THE CARTOON BOOK OF

BASEKETBALL



FICTIONAL (LABELLED)

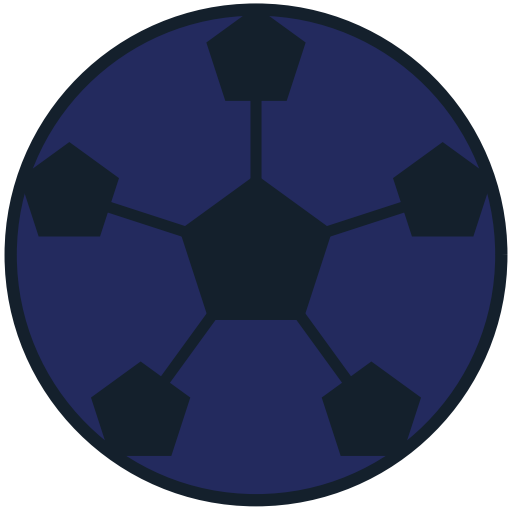
SPORT ON EARTH

Sport on Earth Books · The Fiction & speculative Family

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

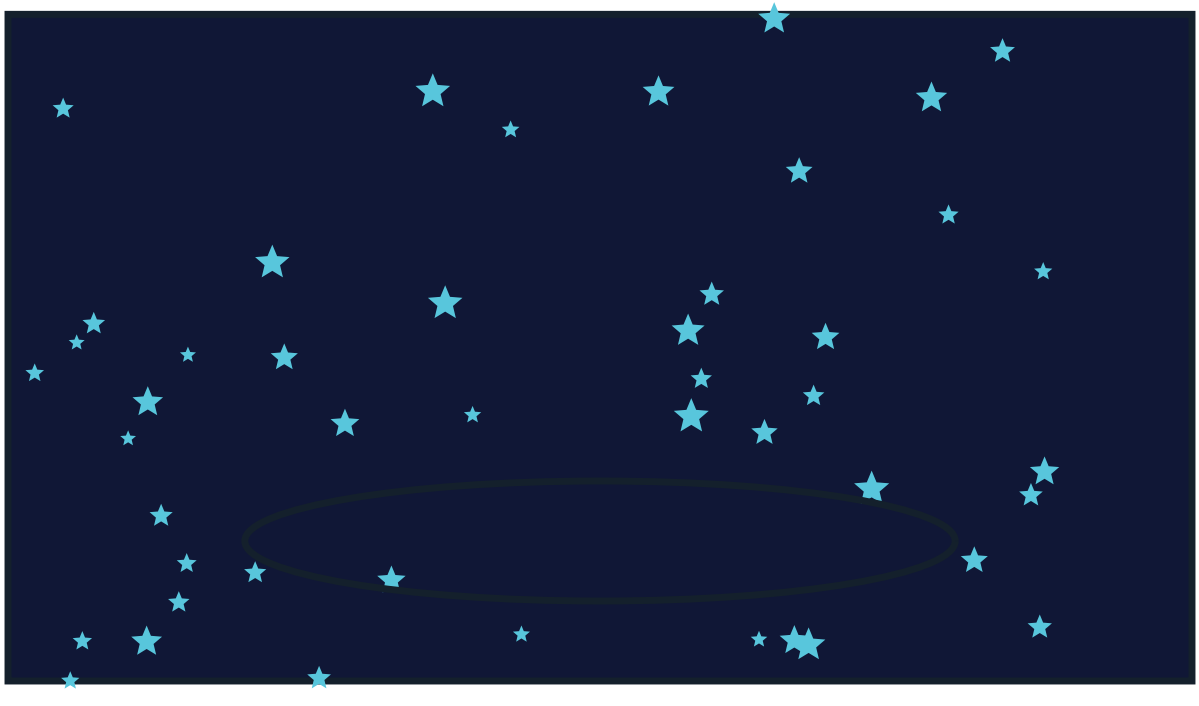
Meet Baseketball!

Basketball-baseball hybrid from the 1998 comedy.



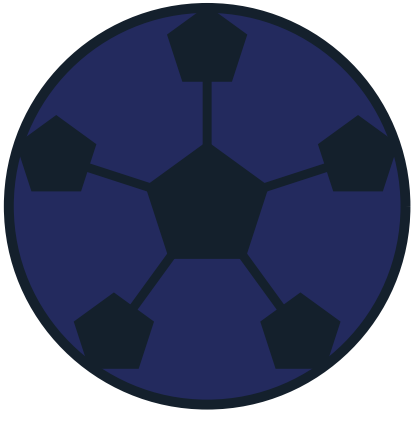
Where It Is Played

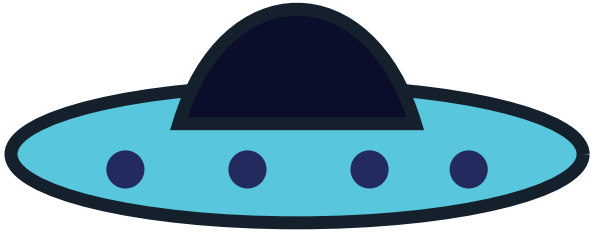
A driveway-sized court radiating from the hoop: nine shooting squares in three lanes, a home-run circle at home plate, two bunt steps and four shortened bases.



The Gear

A basketball and hoop mounted on a garage-style backboard, a marked driveway court with shooting squares, bases and dugouts.





How It Starts

Fictional as a league sport — in the film Coop and Remer invent it in a driveway; fans can chalk the squares on a driveway court and play by the film's rules.



