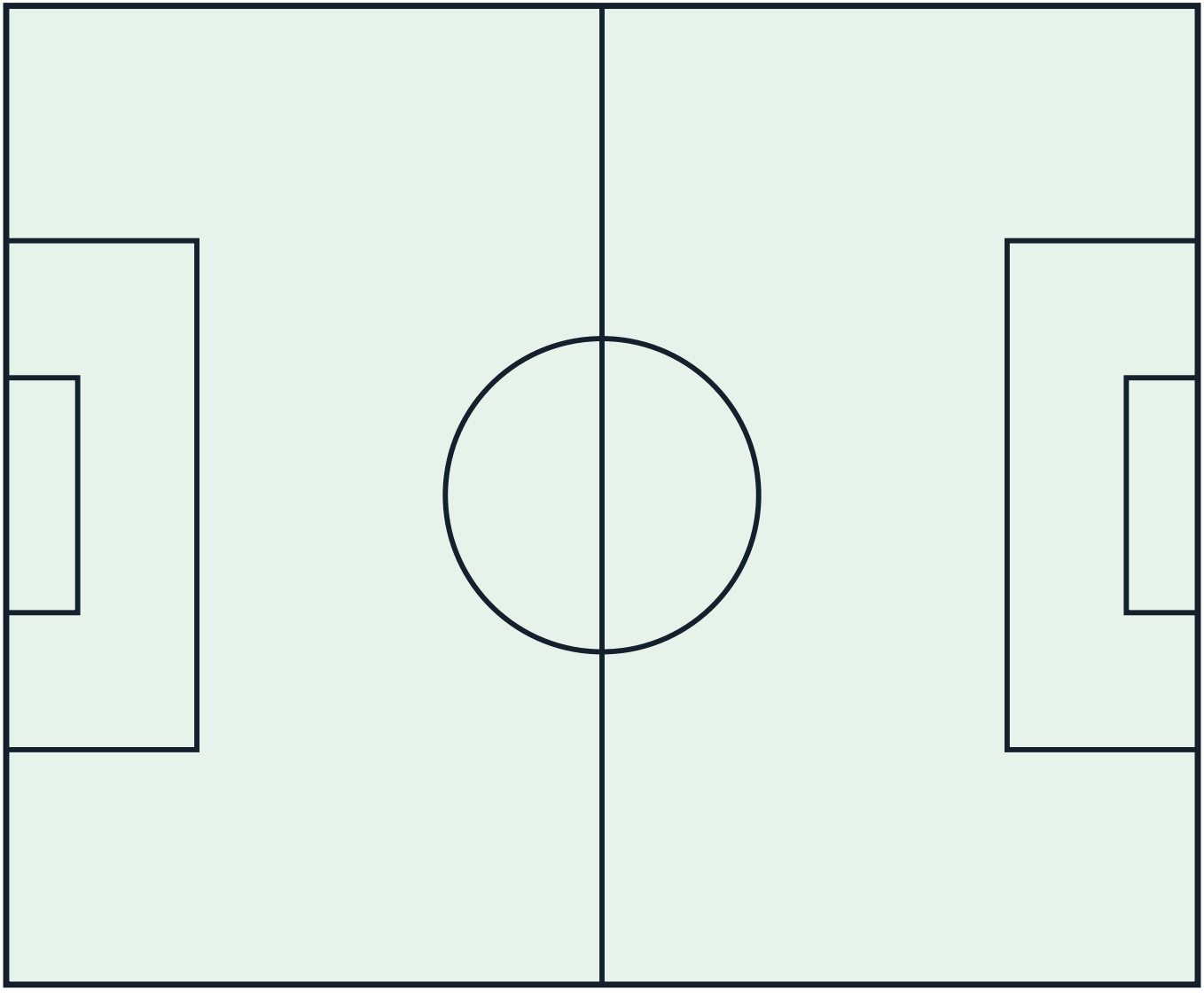
The Gear Parade



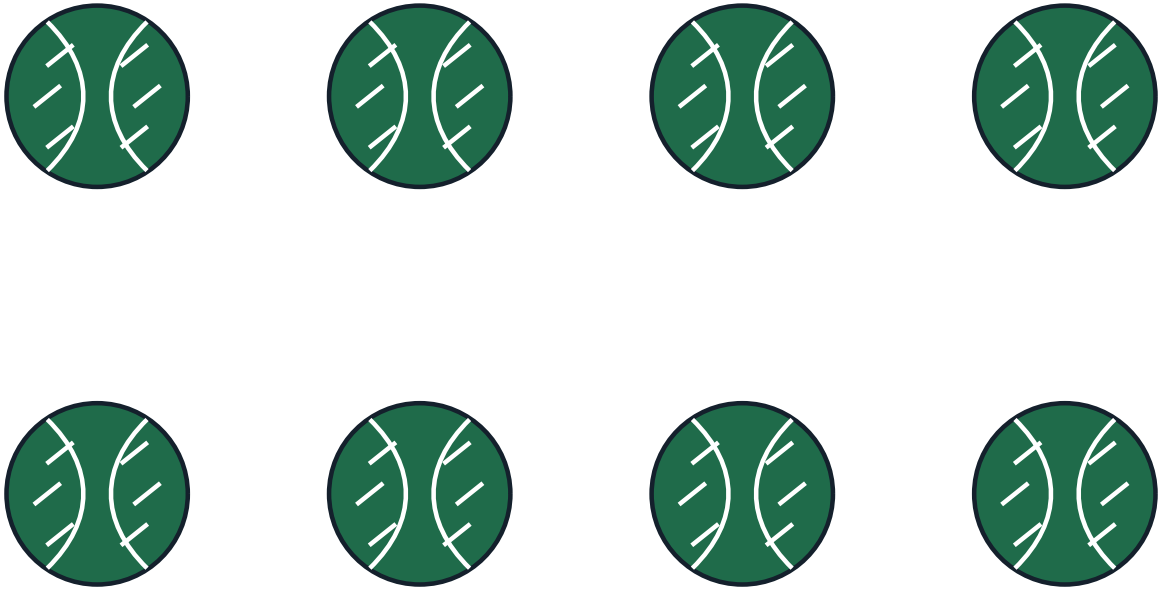
Pattern Play



