# Rules of Play

Version 1.63

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## Introduction

Welcome to Season Ticket Baseball. If you've played "Card & Dice" baseball games before, you should be able to start playing using the *Quick Start Card* (and referring back to these rules when necessary).

### Components

You will need:

- One (1) six-sided die.
- Two (2) ten-sided dice of different colors.
- One (1) twenty-sided die (optional).
- Two (2) sets of team cards.
- A **Stadium Card** (e.g. *Fenway Park 1986*).
- *Season Ticket Baseball* scoresheets (optional).

### Setup

1. Select the starting defense and starting lineup for each team.

2. Place the starting lineups in front of you, with each team's leadoff hitter on top.

3. Stack each team's pitchers in a separate pile, *with the starting pitcher on top*.

4. Set each team's bench players to the side.

## Playing the Game

The game starts with the first batter in the away team's lineup facing off against the home team's pitcher.

To determine the result of this plate appearance, roll the six-sided die and both ten-sided dice to generate a random number between 100 and 699. (This is referred to as the *Result Roll*).

For example:

## Play Results

The first digit of the roll (the six-sided die) specifies the location of the play result:

| | | | |
|---|---|---|---|
| 1 2 | Pitcher Card | 5 | Defense & *Rare Plays* |
| 3 4 | Batter Card | 6 | Stadium Card |

## Pitcher Cards

Rolls of 100-299 are found on the pitcher's card. For some rolls, the outcome is determined by the batter's handedness. On the card below, a roll of 244 is a single (**1B+**) if the batter is a lefty (or switch-hitter) and a strikeout (**K**) if the batter is a righty.

| Pitching | | | vs L/Switch | vs Righty |
|---|---|---|---|---|
| 100-62 | **3xx** | 200-14 | **4xx** | **4xx** |
| 163-64 | **1B(CF)** | 215-19 | **BB** | **643 DP** |
| 165 | **L4/R2!** | 220-39 | **463 DP** | **F9** |
| 166-69 | **2B(CF)** | 240-41 | **HBP** | **543 DP** |
| 170-73 | **2B** | 242-45 | **1B+** | **K** |
| 174-88 | **BB** | 246 | **1-3** | **L4/R1!** |
| 189-91 | **2B+** | 247-67 | **K** | **K** |
| 192 | **WP** | 268 | **F5** | **1-3** |
| 193-98 | **Bloop 1B** | 269-80 | **F8/R3?** | **Deep CF** |
| 199 | **6-3 DP** | 281-99 | **Deep RF** | **Deep LF** |

## Batter Cards

Rolls of 300-499 are found on the batter's card. As with pitcher cards, some rolls are affected by the current pitcher's handedness.

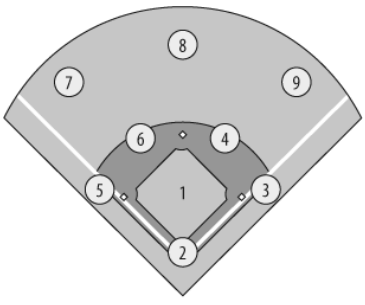
### Rare Plays

For rolls of 500-509, see Rare Plays on page 30.

## Defense

Rolls of 510-599 are found on a **defensive** player's card, with the "tens" digit showing the position (with the numbering system used by scorekeepers):

510-519 = Pitcher
520-529 = Catcher
530-539 = 1B
540-549 = 2B
550-559 = 3B
560-569 = SS
570-579 = LF
580-589 = CF
590-599 = RF




*If the defender isn't playing in their primary position, use the rules for Ratings-Based Defense on page 14.*

### Stadium Card

Rolls of 600-699 are found on the *Stadium Card*.
For all rolls of 600 or higher:

- Add 10 for each level of pitcher Fatigue (page 6).
- Add 10 if the home team is batting.

## Redirection

Results in red redirect to other cards:

| | |
|---|---|
| **Deep LF** | Roll on Deep Drive table on the *Stadium Card* |
| **Deep CF** | |
| **Deep RF** | |

| | |
|---|---|
| **3xx** | Redirect to a different roll, *keeping the last two digits the same.* |

Example #1 (at right):
145 redirects to 345.

| | |
|---|---|
| 101-56 | **3xx** |

| | |
|---|---|
| **56x** | Redirect to a different roll, *keeping the last digit the same.* |

Example #2 (at right):
277 redirects to 567.

| | |
|---|---|
| 274-78 | **56x** |

## Reading Play Results

Each result is described with the same notation used by baseball scorekeepers. For example, hits use the following abbreviations:

| | |
|---|---|
| **1B** | Single: Runners advance 1 base |
| **1B(IF)** | Infield Single: Runners advance 1 base |
| **2B** | Double: Runners advance 2 bases |
| **3B** | Triple: All runners score |
| **HR** | Home Run: All runners score |

In the above examples, all runners on base advance as many bases as the batter. The following variations are also possible:

| | |
|---|---|
| **1B+** | Outfield Single<br>Runners on 2B and 3B score.<br>Runner on 1B stops at 2B. |
| **1B++** | Long Single<br>All runners advance 2 bases. |
| **2B+** | Long Double<br>All runners score. |

### Bloop Hits

A "Bloop Hit" is a hit where the ball hangs in the air before falling in for a hit. With less than two outs, runners must be sure the ball isn't caught before they advance. Therefore, runner advancement on "bloop" hits is determined by the number of outs:

| | Less than 2 Outs | 2 Outs |
|---|---|---|
| **Bloop 1B** | All runners advance 1 base. | All runners advance 2 bases. |
| **Bloop 2B** | All runners advance 2 bases. | All runners score. |

### Outs

Outs also use traditional scorekeeper notation, as in the following examples:

| | |
|---|---|
| **K** | Strikeout. |
| **F9** | Fly out or line out to the right fielder.<br>Runners hold. |
| **F9+** | Deep fly out to the right fielder.<br>With less than 2 outs, the runner on 3B tags up and scores (if applicable). |
| **F9++** | Deep fly out. Runners on 2B and 3B tag up and advance (if applicable). |
| **L4** | Line out to the second baseman. |
| **5-3** | Groundout to the third baseman (who throws to 1B for the force out).<br>Runners advance 1 base. |
| **543 DP** | Groundout to third.<br>With a runner on 1B and less than 2 outs, this is a 5-4-3 double play.<br>Otherwise, change to **5-3** (above). |
| **5-4** | Ground ball to the third baseman who throws to second for the force out.<br>With no runner on 1B, change to **5-3**. |
| **3-1** | Ground ball fielded by the first baseman.<br>1B tosses to pitcher for force out at first. |
| **3U** | Ground ball fielded by the first baseman.<br>1B tags first base for *unassisted* force out. |

### Other Results

| | | |
|---|---|---|
| **BB** | Walk | Runners advance if forced |
| **HBP** | Hit Batter | |
| **E6** | 1-Base Error | Batter safe at first<br>Runners advance 1 base |
| **E6 (2)** | 2-Base Error | Batter safe at second<br>Runners advance 2 bases |
| **PB** | Passed Ball | Runners advance 1 base<br>(Re-roll if bases empty) |
| **WP** | Wild Pitch | |

### Double Plays

The **643 DP** result refers to a "tailor-made" double play ball. However, double plays require a runner on first with less than two outs. Change any impossible result to match the game situation. For example:

- With first base empty, change **643 DP** to **6-3**.
- With two outs, change **643 DP** to **6-3**.

Double play ground balls to the first baseman are changed to **3U** if a double play is not possible.

#### *Special Double Plays*

**5-3 DP**: third baseman steps on 3rd for a force out and throws to first for a double play. This requires runners on 1st and 2nd; otherwise, change to **5-3**.

**3-6 DP**: first baseman steps on 1st and throws to the SS who tags the unforced runner for a double play. With one out and a runner on 3rd, R3 scores before the tag *only if their **Speed** exceeds 1B's **Arm** rating*.

### Force Outs

Similarly, the **6-4** result describes a force out at 2nd base, which is only possible with a runner on first. With first base empty, change **6-4** to **6-3**.

### Runner Advancement on Fly Outs

Runners do not automatically advance on line outs or fly outs unless noted (e.g. **F9+**). A question mark specifies a runner that may try to advance by challenging the outfielder's arm (see table at right).

### Runner Advancement on Ground Outs

All runners advance one base, with the following exceptions:

With 1st base empty, R2 & R3 hold on these results:

| 163 DP | 143 DP | 1-6 | 543 DP | 5-3 DP | 5-4 |
|---|---|---|---|---|---|

With 1st base empty, R2 holds on:

| 643 DP | 6-4 |
|---|---|

If not forced, R3 holds at third base on:

| 1-3 | 2-3 |
|---|---|

*R2 must also hold if R3 does not advance.*

### Force Outs at Third Base and Home

Some groundout results let the defense force a runner out at third or home (or attempt to do so). See Force Outs at Third and Home for more information (on page 10, under the heading for Going on Contact).

## Runner Events

Some plays include an additional runner event after a *slash*. If there is no runner matching the runner notation, ignore this part of the result.

### Runner Notation

| | |
|---|---|
| **B** | Batter |
| **R1** | Runner who started play on first base |
| **R2** | Runner who started play on second base |
| **R3** | Runner who started play on third base |

The symbol following the runner specifies the event:

| | |
|---|---|
| **+** | Runner advances an extra base.<br>On a fly out, this means the runner tags up and advances safely. |
| **!** | Runner is thrown out.<br>On fly outs (e.g. **F9/R3!**), the runner is thrown out trying to tag up and advance.<br>On line outs (**L6/R2!**), runner is doubled up. |
| **?** | Runner **may** try to advance by *challenging* the fielder's **Arm** rating (see next page). |
| **?!** | Runner **must** try to advance by *challenging* the fielder's **Arm** rating (see next page). |

For results on the Deep Drives table, the outfielder is specified by the column (**LF**/**CF**/**RF**).

**/B?** means the batter may try to "stretch" the hit (e.g. stretch a single into a double). **/B?!** means the batter must try for the extra base. Without this notation, batters may not try to stretch a hit into a longer hit. If the batter is thrown out, they still get credit for the original hit.

### Examples of Runner Events

| | |
|---|---|
| **F8+/R2?** | R3 tags and scores (**F8+**).<br>R2 may try to tag up and advance to third base by challenging CF's **Arm** (see next page). |
| **L4/R1!** | Lineout to second baseman.<br>With fewer than 2 outs and a runner on first, R1 is doubled up.<br>(Other runners are not affected.) |
| **2B+/B?** | Bases-clearing double. Batter may try for a triple by challenging outfielder's **Arm** (fielder is specified by location on Deep Drives table). |

## Challenging the Fielder's Arm

If the runner chooses to challenge the outfielder's arm, roll the result dice and **add** them together.

The runner is safe if their **Speed**, plus the dice total, equals or exceeds the fielder's **Arm** *plus ten*:

**Speed** + + + ≥ 10 + **Arm**

Otherwise, the fielder's throw is on target and the runner is tagged out trying to advance.

### Example

With no outs and the bases loaded, the result is a fly out to right: **F9+/R2?**.

- The description for **F9+** (page 2) states that R3 tags up and scores automatically.
- **/R2?** means **R2** may try to tag and advance to third by *challenging the right fielder's **Arm***:

In this example, the right fielder's **Arm** is 6 — meaning that the offense will need to roll a total of 16 (10+6) to tag up without being thrown out.

R2's **Speed** is 4.

The offensive manager chooses to try to advance. They roll the result dice and add them together:

Roll =

+

+

= 9

… then add the runner's **Speed** (4):

9 + 4 = 13

The total (13) is lower than the target number (16). **R2** is gunned down at 3rd for a double play.

- Because **R1** is not mentioned in the result, the runner on first base remains at first.

## Overthrows

*For any runner advancement roll:*

The thrower commits a throwing error if both ten-sided dice are higher than their Fielding. The advancing runner is safe, and all runners (including the advancing runner) advance one additional base.

