

PASS THE CUP • SUPERFAN CHEAT SHEET

Quick Reference Payouts & Rules Summary (Pass Cup at End of Every At-Bat)



VALUE OF ONE UNIT:
\$0.25 (Most Common)

BUY-IN / REPLENISH:
4 Units (Everyone Pays)

GAME COPYRIGHT:
Ron Soukup & Andy Soukup

YOU TAKE (GOOD AT-BATS / EVENTS)

SCENARIO / EVENT	WINNINGS
Single / Walk / HBP / Interference	+1 Unit
Double	+2 Units
Triple	+3 Units
Sacrifice Bunt or Fly Only if runner(s) advance	+1 Unit
RBI Bonus In addition to base hit/HBP/SF	+2 U / RBI
Successful Stolen Base During AB. Must be official SB	+1 U / runner
Balk / Wild Pitch / Passed Ball Take 2 units per run scored; keep cup	+2 U / run
Long At-Bat (10+ Pitches) Win min. 1 unit no matter what	Min +1 Unit
Runner Steals Home Official SB. Everyone replenishes 4U.	WIN CUP

GAME END & SCENARIOS

- **Walk-Off Ending:** Final holder wins cup + all bonuses (including Balk/WP/PB walk-off).
- **Non-Walk-Off:** Person *next in line* wins cup. Holder pays \$0.
- **Inning Ends (Batter Up):** Turn over, pass cup (e.g. CS ends inning).
- **Balk/WP/PB with No Runs:** Has no effect on the cup holder.
- **Shortage:** Take remaining cash, everyone replenishes 4U.

YOU PAY (BAD AT-BATS / OUTS)

SCENARIO / EVENT	PENALTY
Ground Out / Fly Out / Fielder's Choice	-1 Unit
Reached via Error Treated as an out	-1 Unit
Fly Out in Foul Territory Unless runner tags & advances	-2 Units
Strikeout (K) Swinging Includes foul tip caught / bunt foul on 2 strikes	-2 Units
Strikeout (K) Looking	-3 Units
Strikeout Add-ons (Stackable): • Out in exactly 3 pitches: add -2 Units • K to end the inning: add -1 Unit	Add-on
Bad Sacrifice Bunt Pop Out	-3 Units
Runner CS / Picked Off / Tagged Out Keep cup if AB is not over	-1 Unit
Double Play (DP) on Hit Add -1 unit if it ends the inning	-3 Units
Strike 'Em Out + Throw 'Em Out DP 2 for K + 1 for CS. Stackable with K penalties.	-3 Units+
Player Ejected During/After AB	-10 Units
Triple Play (Normal)	-20 Units
Triple Play to End the Game	-100,000 Units

BIG EVENTS (WINS THE CUP! PLUS SPECIAL BONUSES FROM EVERYONE)

TRIGGER EVENT	ADDITIONAL BONUS PAYMENT FROM EVERYONE
Home Run	None (Take full cup only; no RBIs/extras)
Grand Slam OR Inside-the-Park Home Run	+4 Units each
Walk-Off Home Run to Win Game	+4 Units each (Stackable)
Walk-Off Grand Slam OR Inside-the-Park HR	+8 Units each
Batter Completes a Cycle	+4 Units each
Break up No-Hitter or Perfect Game (7th Inning or later)	+4 Units each
Player's 3rd Home Run of the Game Does not automatically empty cup unless it is a base HR event	+4 Units each
Player's 4th Home Run of the Game Does not automatically empty cup unless it is a base HR event	+20 Units each
The Impossible Dream Walk-Off (Inside-the-Park Grand Slam)	+1,000,000 Units each

NOTE ON LEGENDARY PAYOUTS

The 100,000 unit Triple Play game-ender and the 1,000,000 unit "Impossible Dream" Walk-Off (Inside-the-Park Grand Slam - achieved by Roberto Clemente vs the Cubs in 1956 at Forbes Field) are official rulebook jokes highlighting extreme historical rarity. If you witness either, forget the cash and enjoy baseball history!