The Arena From Above



Count the Balls!



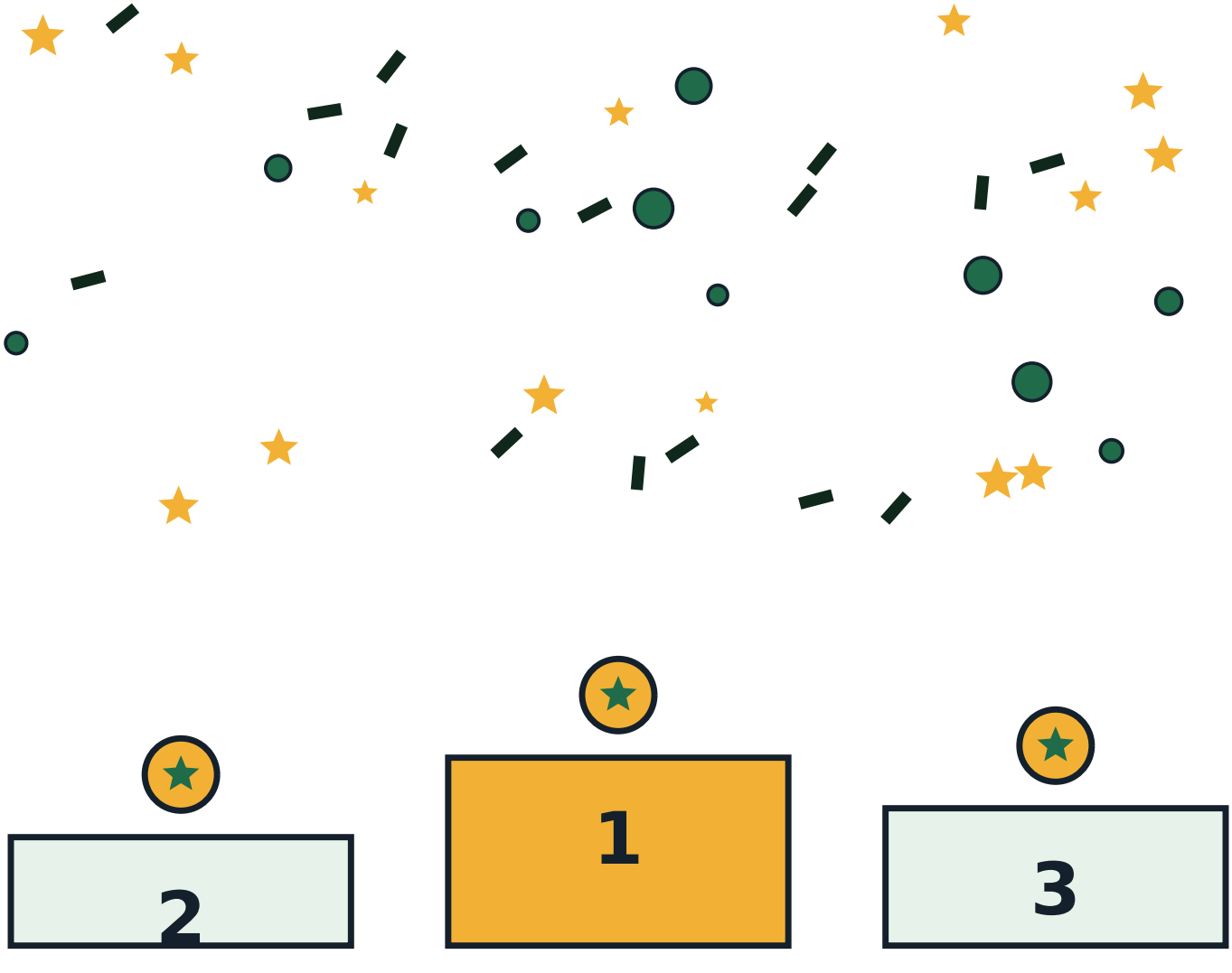
How many can you count? Write the number here: _____

