

4th Street Baseball Instructions

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Thank you for purchasing 4th Street Baseball! This game was developed to be an accurate portrayal of the game of baseball, as well as to produce accurate statistical results.

This manual is divided into two parts:

- 1) a description of the player ratings
- 2) instructions on how to play the game

Player Ratings

As in the game of baseball, everything starts with the pitch. In 4th Street Baseball, the pitcher's ability to throw the ball over the plate and get ahead in the count is key to his team winning the game.

The game engine is run by five dice; one 20-sided (d20), two 10-sided (d10), and two 6-sided (d6).

The d20 is typically used to determine the winner of a player "matchup"...all matchups are offense (the batter) and defense (either against the pitcher or a fielder).

The two d10 are used in percentile creations. One d10 is colored, the other is white. The two are ordinarily combined in that sequence to create a value from "00" to "99". For example, a green d10 roll of "4" and a white d10 roll of "1" creates a value of "41".

The two d6 are used to determine play results. They are added together to create values from "2" to "12".

Player ratings are of two types...pitcher and hitter. An example of a pitcher is pictured in Figure 1:

Joe Pitcher				Bts	Thr	Hld	Pitches	Endur	Cls	Rn	Inj						
NYA 1960				L	L	+0	82(21)	20(5)	-2	14	+4						
Count		Match			vsLHB	vsRHB	Hit (-5) (0-1)				D						
		L	R		Fst Brk	Fst Brk	P	IF	OF	Pw	Bn	HR	P				
0-0	4				7	5	9	7	11	13	13	-5	16	10	3		
0-1	20	Pw	6	3	2	93	45	66	45	43	10	90	77	21	22	46	
0-2	36	P	8	6	3	87	73	44	44	43	10	20	57	53	53	61	
1-0	39	C	9	7	4	64	64	64	75	43	10	80	99	53	68	41	
1-1	44	1B	11	9	4	64	64	64	75	43	10	80	99	53	68	41	
1-2	60	2B	19	18	5	51	87	51	89	43	10	20	88	55	56	61	
2-0	63	3B	24	24	6	43	43	44	44	43	10	20	97	22	22	9	
2-1	66	SS	33	33	7	44	44	43	43	43	10	20	98	11	22	61	
2-2	71	LF	38	38	8	43	43	43	43	43	10	20	99	22	19	9	
3-0	74	CF	44	43	9	89	89	89	64	43	10	20	88	22	54	11	
3-1	77	RF	49	48	10	95	75	95	66	43	10	20	78	93	55	46	
3-2	79	vsP	93	93	11	66	66	44	44	43	10	20	97	61	22	41	
Bat	99	Prk	99	99	12	45	41	45	41	45	10	20	97	61	29	11	
IP	149.1	G	35/18	W	13	L	3	Sv	1	ERA	4.28	Hits	139	BB/K	66/73	HR	16

Figure 1...Sample Pitcher

All pitchers contain a “Count” section and a “Match” (matchup) section.

The counts are listed in ball-strike format; a “1-2” count means 1 ball and two strikes. This is very important because it helps determine strategy and also forces adjustments in the hitter’s ratings...sometimes positive, sometimes negative.

The matchup columns list all of the possible defensive matchups that the hitter could face in an at bat. The following table provides a description of each abbreviation found in the columns:

Abbr	Matchup
Pw	Go directly to the hitter’s power column
P	Hitter vs. pitcher’s defensive column
C	Hitter vs. catcher’s defensive column
1B	Hitter vs. first baseman’s defensive column
2B	Hitter vs. second baseman’s defensive column
3B	Hitter vs. third baseman’s defensive column
SS	Hitter vs. shortstop’s defensive column
LF	Hitter vs. left fielder’s defensive column
CF	Hitter vs. center fielder’s defensive column

RF	Hitter vs. right fielder's defensive column
vsP	Hitter vs. pitcher's appropriate pitching column
Prk	Line drive. Determine result on the ballpark

Each column has a "00" to "99" range. The roll of "00" starts at the top, with breaks on each of the different rows. In the "Count" column on the sample pitcher, rolls from "00" (0) to "04" (4) yield a "0-0" count. Rolls from "05" (5) to "20" (20) yield an "0-1" count. Rolls from "21" to "36" yield an "0-2" count, etc. The hitter also has a count column, which is used when the dice roll is from "80" to "99". This is indicated on the pitcher by the term "Bat", which is at the bottom of the pitcher's "Count" column.

The "Match" columns are used in the same manner, except that there is a match column used against left-handed hitters (marked "L") and another for use against right-handed hitters (marked "R").

These two sections are largely responsible for how a pitcher will fare in a ballgame, because the pitcher is largely in control of the count and in where the ball is hit. A good pitcher will get ahead in the count with a higher frequency, and therefore reduce the grades of the hitters he faces. A good pitcher will also be able to keep the ball in the ball park more effectively than a "gopher ball" pitcher. He'll also be able to entice more double plays and lazy fly balls than some of his less-dominating contemporaries.

The next four columns on the pitcher are the pitching columns. The two on the left are labeled "vs LHB" and are separated from the two on the right, which are labeled "vs RHB". Each of these two sets include a column labeled "Fst" (fastball) and "Brk" (breaking ball). The number directly below the "Fst" or "Brk" heading is the pitcher's fastball or breaking ball grade, respectively. The grades run from 1 (very poor) to 10 (outstanding), and are used in comparison to the hitter's ratings.

The columns contain results for dice rolls from 2 through 12.

Further to the right, there are the four "Hit" columns entitled "P", "IF", "OF", and "Pw". These are the pitcher's hitting columns, and are used when the pitcher is up to bat. Normal hitters have these

columns for use both against left-handed and right-handed pitchers, but pitcher's only have one set for use against both lefties and right-handers. Again, each of these has an individual grade, but this time they range from 10 (very poor) to 20 (outstanding). The following table gives a little more thorough explanation of each column:

Abbr	Used in Matchup:	Determination of Grade
P	Hitter vs. pitcher	Hitter's walk to strikeout ratio
IF	Hitter vs. infielder	Hitter's batting average
OF	Hitter vs. outfielder	Hitter's slugging percentage
Pw	Hitter's power	Hitter's homerun frequency

(The "determination of grade" is a partial explanation of how the player's grade in each column is derived...other smaller factors are also included in some cases.)

The first rating in "(" behind the word "Hit" is the player's Pull rating. All pitchers receive a "+0" pull rating. The rating that follows (also in "(") is the count when the pitcher is hitting and the dice roll is from "80" to "99".

The "Pw" grade is a little different than the others, and ranges from -5 to +5. This grade is sometimes used when ballpark effects are put into play.

The next set of two columns are labeled "Bn" (bunt) and "HR" (hit and run). The grades in these two columns are relative indicators of how good the player is at bunting and at the hit-and-run, respectively, but are not actually used in matchups.

The last column, the "D" column, handles defense. Since pitchers are only graded for defending the mound they pitch on, they only have one grade labeled "P" (for "pitcher"). Defensive grades range from 1 (very poor) to 10 (outstanding).

Further ratings are displayed across the top of the pitcher. Some are pitching-related, some are hitting or base-running related. The following table gives a description each type:

Abbr	Description
Bts	Player "Bats" either "R", "L", or "B"
Thr	Player throws either "R" or "L"
Hld	Pitcher's ability to hold runners on base
Pitches	Pitcher rating that uses pitch count to determine fatigue. First rating is used when the pitcher is starting; rating in "()" is for use when the pitcher is relieving
Endur	Pitcher's endurance rating(s). First rating is for use as a starting pitcher; rating in "()" is for use as a reliever
Cls	Pitcher's closer rating, from -5 to +3
Run	Player's base running rating, ranging from 0 to 20
Inj	Player's injury rating

Finally, the player's general stats for the season are listed at the bottom.

A hitter looks somewhat similar to the pitcher, except that the Count column only ranges from 79 to 99, the Match section isn't present, and additional hitting columns for use against left-handed and right-handed pitchers are included. A sample appears in Figure 2:

Joe Hitter		Bts	Thr	CH	Ar	Rn	Jp	Stl	Inj							
NYA 1960		R	R	+0	-5	12	0	1	+2							
Count		vsLHP (+0)				vsRHP (+0)				Defense						
0-0	80	P	IF	OF	Pw	P	IF	OF	Pw	Bn	HR	LF	1B	CF	RF	
0-1	81	16	15	16	+1	15	14	16	+1	10	15	6	3	4	5	
0-2	82	2	44	10	80	57	44	10	80	97	51	22	17	13	78	79
1-0	84	3	55	10	80	77	43	80	80	77	55	53	97	63	98	99
1-1	85	4	43	10	70	99	75	50	90	99	53	68	97	63	98	99
1-2	86	5	87	10	70	98	43	10	70	98	22	55	97	53	88	89
2-0	88	6	44	10	90	97	44	10	20	88	52	56	87	9	88	89
2-1	90	7	44	10	90	88	44	10	20	47	95	19	97	73	98	99
2-2	92	8	93	10	90	47	85	70	90	49	61	22	67	9	68	69
3-0	94	9	94	10	50	49	87	60	50	48	21	54	77	13	78	79
3-1	96	10	43	10	50	48	96	10	30	97	11	53	87	83	18	19
3-2	99	11	96	10	20	48	43	10	90	48	22	51	9	83	9	9
		12	44	10	90	49	44	10	90	49	61	29	17	23	28	29
Avg	.252	AB	DO		TR	HR	RBI		SB	BB/K						
		294	12		2	14	40		0/0	40/53						

Figure 2...Sample Hitter

The first set of four columns is used vs. left-handed pitchers, and the second set of four is used vs. right-handed pitchers. The rating in “()” is the player’s pull rating against that type of pitcher, and is used when ballpark effects are put into play. Like pitchers, each hitter has “P”, “IF”, “OF”, and “Pw” grades and columns, but for hitters there is a set for use against each type of pitcher (left-handed or right-handed).

The next set of two columns, “Bn” and “HR”, is used for bunting and hit-and-run plays, just as on the pitcher.

The “Defense” section contains grades for up to 4 different positions. Some players played multiple positions and don’t have quite enough room for all of their grades, so some have been combined. Symbols for these special cases are listed below:

Abbr	Description
OF	Use this column for any of the 3 outfield positions
RL	Use this column for RF and LF
S2	Use this column for 2B and SS

Hitters also have several other additional ratings listed across the top, as explained by the descriptions below:

Abbr	Description
Bts	Player “Bats” either “R”, “L”, or “B”
Thr	Player throws either “R” or “L”
CH	Hitter’s clutch hitting rating, ranging from -5 to +5
Ar	Hitter’s arm rating, ranging from -5 to +5. Important for outfielders and catchers only
Rn	Player’s running rating, ranging from 0 to 20
Jp	Player’s “jump” rating, used to determine whether he got a good enough jump in order to try to steal a base. Ranges from 0 to 20
Stl	Player’s “steal” success rating, ranging from 0 to 20
Inj	Player’s injury rating

The player’s general batting stats are listed at the bottom.

Playing the Game

Select your teams, select the ballpark you are to play the game in, choose your pitchers and make out your starting lineups. Score sheets are included so that the batting order and positions can be filled in.

On each play, the count must first be determined as several adjustments and decisions are made based on the number of balls and strikes.

Roll the two d10 and combine them (colored die first, white die last). For example, a green “6” and a white “4” make a “64”. Look for the range that this value falls in on the pitcher’s “Count” column. A “64” on the pitcher in Figure 1 yields a “2-1” (two ball, one strike) count. The count is marked on the ball-strike-out section of the ballpark.

