

# Luck is the Great Equalizer

## ARSEWAY WHEEL

The Official Glove  
**Rawlings**  
R



# 2026

**Coors**  
LIGHT

### #1 Tee-Time

**TEE TIME**  
Your STARTING Lineup's First At-Bats MUST Be Hit Off of a TEE (Through 2nd Inning MAX) - 1 Swing ONLY - ANY Foul Ball Hit is a "K" and WILL Give the Opposing Team an Extra Run on the Board - Mulligans Can NOT Be Used on a "K"

### #2 Deucin' Ain't Easy

**DEUCIN' AINT EASY**  
If Your Team can Score AT LEAST 1 Run in the 1st Inning, You Will Receive 2 Bonus Runs. If You Fail to Score Any Runs in the 1st Inning, the Opposing Team Will Receive Your 2 Bonus Runs!

### #3 The Long Ball

**THE LONG BALL**  
COED RULE = Your Team Just Spun 3 EXTRA Homeruns to Hit in Your Next Game = 5 Total to Use  
  
MEN'S RULE = Your Team Just Spun +1 Unlimited Homerun Hitter for Your Next Game! = 2 Total Unlimited HR Hitters

### #4 Live Free or Dice Hard

**LIVE FREE, OR DICE HARD**  
At the LAG, The Opposing Team's Coach Will Roll 1 Die... Which ever Number is Facing UP, That's How Many Outs You Will Get on Offense in the 1st Inning.  
  
If it's a THREE, You Also Get 2 Runs on the Board!

### #5 Oh No! Chicago

**OH NO "CHICAGO"**  
OH SNAP!! Your 1st Batter Up for the 1st, 2nd, AND 3rd Inning MUST hit a Chicago Ball! This is a "1-Pitch" Scenario.  
  
Strike-out Rules ARE IN EFFECT!

### #6 Cy Young

**CY YOUNG**  
If Your Pitcher Strikes or Fouls Out a ANY Batter (Ball Must Hit Ground) ... That 1/2 Inning is Officially OVER - AND Your Team Receives 2 Runs! Strike Out Run Counts  
  
Regulation Time ONLY  
  
Mad Hatter = Double Runs

### #7 Ducks on the Pond

**DUCKS ON THE POND**  
Start the 2nd Inning by Loading the Bases (2nd Inning ONLY) with THAT Inning's 1st Three (3) Hitters When on Offense. That THEN 1st Official At-Bat Starts w/a 1-2 Count - NO FOUL TO GIVE!

### #8 Master Batter

**MASTER BATTER**  
For the 1st, 2nd, and 3rd Inning, When on Offense... THAT Inning's Leadoff Hitter MUST "Self-Toss" for Their At-Bat. 2 Toss MAX to Hit Ball into Fair Territory.  
  
Mulligans Can NOT Be Used.  
  
Brutal Rule Applies.

### #9 It's a Mad, Mad, Mad World

**IT'S A MAD, MAD, MAD WORLD**  
Take Advantage of the Dublin Dirty's "Mad Hatter" Rule in the 1st, 2nd, and 3rd Inning! Not Just the 3rd!

### #10 The Dublin Lifeline

**THE DUBLIN LIFELINE**  
For Your Next Game, Extend the Life of Your Team with 4 Outs to be Had When On Offense During the 1st and 2nd Inning ONLY!

### #11 Punch to the Blarney Stones

**PUNCH TO THE BLARNEY STONES**  
BOOM! In the 1st and 2nd Inning Your Team MUST Reverse Course When on Offense. That's Right...1st Base is Now 3rd Base and Visa-Versa.  
  
You Will Now Run CLOCKWISE Around the Bases. If you start out running towards first base, you need to run back through the box to get to 3rd. If not you will be out of the basepath and it will be an out. Enjoy!

### #12 Spread Your Eagle Wings

**SPREAD YOUR EAGLE WINGS**  
This rule is different at GERP and Shadow Mtn!  
  
GERP, the foul lines become the fences past 1st and 3rd base lines (See Umpire).  
  
Shadow, CHOICE, Spin again OR you may pick any rule on this board for the opposing team. NO RULE FOR YOU!

### #13 Un-Luck Of the Irish

**UN-LUCK OF THE IRISH**  
Your Upcoming Opponent Just Received 2 Runs to Start the Game, AND... They Will Also Start with a Runner on 1st and 1 Out Already Recorded Their 1st Time on Offense. - 1st Inning Only  
  
!REEEAL GOOD!!

### #14 Man Up!

**MAN UP!**  
That's Right... For the 1st and 2nd Inning ONLY... You Can Play with ELEVEN on Defense! - 11th Player Can Play Anywhere Just Not Closer than the Pitcher.  
  
Don't have 11 Players, Your Opponent Just Got 1 Run!

### #15 Bench 'Em

**BENCH 'EM**  
At ANY Point in the Game Your Team Can Remove 1 Opposing Team's Base Runner from the Bases! - Does NOT Count as an Out  
  
Limit 2x per Game.  
  
Mulligans Can NOT Be Used.

### #16 Live Free or Dice Hard

**LIVE FREE OR DICE HARD**  
At the LAG, The Opposing Team's Coach Will Roll 1 Die... Which ever Number is Facing UP, That's How Many Outs You Will Get on Offense in the 1st Inning.  
  