How to Play

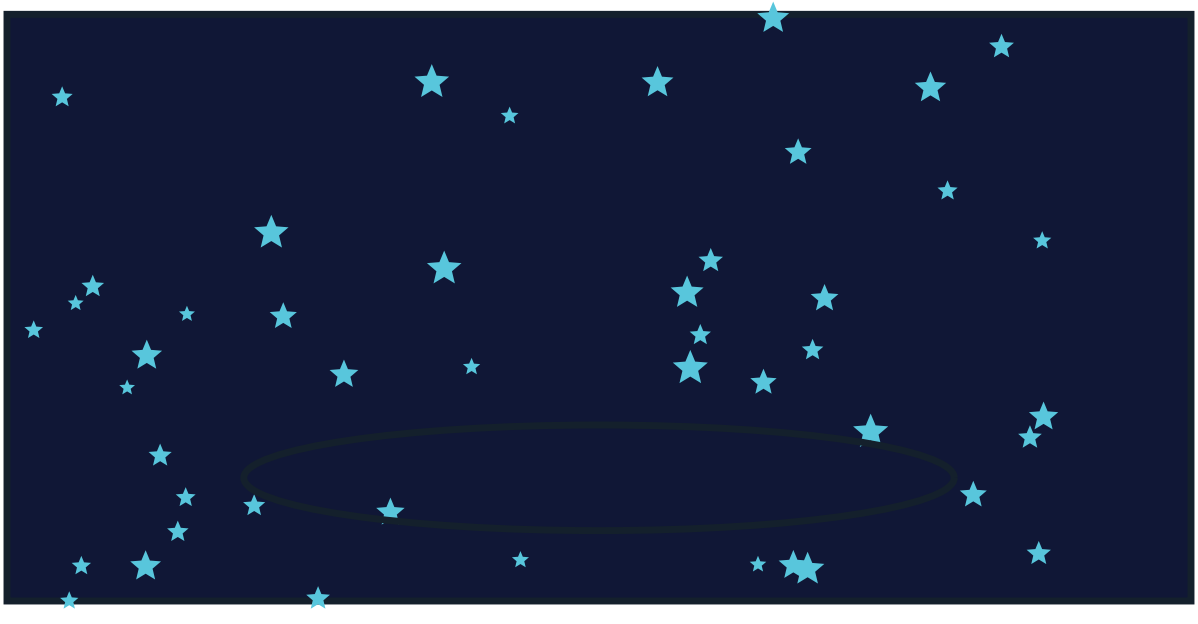
- Format: a hybrid of baseball and basketball played over nine innings; teams alternate batting (shooting) half-innings and three outs end a team's half-inning.
- Instead of batting, the shooter shoots a basketball at a hoop from marked squares: three single squares, three double squares and three triple squares (left, centre and right), plus a home-run circle at home base.
- Scoring follows baseball: a made shot earns the hit its square denotes, runners advance the same number of bases, and runs are scored by runners crossing home plate — the score is runs, not made shots.
- A miss is an out, and a shot that fails to touch hoop or backboard also gives the defence a rebound / double-play chance.

More of the Game

- Shooting for the cycle: a team may not shoot from the same type of square again until it has attempted the other values in order — used squares are covered with potholders by the umpires until the cycle completes or the third out is called.
- Psych-outs: the defence's core weapon is the psych-out — a defender may do or say almost anything (without physical contact) to distract the shooter and make them miss; a failed psych-out leaves the shot undefended.
- Conversions: after a miss that hits hoop or backboard, the shooter (or the runner nearest home) may tip the ball in to convert the play and keep the original hit value; if the defence tips it in first it is a double play (shooter and runner out).
- A bunt is shot from one of the two small steps beside the hoop: it advances runners one base but the shooter is automatically out, cannot be used with two outs, and no psych-outs apply.

The Shape of a Match

Nine-inning baseball scored by basketball shots from single / double / triple squares and a home-run circle, with the defence psyching out shooters; most runs wins.

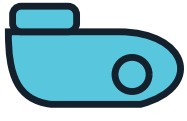


More of the Fiction & speculative Family

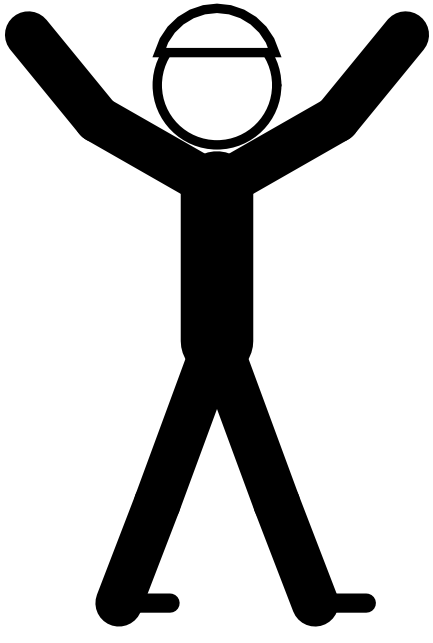
- Quidditch — Broomstick sport from Harry Potter that inspired Quadball.
- Blitzball — Underwater ball sport from Final Fantasy X.
- Motorball — Cyborg racing from Alita: Battle Angel.
- Light Cycle Racing — Grid racing from Tron.
- Podracing — High-speed racing from Star Wars.
- Zero-G Athletics — Concept sports designed for microgravity.

A Note on the Rules

Baseketball is a fictional sport from the 1998 film BASEketball — whose invented code (basketball shots from baseball positions, 'psyche-outs' as legal defence) is complete within the film and its real-life fan leagues have adopted it as written. As a fictional sport it has no governing body and no law changes; the film's code is the whole record.