The defensive team now selects one of the defensive strategy cards to play, and conceals it from view. These can be as simple as the type of pitch that will be thrown to calling for a pitchout. Below is a list of each strategy and a short description of each:

Strategy	Description
Fast Ball	Pitcher will attempt to throw a fast ball for a strike
Breaking Ball	Pitcher will attempt to throw a breaking ball for a strike
Pitchout	Pitcher will throw a ball intentionally wide so that the catcher has a better opportunity to cut down a suspected base stealer
Charge...	An infielder will charge toward home in an attempt to cut off a bunt. Each of these cards also contains a pitch type (fast ball or breaking ball)

The offensive team now selects one of the offensive strategy cards to play, and both managers reveal their selection simultaneously.

Below is a list of offensive strategies and a short description of each:

Strategy	Description
Sit on Fast Ball	The batter is “guessing” fast ball. If correct, a 1-point bonus is given to his grades. If incorrect, a 1-point reduction is made to his grades.
Sit on Breaking Ball	The batter is “guessing” breaking ball. If correct, a 1-point bonus is given to his grades. If incorrect, a 1-point reduction is made to his grades.
Sacrifice	The batter attempts to bunt in order to move the runners up a base. Cannot be used with a runner on 3 rd base.
Steal	Leading base runner will attempt a straight steal. The batter will take the next pitch, even if it is a strike.
Hit-and-Run	The runners will take off with the pitch, and the batter will swing at it, even if it is a ball. The runners have a lower chance of stealing a base if the batter misses the pitch since they need to check to see whether the ball is put into play. On the other hand, they have a much better chance of advancing a base on a hit and keeping out of a double play on a ground out.
Send Runners	This is similar to a hit-and-run play, but the batter won’t necessarily swing at the pitch. Play proceeds normally, except the batter will be less likely to hit into a double play (but more likely to line into one). If the pitch is a ball or if the batter misses, the runners are more likely to be caught stealing. This choice is automatically selected with a 3-2 count and two outs for runners who are forced.
Contact Play ON	With a runner on at third and fewer than two outs, any ball hit will send the runner toward home. The play will likely either result in a run or an out at home plate. Each of these cards also includes the type of pitch (fast ball or breaking ball) the batter will “sit” on.
Contact Play OFF	Just the opposite of the contact play ON.
Safety Squeeze	With a runner on at third, the batter attempts to bunt in order to advance the runner(s). The runner on at third will not run toward home until he sees the ball safely on

	the ground.
Suicide Squeeze	With a runner on at third, the batter attempts to bunt in order to advance the runner(s). The runner on at third sprints toward home with the pitch. If the ball is popped up, it will result in a double play. If the pitch is not bunted by the batter, the runner will most likely be caught attempting to steal home.

Let's assume that Joe Pitcher (Figure 1) and Joe Batter (Figure 2) are facing each other with no one on and no one out in the first inning.

To find the count, the two d10 are rolled, resulting in a green "6" and a white "5"...a "65". Checking the pitcher's "Count" column reveals that the count is "2-1" (two balls, one strike). The batter is ahead in the count by one ball, and thereby receives a bonus of 1 point on all his grades.

The two managers select their strategy cards...the defense has chosen the Fast Ball strategy card, and the offense has also chosen the Fast Ball strategy card...the batter "guessed right" on the pitch.

All five dice are now re-rolled.

The two d10 are again combined and used to determine the matchup. Let's say that this time a green "5" and a white "3" are rolled for a value of "53". Looking under the "Match" section's "R" column (because Joe Hitter bats right-handed, as indicated by his "Bts" rating) on the pitcher (Figure 1), we see that a "53" gives the hitter a matchup with the Pitcher ("vsP"). This quite frequently means that the result will either be a walk or a strikeout.

The pitcher's fastball ("Fst") grade against right-handed batters (Joe Batter bats right,) is a very good "9". The hitter's "P" grade vs. left-handed pitchers (Joe Pitcher is a lefty, as indicated by his "Thr" rating) is an above-average "16". Since the batter "guessed" correctly on the pitch, he receives a bonus of 1 point to his grade. Since he is also ahead in the count at 2-1, he receives another bonus of 1 point to his grade (2 balls minus 1 strike = +1). That puts him at "18".

We now subtract the defensive rating (“9”) from the offensive rating (“18”) and get a result of “9”. This value is compared to the d20 roll...if it is from 1 to 9, the offensive player (the batter) wins the matchup. Otherwise, the defensive player (in this case, the pitcher) wins the matchup. As the d20 roll was a “4”, Joe Batter wins the matchup.

The two d6 are now added together. One d6 was a 3, the other d6 was a 4 for a total of “7”. We look across from the “7” on Joe Batter underneath his “P” column in the “vs LHP” section and discover a result of “44”, as shown below:

Joe Hitter															
NYA 1960		Bts	Thr	CH	Ar	Rn	Jp	Stl	Inj						
		R	R	+0	-5	12	0	1	+2						
Count		vsLHP (+0)				vsRHP (+0)				Defense					
		P	IF	OF	Pw	P	IF	OF	Pw	Bn	HR	LF	1B	CF	RF
0-0	80														
0-1	81														
0-2	82	2													
1-0	84	3													
1-1	85	4													
1-2	86	5													
2-0	88	6													
2-1	90	7	44	10	90	88	44	10	20	47	95	19	97	73	98
2-2	92	8	44	10	90	47	85	70	90	49	61	22	67	9	68
3-0	94	9	94	10	50	49	87	60	50	48	21	54	77	13	78
3-1	96	10	43	10	50	48	96	10	30	97	11	53	87	83	18
3-2	99	11	96	10	20	48	43	10	90	48	22	51	9	83	9
		12	44	10	90	49	44	10	90	49	61	29	17	23	28
Avg	.252	AB	294	DO	12	TR	2	HR	14	RBI	40	SB	0/0	BB/K	40/53

The result code of “44” is a walk. Results can be found on the Results and Base-Running Chart or in the appendix section of this instruction manual.

Had the d6 roll been a “10”, the batter would have struck out (a result code of “43”).

Winning a matchup for an offensive player does NOT guarantee his getting on base, but it does increase the likelihood drastically. Comparatively, a defensive player winning a matchup will usually yield an out. But sometimes a defensive player will be the victim of a bleeder getting through the infield or a bloop falling in front of an outfielder for a single.

Let's try another one.

First, find the count. The d10 roll is "95", so the count is found on the hitter's card rather than on the pitcher's, and it sits at 3-1. The batter is ahead in the count at three balls, one strike. Since 3 minus 1 is +2, we will add 2 points to the batter's grades.

Let's say that the offense chooses the "Breaking Ball" strategy card while the defense chooses the "Fast Ball" strategy card. Since the batter is wrong, we will subtract 1 point from his grades.

Now re-roll all five dice. They are a d10 combination of "16", a d20 roll of "3", and a d6 total of "5".

The d10 combination ("16") is used to find the matchup. Looking under the "R" column in the "Match" section on the pitcher;

Joe Pitcher					Bts	Thr	Hld	Pitches	Endur	Cls	Rn	Inj			
NYA 1960					L	L	+0	82(21)	20(5)	-2	14	+4			
Count		Match			vsLHB		vsRHB		Hit (-5) (0-1)				D		
0-0	4		L	R	Fst	Brk	Fst	Brk	P	IF	OF	Pw	Bn	HR	P
0-1	20	Pw	6	3	7	5	9	7	11	13	13	-5	16	10	3
0-2	36	P	8	6	93	45	66	45	43	10	90	77	21	22	46
1-0	39	C	9	7	87	73	44	44	43	10	20	57	53	53	61
1-1	44	1F	11	9	64	64	64	75	43	10	80	99	53	68	41
1-2	60	2B	19	18	51	87	51	89	43	10	20	88	55	56	61
2-0	63	3B	24	24	43	43	44	44	43	10	20	97	22	22	9
2-1	66	SS	33	33	44	44	43	43	43	10	20	98	11	22	61
2-2	71	LF	38	38	43	43	43	43	43	10	20	99	22	19	9
3-0	74	CF	44	43	89	89	89	64	43	10	20	88	22	54	11
3-1	77	RF	49	48	95	75	95	66	43	10	20	78	93	55	46
3-2	79	vsP	93	93	66	66	44	44	43	10	20	97	61	22	41
Bat	99	Prk	99	99	45	41	45	41	45	10	20	97	61	29	11
IP	G	W	L	Sv	ERA		Hits		BB/K		HR				
149.1	35/18	13	3	1	4.28		139		66/73		16				

the matchup is with the second baseman (rolls from 10 through 18 would all be matchups with the second baseman on this pitcher when facing a right-handed batter).

Joe Fielder		Bts	Thr	CH	Ar	Rn	Jp	Stl	Inj			
NYA 1960		R	R	-2	-2	12	5	9	+4			
Count		vsLHP (-2)				vsRHP (-2)				Defense		
		P	IF	OF	Pw	P	IF	OF	Pw	Bn	HR	2B
0-0	82											
0-1	85											
0-2	86	2	94	10	50	77	94	10	10	48	22	54
1-0	89	3	93	10	90	57	93	10	50	57	51	51
1-1	90	4	89	10	80	99	89	10	80	78	21	55
1-2	91	5	88	10	70	88	88	10	70	88	51	68
2-0	93	6	87	10	20	97	87	10	90	97	53	56
2-1	95	7	55	10	20	98	75	10	10	98	11	19
2-2	96	8	44	10	90	99	44	10	90	99	55	54
3-0	97	9	96	10	50	88	76	10	30	88	52	53
3-1	98	10	94	10	90	78	94	10	20	77	91	55
3-2	99	11	94	10	90	97	94	10	50	97	63	29
	12		96	10	90	97	76	10	10	47	63	22
Avg		AB	DO	TR	HR	RBI	SB	BB/K				
	.252	460	12	3	1	26	6/13	35/19				

The second baseman's (Joe Fielder) fielding grade is "6". The batter's "IF" grade against left-handed pitchers is "15", but we need to add 1 point (add 2 points for getting ahead at 3-1, subtract 1 point for guessing wrong on the pitch type) to put him at "16". 16 minus 6 is "10", and the d20 roll is a "3". This means that the batter wins the matchup. The d6 roll was "5". Looking at Joe Batter across from 5 under the "IF" column against left-handed pitchers, we find a result of "10"...single!

Joe Hitter		Bts	Thr	CH	Ar	Rn	Jp	Stl	Inj							
NYA 1960		R	R	+0	-5	12	0	1	+2							
Count		vsLHP (+0)				vsRHP (+0)				Defense						
		P	IF	OF	Pw	P	IF	OF	Pw	Bn	HR	LF	1B	CF	RF	
0-0	80															
0-1	81															
0-2	82	2	44	10	80	57	44	10	80	97	51	22	17	13	78	79
1-0	84	3	55	10	80	77	43	80	80	77	55	53	97	63	98	99
1-1	85	4	43	10	70	99	75	50	90	99	53	68	97	63	98	99
1-2	86	5	87	10	70	98	43	10	70	98	22	55	97	53	88	89
2-0	88	6	44	10	90	97	44	10	20	88	52	56	87	9	88	89
2-1	90	7	44	10	90	88	44	10	20	47	95	19	97	73	98	99
2-2	92	8	93	10	90	47	85	70	90	49	61	22	67	9	68	69
3-0	94	9	94	10	50	49	87	60	50	48	21	54	77	13	78	79
3-1	96	10	43	10	50	48	96	10	30	97	11	53	87	83	18	19
3-2	99	11	96	10	20	48	43	10	90	48	22	51	9	83	9	9
	12		44	10	90	49	44	10	90	49	61	29	17	23	28	29
Avg		AB	DO	TR	HR	RBI	SB	BB/K								
	.252	294	12	2	14	40	0/0	40/53								

Most other play results are found in similar fashion.