If it's a THREE, You Also Get 2 Runs on the Board!

### #17 Savage Irish Balls Of Fury!

**SAVE IRISH BALLS OF FURY**  
See Arseway Wheel Rule #17 Sign for Details

### #18 Chi-Town Bandit

**CHI-TOWN BANDIT**  
At Any Point During Your Next Game, and ONLY 2x During the Game, Pick one Batter on the Opposing Team to Hit a Chicago Ball - if a Mulligan is Used, the Batter Will Have to Re-hit the Chicago Ball

### #19 Pick Your Poison

**PICK YOUR POISON**  
EITHER Your First 2 Batters to Start the 1st & 2nd Inning MUST Hit a Chicago Ball off of a Tee (1 Swing Only - Foul Ball is a "K") OR  
  
Be Accepting of a Swift and Hearty "#11 PUNCH TO THE BLARNEY STONES!"

### #20 Lefty O'Douls

**LEFTY O'DOULS**  
3x During Your Next Game, Pick 1 Batter on the Opposing Team to Bat LEFTY  
  
Only 1x per Inning  
  
Strike-Out Rule NOT in Play for Batter  
  
If a Mulligan is Used, the Batter MUST STILL Bat Lefty

### #21 Double Kick to Your Blarney Stones

**DOUBLE KICK TO YOUR BLARNEY STONES**  
OH SH'!! For the First 4 INNINGS Your Team MUST Reverse Course When on Offense. That's Right...1st Base is Now 3rd Base and Visa-Versa.  
  
You Will Now Run CLOCKWISE Around the Bases. If you start out running towards first base, you need to run back through the box to get to 3rd. If not you will be out of the basepath and it will be an out. Enjoy!

### #22 Utah! Give Me Two

**UTAH! GIVE ME TWO**  
Turn a Double-Play on Defense During Your Next Game automatically Receive 2 Runs on Offense!  
  
Unlimited

### #23 Walking Red

**WALKING RED**  
Time to Designate 1 Player on Your Team as Your "Designated Walker". If That Player is Walked During the Game, it Counts as a Homerun. Clear the Bases!  
  
Player MUST Wear RED TOP HAT When at Bat  
  
Unlimited

### #24 Fore!

**FORE!**  
You've Just Earned Your Team 1 Free MULLIGAN  
  
Must Use During 1st or 2nd Inning on Offense or Defense  
  
Allows 2 Mulligans to be Used by Team During Game if Team also has the Weekend Mulligan

### #25 Man Down

**MAN DOWN**  
OUCH!  
Your Team Can Only Have 9 on Defense in the 1st and 2nd Innings - Does NOT Affect Offense.  
  
But... You'll Start the Game with 2 Runs Already on the Board!

### #26 Mc'D's Dirty Arches

**MC'D'S DIRTY ARCHES**  
IT'S UNLIMITED ARCH TIME!!  
  
Your Pitcher Has the Choice (ENTIRE GAME) to Pitch Unlimited Arch-style.  
  
Pitcher's Choice - Mat-Ball Rules (Any Part of the Space Behind Plate to Back of Batter's Box - 4ft Bottom Minimum)

### #27 The Golden Batter

**THE GOLDEN BATTER**  
One time, during any at bat, you can replace a batter with anyone in your current lineup. If that person is on base, you either must switch spots or you can use your courtesy runner if you have one.  
  
The Golden Batter may be the UHH and that person may hit a homerun in any spot with out penalty. If the Golden Batter does not hit a Homerun and gets on base, the original batter must take the base.  
  
Golden Batter starts with a 1-2 with not foul to give  
  
The BRUTAL Rule IS in effect.

### #28 May the Force Be Irish

**MAY THE FORCE BE IRISH**  
All game long, when your team is on offense, whenever the bases are empty, any bag or plate will be a force out, the defense just needs to beat the runner to first.  
  
DICE ROLL BONUS FOR YOUR TEAM: 1) Receive an extra UHH 1-5 (Number of Extra Homeruns. 6) Opposing team gets extra UHH!

### #29 Home of the Irish

**HOME OF THE IRISH**  
There's no comfort like the rolling green of home! So kick up your boots, grab a pint, and get cozy you're automatically the home team.

### #30 Missing The 'Ol Auld Sod

**MISSING THE 'OL AULD SOD**  
You've wandered far from the parish, lads. Grab your gloves — you're the away team.

### #31 The Leprechaun's Head Start

**THE LEPRECHAUN'S HEAD START**  
Ah no, lad! The opposing team starts with a lucky head start — 6 runs for Men's or 4 for Coed already on the board.  
  
But the Irish magic swings both ways: During your first at bat, every run you score this half inning counts double!

### #32 Big Irish Shoulders

**BIG IRISH SHOULDERS**  
Homerun or almost nothing. Pick a lead-off guy in the first Inning. If that player hits a homerun - over the fence consider it a Grand Slam (4 runs).  
  
If your leadoff does not hit a homerun then following happens:  
1) strikeout or foul out the opposing team gets 8 runs.  
2) Gets out during that at bat the opposing teams gets 4 runs.  
3) If the player arrives safely on base via hit or error, then opposing team gets two runs.  
4) If the player gets walked then your team gets 3 runs.  
  
A homerun does not count against your total homeruns allowed for the game. No mulligans for this at bat.