Overthrows override the result of the advancement attempt. (If the runner would have been out but the dice indicate an overthrow, the runner is safe and runners advance as described.)

## Advancing the Lead Runner

If an outfield position is shown in parentheses after a hit, the lead runner may attempt to advance an extra base by challenging the outfielder's Arm (see *Challenging the Fielder's Arm* at left).

| | |
|---|---|
| **(LF)**<br>**(CF)**<br>**(RF)** | Lead runner **may** try to advance by challenging outfielder's **Arm** rating. |

The **lead runner** is the runner closest to home plate *after runners advance according to the initial play result*. The batter is never the lead runner.

### *Examples of Advancing the Lead Runner*

| | |
|---|---|
| **1B(RF)**<br>*Bases Loaded* | Single to right. R3 scores. R2 may try to score by challenging RF's **Arm**. |
| **1B(RF)**<br>*1st & 3rd* | Single to right. R3 scores. R1 may try for third by challenging RF's **Arm**. |
| **1B(RF)**<br>*Runner on 3rd* | Single to right. R3 scores. No other advancement. (Batter cannot be lead runner.) |

## Scoring on the Third Out

Baseball rules state that a run does not score on a play in which the third out is made by force out.

When the third out is an *unforced player*, runs count if they occur before the third out. In *Season Ticket Baseball*, the following rules apply if the third out is made on an unforced runner:

### *Hits*

*The run always scores before the out is made.*

Example: batter hits a single (**1B+/R1?**) with 2 outs and runners on 1st and 2nd. R2 scores, but R1 is thrown out trying to advance to 3rd base.

Result: R2 scores safely and the run counts.

### *Sacrifice Flies*

*The runner scores if their Speed exceeds the Speed of the runner being thrown out.*

Example: batter flies out (**F9+/R2?**) with 1 out and runners on 2nd and 3rd. R3 scores, but R2 is thrown out trying to advance to 3rd base.

Result: the run counts if R3's Speed is higher than R2's Speed.

## Steal Attempts

Stolen base attempts are a two-step process:

### 1. Establish a Lead (Optional)

Establishing a lead pits the runner's **Steal** against the pitcher's **Hold**. Roll both 10-sided dice and add the runner's **Steal**. If this total exceeds the pitcher's **Hold** by 10 or more, the runner establishes a lead.

**Establishing a Lead (Optional)**

**Steal** + 🎲 + 🎲 ≥ 10 + **Hold**

A runner may try to establish a lead once per batter (or after advancing, such as on a passed ball, wild pitch or successful steal). A pinch runner may not attempt to establish a lead if the runner they replaced already attempted to do so and failed.

There is no penalty for failure, unless the runner is picked off (see below). *If a runner establishes a lead successfully, they must immediately attempt to steal.*

### 2. Steal Attempt

Offense attempts steal by rolling dice and adding the runner's **Speed** rating. The dice used are determined by whether the runner established a lead in step 1:

| Lead Established? | Dice Rolled for Steal Attempt |
|---|---|
| Yes | 🎲 + 🎲 + 🟥 |
| No | 🎲 + 🎲 |

The target number is the catcher's **Arm** plus ten. If the runner's **Speed** plus the dice rolled exceed the catcher's **Arm** by 10 or more, the steal succeeds. Otherwise the runner is caught stealing.

**Stealing (With a Lead)**

**Speed** + 🎲 + 🎲 + 🟥 ≥ 10 + **Arm**

**Stealing (Without a Lead)**

**Speed** + 🎲 + 🎲 ≥ 10 + **Arm**

### Stealing Third

No modifiers are necessary.

### Stealing Home

A runner on third uses the same rules to establish a lead. For the steal attempt, use the following value in place of the catcher's **Arm**:

| | | | |
|---|---|---|---|
| 1901-29: **9** | 1930-51: **10** | 1952-89: **11** | 1990-: **12** |

### Double (and Triple) Steals

With multiple runners, the offense rolls separately for each runner who wishes to establish a lead.

When the offense declares a steal attempt, the defense declares which base they are throwing to. Other runners advance safely *(but are only awarded a stolen base if all runners are safe).*

### Pickoffs

When trying to establish a lead, the runner is picked off if *both ten-sided dice* are below the pitcher's **Pickoff** rating. Credit the pitcher with a "pickoff" (PK) and "pickoff caught stealing" (PCS); charge the runner with a "caught stealing" (CS).

### Throwing Errors by Pitchers

When rolling *to establish a lead*, the pitcher commits a throwing error if both dice are above the pitcher's **Fielding** (**Fld**). The pickoff throw gets past the fielder and all runners advance one base.

### Throwing Errors by Catchers

When rolling for a *steal attempt*, the catcher commits a throwing error if both ten-sided dice are above the catcher's **Fielding** (**Fld**). The catcher throws the ball into the outfield. Any base stealers are safe, and all runners — including the base stealer(s) — advance one additional base.

On a steal of home, charge the catcher with a fielding error instead of a throwing error. R3 scores and any other runners advance 1 base.

*Throwing errors override the result of the steal attempt.*

### The Ten-Sided Die

Games like *Dungeons & Dragons*® use the 10-sided die to generate a number between 1 and 10 — if you roll a '0', you interpret it as '10'.

*Season Ticket Baseball* **does not do this**.
A zero is always a zero.

## Pitcher Fatigue

Each team's pitcher has a **Fatigue** level — a number that starts at zero when a pitcher enters the game. This number increases as the pitcher becomes tired.

The pitcher's **Stamina** specifies the number of innings in which a pitcher can pitch without his Fatigue level rising above zero.

After exceeding his Stamina, a pitcher becomes *vulnerable* to fatigue. From this point on, each baserunner allowed increases Fatigue by one (1). A baserunner is defined as a *hit*, *walk*[1] or *hit batter*.

A pitcher with a Stamina of zero is vulnerable to Fatigue from the first batter they face.

> **Stamina** refers to the number of *actual innings* in which the pitcher pitches. There is no need to track the number of batters faced or outs recorded.
>
> Example: Rick Honeycutt (1988) enters the game with two outs in the 7th inning. When he begins the 8th, this is inning #2 (his **second** inning). This exceeds his stamina rating of 1, meaning that he is now vulnerable to fatigue.

### Effect of Fatigue

For rolls of 600-699, add 10 for each level of Fatigue.

Rolls below 600 are not affected by Fatigue. (This rule is also printed on every *Stadium Card*).

You can track pitcher Fatigue with the check boxes provided on the *Season Ticket Baseball Scoresheet*.

*Don't adjust Deep rolls for fatigue.*

### Stamina Ratings

If a player has two Stamina ratings listed (e.g. **5/1**) use the first rating when they are used as a starter and the second rating when used as a reliever.

Any starting pitcher (SP) used in relief has a Stamina of '1' for that outing. A relief pitcher (RP) used as a starter uses their listed Stamina rating.

### Example of Fatigue

Pedro Martinez is the Red Sox starter for Game 7 of the 2003 ALCS at Yankee Stadium. He has a Stamina of 5 which means that he suffers no fatigue in the first 5 innings he pitches.

Pedro starts the bottom of the 6th inning with the Red Sox leading 4-1. He is now vulnerable to Fatigue (because 6 exceeds his Stamina of 5). Pedro pitches a 1-2-3 inning. Because he didn't allow any baserunners, his Fatigue stays at zero.

In the 7th inning, Pedro gets the first two batters out, then gives up a solo homer to Jason Giambi. The homer counts as a baserunner and increases Pedro's fatigue level to 1. The next two batters hit singles, increasing Pedro's fatigue level to 3, before he strikes out Alfonso Soriano to end the inning.

Pedro begins the 8th inning with a Fatigue level of 3. The first batter, Nick Johnson, pops out to short.

Derek Jeter steps up and rolls '663'. Rolls of 600 or higher are found on the *Stadium Card*, and the *Stadium Card* reminds us to add 10 to the roll for each level of Fatigue. It also tells us to add 10 if the home team is batting. Pedro has a Fatigue of 3, so we add 40 (30 + 10) and get '703': **Deep CF** (a deep drive to center field).

We re-roll the two ten-sided dice and get a total of 6. Adding 4 (Jeter's **Power** rating) yields a roll of 10, a **2B+/B?** in the **Deep CF** column. Jeter gets a double (and chooses not to try for a triple).

*This hit increases Pedro's Fatigue to 4.*

Bernie Williams hits a **1B+**. Jeter scores from second.

*This increases Pedro's Fatigue to 5.*

Hideki Matsui rolls '630'. This time we add 60 for a total of '690' — a result of **2B** on the Stadium Card. Matsui hits a double and Bernie Williams stops at third.

*Pedro's Fatigue level is now 6.*

Jorge Posada rolls '199', a **Bloop 2B**. Williams and Matsui score to tie the game.

*Pedro's Fatigue level is now 7.*

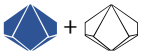
Pedro Martinez is relieved by Mike Timlin.

[1] Intentional walks do not increase Fatigue.

# Offensive Strategies

## Bunting

*Season Ticket Baseball* allows bunts in any situation and uses the same table for all bunts. On a bunt roll: add all three dice and add the player's **Bunt** rating. Find the total on this table:

| Total |  + *Bunt* rating | |
|---|---|---|
| 6 or less | **L5/Rx!** | Soft lineout.<br>Lead forced runner doubled up. |
| 7 | **L1/Rx!** | |
| 8 | **DP?** (C) | Possible Double Play<br>(see below) |
| 9 | **DP?** (P) | |
| 10 | **F2** | Popup to catcher. Runners hold. |
| 11-12 | **Miss** | TWO STRIKES (SEE BELOW) |
| 13-14 | **Foul** | |
| 15 | **FC** (C) | Possible Fielder's Choice<br>(see below) |
| 16 | **FC** (1B) | |
| 17 | **FC** (P) | |
| 18 | **FC** (3B) | |
| 19 | **SAC** (1-3) | Batter out.<br>*Forced runners advance.* |
| 20 | **SAC** (5-3) | |
| 21-22 | **SAC+** (3-4) | Batter out.<br>*All runners advance.* |
| 23 | **SAC+** (5-3) | |
| 24 | **2-3?** | Possible hit! Batter out if:<br>Arm + <br>≥ 10 + **Batter Speed** |
| 25 | **5-3?** | |
| 26 | **1-3?** | |
| 27+ | **3U?** | |

**DP?** (C), **DP?** (P)
Bad bunt to the pitcher or catcher. The defense may put out any one *forced* runner. (With no forced runners, the batter is out and runners hold.)

If a runner is forced out, defense can complete the double play by challenging trailing runner's **Speed** with the **Arm** of the pivot man (underlined below):

| Runner Forced Out: | R1 | R2 | R3 |
|---|---|---|---|
| *Trailing Runner:* | *B* | *R1* | *B* |
| **DP? (P)** | **163 DP?** | **154 DP?** | **123 DP?** |
| **DP? (C)** | **263 DP?** | **254 DP?** | n/a[1] |

If successful, the trailing runner is also forced out and the double play is completed as shown in red.

*Runners must actually be forced out to complete a double play (i.e. the bases must be loaded to complete a **123 DP**).*

**FC** (C), **FC** (1B), **FC** (P), **FC** (3B)
Possible fielder's choice. The specified fielder must choose one of the following two options:

*1) Take the Automatic Out at First Base*
The batter is out. Forced runners advance one base.