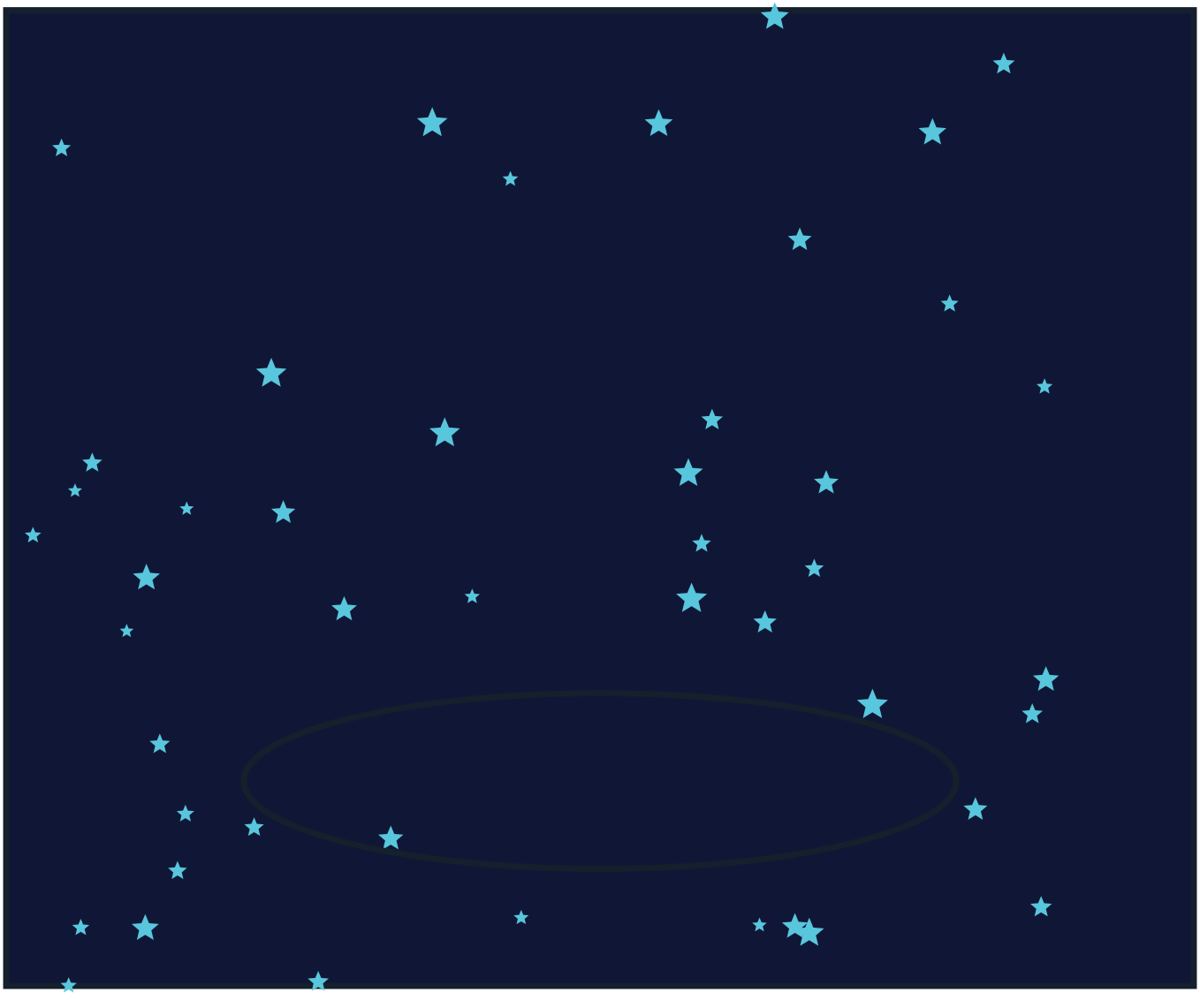


Colour the Action



Psst — this page is a colouring page!