Power

When the matchup calls for “Pwr”, the pitcher has “grooved one” to the batter. We need to find out if he hits the ball out of the park! The play result is automatically read off the “Pw” column of the batter using the d6 result.

Example: The count is 1-2, so the pitcher is ahead in the count. The 5 dice are re-rolled, with a d20 of “7”, a d10 combo of “02” and a d6 total of “9”. When we find the matchup on Joe Pitcher’s “Match-R” column:

Joe Pitcher					Bts	Thr	Hld	Pitches	Endur	Cls	Rn	Inj			
NYA 1960					L	L	+0	82(21)	20(5)	-2	14	+4			
Count	Match	L	R		vsLHB		vsRHB		Hit (-5) (0-1)				D		
					Fst	Brk	Fst	Brk	P	IF	OF	Pw	Bn	HR	P
0-0	4				7	5	9	7	11	13	13	-5	16	10	3
0-1	20	Pw	6	3	93	45	66	45	43	10	90	77	21	22	46
0-2	36	P	8	6	87	73	44	44	43	10	20	57	53	53	61
1-0	39	C	9	7	64	64	64	75	43	10	80	99	53	68	41
1-1	44	1B	11	9	51	87	51	89	43	10	20	88	55	56	61
1-2	60	2B	19	18	43	43	44	44	43	10	20	97	22	22	9
2-0	63	3B	24	24	44	44	43	43	43	10	20	98	11	22	61
2-1	66	SS	33	33	43	43	43	43	43	10	20	99	22	19	9
2-2	71	LF	38	38	89	89	89	64	43	10	20	88	22	54	11
3-0	74	CF	44	43	95	75	95	66	43	10	20	78	93	55	46
3-1	77	RF	49	48	66	66	44	44	43	10	20	97	61	22	41
3-2	79	vsP	93	93	45	41	45	41	45	10	20	97	61	29	11
Bat	99	Prk	99	99											
IP	G	W	L	Sv	ERA	Hits	BB/K	HR							
149.1	35/18	13	3	1	4.28	139	66/73	16							

we see that rolls “00” through “03” are matchups of “Pw”, or “power”.

We go directly to the hitter’s “Pw” column (in this case, “vs LHP” since Joe Pitcher is a lefty) and look across from our d6 total of “9”:

Joe Hitter		Bts	Thr	CH	Ar	Rn	Jp	Stl	Inj							
NYA 1960		R	R	+0	-5	12	0	1	+2							
Count	vsLHP (+0)				vsRHP (+0)				Defense							
	P	IF	OF	Pw	P	IF	OF	Pw	Bn	HR	LF	1B	CF	RF		
0-0	80															
0-1	81															
0-2	82	2	44	10	80	57	44	10	80	97	51	22	17	13	78	79
1-0	84	3	55	10	80	77	43	80	80	77	55	53	97	63	98	99
1-1	85	4	43	10	70	99	75	50	90	99	53	68	97	63	98	99
1-2	86	5	87	10	70	98	43	10	70	98	22	55	97	53	88	89
2-0	88	6	44	10	90	97	44	10	20	88	52	56	87	9	88	89
2-1	90	7	44	10	90	88	44	10	20	47	95	19	97	73	98	99
2-2	92	8	93	10	90	47	85	70	90	49	61	22	67	9	68	69
3-0	94	9	94	10	50	47	87	60	50	48	21	54	77	13	78	79
3-1	96	10	43	10	50	48	96	10	30	97	11	53	87	83	18	19
3-2	99	11	96	10	20	48	43	10	90	48	22	51	9	83	9	9
		12	44	10	90	49	44	10	90	49	61	29	17	23	28	29
Avg	.252	AB	294	DO	12	TR	2	HR	14	RBI	40	SB	0/0	BB/K	40/53	

the result code is “47” ...a homerun to left field!

A player’s grade in his “Pw” columns ranges from -5 to +5, and is used when the matchup calls for ball park effects.

Ball Park Effects

Before a game begins, Check to see if there are any weather-related changes for the day’s game. Rain, cold and hot weather, and wind all can play a role in how the game plays out.

Weather Effects					
Mo	Wind		Rain	Temp	
	▼	▲		▼	▲
Apr	03	97	14	04	94
May	02	98	15	---	89
Jun	01	99	14	---	83
Jul	01	99	20	---	83
Aug	01	99	14	---	84
Sep	01	99	16	---	90
Oct	03	97	12	---	97

Before the game begins, roll two d10 three times:

- 1st Roll...Wind: If roll is less than or equal to the park's ▼ range, a strong wind is blowing in. If roll is greater than or equal to ▲ range, a strong wind is blowing out. When a "Prk" result comes up (explained in more detail later on in this section), add 1 to all d20 rolls of 11 or more if the wind is blowing out and subtract 1 from all ballpark d20 rolls of 11 or more if the wind is blowing in.
- 2nd Roll...Rain: If roll is less than or equal to rain range, roll the two d10 before each new inning. If the colored d10 is 2 or under, the rain is beginning to fall, and there is at least a temporary delay in the game. Check the following table to see how long the rain delay lasts. If a "rainout" occurs, the game is called due to rain.

color d10	delay begins?	white d10	delay lasts
0	Yes	0	rainout
1	Yes	1	15 min
2	Yes	2	30 min
3	No	3	45 min
4	No	4	60 min
5	No	5	75 min
6	No	6	100 min
7	No	7	115 min
8	No	8	130 min
9	No	9	rainout

For each 15 minutes of delay, both pitchers lose 1 point on all their pitching grades. You may want to remove a pitcher if his point total drops to a large degree. If rain begins falling before a pitcher takes the mound, he receives no penalty.

- 3rd Roll...Temperature: If the game is played at night, subtract 10 from the dice roll (minimum dice roll of "00"). If the roll is less than or equal to ▼ range, the temperature is below freezing. If roll is greater than or equal to ▲ range, the temperature is over 90 degrees. If the temperature is cold, both pitchers gain 1 point on all their pitching grades. If

the weather is hot, both starters lose 3 points on their “Endur” (endurance) grade (10 off their “Pitches” grade). There is no effect on relievers.

When a range is marked as “---“, ignore the effect altogether, no matter what the dice roll is.

Some teams play in domed stadiums (marked “Dome” on their stadium chart) or in retractable roof (marked “Retractable”) stadiums. These parks are immune to rain, heat, and cold weather effects. Domed stadiums are immune to wind effects. Retractable roof stadiums can occasionally be effected by the wind...assume that the other elements are tolerable when this happens.

A few times a game, the park in which the game is being played may alter a play result. A deep fly out in one park can result in a homerun in another, or maybe a smash off the wall in still another park that ends up being a single instead of a double.

When matchups rolls call for “Prk” (ball park), a few of the batter’s ratings and the positioning of fielders is used to find the play result.

Before the pitch, the defense has the opportunity to move its fielders around the baseball field. Outfielders may be “shaded” to the left or right. A first baseman can be asked to hold a runner on first. The third baseman can be asked to guard the line. Some or all of the infielders may be asked to play “in”, etc.

This positioning can modify some of the other play results, but is used mostly when ball park effects are in question. The ball park has been divided into “lanes” and “depths”. There are 15 lanes and 16 depths, as shown below:

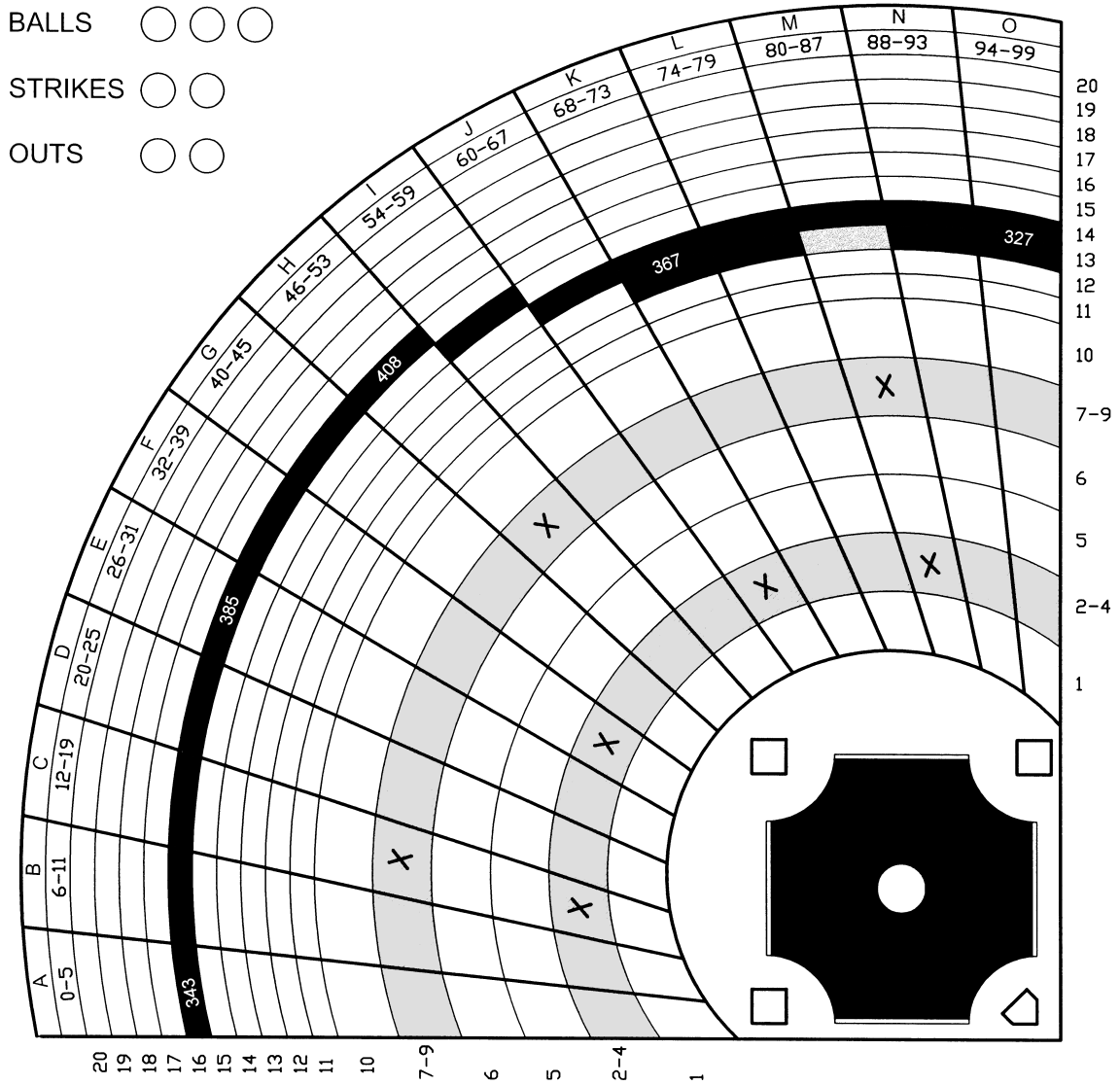


Figure 3...Ball Park

The gray strips designate the depth where “normal” positioning occurs...the first strip (labeled “2-4”) is for infielders, the second strip (labeled “7-9”) is for outfielders. A series of “X” marks indicate where each of the 7 fielders (excluding the pitcher and catcher, who do not enter in to ball park effect plays) would normally be positioned. The gray areas represent the most likely regions to which the ball will land.