*2) Try to Get a Forced Runner (if applicable)*
The fielder may put out any forced runner by successfully challenging the runner's **Speed** with their **Arm** rating:

Arm + → Runner Out
≥ 10 + Runner *Speed*

Add 3 to 1B/3B **Arm** if they are *playing in* (see p. 12). If the fielder succeeds, the runner is put out as shown in the *Fielder's Choice Putout Table* below. Regardless of the result of the challenge, the batter is safe at first and all forced runners (that are not put out) advance one base. *Unforced runners hold.*

**SAC** (1-3), **SAC** (5-3)
The batter drops down a decent bunt. Batter is out; all *forced* runners advance one base.

**SAC+** (3-4), **SAC+** (5-3)
A very good bunt. The batter is out and *all runners* advance one base. (The "+" means all runners advance — not just forced runners; the "+" does not signify additional runner advancement.)

**2-3?**, **5-3?**, **1-3?**, **3U?**
An excellent bunt. All runners advance one base and the batter has a chance for an infield hit:

Find the specified fielder (**2-3?** = C, **5-3?** = 3B, **1-3?** = P, **3U?** = 1B). Use the fielder's **Arm** to challenge the batter's **Speed**. Add 3 to the **Arm** of corner infielders if they are playing in (see Bunt Defense on page 12). Success means batter is out as indicated (e.g. **5-3**). Failure means batter is safe at first with a hit.

*Fielder's Choice Putout Table*

| | Runner Put Out | | | |
|---|---|---|---|---|
| Fielder | B | R1 | R2 | R3 |
| C | **2-3** | **2-6** | **2-5** | **2U** |
| P | **1-3** | **1-6** | **1-5** | **1-2** |
| 1B | **3U** | **3-6** | **3-5** | **3-2** |
| 3B | **5-3** | **5-4** | **5-6** | **5-2** |

[1] The catcher cannot start a double play by putting out R3. They may, however, attempt a **254 DP** or **263 DP**.

## Foul / Miss

The batter fails to bunt the ball in fair territory. The batter now has TWO STRIKES.

With TWO STRIKES, the batter has two options:

### *1) Keep the Bunt On*

The batter can try to bunt with two strikes. Another **Foul** or **Miss** results in a strike out. *Subtract 3 from bunt rolls with* TWO STRIKES *or a* FULL COUNT.

### *2) Swing Away*

The offense can swing away, using these rules for batting with two strikes:

### *Batting with Two Strikes*

Roll the Result Dice as you would for a normal plate appearance, but make the following adjustments to the result:

- A roll of 600-699 results in a strikeout (**K**).
- Subtract 3 from all **Deep** rolls.
- If the Result Dice indicate a walk (**BB**), the batter does not walk. Instead, they work the pitcher to a full count:

### *Batting with a Full Count*

If the batter reaches a full count, roll the Result Dice again and make these adjustments:

- A roll of 600-699 results in a walk (**BB**).
- A wild pitch (**WP**) or passed ball (**PB**) results in a walk. Runners advance one base.
- With two outs, all runners add +3 **Speed**.

### Squeeze Play

The squeeze play is a bunt with a runner on third in which the runner is either forced or *going on contact* (see description to the right).

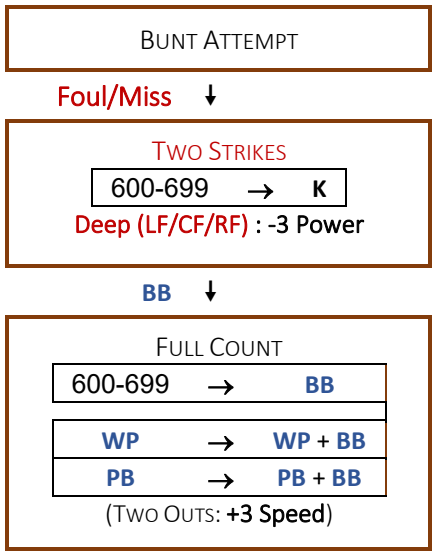
### Suicide Squeeze

The suicide squeeze is a high-risk play in which R3 breaks for home as the pitch is thrown (as on a steal attempt or Hit & Run). If the batter gets the bunt down, R3 is automatically safe. However:

- Subtract 3 from the bunt roll.
- R3 is doubled up on any lineout or popup.
- On a MISS, R3 must steal home without establishing a lead (see page 5).

### *The Two-Strike Flowchart*

The following diagram shows how a plate appearance unfolds if the batter chooses to swing away after reaching two strikes.




### Bunting for a Hit

Most bunt hits occur with the bases empty. These are already included on each player's Batting Table as infield hits: **1B(IF)**. A bunter is also credited with a hit if they reach base safely (this is possible with a total roll of 24 or higher on the Bunt Table).

### Going on Contact

Normally, *unforced* runners only advance on roll totals of 20 or higher. However, the offense may put pressure on the defense by signaling one or more unforced runners to break for the next base as soon as the ball is bunted. In this case:

- Treat these runners as "forced".
- Add +3 to their **Speed** for any challenges.

### *Example of Going on Contact*

The offense bunts with runners on 2nd and 3rd and chooses to send the runners on contact. This is how each of the following results are affected:

| | |
|---|---|
| **DP?** (P) | R3 is tagged out at home. R2 advances to 3rd. Batter is safe at first. *Because R3 is tagged (not actually forced) defense cannot attempt a double play.* |
| **FC** (1B) | Defense may take the out at 1st or try to gun down R3 at home (if so, add 3 to R3's **Speed**). |
| **SAC** (5-3) | Batter is out and runners advance. *Runners would have held if not going on contact.* |

## Hit & Run

With a runner on 1st, the offense may put on the *Hit & Run*. The runner on 1st breaks for 2nd base with the pitch, and the batter tries to put the ball in play regardless of whether the pitch is a strike. This strategy has two primary goals:

1) **Prevent the double play**. With the runner in motion, a ground ball double play is rare.

2) **Open a hole in the defense**. Sending the runner causes a middle infielder to cover 2nd base (as on a steal attempt). This gap increases the batter's chance to get a hit.

To perform the Hit & Run, roll the Result Dice normally with the following adjustments:

1. A strikeout (**K**) *doesn't end the at bat*. Instead, the batter misses the pitch and the runner is forced to steal second without a lead (page 5). The batter now has TWO STRIKES — use the *Bunt Flowchart* on page 8 to complete the at bat.
2. A walk (**BB**) indicates that the batter fouls off two pitches. Unlike a miss, the runner is not forced to steal, but the batter must complete the at bat with TWO STRIKES (see page 8).
3. Because the batter is trying to hit the ball on the ground, use a Power Rating of zero for any Deep Drives.
4. Change ground ball outs (including most double plays) to a force at 1st. The batter is out and R1 advances to 2nd.
5. R1 advances an extra base on some hits to the outfield (**1B**, **1B+**, **Bloop 1B**, **2B** and **Bloop 2B**).
6. R1 is doubled up on any line out result.

### *Hit & Run with Runners on 1st and 2nd*

- Both runners go with the pitch.
- On a **K** result, both runners steal without a lead.
- R2 is doubled up on any line out result.

### *Hit & Run with Runners on 1st and 3rd*

R1 goes with the pitch. R3 is unaffected.

### *Hit & Run with Bases Loaded*

You cannot Hit & Run with the bases loaded.

### Hit & Run Adjustments

These adjustments are summarized here:

| | | |
|---|---|---|
| **K** | → | TWO STRIKES and R1 must steal *without a lead* |
| **BB** | → | TWO STRIKES (foul balls) |

| | | |
|---|---|---|
| **Deep (LF/CF/RF)** | → | Roll normally but use a **Power** rating of 0. |

| | | |
|---|---|---|
| **163 DP** or **143 DP** or **1-6** | → | **1-3** |
| **363 DP** or **361 DP** or **3-6 DP** or **3-6** | → | **3U** |
| **463 DP** or **4-6** | → | **4-3** |
| **543 DP** or **5-4** | → | **5-3** |
| **643 DP** or **6-4** | → | **6-3** |

**43 DP**, **53 DP** & **63 DP** are unaffected by the Hit & Run

| | | |
|---|---|---|
| **1B** | → | **1B++** |
| **1B+** | → | **1B++** |
| **Bloop 1B** | → | **1B++** |
| **2B** | → | **2B+** |
| **Bloop 2B** | → | **2B+** |

| | | |
|---|---|---|
| **L1** | → | **L1/Rx!** |
| **L3** | → | **L3/Rx!** |
| **L4** | → | **L4/Rx!** |
| **L5** | → | **L5/Rx!** |
| **L6** | → | **L6/Rx!** |

The *Hit & Run* may be kept on with TWO STRIKES. However, all '**BB**' results are changed to strikeouts (and the runner is forced to steal without a lead).

## Hitting to the Right Side

With no outs and a runner on 2nd base (and 1st base empty) batters can try to hit the ball on the ground to the right side of the infield, making it more likely that the runner advances to 3rd base.

If this strategy is declared, roll normally and make the following adjustments:

1. Use a Power Rating of zero for any Deep Drives.
2. Change the following results:

| | | |
|---|---|---|
| **543 DP** | → | **4-3** |
| **643 DP** | → | **3-1** |
| **Bloop 1B** | → | **3U** |

## Run & Hit

A normal steal attempt (page 5) assumes the batter takes the pitch, allowing the steal attempt to be resolved before determining the result of the at-bat. The *Hit & Run* (previous page) demands that the batter try to put the ball in play, even on a bad pitch.

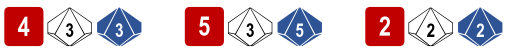
The middle ground between these is the *Run & Hit*. The runner attempts a steal *if they get a good jump*. And the batter swings *if they get a good pitch to hit*.

The *Run & Hit* is a normal steal attempt, with one change: the *Run & Hit* adds the possibility that the ball is put into play on the steal attempt.

### The Steal Attempt Roll

Check for doubles on the Steal Attempt roll.

Examples of Doubles:




If the roll doesn't include doubles, the attempt occurs normally. *With no doubles, the Run & Hit is identical to a standard steal attempt.*

If the roll includes doubles, the attempt occurs on the final pitch of the at-bat. First, note if the steal attempt is successful. Then, roll the Result Dice to get the outcome of the at-bat:

1. On a strikeout (**K**), the batter strikes out and the runner(s) attempt to steal on the third strike. Use the previous steal attempt roll (above) to determine if the runner is safe or out.
2. On a walk (**BB**), the runner is automatically safe if they are forced (and no stolen base is awarded). If the runner isn't forced, use the previous steal attempt roll to determine if the runner is safe.
3. If the ball is put in play, change the result as you would for a Hit & Run. (For example, **Bloop 1B** is changed to **1B++**). *Ignore the steal attempt roll.*
4. On a wild pitch (**WP**) or passed ball (**PB**), the runner is safe and no stolen base is awarded. *Ignore the steal attempt roll.* The runner may try to advance an additional base by challenging the catcher's Arm.

### *Run & Hit with Multiple Runners*

On a double (or triple) steal, check the lead runner's steal attempt roll for doubles (to determine if the steals occur on the final pitch of the at-bat).

## Going on Contact

The rules for Runner Advancement on Ground Outs (page 3) list groundouts on which R2 and R3 *only advance if they are forced*. The offense may advance R2 and/or R3 **on all groundouts** by declaring before the roll that they are **going on contact**. (They run when the ball contacts the ground, but before they see the ball get past the infielders.)

With **R3** going on contact, the defense may put them out (or try to) by changing any of the following results to the one shown after the arrow:

| Result | | |
|---|---|---|
| **143 DP** or **163 DP** | → | **1-2!** |
| **543 DP** or **5-3 DP** | → | **5-2?** |

| Result | | |
|---|---|---|
| **1-6** | → | **1-2?** |
| **2-3** | → | **2U!** |

Similarly, with **R2** going on contact, the defense may put them out (or try to) on the following results:

| Result | | |
|---|---|---|
| **143 DP** or **163 DP** | → | **1-5!** |
| **543 DP** | → | **5U?** |
| **643 DP** | → | **6-5?** |

| Result | | |
|---|---|---|
| **1-6** | → | **1-5?** |
| **5-3 DP** | → | **5U!** |

**Results marked with a question mark (?)**

Defense may get the runner out by challenging their **Speed** with fielder's **Arm**.