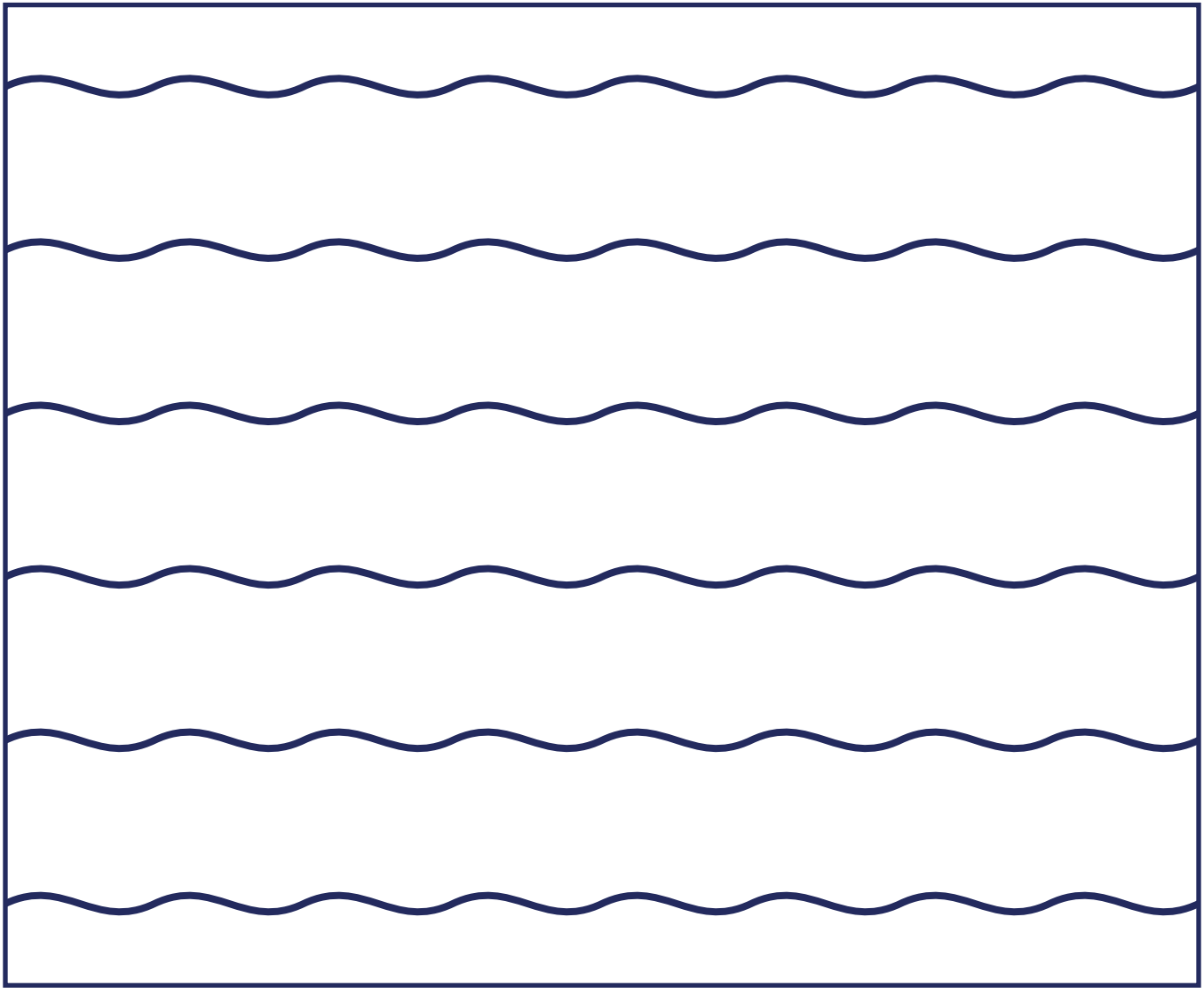
The Sport Today



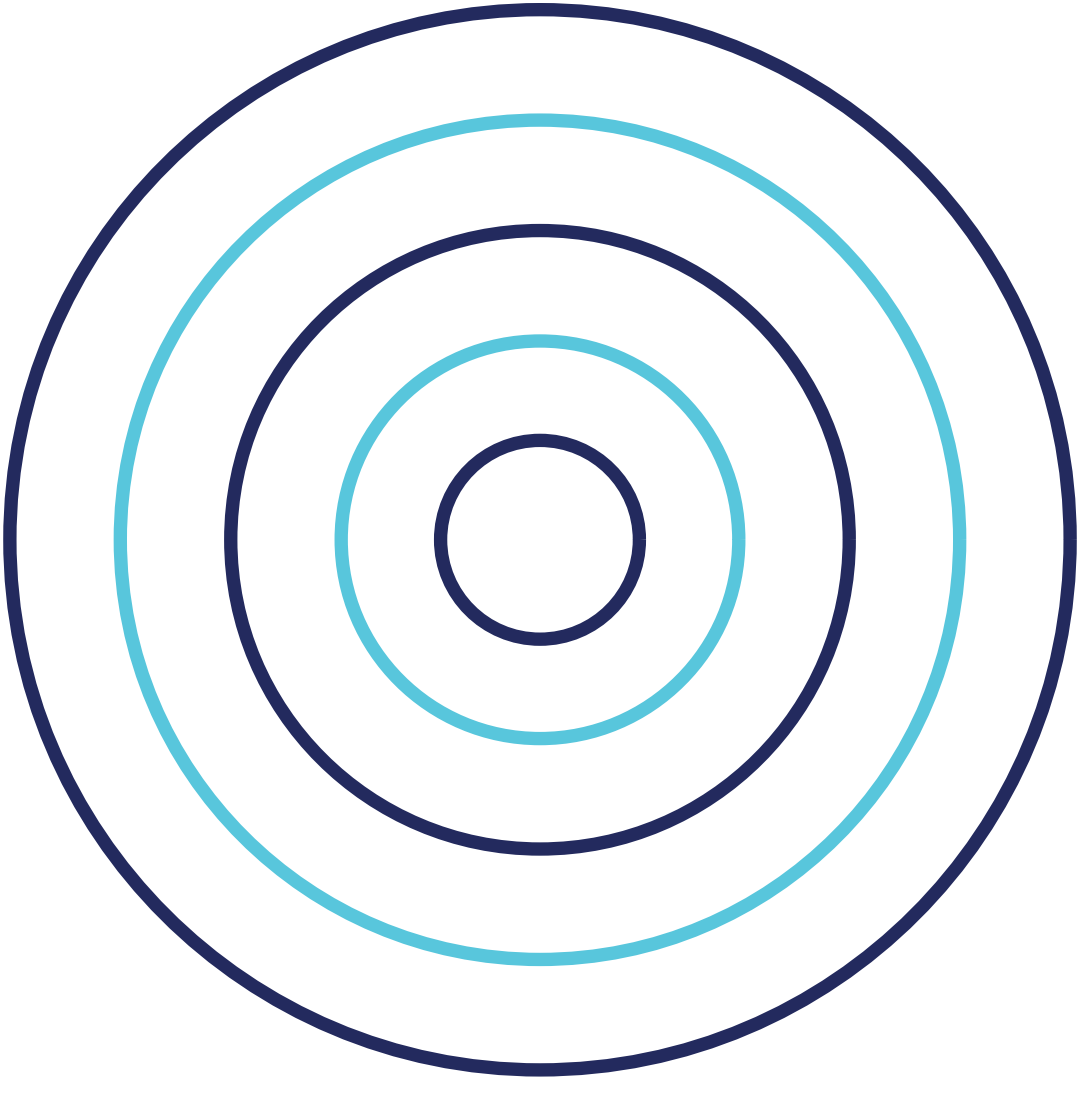
At School and College



Play It Near You



Through the Year



The Fiction & speculative 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.