Deeper out, more areas have been darkened, indicating where the fence is located. In order to be hit out of the park, a ball must fly **over** the fence.

Finding the result of the play is fairly simple. The dice are re-rolled and are used in the following manner:

- The d20 is used to determine the depth to which the ball is hit. If the result is 11 or higher, add the batter's "Pw" grade (ranging from -5 to +5) to the die roll.
- The d10 are combined in the usual manner and the lane to which the ball is hit is found by using the ranges listed right above depth 20 on the ball park. After the lane is determined, add or subtract the number of lanes from the hitter's pull rating (this rating appears in "(" in the appropriate hitting column ("vs LHP" or "vs RHP").

For example, let's say we have a hitter with a "Pw" rating of +2 and a pull rating against right-handed pitchers of -1. If a d20 roll of "6" and a d10 combo of "72" is thrown, then ordinarily the ball is hit to depth "6" and to lane "K". Since the d20 roll is less than 11, no adjustment is made to the depth. But because this hitter has a pull rating of -1, the ball is hit to lane "J" rather than lane "K".

Balls hit on ball park effects are hot line drives...the type which can take the head off an unsuspecting fielder! To find out whether a fielder successfully catches the ball, or whether the hit is trouble (or even a homerun), we need to look more closely at the fielders and fences.

Let's assume that the defensive manager has not moved his fielders from their "normal" positions. Balls hit directly at fielders are automatically caught for outs. Balls hit one lane to the left or right of a fielder, or one depth in front of or behind a fielder, can be caught if a new d20 roll is less than or equal to the fielder's grade for the position he is playing.

For more clarification, look at the ball park figure a few pages back. The shortstop is positioned in lane "F", depth "2-4". If the ball is hit to lane "F" and if the d20 roll is 2, 3 or 4, the shortstop automatically catches the line drive for an out. If the runners were running with the pitch, then they are also out.

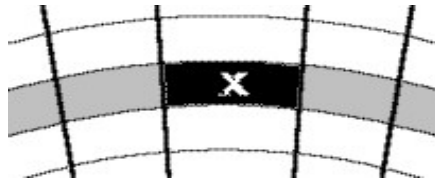


Figure 4...If hit directly at a fielder, the ball is caught for an out

If the ball had been hit to lane “F” but the d20 roll was instead a “1” (hit to depth 1), the ball will only be caught if another d20 roll is less than or equal to the shortstop’s “SS” grade.

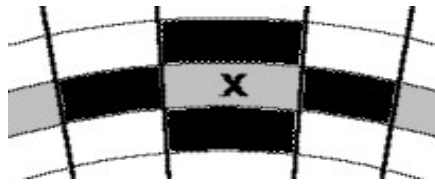


Figure 5...If hit adjacent to a fielder, the ball is caught only if a new d20 roll is less than or equal to the fielder's grade for that position

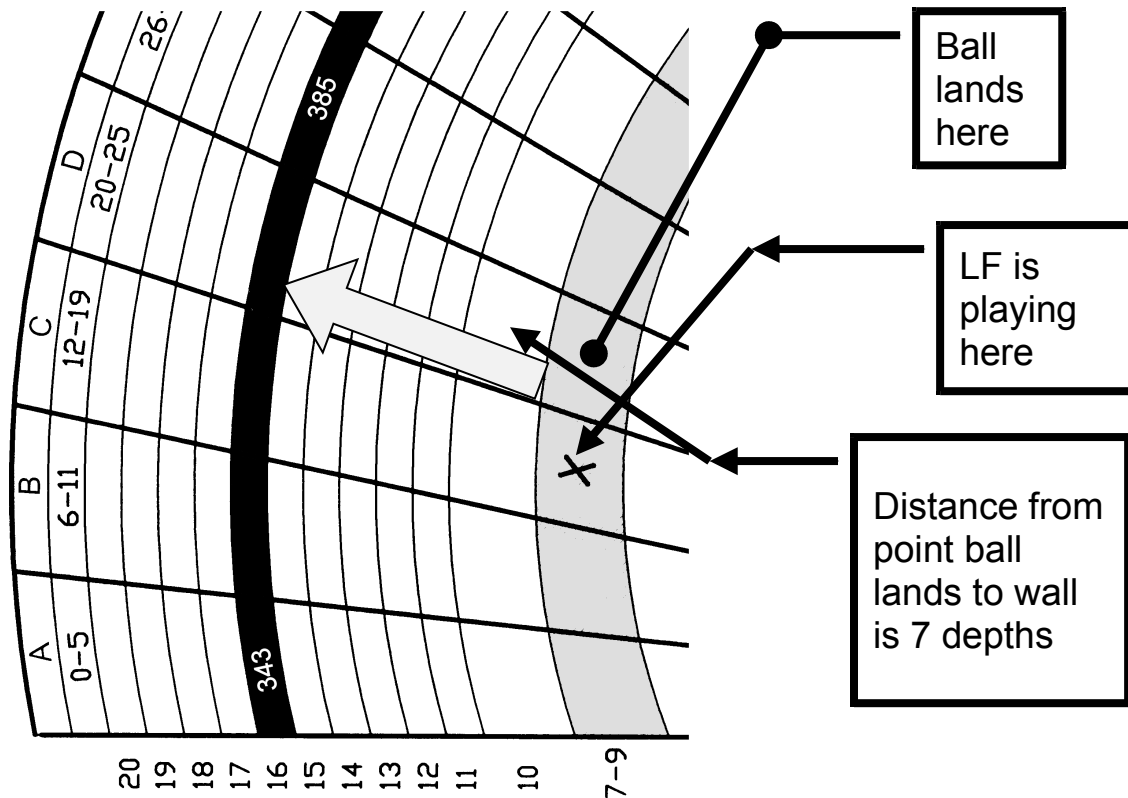
Balls that are not caught in the air by fielders (depths 1-10) are automatic singles, with all runners advancing two bases.

Balls that are not caught in the outfield and land in zones beyond the closest outfielder in depths 11-20 are doubles with runners advancing three bases except in two cases:

- If the ball lands in a zone over the fence, the ball is hit for a homerun.
- If the ball strikes the wall in a shaded area (e.g., lane “M” depth “13” on the ball park previously shown in this manual) the ball bounces back to the nearest outfielder and the offensive manager must choose whether to have his hitter attempt to advance to second for a double or hold up at first with a single. Base runners advance two bases.

If (a) an outfielder was unsuccessful at “diving” for a ball hit adjacent to the zone he is positioned, (b) the d20 roll making him unsuccessful was out of his defensive range by 1, (c) the distance from the point the ball landed to the wall is at least 5 depths (include the wall when counting), and (d) the batter has a “Run” rating of at least 12, the hit is a triple.

Example: *the left fielder with a “LF” grade of 5 is playing “normal” in lane C, depth 7-9. A line drive is hit to lane D depth 8, meaning the LF has a chance to dive and catch the ball. A second d20 roll is a 6...he would have caught the ball had it been a 1-5. The batter’s “Run” rating is 13. Since the fence is seven depths behind where the ball landed, the hit goes for a triple. (Otherwise, the play would have been a single.)*



Balls that land in either lane “A” or lane “O” (both of these lanes are “down the line”) and are not successfully caught are doubles, regardless of the depth (except for homeruns, of course).

When adding or subtracting lanes due to a hitter’s pull rating, the minimum lane is “A”, the maximum lane is “O”. In other words, ball park results are always fair balls.

Balls that land in the outfield areas (depths 6-10) for singles can be stretched into doubles. Add the nearest outfielder’s “Arm” grade to the batter’s “Run” rating and re-roll the d20. If the d20 is less than

or equal to this adjusted total, the batter successfully stretches the single into a double. Otherwise, he is thrown out.

Likewise, doubles that land in the outfield (depths 6-20) may be stretched into triples. A hit that was already stretched into a double may not also be stretched into a triple.

Balls that are hit for triples may be stretched into inside-the-park homeruns. A hit that was already stretched into a triple may not also be stretched into an inside-the-park homerun.

Base Runner Advancement

At times, base runners and batters may attempt to advance an extra base.

When batters are afforded an opportunity and attempt to stretch singles into doubles, doubles into triples, and triples into inside-the-park homeruns, add the outfielder's "Arm" to the batter's "Run" grade. If a new d20 roll is less than or equal to this calculated value, the batter advances safely. Otherwise, he is thrown out.

Base runners may also be given opportunities to advance an extra base. Odds are calculated in the same manner outlined above, except that occasionally bonuses are given or penalties levied due to out situations, the location of the hit, etc. These changes are addressed on the Results Chart. Add 5 to a base runner's chances if there are two outs in the inning (this bonus is only awarded to a runner already on base, and not to a hitter who has just reached base safely).

If a runner is on base, the batter hits a single or double, and the lead runner attempts to advance an extra base, the batter may also attempt to advance. Once the offensive manager has announced that he is sending the lead runner, both managers select their appropriate base-running strategy card; the offensive manager can choose the "Send Batter" card or the "Hold Batter" card, while the defensive manager can choose the "Cut Throw" or the "Throw Through" card.

When ever there is a play on the lead runner (or batter when attempting to stretch a single into a double, etc.) and the runner is safe and the d20 roll is a “1”, there is a chance that the outfielder has committed a 1-base throwing error. Roll the d20 and the two d6 and consult the outfielder’s fielding column; if the result code is a 2 through 9 and the d20 is less than or equal to the result code, an error has been committed. If the d20 is a “1”, all runners advance 2 bases.

After both managers reveal their strategy cards, the following scenarios are resolved:

Base Running Strategy Cards:		
Offense	Defense	Resolution
Send	Cut	All runners advance automatically. If d20 re-roll is less than or equal to batter’s “Run” rating minus 5, batter also advances an extra base. Otherwise, batter is thrown out attempting to advance.
Send	Throw Through	There is a play on the lead runner. Resolve it as directed. All other runners and the batter advance one base.
Hold	Cut	All runners advance automatically. The batter holds.
Hold	Throw Through	There is a play on the lead runner. Resolve it as directed below. All other runners advance one base. The batter holds.
Base Running Adjustments & Resolution:		
Runner’s “Run” grade + outfielder’s “Arm” + 5 if there are 2 outs + any adjustments from results table		

Stealing Bases

When the offensive manager lays down the “Steal” strategy card, a series of events takes place:

- The batter will not swing at the pitch, and we need to determine whether the pitch was a ball or strike. Use the d10 combo and look in the Count column on the pitcher...if the result there has a number of strikes that is greater than or equal to the number of balls, the pitch is a strike. Otherwise it is a ball. If the batter already had two strikes on him and the pitch is a strike, the batter has struck out. If the batter already had three balls on him and the pitch is a ball, the batter walks.
- The d20 is compared to the base runner’s “Jmp” rating. If it is less than or equal to this grade, the base runner got a good jump and automatically attempts to steal. If he did not get a good jump, he can attempt to steal, but at a reduced level. He may also choose to return to his original base.
- If the steal attempt is still on, add the catcher’s “Arm” grade and the pitcher’s “Hld” (hold) grade to the base runner’s “Stl” grade. If the base runner was not held, add 5 points. Then, re-roll all the dice. If the d20 is less than or equal to the base runner’s adjusted grade, the attempt is successful. If the runner is safe, add the two d6 and look in the catcher’s fielding column; if the result code there is 1 through 9, the catcher throws the ball into centerfield if a new d20 roll is less than or equal to the result code, and all runners advance 1 base. If the d20 is a “1”, all runners advance 2 bases.
- If the base being stolen is second, make no adjustments to the above. If the base being stolen is third, subtract 5 points from the adjusted “Stl” grade. If the base being stolen is home, subtract 10 points from the adjusted “Stl” grade, but do not add the catcher’s “Arm” grade.
- If the defensive manager lays down the “Pitchout” strategy card, the base runner automatically gets a poor jump and may not retreat back to his original base...he MUST attempt to steal.