*Any runner going on contact that is not put out advances to the next base.*

### Force Outs at Third and Home

**If R2 and/or R3 are forced, they must go on contact.** This gives the defense the option to put them out using the above rules. Because the runner is forced, the defense adds 3 to the fielder's Arm rating on any challenges (shown in red above).

### Double Plays with the Bases Loaded

With the bases loaded, results that put out R3 and end in an exclamation point (**1-2!**, **2U!**) create the possibility of a double play. R3 is automatically forced out at home and the batter is out at first if the catcher successfully challenges the batter's **Speed**.

## Delayed Double Steal

With runners on 1st and 3rd (and 2nd base empty), a steal attempt by R1 gives R3 a chance to steal home on the throw to second. Whenever R1 tries to steal in this situation, use the three steps below.

R1 may first try to establish a lead (page 5). Pickoffs and pitcher throwing errors apply as usual.

### Step 1: Throw or Hold

The defense decides whether the catcher throws to 2nd base:

- **Hold the Ball:** R1 steals 2nd base. No roll is needed. R3 holds.
- **Throw to 2nd:** Go to Step 2.

### Step 2: R3 Breaks or Holds

The offense decides whether R3 breaks for home:

- **R3 Holds:** R3 stays at 3rd. Roll for R1's steal attempt normally (page 5).
- **R3 Breaks for Home:** Go to Step 3.

### Step 3: Cut Off or Throw Through

The defense decides whether to cut off the throw. Either way, R3 rolls to steal home (see box below).

- **Throw Through:** Roll for R1's steal attempt normally (page 5). Then R3 rolls to score. If both runners are out, it's a double play.
- **Cut Off the Throw:** The throw never reaches 2nd base, so R1 is safe. R3 rolls to score, and the infielder adds +3 to their **Arm**.

**R3 Stealing Home**

R3 challenges the **Arm** of the infielder who takes the throw:
2B vs. a right-handed batter,
SS vs. a left-handed batter.

R3 is safe at home if:

R3 *Speed* + + + ≥ 10 + *Arm*

**Add +3 to Arm if the throw is cut off.**
**Otherwise, R3 is tagged out.**

### *Throwing Errors*

The Overthrow rule (page 4) applies to both the catcher's throw to 2nd and the infielder's throw home.

### *Two Outs*

If R1 is caught stealing for the third out on a throw through, the run counts only if R3 crosses the plate before the tag. R3 challenges the catcher's **Arm** and the run counts if R3's **Speed** plus the dice equals or exceeds 10 + the catcher's **Arm** (ignore overthrows on this challenge, as they were already checked for when R1 challenged the catcher's arm).

### Scorekeeping

- **Catcher holds the ball:** R1 is credited with SB (unless it's defensive indifference, below).
- **Both runners safe:** a double steal. Both runners are credited with a stolen base.
- **R1 caught stealing, R3 scores:** charge R1 with a caught stealing. R3 scores but is not credited with a stolen base.
- **R1 safe, R3 out at home:** charge R3 with a caught stealing (e.g. **CS 2-4-2**). R1 reaches 2nd on the throw and is not credited with a SB.
- **Both runners out:** charge both with a caught stealing. It's a double play.

### *Defensive Indifference*

If the catcher holds the ball when R1's run doesn't matter, R1 advances on defensive indifference (no stolen base). This applies when:

- It's the 9th inning or later and the defense leads by 3 or more runs, or
- Home team batting in 9th inning or later in a tie game (R3 is the winning run).

In the 8th inning with a lead of 5 or more, it's the scorekeeper's call.

### Example

Runners on 1st and 3rd with one out and a right-handed batter. R1 breaks for 2nd and the catcher throws. The offense sends R3 (**Speed** 5) home, and the second baseman (**Arm** 2) cuts off the throw. R1 is safe at 2nd.

With the +3 for the cutoff, R3 needs 15 (10 + 2 + 3) on their **Speed** plus the dice. The offense rolls 8: 5 + 8 = 13. R3 is tagged out at home.

# Defensive Strategies

## Bringing the Infield In

With less than two outs and a runner on third, the defense has two options to reduce the chance of R3 scoring on a ground ball: **Infield In** or **Corners In**.

After defense chooses, offense decides if R3 *goes on contact*. (With bases loaded, R3 must go on contact.)

**Infield In**: change ground ball results on the left to the new result to the right of the arrow (→):

| | | *R3 goes on contact?* | |
|---|---|---|---|
| **Rolled Result** | | **No** | **Yes** |
| **1-6** | → | **1-3*** | **1-2?** |
| **163 DP** or **143 DP** | → | **1-3*** | **1-2!** |
| **463 DP** or **4-6** | → | **4-3*** | **4-2?** |
| **4-3 DP** | → | **4-3*** | **4-2!** |
| **643 DP** or **6-4** | → | **6-3*** | **6-2?** |
| **6-3 DP** | → | **6-3*** | **6-2!** |

***** = R3 holds **!** = R3 thrown out at home

**Infield In** or **Corners In**: change ground ball results on the left to the result on the right:

| | | *R3 goes on contact?* | |
|---|---|---|---|
| **Rolled Result** | | **No** | **Yes** |
| **3-1** or **3-6** or **3U** | → | **3U*** | **3-2?** |
| **363 DP** or **361 DP** or **3-6 DP** | → | **3U*** | **3-2!** |
| **5-3** or **5-4** | → | **5-3*** | **5-2?** |
| **543 DP** or **5-3 DP** | → | **5-3*** | **5-2!** |

***** = R3 holds **!** = R3 thrown out at home

All listed results: R3 scores **only** if they *go on contact* and are not put out. Otherwise, they remain at 3B.

***R3 scores on rolled results of* 4-3 *or* 6-3*, regardless of infield depth (even if they didn't go on contact).***

**Results marked with a question mark (?)**

R3 tries to score. Defense may get out at home by challenging R3's **Speed** with fielder's **Arm**.

If defense chooses NOT to throw home, use result from '**No**' column above (and R3 scores).

If defense throws home, R3 is out if:

*Arm* + + + ≥ 10 + R3 *Speed*

(Add +3 to **Arm** if R3 is forced)

**All runners other than R3 advance one base.**

With the infield in, these four results on the Stadium Card are changed to hits:[1]

| | | | | | |
|---|---|---|---|---|---|
| **3-6** | → | **1B+** | | **5-4** | → | **1B+** |
| **4-6** | → | **1B+** | | **6-4** | → | **1B+** |

*These changes affect normal ground balls, not bunts. The effects of "Infield In" on bunts are shown below (under Bunt Defense). Results not listed here are* ***unaffected*** *by playing the infield in.*

### Bases Loaded

With the bases loaded, results ending in an exclamation point (**1-2!**, **3-2!**,**4-2!**, **5-2!**, or **6-2!**) add the possibility of a double play. R3 is forced out at home and the batter is out at first if the catcher successfully challenges the batter's **Speed**.

With bases loaded, results with an exclamation point (**!**) are a double play if:

Catcher Arm + + + ≥ 10 + Speed

### Infield Hits

Runners always advance on an infield hit, regardless of infield positioning.

## Bunt Defense ("Corners In")

One or both corner infielders (1B/3B) can play in to defend against the bunt. If so, add 3 to their **Arm** rating for any challenges on the *Bunt Table* (page 7). (Playing "Infield In" is the same as "Corners In" for these purposes.)

However, if the offense swings away against the bunt defense, these outs are changed to hits:[1]

| 1B Playing In | | | 3B Playing In | | |
|---|---|---|---|---|---|
| **3-6** | → | **1B+** | **5-4** | → | **1B+** |

Scorekeeping note: With 1B playing in, 2B covers first base on all bunts, changing the following plays:

1B Playing In

| | | | | | |
|---|---|---|---|---|---|
| **1-3** | → | **1-4** | **3U** | → | **3-4** |
| **2-3** | → | **2-4** | **5-3** | → | **5-4** |

[1] This change only applies to the purple-shaded results on the Stadium Card. These results (**3-6**, **4-6**, **5-4** and **6-4**) are *not affected* if they occur on a roll *below* 600.

### Guarding The Lines ("No Doubles")

Late in the game, with the tying or go-ahead run at the plate, the defense can reduce the chance that the batter gets into scoring position by playing closer to the foul lines. This increases the overall chance of a hit, but decreases the chance of a double.

"Guarding The Lines" changes the following results:

| | | |
|---|---|---|
| **Bloop 2B** | → | **Bloop 1B** |
| **F7** | → | **1B+** |
| **F9** | → | **1B+** |

### Outfield In

With the winning run on 3rd base and fewer than 2 outs, any deep fly ball will end the game. In these situations, the outfielders move in to increase the chance of throwing the runner out at home.

Bringing the outfield in changes the following:

| | | |
|---|---|---|
| **F7+** | → | **2B+** |
| **F8+** | → | **2B+** |
| **F9+** | → | **2B+** |

| | | |
|---|---|---|
| **F7/R3+** | → | **2B+** |
| **F8/R3+** | → | **2B+** |
| **F9/R3+** | → | **2B+** |

| | | |
|---|---|---|
| **F7+/R2?** | → | **2B+** |
| **F8+/R2?** | → | **2B+** |
| **F9+/R2?** | → | **2B+** |

| | | |
|---|---|---|
| **F7+/R2?!** | → | **2B+** |
| **F8+/R2?!** | → | **2B+** |
| **F9+/R2?!** | → | **2B+** |

| | | |
|---|---|---|
| **F7++** | → | **2B+** |
| **F8++** | → | **2B+** |
| **F9++** | → | **2B+** |

| | | |
|---|---|---|
| **1B(LF)** | → | **F7/R3?** |
| **1B(CF)** | → | **F8/R3?** |
| **1B(RF)** | → | **F9/R3?** |

Note: the batter is credited with a *single* if they drive in the winning run from 3rd base with a **2B+**. The "actual" result (**2B+**) is shown to allow for the rare situation where a defense might play the outfield in without the winning run on third base.

## Holding the Runner

With a runner on 1st and no runner on 2nd, it is assumed that the defense holds the runner at 1st. Holding the runner has the same effect as the first baseman playing in:

1B Holding R1: | **3-6** → **1B+** | (Stadium Card Only)

If the defense chooses to **not** hold the runner:

- **3-6** result is not changed to **1B+**.
- R1 may automatically establish a lead (page 5).
- R1 gains +3 **Speed** on balls in play.[1]

*There are no rules for holding the runner on 2nd base or 3rd base. Runners on these bases have no effect on defensive results.*

## Pitching Around the Hitter

The defensive team can choose to pitch around a good hitter. This increases the chance that the hitter will be walked but reduces the chance of a hit or home run. This is most often done with one or more runners on base and first base open.

| | | |
|---|---|---|
| 600-699 | → | **BB** |
| **Bloop 1B** | → | **BB** |
| **Bloop 2B** | → | **BB** |
| **Deep LF/Deep CF/Deep RF** | −3 *Power* | |

### Pitching Around the Hitter & Infield Positioning

The defense may pitch around the hitter and bring the infield in for the same batter. However, infield positioning overrides the effects of pitching around the hitter. The purple results on the **Stadium Card** (**3-6**, **4-6**, **5-4** & **6-4**) always result in a single (**1B+**) for any infielder that is playing in or holding the runner.

[1] This includes hits, bunts and ground balls. It excludes steal attempts and attempts to tag up on fly outs.

## Ratings-Based Defense

The player card includes the defensive result table for every player's *primary position*.

For other positions, use "Ratings-Based Defense" by comparing the last digit of the roll to the player's Arm, Range (Rng) and Fielding (Fld) ratings at the position they are playing.

### Infield (P, 1B, 2B, 3B, SS)

**If the blue die is equal to or lower than the player's Range, the batter is out.** If less than or equal to the player's **Arm** rating, the result is also a double play (if there's a runner on first and less than two out).