- Quidditch — Broomstick sport from Harry Potter that inspired Quadball.
- Blitzball — Underwater ball sport from Final Fantasy X.
- Motorball — Cyborg racing from Alita: Battle Angel.
- Light Cycle Racing — Grid racing from Tron.
- Podracing — High-speed racing from Star Wars.

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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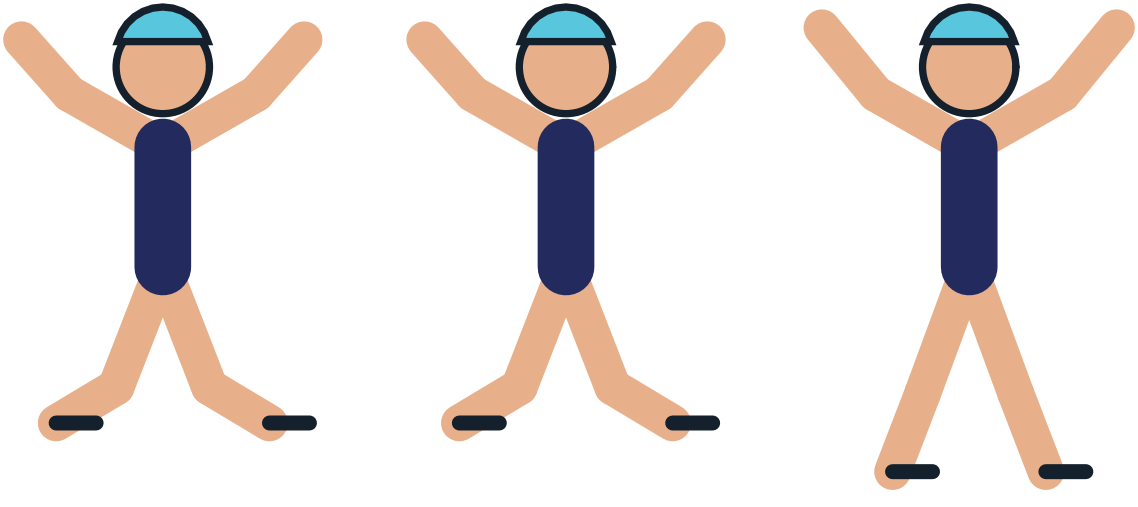
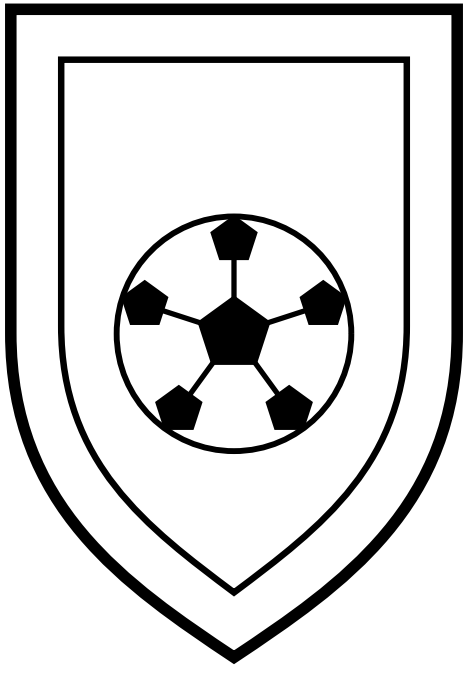
Moves of the Game