My Favourite Part of Pesäpallo

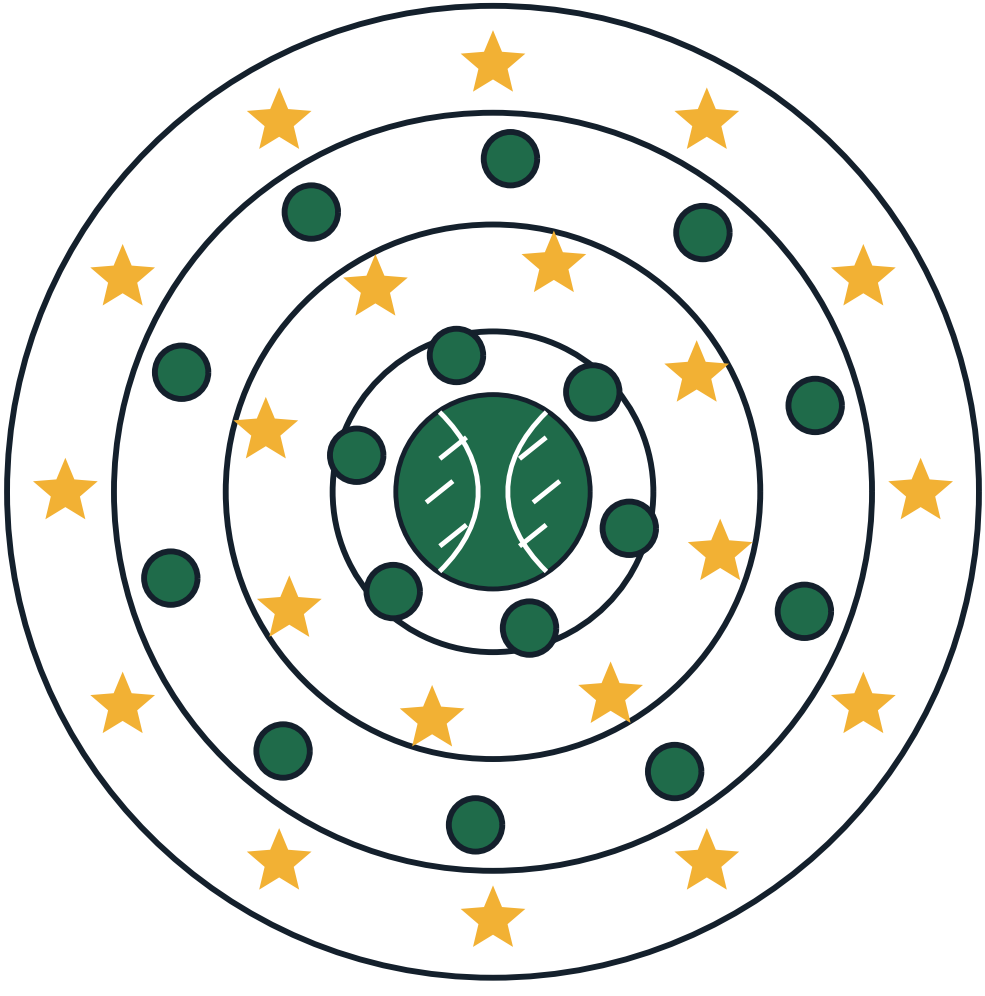
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: Finnish Pesäpallo Federation (Pesäpalloliitto, PPL). Laws edition the site's rules file follows: Official International Rules, International Edition 2003. Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Football (Soccer)
- The Cartoon Book of Rugby Union
- The Cartoon Book of Rugby League
- The Cartoon Book of American Football
- The Cartoon Book of Australian Rules Football
- The Cartoon Book of Canadian Football
- The Football (Soccer) Colouring Book
- The Rugby Union Colouring Book

My Notes

Pesäpallo

The Cartoon Book of Pesäpallo — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