Results above the player's Range are singles through the infield — except for rolls greater than the Fielding rating, in which case the batter reaches first base on an error (and runners advance 1 base).

### Infield Results

| | P | 1B | 2B | 3B | SS |
|---|---|---|---|---|---|
| ◆ ≤ Arm | **163 DP** | **363 DP** | **463 DP** | **543 DP** | **643 DP** |
| ◆ ≤ Range | **1-3** | **3U** | **4-3** | **5-3** | **6-3** |
| ◆ ≤ Fielding | **1B(CF)** | **1B(RF)** | **1B(RF)** | **1B(LF)** | **1B(LF)** |
| ◆ > Fielding | **E1** | **E3** | **E4** | **E5** | **E6** |

### Outfield (LF, CF, RF)

As with plays to the infield, **the batter is out if the blue die is equal to or lower than the fielder's Range**.

Rolls above the fielder's Range are singles or doubles, depending on the number rolled.

### Outfielder Results

| ◆ \ Range | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|
| 0 | | | | | | | | | |
| 1 | | | | | | | | | |
| 2 | | | | | **Fly Out** (see below) | | | | |
| 3 | | | | | | | | | |
| 4 | | | | | | | | | |
| 5 | | | | **Double** (see below) | | | | | |
| 6 | | | | | | | | | |
| 7 | | | | | | | | | |
| 8 | | | **Single** (see below) | | | | | | |
| 9 | | | | | | | | | |

### Fly Out

With runners on second or third and less than two outs, the outfielder's Arm also determines runner events associated with the fly out:

- If the blue die is equal to or lower than the fielder's Arm, R3 must try to tag up and advance.
- If the blue die is higher than the fielder's Arm, R2 and R3 tag and advance safely, with no risk of being thrown out.

| | | LF | CF | RF |
|---|---|---|---|---|
| ◆ ≤ Range (Fly Out) | ◆ ≤ Arm | **F7/R3?!** | **F8/R3?!** | **F9/R3?!** |
| | ◆ > Arm | **F7++** | **F8++** | **F9++** |

| | | |
|---|---|---|
| ◆ > Range (Hit) | ◆ ≤ 7 | Double (see below) |
| | ◆ > 7 | Single (see below) |

### Single / Double

For hits, the exact result is also determined by the fielder's Arm rating:

| | Arm Rating | | | |
|---|---|---|---|---|
| | 0-2 | 3-4 | 5 | 6+ |
| Single | **1B++** | **1B+/R1?** | **1B+** | **1B/R2?** |
| Double | **2B+/B?** | **2B+** | **2B/R1?** | **2B** |

### Catchers (C)

Catchers affect plate appearances in several ways:

1. Turning borderline pitches into strikes ("framing").

2. Catching pop flies in foul territory.

3. Preventing passed balls.

As with infielders and outfielders, the batter is out if the last digit is equal to or lower than the catcher's Range rating. If the die is also less than or equal to the catcher's Ump rating, the result is a strikeout.

### Catcher Results

| | |
|---|---|
| ◆ ≤ Ump | **K** |
| ◆ ≤ Range | **F2** |
| ◆ ≤ PB | **BB** |
| ◆ > PB | **PB** |

## Playing Out of Position

Hopefully, you never have to put a player at a position not listed on their card. But if you do, we have rules for that.

Players can move from any of their listed positions to a similar position by applying a penalty to their ratings (**Arm**, **Rng** and **Fld**):[1]

| Listed Position | -3 Penalty to Ratings | -5 Penalty to Ratings |
|---|---|---|
| C | | P |
| 1B | | P |
| 2B | P | 1B, 3B, SS |
| 3B | | P, 1B |
| SS | P | 1B, 2B, 3B |
| LF | RF | CF |
| CF | LF, RF | |
| RF | LF | CF |

If a player's new position is not shown above, make the following adjustments:

- Set **Arm**, **Rng**, PB and Ump equal to zero.
- Set **Fld** equal to 5.
- Change these results on rolls of 100-499:

| New Position | Rolled Result (Rolls of 100-499) | New Result |
|---|---|---|
| P | **163 DP** | **1B(IF)** |
| C | **3xx** | **PB** |
| 1B | **363 DP** | **1B+** |
| 2B | **463 DP** | **1B+** |
| 3B | **543 DP** | **1B+** |
| SS | **643 DP** | **1B+** |
| LF | **F7** | **2B+** |
| CF | **F8** or **F8+** | **2B+** |
| RF | **F9** | **2B+** |

The rolled result is only changed to the new result if it is an exact match. For example, putting a first baseman in right field changes **F9** results to **2B+**, but has no effect on **F9+**, **F9/R3?**, etc.

## *Super-Utility Players*

The player card only shows the top 5 positions played in the current season. If someone played at an unlisted position, find the most similar listed position and subtract 1 from each of those ratings.

## *Example (Secondary Positions)*

Marwin Gonzalez is playing third base and you roll a 553. That result would normally be on the third baseman's card, but Gonzalez' Defense Table only shows rolls from 590-599.

MARWIN GONZALEZ #9 **RF/3B**

MINNESOTA TWINS (2019) AGE 29 SWITCH

| | |
|---|---|
| Power | 6 |
| Contact | 6 |
| Eye | 4 |
| Speed | 1 |
| Steal | 0 |
| Bunt | 1 |

| | Arm | Rng | Fld | G |
|---|---|---|---|---|
| RF | 5 | 4 | 6 | 44 |
| 3B | 1 | 6 | 9 | 40 |
| 1B | 2 | 5 | 8 | 21 |
| LF | 6 | 5 | 7 | 18 |
| 2B | 3 | 6 | 8 | 2 |

**RF**

| | |
|---|---|
| 590-4 | F9/R3?! |
| — | F9++ |
| 595-7 | 2B/R1? |
| 598-9 | 1B+ |

We look at the Infield Results table above and see that the result is determined by the blue die:

- Less than or equal to **Arm** is a **543 DP**.
- Above **Arm** but less than or equal to **Rng** is a **5-3**.
- Above **Rng** but less than or equal to **Fld** is **1B(LF)**.
- Higher than **Fld** is an error (**E5**).

For Gonzalez, we can use these rules to construct Defense Tables for his other listed positions:

**3B**

| | |
|---|---|
| 550-1 | 543 DP |
| 552-6 | 5-3 |
| 557-9 | 1B(LF) |

**1B**

| | |
|---|---|
| 530-2 | 363 DP |
| 533-5 | 3U |
| 536-8 | 1B(RF) |
| 539 | E3 |

**LF**

| | |
|---|---|
| 570-5 | F7/R3?! |
| 576-7 | 2B |
| 578-9 | 1B/R2? |

**2B**

| | |
|---|---|
| 540-3 | 463 DP |
| 544-6 | 4-3 |
| 547-8 | 1B(RF) |
| 549 | E4 |

## *Example (Playing Out of Position)*

If Gonzalez moves to shortstop, then he is truly "out of position". Finding '2B' under **Listed Position** shows us that he can play 'SS' but with a '-5' penalty to his ratings as a 2nd baseman.

Doing this for all his unlisted positions gives us the following ratings and Defense Tables:

| | Arm | Rng | Fld | G |
|---|---|---|---|---|
| SS | 0 | 0 | 5 | - |
| CF | 1 | 0 | 5 | - |
| C | 0 | 0 | 5 | - |
| P | 0 | 1 | 5 | - |

*In addition to these penalties, all* **3xx** *results are changed to* **PB** *while catching and most* **163 DP** *results are changed to* **1B(IF)** *if he takes the mound.*

**SS**

| | |
|---|---|
| 560 | 643 DP |
| 561-5 | 1B(LF) |
| 566-9 | E6 |

**CF**

| | |
|---|---|
| 580 | F8/R3?! |
| 581-7 | 2B+/B? |
| 588-9 | 1B++ |

**C**

| | |
|---|---|
| 520 | K |
| 521-9 | PB |

**P**

| | |
|---|---|
| 510 | 163 DP |
| 511 | 1-3 |
| 512-5 | 1B(CF) |
| 516-9 | E1 |

[1] **Arm** and **Rng** can never be reduced below zero. **Fld** can never be reduced below 5.

## Optional Rules

The following rules add realism by creating additional variety. You can ignore these rules without sacrificing accuracy, or you can add these rules as you become more familiar with the game.

### Rare Plays on Challenges

Rolling triples during any challenge (e.g. runner advancement, steal attempt, fielder's choice) indicates a rare play:

| Die Roll | Result |
|---|---|
| 1-1-1 | **Throw Off-Line.** The throw is in time but pulls fielder off the bag. (For throw by an *infielder, pitcher or catcher* on a batted ball, record a throwing error.) |
| 2-2-2 | **Collision.** Use the die roll total (6) to determine if the runner is safe. Fielder suffers a Collision Injury (page 25). |
| 3-3-3 | **Ejection.** Use the die roll total (9) to determine if the runner is safe or out. If safe, the fielder is ejected for arguing the call. If out, the runner is ejected. |
| 4-4-4 | **Sliding Injury.** Use the die roll total (12) to determine if the runner is safe or out. Runner suffers a Sliding Injury (page 27). |
| 5-5-5 | **Catching Error.** Throw is on target but dropped. Advancing runner is safe. Any runners *ahead* of them advance 1 base. |
| 6-6-6 | **Overthrow.** Advancing runner is safe. All runners *ahead* of them advance one base. Advancing runner **may** advance an additional base by challenging the Arm rating of the *backup* fielder (see below).<br><br>(If any runner advances on the overthrow, record an error on the original throw.) |

### Determining the Fielder on Challenges

For **Collision** (2-2-2), **Ejection** (3-3-3) and **Catching Error** (5-5-5): use the following table to find the player receiving the throw.

| | Fielder by Target Base | | | |
|---|---|---|---|---|
| Thrower | 1B | 2B | 3B | Home |
| P | 1B[1] | 2B | 3B | C |
| C | 1B[1] | 2B[2] | 3B | P |
| 1B | P[1] | SS | 3B | C |
| 2B | 1B | SS | 3B | C |
| 3B | 1B[1] | 2B | SS | C |
| SS | 1B | 2B | 3B | C |
| LF | 1B | 2B | 3B | C |
| CF | 1B | 2B | 3B | C |
| RF | 1B | SS | 3B | C |

[1] For throws to first on bunt attempts, 2B receives the throw.

[2] On a stolen base attempt by a left-handed batter, SS receives the throw.

### Determining the Backup Fielder

On an **Overthrow** (6-6-6), use this table to determine the backup fielder:

| | Backup Fielder by Target Base | | | |
|---|---|---|---|---|
| Thrower | 1B | 2B | 3B | Home |
| P | 2B | CF | LF | 3B |
| C | RF | CF | LF | SS |
| 1B | C | LF | LF | 3B |
| 2B | C | LF | C | P |
| 3B | 2B | RF | LF | 1B |
| SS | 2B | RF | C | P |
| LF | C | 1B | P | P |
| CF | C | P | P | P |
| RF | C | 3B | P | P |

## Weather

Use the Weather table on the Stadium Card to find the "Base Temp" for the current situation (e.g. a night game in April).[1] Determine the game-time temperature by rolling all 3 dice and adding them to this value.

The 'Deep Drives' table on the Stadium Card shows any modifier caused by the game-time temperature.

### Precipitation

To determine precipitation, roll all 3 dice again. Add any 'Rain Bonus' listed for the current month and consult the 'Rain' table on the Stadium Card:

#### Clear/Clouds/Overcast

Game is played normally.

#### Light Rain

The game is playable, but wet conditions increase the likelihood of overthrows. Reduce Fielding ratings by 3 for all *challenges* (see Overthrows on page 4).

*This penalty only applies to challenges. It does not affect Ratings-Based Defense (see page 14).*

#### Heavy Rain

The game is delayed due to rain.