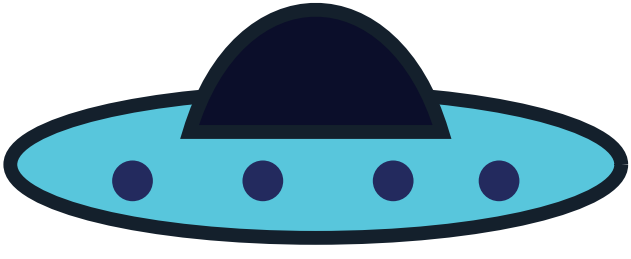
Design a Badge



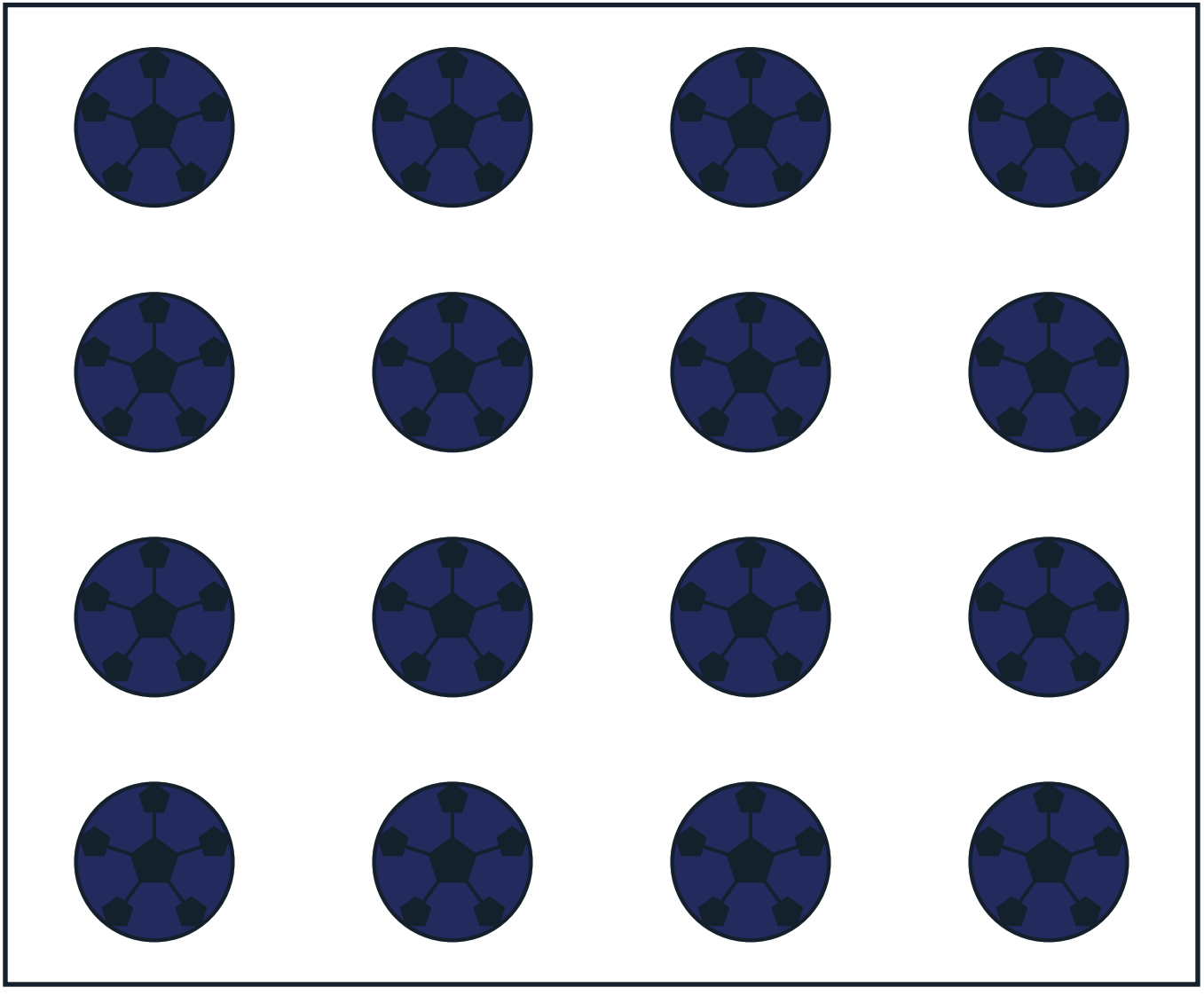
Draw and colour a badge for your own team.