- If the base runner gets a poor jump, subtract 10 from his adjusted “Stl” grade. Unless the defense has pitched out, the runner may abort the steal attempt and retreat back to his original base.

Stealing Adjustments:		
Second Base	Third Base	Home
Runner’s “Stl” grade + catcher’s “Arm” + pitcher’s “Hld” + 5 if runner is not held -10 if runner gets a poor jump	Runner’s “Stl” grade + catcher’s “Arm” + pitcher’s “Hld” + 5 if runner is not held -5 penalty for stealing 3rd -10 if runner gets a poor jump	Runner’s “Stl” grade + pitcher’s “Hld” + 5 if runner is not held -10 penalty for stealing home -10 if runner gets a poor jump

Holding Runners

The defensive manager may choose to hold runners on base in an attempt to prevent them from stealing and/or from preventing them from advancing extra bases on hits to the outfield.

- To hold a runner on at first base, the first baseman must be positioned in lane “O”, depth 1. This greatly reduces the likelihood that the first baseman will successfully field a line drive hit to him when a “Prk” result comes into play.
- To hold a runner on at second, either the shortstop or second baseman must be positioned in depth 1 in either lane “G”, “H”, or “I”.
- To hold a runner on at third, the third baseman must be positioned in lane “A”, depth 1.

Holding runners on at first is commonplace. Holding them at second is also fairly common. Holding them at third is more of a rarity. You need to consider the speed of the runner(s), the out situation, and the ball-strike count when deciding whether to hold a runner on. For example, holding a runner on at first with two outs and a 3-2 count is unnecessary...the result will either be a walk (moving

the runner automatically), a strike (and the end of the inning), or a hit ball (in which case the runner will be on the move, anyway).

A base runner attempting to steal receives a bonus of +5 if he is NOT held. A base runner given the opportunity to advance an extra base has a penalty of -2 points if he IS held.

Hit and Run

At times, your offense may need an extra spark. Sending the runners and attempting to have your hitter spank a hit through a vacated spot in the infield can work wonders.

When the offensive manager plays the “Hit and Run” strategy card, the dice are rolled with the batter automatically winning the matchup. His “HR” column will be used to find the result.

All runners will be running with the pitch. The batter will always swing at the pitch, even on a pitchout, so you should be careful when calling for a hit and run play with two strikes on the batter as he may automatically strike out. If the play is a strike, use the base stealing procedures to determine whether the runners steal successfully. The runners automatically have poor jumps and may not retreat to their original base.

The defense must move its fielders in order to cover a base in case the pitch is a ball or strike and the runner(s) are attempting a stolen base. The defense will attempt to throw out the lead base runner. If the lead runner is on at first, look at the hitter to determine whether the shortstop or the second baseman covers second base; if the hitter is batting right-handed, the second baseman covers the bag. If the hitter is batting left-handed, the shortstop covers the bag. Move the appropriate player to lane “H”, depth 1 to receive the throw.

If the lead runner is on at second, the defense will attempt to throw out the runner at third base. Move the third baseman to lane “A”, depth 1.

If the lead runner is on at third base, he will not be running with the pitch. Use the next runner as the lead runner.

On singles and doubles, add a bonus of +5 to the base runners when they attempt to advance an extra base.

Sending Runners

Sending runners is similar to calling for a hit and run play, except that the batter will not automatically swing at the pitch, and the "HR" column is not used to find the result of the play. Instead, find the result as you normally would except that

- The hitter's grades are all reduced by 1 because the pitcher wins the fast ball/breaking ball "guess".
- A result of "43" is a strike (rather than a strikeout...unless there were already 2 strikes in the count).
- A result of "44" is a ball (rather than a walk...unless there were already 3 balls in the count).

If the result is a ball or a strike, then the base runners must attempt to steal. Use the same procedures as with a hit and run play.

Results from "60" to "66" (double plays) are changed to "50" to "56" (ground outs with runners advancing a base).

On singles and doubles, add a bonus of +5 to the base runners when they attempt to advance an extra base.

The defense must move its fielders in order to cover a base in case the pitch is a ball or strike and the runner(s) are attempting a stolen base. The defense will attempt to throw out the lead base runner. If the lead runner is on at first, look at the hitter to determine whether the shortstop or the second baseman covers second base; if the hitter is batting right-handed, the second baseman covers the bag. If the hitter is batting left-handed, the shortstop covers the bag. Move the appropriate player to lane "H", depth 1 to receive the throw.

If the lead runner is on at second, the defense will attempt to throw out the runner at third base. Move the third baseman to lane “A”, depth 1.

If the lead runner is on at third base, he will not be running with the pitch. Use the next runner as the lead runner.

Bunting

There are three different bunting plays; sacrifice, safety squeeze, and suicide squeeze. A sacrifice is an attempt to move runners up one base from first and/or second base. A suicide squeeze is a bunt play in which a runner sprints home from third while the batter attempts to successfully lay down a bunt in fair territory. The batter will attempt to bunt the pitch no matter where it is thrown. A safety squeeze is similar to a suicide squeeze, except that the runner on third only runs when the ball is actually bunted, and the batter has the option to lay off the pitch if it is out of the strike zone.

In all three cases, the hitter’s “Bn” column is used as he automatically wins the matchup.

Find the count as in all other plays. (If the count already includes 3 balls and/or 2 strikes, you may wish to reconsider your decision to bunt.) The two managers select their strategy cards and reveal them simultaneously. All five dice are rolled, and the result of the play is found using the d6 total in the hitter’s “Bn” column.

When finding the results, assume that the contact play is ON when a squeeze play (either suicide or safety) is on. Make the following adjustments for these play results:

Code	Result	Suicide squeeze	Safety squeeze
21	Ball	Runner on 3 rd must attempt to steal home	No change
22	Strike	Runner on 3 rd must attempt to steal home	No change
60-66	Hard bunt	Runner on 3 rd scores. Batter is thrown out at first base.	No change
90-96	Popup	Runner on 3 rd is tagged out on an unassisted double play by the fielder	Runner on 3 rd holds

A safety squeeze may not be called when bases are loaded. In fact, because of the increased chances of hitting into a double play, it probably isn't a good strategy to call a suicide squeeze, either.

A fielder may also commit an error on a bunt, so after finding out who fielded the bunt, re-roll the dice and check the fielder's column. If the two d6 combine to give a result number from 2 through 9, compare the d20 as you normally would to see if an error occurred (e.g., a code of "3" comes up on the fielder's card. On d20 rolls of 1, a two-base error occurs. On d20 rolls of 2-13, a one-base error has occurred.)

An error replaces the play result that had been found previously. For example: the offensive manager elects to bunt with runners on first and second and nobody out. The result of the play found in the batter's "Bn" column is "53"...normally, a 3-1 putout (first baseman to pitcher), with the runners advancing one base. The dice are re-rolled, and looking under the first baseman's fielding column across from the d6 total, we see a "4". On d20 rolls of 1-14 an error occurs (on a d20 roll of 1, a two-base error occurs. On d20 rolls of 2-14 a one-base error occurs). If the d20 were a 9, an error occurs with the batter reaching base safely and the other two runners advancing one base each. The bases are now loaded with still nobody out.

Defending the Bunt

The defense can attempt to cut down a bunt by “charging” an infielder. Move the infielder to the inner portion of the diamond (in other words, he is not in any of the lanes or depths and cannot field any “Prk” chances hit his way).

If the ball is bunted to the charging infielder, subtract the defender’s defensive rating from the batter’s “Bn” (bunt) rating and compare the result to the d20. If the d20 is less than or equal to the calculated total, the runners move ahead safely. If not, the lead runner is thrown out, other runners advance 1 base, and the batter is safe at first.

For example, a batter bunts with runners on 2nd and 3rd and the result code found in his column is a “53”. The defensive manager has elected to charge his first basemen on the play. This ball is hit to the first baseman, and his defensive rating is “6”. The bunter’s “Bn” rating is “17”. The d20 roll on the play was a “12”. Since 12 is greater than 11 ($17 - 6 = 11$), the lead runner (on 3rd) is thrown out, the runner on first advances to second, and the batter reaches first base safely. Had the d20 roll been 11 or less, the runners would have advanced successfully and the batter would have been thrown out at first base.

If the defense elects to charge an infielder and the offense does NOT bunt, the player is out of position. Add 5 points to the batter’s “IF” rating if the charging infielder is involved in the matchup.

There are several different “Charge Infielder” defensive strategy cards to play.

The defense can also call for a pitchout. The play is a ball (play result “21”) unless the offense called for a suicide squeeze, in which case it is a strike (play result “22”).

Infield In

When the defense plays the infield in, ground balls hit directly at fielders will quite likely cut a runner down at the plate. The downside is that a hard-hit ball that ordinarily would be fielded by an infielder will quite possibly sneak through for a base hit.

You may play all, some, or none of your infielders “in” by placing them in depth 1 of any lane. Give the batter a bonus of +3 on his “IF” grade in matchups which include an infielder who is playing “in”.

When finding a result on the result chart, use the “Infield In” rows only when the infielder in question is playing in. For example, if the defense chooses to play the corner infielders (first baseman and third baseman) “in” and the middle infielders (second baseman and shortstop) at regular depth, and a ball is hit to the shortstop, use the “Infield Back” rows rather than the “Infield In” rows.

Contact Play

The contact play is an offensive strategy which sends a runner home from third base as soon as the ball is hit on the ground. If the ball is hit hard enough, the runner might be cut down at the plate. If the ball is hit softly, the runner will almost certainly score. You can either call the contact play “on” or “off”. This is a strategy card that is always played when a runner is on third base with fewer than two outs. When the bases are loaded, the contact play is automatically “on”.

Injuries

Occasionally a player will be injured. Roll the d20, add the player’s “Inj” grade to the roll, and consult the injury table.

Pitcher Fatigue

There are two options for tracking pitcher fatigue; “Endurance” and “Pitch Count”.

- The “Endurance” method tracks pitcher fatigue by counting the number of batters a pitcher has faced. Pitchers become fatigued when the number of batters they have faced exceeds their “Endur” (endurance) grade during a game.
- The “Pitch Count” method tracks pitcher fatigue by counting the number of pitches a pitcher has thrown. Pitchers become fatigued when the number of pitches they have thrown exceeds their “Pitches” grade during a game.

After surpassing their endurance or pitches level, each time a batter successfully reaches base by hit, walk, error, or being hit by a pitch, all defensive grades are reduced by 1, including those for fielders.