1. Roll a six-sided die and ten-sided die to generate a number between 10 and 69 (the six-sided die is the "tens" digit and the ten-sided die is the "ones" digit). This is the length of the rain delay in minutes.

2. Roll again. A 2nd consecutive "Heavy Rain" result indicates the game is rained out. Otherwise, play the game under the new conditions rolled.

*Domed and convertible stadiums are not affected by temperature or precipitation. In extreme or inclement weather, convertible stadiums will close their roof.*

### Wind

Roll two ten-sided dice to determine if wind is a factor in today's game. Wind blowing out increases the number of home runs; wind blowing in has the reverse effect.

| Roll | Direction | |
|---|---|---|
| 0-2 | Blowing Out to Left Field | ↖ |
| 3 | Blowing Out to Center Field | ↑ |
| 4 | Blowing Out to Right Field | ↗ |
| 5 | Blowing from Left to Right | → |
| 6-12 | *No significant wind* | |
| 13 | Blowing In from Left Field | ↘ |
| 14 | Blowing In from Center Field | ↓ |
| 15 | Blowing In from Right Field | ↙ |
| 16-18 | Blowing from Right to Left | ← |

### Effect of Wind

For any roll on a Deep table, adjust the roll according to the direction the ball was hit:

| | Roll | Deep LF | Deep CF | Deep RF |
|---|---|---|---|---|
| ↖ | Out to Left | +1 | +1 | +0 |
| ↑ | Out to Center | +1 | +1 | +1 |
| ↗ | Out to Right | +0 | +1 | +1 |
| → | Left to Right | -1 | +0 | +1 |
| ↘ | In From Left | -1 | -1 | +0 |
| ↓ | In From Center | -1 | -1 | -1 |
| ↙ | In From Right | +0 | -1 | -1 |
| ← | Right to Left | +1 | +0 | -1 |

The above tables are also included on the *Season Ticket Baseball Scoresheet*, available at SeasonTicketBaseball.com.

[1] Use 'Apr' for months before April and 'Oct' for months after October.

### Changes in the Weather

A roll of 509 on any Result Roll triggers a possible change in the weather. Instead of consulting the Rare Play section, roll on the Rain Table on the Stadium Card.

A roll of "Heavy Rain" causes a rain delay:

1. Determine the length of the delay (in minutes). Roll a six-sided die for the "tens" digit and a ten-sided die for the "ones" digit.

2. Re-roll on the Rain Table. A 2nd "Heavy Rain" result causes a rain out (see Effect of Rainouts, below).

### Effect of Rain Delays on Pitchers

Rain delays cause fatigue to each team's current pitcher. For every 20 minutes of rain delay, add 1 Fatigue to each pitcher.

### Effect of Rainouts

Games that are rained out before they start are postponed, usually by scheduling a double-header when the teams play again in the same stadium.

If a game is rained out after 4½ innings have been played, and the home team is leading, it is an official game. The home team is declared the winner.

If a game is rained out after 5 innings with either team leading, that team is declared the winner.

If the teams are tied after 5 innings, the game is *suspended*, with the game resumed at a future date (the next day, if possible).

If none of the above apply, the umpire crew chief declares "No Game" and the game is restarted from scratch at a later date. Any statistics "earned" are not counted towards the official record.

### Using Position Players as Pitchers

With a position player on the mound, use the following ratings and Pitching Table:

| | |
|---|---|
| **Stamina** | **0** |
| Stuff vs. L/R | **0/0** |
| **Hold** | **0** |
| Pickoff | **0** |

| Pitching | | vs Lefty | vs Righty |
|---|---|---|---|
| 100-09 | **HBP** | 200-29 | **BB** | **BB** |
| 110-49 | **Bloop 1B** | 230-49 | **WP** | **WP** |
| 150-99 | **Deep CF** | 250-99 | **Deep RF** | **Deep LF** |

## Advancing on the Throw

When a runner attempts to take an extra base on a hit by challenging an outfielder's arm, there is a chance that the *trail runner* will advance on the throw. The trail runner is defined as the next runner behind the runner trying to advance. On hits, the batter might be the trail runner. (There cannot be more than one "trail runner" on any play.)

When a runner challenges an outfielder's arm:

> If two or more of the dice rolled are *below* the trail runner's **Speed**, the trail runner advances safely on the throw.

It's also possible that the trail runner gets thrown out trying to advance on the throw.

> If two or more dice *equal* the trail runner's **Speed**, the trail runner is out trying to advance.

*Remember that if **both** ten-sided dice exceed the outfielder's Fielding, the outfielder commits a throwing error (see Overthrows on page 4). Overthrows take precedence over the rules for advancing on the throw.*

## Getting "Blown Up"

Pitchers are often removed from the game if they give up several runs early in their outing. The manager assumes the pitcher just doesn't "have it" for this start, so the pitcher gets the hook. *Season Ticket Baseball* simulates this with the following rule:

> Starting pitchers become **vulnerable to Fatigue** after they have allowed five or more runs.
>
> Relievers become **vulnerable to Fatigue** after they have allowed a number of runs equal to their Stamina rating.

- Runs allowed = runs charged to current pitcher.
- Runs allowed = both earned and unearned runs.

Example: Mike Timlin (Stamina 1) starts the 8th inning and gives up a solo homer to the first batter he faces. He is now **vulnerable** to Fatigue (although his actual Fatigue level stays at zero until he allows *another* baserunner).

## Stamina Adjustments for Inter-Era Play

*Season Ticket Baseball* cards are normalized to the league average for the season in which the results were accrued. However, one variable has not been historically adjusted: *Pitcher Stamina*.

If you move a starting pitcher from their "native" year to a different season, adjust their Stamina rating as shown. (Do not adjust relief pitchers.)

| Player Year (on card) | Season Being Simulated: Before 1907 | 1907-1978 | 1979-2019 | After 2019 |
|---|---|---|---|---|
| Before 1907 | +0 | -1 | -2 | -3 |
| 1907-1978 | +1 | +0 | -1 | -2 |
| 1979-2019 | +2 | +1 | +0 | -1 |
| After 2019 | +3 | +2 | +1 | +0 |

You can also use these adjustments to change the playing environment. For example, you are replaying the 2003 ALCS but you want starting pitchers to perform more like they did in the 1960s. This is accomplished by adding 1 to the Stamina rating of both starting pitchers.

### Moonshot Home Runs

For Deep Drives rolls of 23 and higher, you can calculate the home run distance (in feet):

1. Multiply the Stadium Card roll total by 10.
2. Add distance according to the current season:

| Season | Distance Bonus | Season | Distance Bonus |
|---|---|---|---|
| **Before 1930** | 180' | **1977 – 1993** | 200' |
| **1930 - 1976** | 190' | **After 1993** | 210' |

3. Add 10 feet if playing in Colorado.
4. Roll all three dice and add them to the distance.

### Hit Locations

For results that don't specify hit location, use the last digit of the roll to determine the fielder:

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|---|
| **1B(IF)** | P | 1B | 2B | | | SS | | | 3B | |
| **3B** | LF | | | CF | | | | RF | | |
| All Other Hits (**1B, 2B, HR**) | LF | | | | CF | | | | RF | |

### Ground Rule Doubles

**2B** results on rolls of 600-699 are automatic double (aka "ground rule doubles") where the ball lands in the field of play and bounces out of play.

## Scorekeeping Details

This section describes details you can add to your game record. These do not affect game results.

### Foul Outs

Foul outs are not explicitly labelled on the cards. For fly outs to the catcher (**F2**), first baseman (**F3**) or third baseman (**F5**): if the blue die (last digit) is 5 or lower, record these fly outs as *foul outs*.

### Line Outs

The '**F**' notation includes both fly outs and line outs. Treat results ending in '9' as line outs, and the rest as a "fly out" or "popup".

### Infield Errors

Errors from the Defense Table are fielding errors. Errors on the Batting Table are throwing errors.

### Outfield Assists

Use the following official scoring for runners being thrown out from the outfield:

| | Out at 2B | Out at 3B | Out at Home (R3/R2) | Out at Home (R1/B) |
|---|---|---|---|---|
| LF | 7-4 | 7-5 | 7-2 | 7-6-2 |
| CF | 8-4 | 8-5 | 8-2 | 8-6-2 |
| RF | 9-6 | 9-5 | 9-2 | 9-4-2 |

Note that throwing a runner out at home on an extra-base hit includes a relay throw from one of the middle infielders (e.g. **7-6-2**, **8-6-2**, **9-4-2**). Both the outfielder and infielder are credited with an assist.

### Strikeouts

Strikeout caused by redirection from the Pitcher Card (**3xx**) are the result of a *called third strike*. Record these with a backward 'K' (ꓘ). All other strikeouts are on a swinging third strike (including *all* strikeouts with the Hit & Run play on).

### Pitch Counts

Calculate pitches thrown from the number of batters faced (BF), walks allowed (BB) and strikeouts pitched (K).

- Pitches Thrown = (BF + BB + K) × 3
- Strikes Thrown = (BF + K) × 2

Pitch counts have no effect on gameplay, but they do help tell the story of a pitcher's outing.

## Auto Manager

*Season Ticket Baseball* includes algorithms for making strategic decisions. If you are playing solo, you can manage one team and use the Auto Manager to control your opponent. Or, if you are trying to conduct a true "simulation", you can use the Auto Manager for both teams.

### The 20-Sided Die (d20)

These rules require an additional die (a 20-sided die, referred to as a d20). You can roll the d20 separately when the situation arises; or roll it with the other dice and only check the d20 result when necessary.

## Runner Advancement

Use this table to decide when to try to take an extra base by challenging a fielder's **Arm** rating:

| *Next Base* | No Outs | One Out | Two Outs |
|---|---|---|---|
| *Second* | **Maybe** | | |
| *Third* | | | **No** |
| *Home* | **No** | | **Yes** |

**No**

Hold at the current base.

**Maybe**

Challenge the fielder's Arm if either of the following are true:

- Runner **Speed** equals or exceeds fielder's Arm.
- The d20 is lower than the runner's **Speed**.

**Yes**

Always try to score with two outs, regardless of the runner's **Speed** or the fielder's **Arm** rating.

Remember to update the base-out status before using the above table. For example, you roll **F7/R3?** with one out and a runner on third. Because R3 decides whether to challenge LF's **Arm** after the out has been recorded, consult the 'Two Outs' column (R3 will always try to score in this situation).

## Steal Attempts

If the base in front of a runner is unoccupied, roll to establish a lead according to the following table:

| *Runner* | No Outs | One Out | Two Outs |
|---|---|---|---|
| *R1* | **Maybe** | | |
| *R2* | **No** | | **No** |
| *R3* | | | **Rarely** |

**No**

Don't roll to establish a lead.

**Maybe**

Attempt to establish a lead if either of the following are true:

- **Speed** rating equals or exceeds catcher's **Arm**.
- The d20 is lower than the runner's **Steal** rating.

**Rarely**

Try to establish a lead if all are true:

- There are 2 outs and no runner on 2nd.
- The d20 is lower than runner's **Steal** rating.
- R3's **Speed** meets the following minimum:

| 1901-29: **3** | 1930-51: **4** | 1952-89: **5** | 1990-: **6** |
|---|---|---|---|

### Steal Attempt Bonus

For determining if the runner tries to establish a lead for a steal attempt:

- +1 **Speed** if there are 2 outs and the game is tied or the batting team leads by less than 4 runs.

*Only steal after successfully establishing a lead.*

*Never steal if the batting team trails by 2 or more runs in the 8th inning or later.*

## Hit-and-Run

Call the Hit & Run if all of the following are true...

- Less than 2 outs.
- Runner on 1st or runners on 1st & 2nd.
- The d20 is below the batter's **Contact**.

... and one or more of the following is true:

- Runner's **Speed** exceeds batter's **Power**.
- The d20 exceeds batter's **Power**.