The Gear Parade

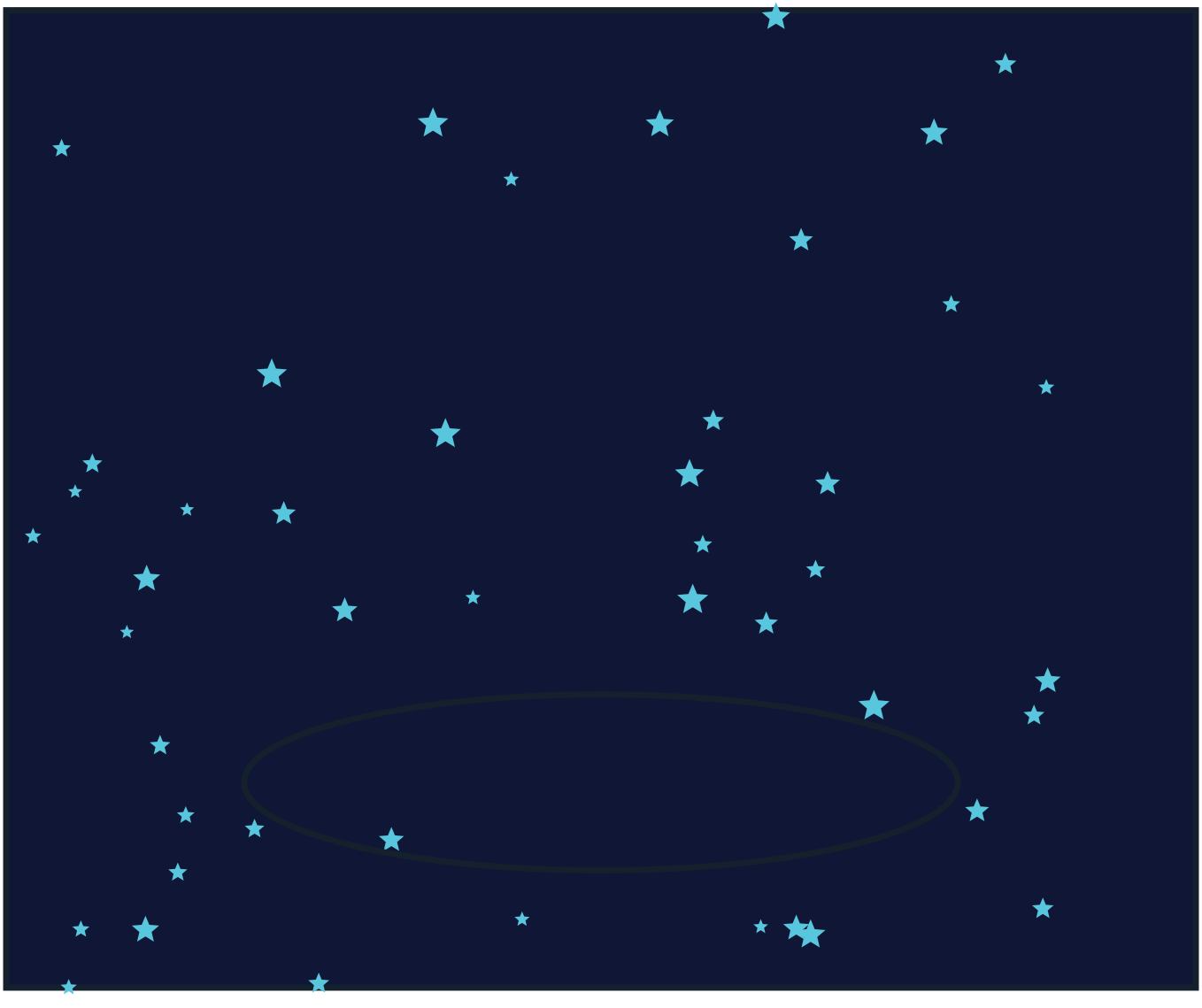




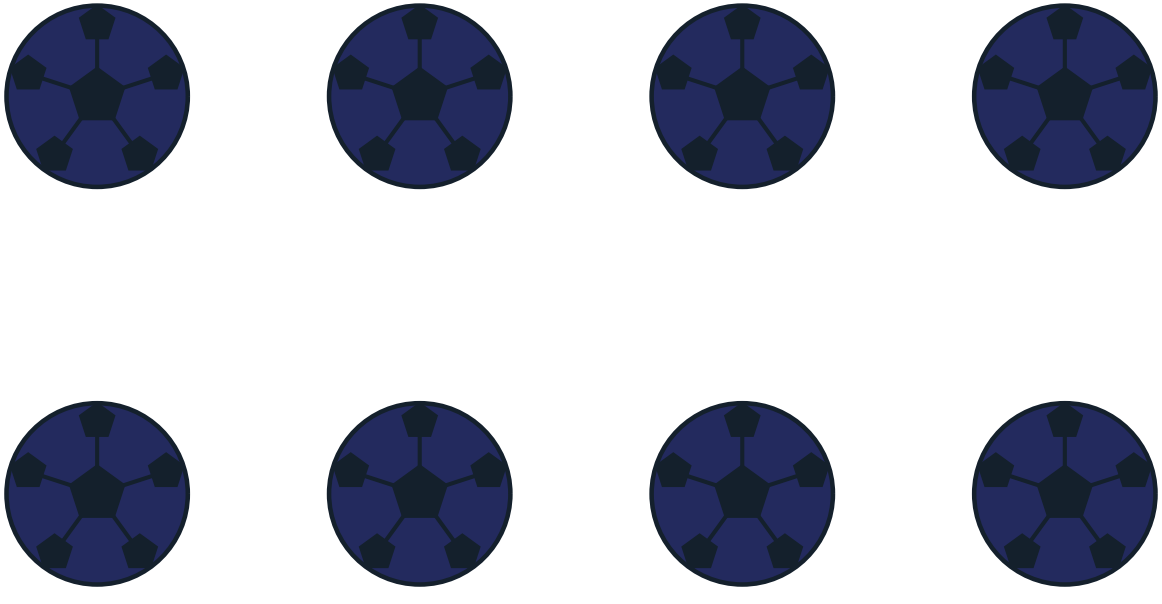
Pattern Play



The Arena From Above



Count the Balls!



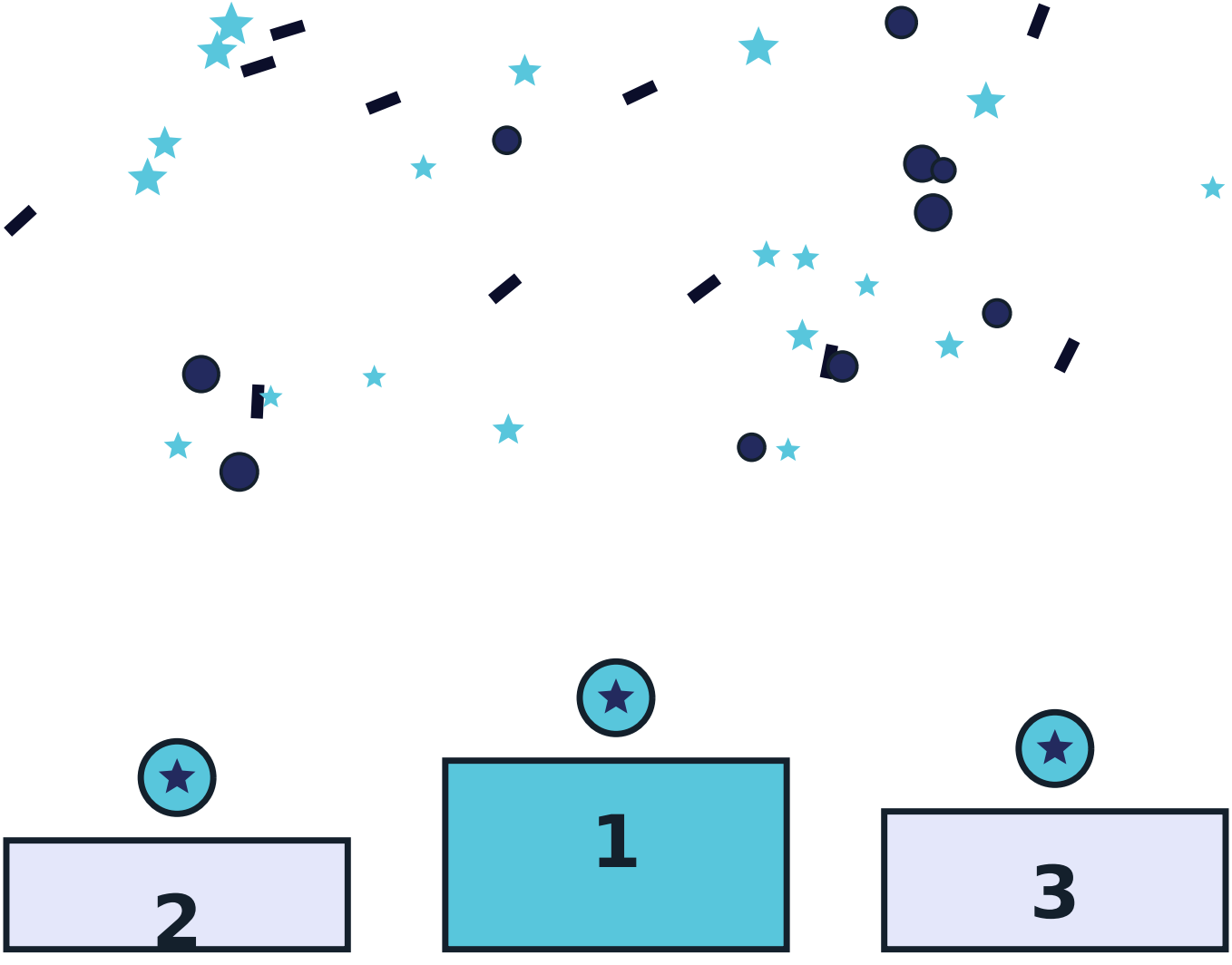
How many can you count? Write the number here: _____