You can track the number of batters faced by placing a “red card” in the lineup stack or making a mark on the scoresheet. For example, if a pitcher’s endurance grade is a “26”, the card should be placed behind the 8th batter in the opponent’s lineup ($26 \div 9 = 2$ remainder EIGHT)...the pitcher will not experience fatigue the first two times through the order, and then begins experiencing fatigue when batters reach after facing the 8th player in the lineup the third time through.

If you prefer to use the pitch count method, track the number of pitches thrown on the game board.

Pitches are counted as follows:

If the count was found on the pitcher and result is a;

- Walk...add appropriate number of pitches to count in order to give 4 balls
- Strikeout...add appropriate number of pitches to count in order to give 3 strikes
- All others...add 1 pitch to count

If the count was found on the batter;

- Same as above unless there were two strikes in the count, in which case the batter fouled off the following number of pitches,

which are added to the above total (use the second dice roll... the one used to find the play result...for the d6 and/or d20 roll):

d6 total	2	3	4	5	6	7	8	9	10	11	12
Foul balls	6	5	4	3	2	1	2	3	7	8	d20

Examples:

- Count is 1-2 (found on pitcher), and batter ends up walking. Pitch count on this plate appearance is 6 (1-2 count for 3 pitches, 3 more pitches to get to 4 balls)
- Count is 1-1 (found on pitcher), and batter ends up striking out. Pitch count on this plate appearance is 4 (1-1 count for 2 pitches, 2 more pitches to get to 3 strikes)
- Count is 1-1 (found on batter), and batter ends up striking out. Pitch count on this plate appearance is calculated exactly as in example above because when the count was determined there was only 1 strike and not 2.
- Count is 1-2 (found on batter), the d6 total is “11”, and the batter ends up striking out. Pitch count on this appearance is 12 (1-2 count for 3 pitches, 8 pitches were fouled off, 1 more pitch to get to 3 strikes).
- Count is 3-2 (found on batter), the d6 total is “4”, and the batter hits a double. Pitch count on this plate appearance is 10 (3-2 count for 5 pitches, 4 pitches were fouled off, 1 more pitch which was hit for the double).
- Count is 2-2 (found on batter), the d6 total is 12, the d20 roll is 14, and the batter walks. Pitch count is 20 (2-2 count for 4 pitches, 14 pitches were fouled off, 2 more pitches to get to 4 balls).

Clutch Hitting

A clutch hitting opportunity is defined in this game as any at bat in which a runner or runners are in scoring position (on 2nd and/or 3rd base) when neither team is leading by more than 2 runs in the 7th inning or later.

Add the batter's "CH" grade to all of his other grades when ever this situation is true.

Closers

All pitchers have been given "Cls" (closer) grades, and some are more effective than others when the game is on the line.

When a pitcher enters the game in the 8th inning or later with the lead and the winning or tying run is either on base, up to bat, or in the on-deck circle, add the pitcher's "Cls" grade to all his pitching grades (not his fielding grade) for the remainder of that inning. Continue adding the closer grade to all his grades until he is either removed from the game or until his team is behind.

Solitaire Modifications

- **Pitch Selection**

A solo pitch selector is located on the back of the Weird Play chart. Using the chart is fairly quick and simple. When determining the count, roll all 5 dice rather than just the two d10. Use the two d10 to determine the count, as usual. Use the d20 to determine what type of pitch the pitcher will throw, and the two d6 to determine which type of pitch the batter will "sit on".

Since pitchers would naturally throw more fastballs if their fastball was their best pitch, the "Fst – Brk" column separates the pitchers by their best pitch. To use it, just subtract the pitcher's "Brk" grade from his "Fst" grade.

The row next the "Fst – Brk" index is cut into two strips...one is shaded and is the fastball range, the other is not shaded and is the breaking ball range. If the d20 roll is in the fastball range, the pitcher throws a fastball. If not, he instead throws a breaking ball.

An additional set of numbers is listed in the fastball range of the pitcher. This is the batter's guess range for the fastball. For example, in the -3 "Fst – Brk" strip, the batter will guess fastball on d6 rolls of 2-5 and 11, and guess breaking ball on the other rolls.

Fst - Brk	d20																																		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20															
+5	2-8,11																																		
+4	2-8																																		
+3	2-7,11,12																																		
+2	2-7,12																																		
+1	2-6,11																																		
0	2-6,11,12																																		
-1	2-6,12																																		
-2	2-5,10,12																																		
-3	2-5,11																																		
-4	2-5																																		
-5	2-4,11																																		

Example: All 5 dice are thrown, and the two d10 are used to determine the count, as normal. The d20 is a 7 and the two d6 add up to 9. The pitcher is facing a right-handed batter, and his “Fst” and “Brk” grades against right-handers are “8” and “6”, respectively.


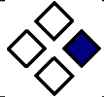
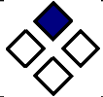
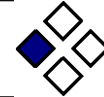
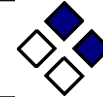
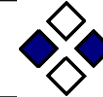
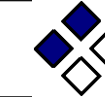
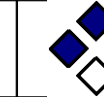
We first determine the “Fst”/”Brk” differential, which is +2 (8 – 6 = 2). This is the row we’ll use for the pitch selection. As you can see in the chart, rolls 1-12 are shaded, and this is the fastball range for our pitcher. Since the d20 is a 7, he throws a fastball. Had the d20 been a 13 or higher, he would have thrown a breaking ball.

The batter will guess fastball if the d6 total is from 2-7 or 12. Since the d6 total is 9, the batter guesses breaking ball. He guessed incorrectly, so is penalized a point on all his grades.

- **Other**

At this time, there are no other major modifications for playing solitaire. You will need to run the offense and defense for both teams. In the future, manager tendency sheets may become available and posted online.

Appendix 1...Results Chart

Code	Result	Notes:	Base-Running Situation								
											
1	Weird play	Consult weird play chart									
2-9	Possible error	Roll d20. If roll is less than or equal to result code + 10, a 1-base error has occurred (2-base error if the d20 roll is a "1". If no error occurs, change result code to "50". For example, if the result code is a "5", a 2-base error occurs on d20 roll of "1", a 1-base error occurs on d20 rolls of "2" through "15", and a "50" result code occurs on d20 rolls of "16" through "20". If no error occurs, change result code to "50".									
10	Single	The result code changes to 10 + the position number of defensive player (e.g. if hit to the shortstop, position #6, the result code is a "16").									
11	Single to pitcher		Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	
12	Single to catcher		Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	
13	Single to 1B	Result found on defender	Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	
		Result found on batter	Runner may try to advance 2 bases vs. RF	Runner may try to score vs. RF	Runner scores	Runners may attempt to advance 2 bases vs. RF	Runner may attempt to advance 2 bases vs. RF	Runner may attempt to advance 2 bases vs. RF	Runners may attempt to advance 2 bases vs. RF	Runners may attempt to advance 2 bases vs. RF	
14	Single to 2B	Result found on defender	Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	
		Result found on batter	Runner may attempt to advance 2 bases vs. CF	Runner may attempt to advance 2 bases vs. CF	Runner scores	Runners may attempt to advance 2 bases vs. CF	Runner may attempt to advance 2 bases vs. CF	Runner may attempt to advance 2 bases vs. CF	Runners may attempt to advance 2 bases vs. CF	Runners may attempt to advance 2 bases vs. CF	
15	Single to 3B	Result found on defender	Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	
		Result found on	Runner may	Runner may	Runner scores	Runners may	Runner may	Runner may	Runners may	Runners may	

		batter		attempt to advance 2 bases vs. LF	attempt to advance 2 bases vs. LF		attempt to advance 2 bases vs. LF	attempt to advance 2 bases vs. LF	attempt to advance 2 bases vs. LF	attempt to advance 2 bases vs. LF
16	Single to SS	Result found on defender		Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base
		Result found on batter		Runner may attempt to advance 2 bases vs. CF	Runner may attempt to advance 2 bases vs. CF	Runner scores	Runners may attempt to advance 2 bases vs. CF	Runner may attempt to advance 2 bases vs. CF	Runner may attempt to advance 2 bases vs. CF	Runners may attempt to advance 2 bases vs. CF
17	Single to LF	Result found on defender		Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base
		Result found on batter		Runner may attempt to advance 2 bases vs. LF. Subtract 2	Runner may attempt to advance 2 bases vs. LF	Runner scores	Runners may attempt to advance 2 bases vs. LF	Runner may attempt to advance 2 bases vs. LF. Subtract 2	Runner may attempt to advance 2 bases vs. LF	Runners may attempt to advance 2 bases vs. LF
18	Single to CF	Result found on defender		Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base
		Result found on batter		Runner may attempt to advance 2 bases vs. CF. Subtract 1	Runner may attempt to advance 2 bases vs. CF	Runner scores	Runners may attempt to advance 2 bases vs. CF	Runner may attempt to advance 2 bases vs. CF. Subtract 1	Runner may attempt to advance 2 bases vs. CF	Runners may attempt to advance 2 bases vs. CF
19	Single to RF	Result found on defender		Runner advances 1 base	Runner advances 1 base	Runner scores	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base	Runners advance 1 base
		Result found on batter		Runner may attempt to	Runner may attempt to advance 2	Runner scores	Runners may attempt to	Runner may attempt to advance 2	Runner may attempt to advance 2	Runners may attempt to advance 2

				advance 2 bases vs. RF	bases vs. RF		advance 2 bases vs. RF	bases vs. RF	bases vs. RF	bases vs. RF	
20	Double		The result code changes to 20 + the position number of defensive player (e.g. if hit to the left fielder, position #7, the result code is a "27").								
21	Ball		Add one ball to the ball-strike count. This may result in a walk.								
22	Strike		Add one strike to the ball-strike count. This may result in a strikeout.								
23	Double past 1B	Result found on defender		Runner advances 2 bases	Runner scores	Runner scores	Runners advance 2 bases	Runners advance 2 bases	Runners score	Runners advance 2 bases	
		Result found on batter		Runner may try to advance 3 bases vs. RF	Runner scores	Runner scores	Runners may attempt to advance 3 bases vs. RF	Runner may attempt to advance 3 bases vs. RF	Runner score	Runners may attempt to advance 3 bases vs. RF	
24	Pickoff		Strike	Runner picked off 1 st base	Runner picked off 2 nd base	Runner picked off 3 rd base	Runner picked off 2 nd base	Runner picked off 3 rd base	Runner picked off 3 rd base	Runner picked off 3 rd base	
25	Double past 3B	Result found on defender		Runner advances 2 bases	Runner scores	Runner scores	Runners advance 2 bases	Runners advance 2 bases	Runners score	Runners advance 2 bases	
		Result found on batter		Runner may try to advance 3 bases vs. LF	Runner scores	Runner scores	Runners may attempt to advance 3 bases vs. LF	Runner may attempt to advance 3 bases vs. LF	Runner score	Runners may attempt to advance 3 bases vs. LF	
27	Double to LF	Result found on defender		Runner advances 2 bases	Runner scores	Runner scores	Runners advance 2 bases	Runners advance 2 bases	Runners score	Runners advance 2 bases	
		Result found on batter		Runner may attempt to advance 3 bases vs. LF	Runner scores	Runner scores	Runners may attempt to advance 3 bases vs. LF	Runner may attempt to advance 3 bases vs. LF	Runner score	Runners may attempt to advance 3 bases vs. LF	
28	Double to CF	Result found on defender		Runner advances 2 bases	Runner scores	Runner scores	Runners advance 2 bases	Runners advance 2 bases	Runners score	Runners advance 2 bases	
		Result found on		Runner may	Runner scores	Runner scores	Runners may	Runner may	Runner score	Runners may	