## Sacrifice Bunts

With fewer than two outs and one or more runners on base, start with the batter's **Bunt** rating and:

- Add 3 if the batter is a pitcher.
- Subtract the batter's **Contact** and **Power**.
- Optional: add d20 if below batter's Bunt rating.[1]

If this number equals or exceeds the Bunt Threshold in the chart below, the batter bunts (and continues to bunt with two strikes if necessary).

### Bunt Threshold

| Runners On | No Outs | One Out |
|---|---|---|
| 1B | 1 | 4 |
| 2B | 2 | — |
| 1B & 2B | 0 | 3 |
| 3B | 5 | — |
| 1B & 3B | 4 | 6 |
| 2B & 3B | 6 | — |
| Bases Loaded | 6 | — |

*Never bunt in situations marked with '—'.*

### Going on Contact (Runner on 3rd)

R3 goes on contact if there is one out and they have a **Speed** of 3 or higher.

### Pinch Runners

If the score is tied in the 8th inning or later with less than 2 outs, replace the lead runner if the new runner's **Speed** is 4 or more points higher than the current runner's **Speed**.

### Pinch Hitting for the Pitcher

1) Pinch hit for the pitcher if you would remove them for a relief pitcher (see page 22, below).

2) Also, pinch hit if either of the following are true:

- The batting team trails and the current pitcher is vulnerable to fatigue; or
- The game is tied and the current pitcher has incurred fatigue.

## Defensive Strategies

Use the following rules to determine which strategies the defense employs.

### Fielder's Choice

Results such as "FC" on the Bunt Table give the defense a choice between an automatic out at first base, or a chance to get the lead runner.

- Always try to get the lead runner at home.
- For other bases: try to get the lead runner if fielder's **Arm** is equal to or greater than runner's **Speed**. Otherwise, take the out at first.

### Holding the Runner

- Hold the runner at first base if their speed rating is 3 or higher.
- If the batting team trails in the 9th inning or later, only hold the runner if they represent the tying or go-ahead run.

### Bringing the Infield In (page 12)

1) With a runner on 3rd and less than two outs and
2) The score is tied or the batting team leads:

- With one out and runner on 1st, play corners in.
- Otherwise, bring the infield in.

### Bunt Defense ("Corners In")

Bring the corner infielders in if the Auto Manager rules for Sacrifice Bunts (at left) would call for a bunt in the current situation.

### Guarding The Lines ("No Doubles")

Guard the lines in the 9th inning or later if the bases are empty and the batter represents the tying or go-ahead run.

[1] This rule was added for seasons before 1947. If the d20 roll is below the player's bunt rating, add the die roll. Otherwise, ignore the d20. You may need to adjust or ignore this step after integration in 1947.

## Pitching Around the Hitter

Consider issuing an intentional walk or pitching around the hitter if:

- There is a runner on second and/or third and
- 1st base is empty and
- Score is tied or batting team leads by 1-3 runs.

If the above are true, count a star for each of the following:

- ★ Two Runners (R2 & R3)
- ★ One or Two Outs
- ★ Batter Contact > On Deck Contact
- ★ Batter Power > On Deck Power
- ★ Walk Gives Platoon Advantage

| Stars | Strategy |
|---|---|
| 2 or 3 | Pitch Around (pg. 13) |
| 4 or more | Intentional Walk |

## Replacing the Current Pitcher

Replace the current pitcher when their Fatigue reaches the following limit:

| | Starter | Reliever | Short** Reliever |
|---|---|---|---|
| *Mid-Inning* | 4* | 2 | 4 |
| *Between Innings* | 3* | 1 | 1 |

*Increase these limits by 1 if starter is throwing a shutout.
**A "Short Reliever" is any reliever with a Stamina of **0** in their first inning of work.

## Injuries

Any injured player must be immediately removed from the game and replaced from the bench or bullpen. If you are doing a strict replay of a specific season using "as-played" lineups, that's all you need to know. The player will rest up that night and be available the next day (assuming they were on the roster in real life).

For more variety in how the season plays out, use the following system in conjunction with the Injury Tables starting on page 25:

1) **Determine the modifier added to the roll.** Players with fewer games played will have a higher modifier (resulting in longer injuries).

| Games Played (Batters) | Games Pitched ('G') | Pitching Starts ('GS') | Roll Modifier |
|---|---|---|---|
| 160+ | 65+ | 32+ | **+0** |
| 150-159 | 60-64 | 30-31 | **+5** |
| 140-149 | 55-59 | 28-29 | **+10** |
| 120-139 | 50-54 | 25-27 | **+15** |
| 100-119 | 40-49 | 20-24 | **+20** |
| 60-99 | 30-39 | 15-19 | **+25** |
| 30-59 | 20-29 | 10-14 | **+30** |
| 0-29 | 0-19 | 0-9 | **+35** |

*For pitchers, choose the stat ('G' or 'GS') that provides the smallest bonus to the die roll.*

**The above table is for 162-game seasons.** For shorter seasons, add the following amount of playing time before finding the **Roll Modifier**:

| Season | Games Played (Batters) | Games Pitched ('G') | Pitching Starts ('GS') |
|---|---|---|---|
| 2020 | **+100 G** | **+40 G** | **+20 GS** |
| 1994 | **+50 G** | **+15 G** | **+8 GS** |
| 1995 | **+18 G** | **+8 G** | **+4 GS** |
| 1981 | **+55 G** | **+20 G** | **+10 GS** |
| 1972 | **+8 G** | **+0 G** | **+0 GS** |
| Before 1962 | **+8 G** | **+0 G** | **+0 GS** |

Example: Cal Ripken Jr. suffers a collision injury in a 1981 replay. His card shows that he played 112 games. For the 1981 season, we add 55 to get a total of 167 games. The row for '160+' shows a modifier of '+0' to the roll on the Collision Table (page 25).

2) Roll <u>all three dice</u> and add the 'Roll Modifier'.
Find the result on the appropriate injury table:

| | |
|---|---|
| Injury Table: Batting / Foul Tips | Page 25 |
| Injury Table: Collision | Page 25 |
| Injury Table: Hit By Pitch / Line Drive | Page 26 |
| Injury Table: Pitching | Page 26 |
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On the injury tables, **Days Injured** specifies the number of days the injury persists <u>after</u> the current day. A player that suffers a "0-day injury" must be removed from the current game but will be able to play the next day.

### Batting Helmets

Injuries marked with an asterisk (*) are prevented by the use of a batting helmet. If the player is wearing a helmet, reduce these head injuries to "Mild Concussion".

The first batting helmet was worn by Jackie Hayes on August 22, 1940. Before this date, you can assume all players are helmetless. After this date, determine if a player is wearing a helmet as follows:

1) Roll two ten-sided dice (d10 + d10)
2) Add the current year.
3) If this equals or exceeds 1955, the player is wearing a helmet.

### Concussion Protocol

Starting in 2011, Major League Baseball requires that all players who suffer a concussion are placed on the 7-day disabled list. This applies to all "Mild Concussion" results.

### Injury Recovery

Most players will miss the number of days listed on the chart. However, *Season Ticket Baseball* includes rules for getting back on the field before an injury has completely healed.

For every day that the player rests (doesn't play), reduce the number of days left in their injury by 1. Once this number is 5 or less, the player can "play hurt" using the rules on the next page.

If the total length of an injury is 5 days or less (e.g. a broken nose), the player can play the following day. However, they still suffer the penalties below.

## Playing Hurt

Players with 5 or fewer days left in their recovery can play hurt. Apply the following penalties for **each injury day** remaining:

1) Subtract 1 from each of the player's ratings.

2) For pitchers, add one level of fatigue, applied as the pitcher enters the game. Thus, a pitcher with 3 days remaining on their injury would add 30 to all rolls of 600 or higher.

3) For batters, subtract 10 from rolls below 200. If this reduces the roll below 100, the result is a strikeout, and the batter suffers a Batting Injury (page 25).

4) Add +5 to any rolls on the Injury Table.

For players with multiple injuries, apply these penalties for each injury.

Finally, add one to the number of days remaining on an injury for every game in which a player plays for 5 or more innings.

## Example of Injury Recovery

*October 10, 1988* — Kirk Gibson suffers an injury while stealing second base in Game 5 of the 1988 NLCS. Gibson played 150 games in 1988, meaning that he adds +5 to his injury roll.

We roll all three dice for a total of 12. Adding 5 gives us 17 — a pulled hamstring (2-day injury).

*October 11th* — Gibson is the starting Left Fielder for Game 6 of the NLCS. In the top of the 1st, Wally Backman bats with Lenny Dykstra on first. He rolls a '578' — on the defense section of Gibson's card. Because of Gibson's injury, we use the rules for Ratings-Based Defense on page 14. His 2-day injury reduces his Arm by 2 (from 4 to 2), changing the '578' result from **1B+/R1?** to **1B++**. With Gibson injured, Dykstra easily goes from first to third on the single.

After the game, Gibson's hamstring injury increases from a 2-day injury to a 3-day injury. (With a day off, it would have dropped to a 1-day injury.)

*October 12th* — Gibson plays in Game 7 of the NLCS and suffers another injury sliding into second base. For this roll, his modifier starts at +5 (because of his Games Played) but he adds an additional +15 because he has 3 days remaining on his hamstring injury (+5 for each injury day remaining = +15).

We roll an 8 and add +20 for a total of 28. This results in a twisted knee — a 4-day injury.

After the game, Gibson's hamstring injury increases from a 3-day injury to a 4-day injury.

*October 13th* — Gibson has a 4-day hamstring injury and a 4-day knee injury. Two full days off between the NLCS and the World Series allow each injury to improve from a 4-day injury to a 2-day injury.

*October 15th* — Gibson doesn't play in Game 1 of the World Series until the bottom of the 9th, when Tommy Lasorda inserts him as a pinch hitter with the tying run on first base. With a 2-day knee injury **and** a 2-day hamstring injury he suffers a 4-point penalty to all ratings, and a 40-point penalty on any die rolls below 200.

Gibson rolls a 295 on Eckersley's card. Because Gibson is a lefty, this yields a result of Deep RF on the stadium card. Gibson's *Power* is normally 7, but it is reduced to 3 by his injuries. He rolls two ten-sided dice for a total of 14, and adds his current Power rating for a final roll of 17 — a walk-off 2-run homer!