My Favourite Part of Baseketball

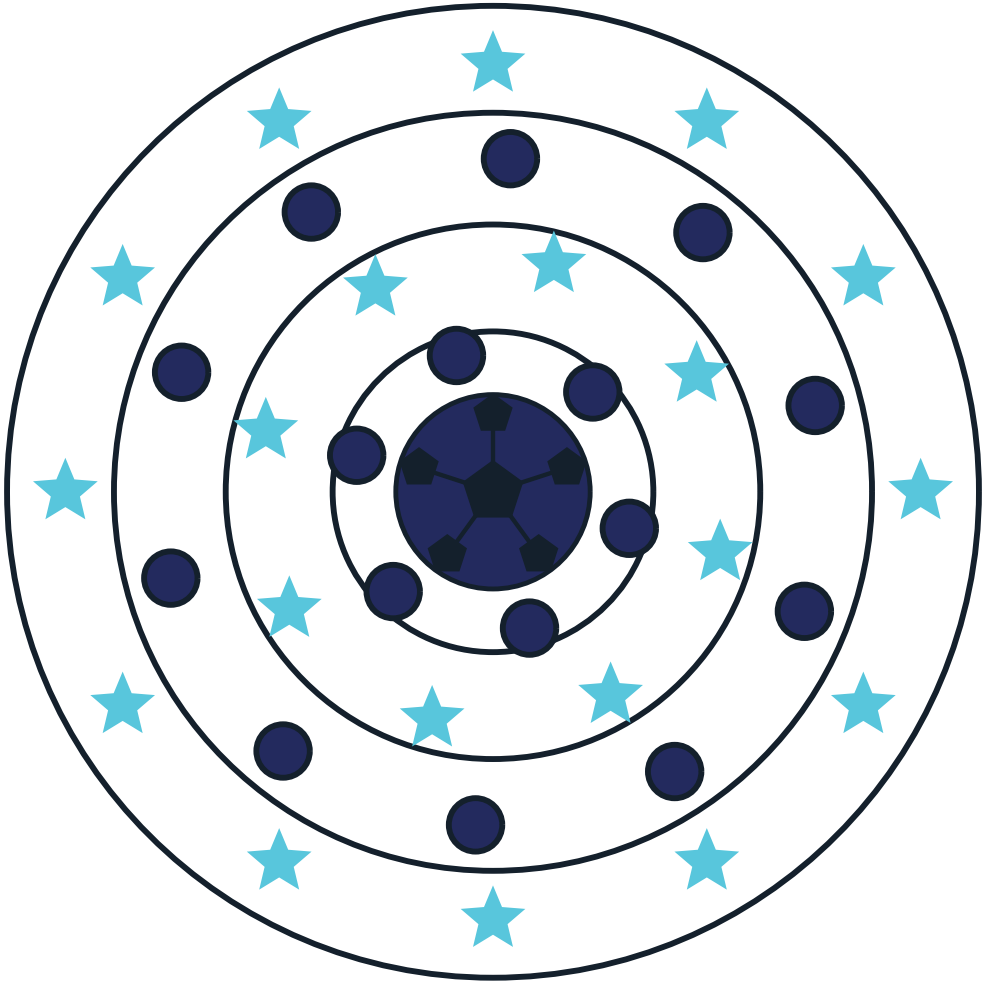
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: None — fictional sport. Laws edition the site's rules file follows: As defined in the film BASEketball (1998), created by David Zucker; rules as transcribed from the screen. 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 Quidditch
- The Cartoon Book of Blitzball
- The Cartoon Book of Motorball
- The Cartoon Book of Light Cycle Racing
- The Cartoon Book of Podracing
- The Cartoon Book of Zero-G Athletics
- The Quidditch Colouring Book
- The Blitzball Colouring Book

My Notes

Baseketball

The Cartoon Book of Baseketball — 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.