		batter		attempt to advance 3 bases vs. CF			attempt to advance 3 bases vs. CF	attempt to advance 3 bases vs. CF		attempt to advance 3 bases vs. CF
29	Double to RF	Result found on defender		Runner advances 2 bases	Runner scores	Runner scores	Runners advance 2 bases	Runners advance 2 bases	Runners score	Runners advance 2 bases
		Result found on batter		Runner may attempt to advance 3 bases vs. RF	Runner scores	Runner scores	Runners may attempt to advance 3 bases vs. RF	Runner may attempt to advance 3 bases vs. RF	Runner score	Runners may attempt to advance 3 bases vs. RF
30	Triple		The result code changes to 30 + the position number of defensive player (e.g. if hit to the first baseman, position #3, the result code is a "33").							
32	Foul Ball out of play. Pitcher injured		Consult injury chart to find out the extent of the injury.							
33	Triple past 1B		All runner(s) score							
35	Triple past 3B		All runner(s) score							
37	Triple to LF		All runner(s) score							
38	Triple to CF		All runner(s) score							
39	Triple to RF		All runner(s) score							
40	Homerun		The result code changes to 40 + the position number of defensive player (e.g. if hit to the second baseman, position #4, the result code is a "44").							
41	Wild pitch		All runner(s) advance 1 base							
42	Passed ball		All runner(s) advance 1 base							
43	Strikeout		All runners hold, unless a steal, hit & run, or send runners attempt is in progress							
44	Walk		If runners are forced, they advance 1 base. If not forced, runners hold, unless a steal or send runners attempt is in progress							
45	Batter is hit by pitch		If runners are forced, they advance 1 base. Otherwise, runners hold (dead-ball).							
46	Balk		Ball is called by umpire	All runners advance 1 base						

47	Homerun to LF										All runner(s) score
48	Homerun to CF										All runner(s) score
49	Homerun to RF										All runner(s) score
50	Infield: slow ground ball out										The result code changes to 50 + the position number of defensive player (e.g. if hit to the third baseman, position #5, the result code is a "55").
	Outfield: medium deep fly ball out										
51	Slow ground ball out to P	IF In	ON	1-3 PO			1-3 PO. Runner scores		1-3 PO. Runners advance 1 base	1-3 PO. Runners advance 1 base.	1-3 PO. Runners advance 1 base
			OFF				Runner holds on a 1-3 PO		1-3 PO. Runner on 1 st advances to 2 nd . Runner on 3 rd holds.	1-3 PO. Runners hold.	
			2 OUT				1-3 PO. Runner(s) advance 1 base.				
52	Slow ground ball out to C	IF In	ON	1-3 PO			2-3 PO. Runner scores		2-3 PO. Runners advance 1 base	2-3 PO. Runners advance 1 base.	2-3 PO. Runners advance 1 base
			OFF				Runner holds on a 2-3 PO		2-3 PO. Runner on 1 st advances to 2 nd . Runner on 3 rd holds.	2-3 PO. Runners hold.	
			2 OUT				2-3 PO. Runner(s) advance 1 base.				
53	Slow ground ball out to 1B	IF In	ON	3-1 PO			3-1 PO. Runner scores		3-1 PO. Runners advance 1 base	3-1 PO. Runners advance 1 base.	3-1 PO. Runners advance 1 base.

			OFF				Runner holds on a 3-1 PO		3-1 PO. Runner on 1 st advances to 2 nd . Runner on 3 rd holds.	3-1 PO. Runners hold.	
			2 OUT	3-1 PO. Runner(s) advance 1 base.							
		IF Back	3-1 PO. Runner(s) advance 1 base.								
54	Slow ground ball out to 2B	IF In	ON	4-3 PO			4-3 PO. Runner scores		4-3 PO. Runners advance 1 base	4-3 PO. Runners advance 1 base.	4-3 PO. Runners advance 1 base.
			OFF			Runner holds on a 4-3 PO		4-3 PO. Runner on 1 st advances to 2 nd . Runner on 3 rd holds.	4-3 PO. Runners hold.		
			2 OUT		4-3 PO. Runner(s) advance 1 base.						
		IF Back	4-3 PO. Runner(s) advance 1 base.								
55	Slow ground ball out to 3B	IF In	ON	5-3 PO			5-3 PO. Runner scores		5-3 PO. Runners advance 1 base	5-3 PO. Runners advance 1 base.	5-3 PO. Runners advance 1 base.
			OFF			Runner holds on a 5-3 PO		5-3 PO. Runner on 1 st advances to 2 nd . Runner on 3 rd holds.	5-3 PO. Runners hold.		
			2 OUT		5-3 PO. Runner(s) advance 1 base.						
		IF Back	5-3 PO. Runner(s) advance 1 base.								
56	Slow ground ball out to SS	IF In	ON	6-3 PO			6-3 PO. Runner scores		6-3 PO. Runners advance 1 base	6-3 PO. Runners advance 1 base.	6-3 PO. Runners advance 1 base.

									6-3 PO. Runner on 1 st advances to 2 nd . Runner on 3 rd holds.		
			OFF						Runner holds on a 6-3 PO		6-3 PO. Runners hold.
			2 OUT	6-3 PO. Runner(s) advance 1 base.							
		IF Back	6-3 PO. Runner(s) advance 1 base.								
57	Medium deep fly out to LF			7 PO	7 PO. Runner may attempt to advance; subtract 3 from chance	7 PO. Runner may attempt to advance; subtract 2 from chance	7 PO. Runner tags up and scores on a sacrifice fly	7 PO. Runners may attempt to advance; subtract 3 from runner on 1st; 2 from runner on 2nd	7 PO. Runner on 3rd scores on a sacrifice fly. Runner on 1st may attempt to advance; subtract 3 from chance	7 PO. Runner on 3rd scores on a sacrifice fly. Runner on 2nd may attempt to advance; subtract 2 from chance	7 PO. Runner on 3 rd scores on a sacrifice fly. Runner on 2 nd may attempt to advance; subtract 2 from chance. Runner on first may attempt to advance; subtract 3 from chance.
58	Medium deep fly out to CF			8 PO	8 PO. Runner may attempt	8 PO. Runner may attempt to	8 PO. Runner tags up and scores	8 PO. Runners may attempt	8 PO. Runner on 3rd scores on a	8 PO. Runner on 3rd scores on a	8 PO. Runner on 3 rd scores on a

					to advance; subtract 3 from chance	advance; subtract 1 from chance	on a sacrifice fly	to advance; subtract 3 from runner on 1st; 1 from runner on 2nd	sacrifice fly. Runner on 1st may attempt to advance; subtract 3 from chance	sacrifice fly. Runner on 2nd may attempt to advance; subtract 1 from chance	sacrifice fly. Runner on 2 nd may attempt to advance; subtract 1 from chance. Runner on first may attempt to advance; subtract 3 from chance.
59	Medium deep fly out to RF		9 PO	9 PO. Runner may attempt to advance; subtract 3 from chance	9 PO. Runner may attempt to advance	9 PO. Runner tags up and scores on a sacrifice fly	9 PO. Runners may attempt to advance; subtract 3 from runner on 1st	9 PO. Runner on 3rd scores on a sacrifice fly. Runner on 1st may attempt to advance; subtract 3 from chance	9 PO. Runner on 3rd scores on a sacrifice fly. Runner on 2nd may attempt to advance	9 PO. Runner on 3 rd scores on a sacrifice fly. Runner on 2 nd may attempt to advance. Runner on first may attempt to advance; subtract 3 from chance.	
60	Infield: hard ground ball out Outfield: line drive out		The result code changes to 60 + the position number of defensive player (e.g. if hit to the shortstop, position #6, the result code is a "66").								
61	Hard ground ball out to P	IF In	ON	1-3 PO	1-6-3 double play	1-3 PO. Runner holds	Runner is out at home on a 1-2 PO.	1-6-3 double play. Runner	1-2 PO. Runner is out at home.	Runner is out at home on a 1-2 PO	Runner at 3 rd is forced out at home

									Batter safe. Runner on 1 st advances to 2 nd .	with runner on 2 nd advancing to 3 rd . Batter safe.	and batter is doubled up on a 1-2-3 double play. Other runners advance 1 base.
			OFF				Runner holds on a 1-3 PO	on 2 nd advances to 3 rd	1-3 PO. Runner on 1 st advances to 2 nd . Batter safe. Runner on 3 rd holds	Runners hold on a 1-3 PO.	
			2 OUT		1-3 PO						
		IF Back	No changes from IF In								
62	Dribbler in front of plate fielded by C										
			ON				Runner is caught in rundown and is tagged out on a 2-5-2 PO. Batter is safe	Runner on 2 nd is forced out at 3 rd on a 2-5 PO. Runner on 1 st advances to 2 nd . Batter is safe at first.	Runner on 3 rd is caught in rundown and is tagged out on a 2-5 PO. Batter safe. Runner on 1 st advances	Runner is tagged out at home, 2-unassisted. Runner on 2 nd advances to 3 rd . Batter safe	Runner at third is forced out at home and batter is doubled up on a 2, 2-3 double play. Other runners advance 1 base
			OFF				Runner holds on a 2-3 PO		Batter is out on a 2-3 PO. Runner on 3 rd holds. Runner on 1 st advances to 2 nd	Batter is out on a 2-3 PO. Runners hold	
			2 OUT		2-3 PO						
		IF Back	No changes from IF In								

63	Hard ground ball out to 1B	IF Back	Less than 2 out	3-unassisted PO	3-6-3 double play	3-unassisted PO. Runner advances to 3rd	3-unassisted PO. Runner scores	3-6-3 double play. Runner on 2nd advances to 3rd	3-6-3 double play. Runner on 3rd scores.	Runner on 3rd scores. Runner on 2nd advances to 3rd. Batter is out, 3-unassisted	Batter and runner on 1st out on 3-6-3 double play. Other runners advance 1 base.	
			2 out	3-unassisted PO								
		IF In	ON					Runner out at home on 3-2 PO. Batter safe.		Runner out at home on 3-2 PO. Batter safe. Runner on 1st advances to 2nd	Runner out at home on a 3-2 PO. Batter safe. Runner on 2nd advances to 3rd	Batter and runner on 3rd out on 3-2-3 double play. Other runners advance 1 base
			OFF					Runner holds on a 3-1 PO		Runner on 3rd holds, runner on 1st advances to 2nd. Batter is out on a 3-1 PO	Batter is out on a 3-1 PO. Runners hold	
64	Hard ground ball out to 2B	IF Back	Less than 2 out	4-3 PO	4-6-3 double play	4-3 PO. Runner advances to 3rd	4-3 PO. Runner scores	4-6-3 double play. Runner on 2nd advances to 3rd	4-6-3 double play. Runner on 3rd scores.	Runner on 3rd scores. Runner on 2nd advances to 3rd. Batter is out, 4-3	4-6-3 double play	
			2 out	4-6 PO (if runner occupies first) or 4-3 PO								
		IF In	ON					Runner out at		Runner out at	Runner out at home on	Batter and runner on

								home on a 4-2 PO. Batter safe. Runner on 1 st advances to 2 nd .	a 4-2 PO. Batter safe. Runner on 2 nd advances to 3 rd .	3 rd out on 4-2-3 double play. Other runners advance 1 base.	
			OFF					Runner holds on a 4-3 PO	Runner on 3 rd holds, runner on 1 st advances to 2 nd . Batter is out on a 4-3 PO	Batter is out on a 4-3 PO. Runners hold	
65	Hard ground ball out to 3B	IF Back	Less than 2 out	5-3 PO	5-4-3 double play	5-3 PO. Runner holds	5-3 PO. Runner scores	5-4-3 double play. Runner on 2 nd advances to 3 rd	5-4-3 double play. Runner on 3 rd scores.	Runner on 3 rd scores. Runner on 2 nd holds. Batter is out, 5-3	5-4-3 double play
			2 out	5-3 PO							
		IF In	ON					Runner is out at home on a 5-2 PO. Batter is safe at first.		Runner is out at home on a 5-2 PO. Batter is safe at first. Runner on 1 st advances to 2 nd	Runner is out at home on a 5-2 PO. Batter is safe at first. Runner on 2 nd advances to 3 rd
OFF						Runner holds on a 5-3 PO		Runner on 3 rd holds, runner on 1 st advances to 2 nd . Batter is out on a 5-3 PO	Batter is out on a 5-3 PO. Runners hold		

66	Hard ground ball out to SS	IF Back	Less than 2 out	4-3 PO	6-4-3 double play	6-3 PO. Runner holds	6-3 PO. Runner scores	6-4-3 double play. Runner on 2nd advances to 3rd	6-4-3 double play. Runner on 3rd scores.	Runner on 3rd scores. Runner on 2nd holds. Batter is out, 6-3	6-4-3 double play		
			2 out		6-4 PO (if runner occupies first) or 6-3 PO								
		IF In	ON	OFF					Runner on 3rd out at home on a 6-2 PO. Batter safe	Runner on 3rd out at home on a 6-2 PO. Batter safe.	Runner on 3rd out at home on a 6-2 PO. Batter safe. Runner on 2nd advances to 3rd.	Runner on 3rd out at home on a 6-2 PO. Batter safe. Runner on 2nd advances to 3rd.	Batter and runner on 3rd are out on a 6-2-3 double play. Other runners advance 1 base.
									Runner holds on a 6-3 PO	Runner on 3rd holds, runner on 1st advances to 2nd. Batter is out on a 6-3 PO	Runner on 1st advances to 2nd. Batter is out on a 6-3 PO	Batter is out on a 6-3 PO. Runners hold	
67	Line drive out to LF			7 PO	Runner is doubled off of 1st base. 7, 7-3 POs	Runner is doubled off of 2nd base. 7, 7-4 POs	7 PO. Runner may attempt to score.	Runner doubled off 2nd base. Other runner holds. 7, 7-4 POs	Runner on 3rd may attempt to advance. 7 POs	Runner doubled off second. Runner on 3rd may attempt to advance. 7, 7-4 POs	Runner on 3rd may attempt to advance. Other runners hold. 7 POs		
68	Line drive out to CF			8 PO	Runner is doubled off of 1st base. 8, 8-3 POs	Runner is doubled off of 2nd base. 8, 8-4 POs	8 PO. Runner may attempt to score.	Runner doubled off 2nd base. Other runner holds. 8, 8-4 POs	Runner on 3rd may attempt to advance. 8 POs	Runner doubled off second. Runner on 3rd may attempt to advance. 8, 8-4 POs	Runner on 3rd may attempt to advance. Other runners hold. 8 POs		

69	Line drive out to RF			9 PO	Runner is doubled off of 1 st base. 9, 9-3 POs	Runner is doubled off of 2 nd base. 9, 9-4 POs	9 PO. Runner may attempt to score.	Runner doubled off 2nd base. Other runner holds. 9, 9-4 POs	Runner on 3rd may attempt to advance. 9 POs	Runner doubled off second. Runner on 3rd may attempt to advance. 9, 9-4 POs	Runner on 3 rd may attempt to advance. Other runners hold. 9 POs
70	Infield: medium ground ball out Outfield: deep fly ball out			The result code changes to 70 + the position number of defensive player (e.g. if hit to the left fielder, position #7, the result code is a "77").							
71	Medium ground ball out to P	IF In	ON	1-3 PO	Runner on 1 st is forced at 2 nd . Batter is safe at first. 1-6 PO	1-3 PO. Runner advances to 3rd	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 1-2 PO. Batter is safe at first on fielder's choice	Runner on 1 st is forced at 2 nd . Batter is safe at first. 1-6 PO. Runner on 2 nd advances to 3 rd	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 1-2 PO. Batter is safe at first on fielder's choice. Other runners advance 1 base	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 1-2 PO. Batter is safe at first on fielder's choice. Other runners advance 1 base	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 1-2 PO. Batter is safe at first on fielder's choice. Other runners advance 1 base
			OFF				Runner holds on a 1-3 PO		Runner on 1 st is out on 1-6 PO. Batter safe. Runner on 3 rd holds	Batter out at first on 1-3 PO. Runners hold	
			2 OUT				1-3 PO				
		IF Back	No changes from IF Back								

72	Dribbler in front of plate fielded by C	IF In	ON	2-3 PO	2-3 PO. Runner advances 1 base	2-3 PO. Runner advances	Runner is safe at home if d20 roll is less than or equal to his run rating. Batter is safe at first on fielder's choice	Runner on 1 st is forced at 2 nd . Batter is safe at first. 2-6 PO. Runner on 2 nd advances to 3 rd	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 2-unassisted PO. Batter is safe at first on fielder's choice. Other runners advance 1 base	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 2-unassisted PO. Batter is safe at first on fielder's choice. Other runners advance 1 base	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 2-unassisted PO. Batter is safe at first on fielder's choice. Other runners advance 1 base
			OFF				Runner holds on a 2-3 PO	Batter is out on a 2-3 PO. Runner on 3 rd holds. Runner on 1 st advances to 2 nd	Batter is out on a 2-3 PO. Runners hold		
			2 OUT				2-3 PO				
		IF Back	No changes from IF Back								
73	Medium ground ball out to 1B	IF Back	Less than 2 out	3-1 PO	Runner forced out at 2 nd . Batter safe at first. 3-6 PO	Batter out at first. Runner advances to 3 rd 3-1 PO.	Batter out at first. Runner scores 3-1 PO.	Runner on 1 st forced out at 2 nd . Batter safe at first. Runner on 2 nd advances to 3 rd . 3-6 PO	Runner on 1 st forced out at 2 nd . Batter safe at first. Runner on 3 rd scores. 3-6 PO	Runner on 3 rd scores. Runner on 2 nd advances to 3 rd . Batter is out. 3-1 PO	Runner on 1 st forced out at 2 nd . Batter safe at first. Other runners advance one base. 3-6 PO
								2 out	3-1 PO		

			OFF			Runner holds on a 5-3 PO		Runner on 1 st is out on 5-4 PO. Runner on 3 rd holds. Batter safe	Batter is out on a 5-3 PO. Runners hold		
76	Medium ground ball out to SS	IF Back	Less than 2 out	6-3 PO	Runner on 1 st out at 2 nd . Batter safe at first. 6-4 PO	6-3 PO. Runner holds	6-3 PO. Runner scores	Runner on 1 st out at 2 nd . Batter safe at first. Runner on 2 nd advances to 3 rd . 6-4 PO	Runner on 1 st out at 2 nd . Batter safe at first. Runner on 3 rd scores. 6-4 PO	6-3 PO. Runners advance one base.	Runner on 1 st out at 2 nd . Batter safe at first. Other runners advance one base. 6-4 PO
			2 out		6-4 PO						
		IF In	ON				Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 6-2 PO. Batter is safe at first on fielder's choice.		Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 6-2 PO. Batter is safe at first on fielder's choice. Other runners advance 1 base	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 6-2 PO. Batter is safe at first on fielder's choice. Other runners advance 1 base	Runner is safe at home if d20 roll is less than or equal to his run rating OR out on 6-2 PO. Batter is safe at first on fielder's choice. Other runners advance 1 base
			OFF			Runner holds on a 6-3 PO		Runner on 1 st is out on 6-4 PO. Runner on 3 rd holds. Batter safe	Batter is out on a 6-3 PO. Runners hold		

77	Deep fly out to LF			7 PO	7 PO	7 PO. Runner advances to 3 rd .	7 PO. Runner scores	7 PO. Runner on 2 nd advances to 3 rd . Runner on 1 st may attempt to advance.	7 PO. Runner on 3 rd scores. Runner on 1 st may attempt to advance.	7 PO. Both runners advance one base.	7 PO. Runners on 2 nd and 3 rd advance one base. Runner on 1 st may attempt to advance.
78	Deep fly out to CF			8 PO	8 PO	8 PO. Runner advances to 3 rd .	8 PO. Runner scores	8 PO. Runner on 2 nd advances to 3 rd . Runner on 1 st may attempt to advance.	8 PO. Runner on 3 rd scores. Runner on 1 st may attempt to advance.	8 PO. Both runners advance one base.	8 PO. Runners on 2 nd and 3 rd advance one base. Runner on 1 st may attempt to advance.
79	Deep fly out to RF			9 PO	9 PO	9 PO. Runner advances to 3 rd .	9 PO. Runner scores	9 PO. Runner on 2 nd advances to 3 rd . Runner on 1 st may attempt to advance.	9 PO. Runner on 3 rd scores. Runner on 1 st may attempt to advance.	9 PO. Both runners advance one base.	9 PO. Runners on 2 nd and 3 rd advance one base. Runner on 1 st may attempt to advance.
80	Infield: Line drive out Outfield: Short fly out			The result code changes to 80 + the position number of defensive player (e.g. if hit to the center fielder, position #8, the result code is a "88").							
81	Line drive caught by P			1 PO	1 PO. Runners hold						
82	Foul Ball out of play. Batter injured			Consult injury chart to find out the extent of the injury.							

83	Line drive caught by 1B		3 PO	3 PO. Runners hold. If infielder is playing in, change to result "13"
84	Line drive caught by 2B		4 PO	4 PO. Runners hold. If infielder is playing in, change to result "14"
85	Line drive caught by 3B		5 PO	5 PO. Runners hold. If infielder is playing in, change to result "15"
86	Line drive caught by SS		6 PO	6 PO. Runners hold. If infielder is playing in, change to result "16"
87	Short fly ball caught by LF		7 PO	7 PO. Runners hold.
88	Short fly ball caught by CF		8 PO	8 PO. Runners hold.
89	Short fly ball caught by RF		9 PO	9 PO. Runners hold.
90	Infield: popout Outfield: Medium fly ball		The result code changes to 90 + the position number of defensive player (e.g. if hit to the right fielder, position #9, the result code is a "99").	
91	Popout caught by P		1 PO	1 PO. Runners hold.
92	Popout caught by C		2 PO	2 PO. Runners hold.
93	Popout caught by 1B		3 PO	3 PO. Runners hold.
94	Popout caught by 2B		4 PO	4 PO. Runners hold.

95	Popout caught by 3B		5 PO	5 PO. Runners hold.
96	Popout caught by SS		6 PO	6 PO. Runners hold.
97	Medium fly ball caught by LF		7 PO	7 PO. Runner on 3 rd may attempt to score. Other runners hold.
98	Medium fly ball caught by CF		8 PO	8 PO. Runner on 3 rd may attempt to score. Other runners hold.
99	Medium fly ball caught by RF		9 PO	9 PO. Runner on 3 rd may attempt to score. Other runners hold.

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