## Injury Tables


| | |
|---|---|
| Injury Table: Batting / Foul Tips | Page 25 |
| Injury Table: Collision | Page 25 |
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| Injury Table: Pitching | Page 26 |
| Injury Table: Running / Fielding | Page 27 |
| Injury Table: Sliding | Page 27 |

## Injury Table: Batting / Foul Tips

| Die Roll + Modifier | Injury | Days Injured |
|---|---|---|
| 1-9 | Bruised Shin | 0 |
| 10-12 | Broken Toenail | 0 |
| 13-14 | Strained Calf | 1 |
| 15-17 | Bruised Foot | 1 |
| 18 | Pulled Hamstring | 2 |
| 19 | Strained Neck | 2 |
| 20-21 | Strained Rib | 2 |
| 22 | Strained Back | 3 |
| 23 | Pulled Calf | 3 |
| 24 | Pulled Hip | 4 |
| 25 | Strained Forearm | 4 |
| 26-27 | Abdomen Strain | 4 |
| 28-29 | Strained Hamstring | 6 |
| 30 | Strained Wrist | 6 |
| 31 | Strained Lower Back | 7 |
| 32 | Strained Elbow Ligament | 7 |
| 33 | Sprained Shoulder | 10 |
| 34 | Strained Quadriceps | 10 |
| 35 | Strained Ankle | 10 |
| 36 | Sprained Knee | 20 |
| 37 | Mild Shoulder Separation | 20 |
| 38 | Sprained Ankle | 20 |
| 39 | Pulled Groin | 20 |
| 40 | Stretched Ankle Ligament | 20 |
| 41 | Strained Knee Ligament | 20 |
| 42 | Sprained Back | 20 |
| 43 | Sprained Finger | 20 |
| 44 | Broken Toe | 30 |
| 45 | Chipped Patella | 30 |
| 46 | Sprained Lower Back | 30 |
| 47 | Sprained Thumb | 30 |
| 48 | Broken Finger | 40 |
| 49 | Broken Foot | 70 |
| 50 | Torn Elbow Ligament | 120 |
| 51 | Ruptured Cervical Disc | 120 |
| 52 | Torn Knee Ligament | 180 |
| 53+ | Torn Ankle Ligament | 180 |

## Injury Table: Collisions

| Die Roll + Modifier | Injury | Days Injured |
|---|---|---|
| 1-6 | Bruised Abdomen | 0 |
| 7 | Bruised Shin | 0 |
| 8 | Bruised Elbow | 0 |
| 9 | Strained Calf | 1 |
| 10-12 | Bruised Ribs | 1 |
| 13-15 | Mild Concussion | 2 |
| 16 | Broken Nose | 2 |
| 17-19 | Bruised Hip | 2 |
| 20-22 | Strained Neck | 2 |
| 23-24 | Strained Rib | 2 |
| 25 | Lacerated Eye | 2 |
| 26-27 | Bruised Ribs | 6 |
| 28-30 | Hip Pointer | 7 |
| 31 | Bruised Kidney | 8 |
| 32 | Bruised Spleen | 9 |
| 33-34 | Dislocated Collar Bone | 10 |
| 35-36 | Sprained Shoulder | 10 |
| 37 | Sprained Rib | 10 |
| 38 | Moderate Concussion | 20 |
| 39 | Mild Shoulder Separation | 20 |
| 40 | Sprained Neck | 20 |
| 41 | Hairline Wrist Fracture | 30 |
| 42 | Dislocated Shoulder | 30 |
| 43 | Shoulder Separation | 40 |
| 44 | Broken Collar Bone | 50 |
| 45 | Dislocated Hip | 60 |
| 46 | Severe Concussion | 60 |
| 47 | Severe Shoulder Separation | 90 |
| 48 | Broken Forearm | 90 |
| 49 | Broken Elbow | 120 |
| 50 | Broken Tibia | 120 |
| 51 | Ruptured Cervical Disc | 120 |
| 52 | Broken Fibula | 180 |
| 53 | Fractured Hip | 180 |
| 54 | Fractured Neck Vertebra | 180 |
| 55 | Fractured Back Vertebra | 240 |
| 56+ | Broken Wrist | 240 |

### Injury Table: Hit By Pitch / Line Drives

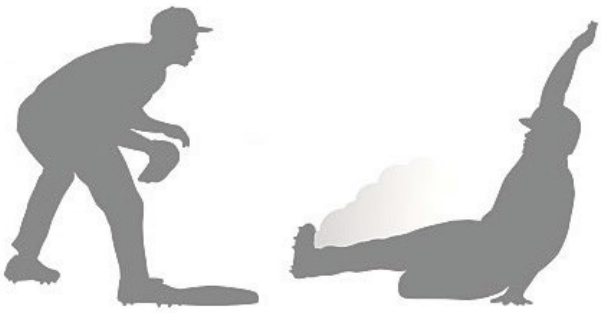
| Die Roll + Modifier | Injury | Days Injured |
|---|---|---|
| 1-6 | Bruised Abdomen | 0 |
| 7-9 | Bruised Shin | 0 |
| 10-11 | Bruised Elbow | 0 |
| 12-13 | Bruised Back | 0 |
| 14-15 | Bruised Cheekbone | 0 |
| 16-17 | Bruised Foot | 1 |
| 18-19 | Bruised Rib | 1 |
| 20-24 | Mild Concussion | 2 |
| 25 | Broken Nose | 2 |
| 26 | Bruised Groin | 2 |
| 27 | Bruised Hip | 2 |
| 28 | Strained Rib | 2 |
| 29 | Lacerated Eye* | 2 |
| 30 | Bruised Ankle | 4 |
| 31 | Twisted Knee | 4 |
| 32 | Bruised Ribs | 6 |
| 33 | Hip Pointer | 7 |
| 34 | Broken Cheekbone* | 8 |
| 35 | Bruised Kidney | 8 |
| 36 | Broken Knuckle | 9 |
| 37 | Bruised Spleen | 9 |
| 38 | Hairline Wrist Fracture | 30 |
| 39 | Chipped Patella | 30 |
| 40-41 | Broken Finger | 40 |
| 42 | Fractured Eye Bone* | 40 |
| 43 | Broken Collar Bone | 50 |
| 44 | Broken Jaw* | 50 |
| 45 | Broken Foot | 70 |
| 46 | Skull Fracture* | 90 |
| 47-48 | Broken Forearm | 90 |
| 49-50 | Broken Ankle | 120 |
| 51 | Fractured Hip | 180 |
| 52+ | Broken Wrist | 240 |

### Injury Table: Pitching

| Die Roll + Modifier | Injury | Days Injured |
|---|---|---|
| 1-6 | Pulled Shoulder | 1 |
| 7-8 | Strained Calf | 1 |
| 9-10 | Pulled Hamstring | 2 |
| 11-12 | Sore Triceps | 2 |
| 13-14 | Strained Rib | 2 |
| 15-16 | Strained Back | 3 |
| 17-18 | Sore Hamstring | 3 |
| 19-20 | Pulled Calf | 3 |
| 21 | Pulled Hip | 4 |
| 22 | Strained Forearm | 4 |
| 23-24 | Abdomen Strain | 4 |
| 25-26 | Finger Blister | 5 |
| 27 | Pinched Ulnar Nerve | 5 |
| 28 | Strained Hamstring | 6 |
| 29-30 | Elbow Inflammation | 6 |
| 31 | Strained Wrist | 6 |
| 32-33 | Strained Lower Back | 7 |
| 34-35 | Shoulder Tendonitis | 10 |
| 36-37 | Inflamed Rotator Cuff | 10 |
| 38 | Pulled Groin | 20 |
| 39 | Stretched Ankle Ligament | 20 |
| 40 | Strained Knee Ligament | 20 |
| 41 | Sprained Back | 20 |
| 42 | Hairline Wrist Fracture | 30 |
| 43 | Sprained Lower Back | 30 |
| 44 | Wrist Stress Fracture | 40 |
| 45 | Stretched Knee Ligament | 40 |
| 46 | Torn Hamstring | 40 |
| 47 | Torn Rotator Cuff | 50 |
| 48 | Torn Quadriceps | 50 |
| 49 | Torn Elbow Ligament | 120 |
| 50 | Ruptured Cervical Disc | 120 |
| 51 | Torn Knee Ligament | 180 |
| 52+ | Torn Achilles Tendon | 240 |

### Injury Table: Running / Fielding

| Die Roll + Modifier | Injury | Days Injured |
|---|---|---|
| 1-9 | Charley Horse | 0 |
| 10-13 | Strained Calf | 1 |
| 14-15 | Bruised Foot | 1 |
| 16-19 | Pulled Hamstring | 2 |
| 20-21 | Sore Hamstring | 3 |
| 22-24 | Pulled Calf | 3 |
| 25-26 | Pulled Hip | 4 |
| 27-28 | Abdomen Strain | 4 |
| 29-31 | Strained Hamstring | 6 |
| 32 | Dislocated Toe | 9 |
| 33 | Twisted Ankle | 10 |
| 34 | Strained Quadriceps | 10 |
| 35 | Strained Ankle | 10 |
| 36 | Sprained Knee | 20 |
| 37-38 | Sprained Ankle | 20 |
| 39 | Pulled Groin | 20 |
| 40 | Stretched Ankle Ligament | 20 |
| 41-42 | Strained Knee Ligament | 20 |
| 43 | Stretched Knee Ligament | 40 |
| 44-45 | Torn Hamstring | 40 |
| 46-47 | Torn Quadriceps | 50 |
| 48-49 | Torn Knee Ligament | 180 |
| 50-51 | Torn Ankle Ligament | 180 |
| 52+ | Torn Achilles Tendon | 240 |



### Injury Table: Sliding

| Die Roll + Modifier | Injury | Days Injured |
|---|---|---|
| 1-4 | Bruised Abdomen | 0 |
| 5-6 | Bruised Shin | 0 |
| 7 | Bruised Elbow | 0 |
| 8-9 | Strained Calf | 1 |
| 10-11 | Bruised Rib | 1 |
| 12-14 | Mild Concussion | 2 |
| 15-17 | Pulled Hamstring | 2 |
| 18 | Broken Nose | 2 |
| 18-20 | Bruised Hip | 2 |
| 21-22 | Strained Neck | 2 |
| 23-24 | Strained Rib | 2 |
| 25 | Lacerated Eye | 2 |
| 26 | Abdomen Strain | 4 |
| 27-28 | Twisted Knee | 4 |
| 29-30 | Bruised Ribs | 6 |
| 31-32 | Hip Pointer | 7 |
| 33-34 | Dislocated Collar Bone | 10 |
| 35 | Sprained Shoulder | 10 |
| 36 | Sprained Rib | 10 |
| 37 | Moderate Concussion | 20 |
| 38 | Mild Shoulder Separation | 20 |
| 39 | Sprained Neck | 20 |
| 40 | Hairline Wrist Fracture | 30 |
| 41 | Dislocated Shoulder | 30 |
| 42 | Broken Finger | 40 |
| 43 | Shoulder Separation | 40 |
| 44 | Broken Collar Bone | 50 |
| 45 | Dislocated Hip | 60 |
| 46 | Severe Shoulder Separation | 90 |
| 47 | Broken Forearm | 90 |
| 48 | Broken Elbow | 120 |
| 50 | Broken Tibia | 120 |
| 51 | Ruptured Cervical Disc | 120 |
| 52 | Broken Fibula | 180 |
| 53 | Fractured Hip | 180 |
| 54 | Fractured Neck Vertebra | 180 |
| 55 | Fractured Back Vertebra | 240 |
| 56+ | Broken Wrist | 240 |

## Injuries Caused By Overuse

Non-pitchers will incur a minor (1-day) injury if they play too many consecutive games without a day off.

Find the number of Games Played (G) on the player card to determine the number of consecutive games that will trigger a fatigue-related injury:

| Games Played | Games Played (Before 1962) | Consecutive Games |
|---|---|---|
| 160+ | 152+ | **25** |
| 158-159 | 150-151 | **18** |
| 156-157 | 148-149 | **15** |
| 154-155 | 146-147 | **12** |
| 152-153 | 144-145 | **10** |
| 150-151 | 142-143 | **8** |
| 145-149 | 138-141 | **7** |
| 140-144 | 133-137 | **6** |
| 135-139 | 128-132 | **5** |
| 130-134 | 123-127 | **4** |
| 122-129 | 116-122 | **3** |
| 81-121 | 77-115 | **2** |
| Less than 81 | Less than 77 | **1*** |

*Before 1962, use the 2nd column. Also use this column for the strike-shortened 1972 season.*

For counting consecutive games played:

- Playing 5+ innings counts as a game played.
- Fewer than 5 innings doesn't count as a game played, but also doesn't count as a day off.
- Playing 5 or more innings in both games of a double-header counts as **five** (5) games.
- A full day off resets a player's consecutive games count to zero.

At the end of the game in which a player reaches their consecutive game limit, they incur a 1-day "Fatigue" injury. This injury is treated exactly like a 1-day injury incurred during a game:

- If the player takes the next day off, the injury is healed (see *Injury Recovery* on page 23).
- If the player chooses to "play hurt" (page 24), they suffer in-game penalties for a 1-day injury and the injury worsens to a 2-day injury.

## Shortened Seasons

Use the following table for seasons shortened due to labor strike or pandemic:

| Games Played (1981/1994) | Games Played (1995) | Games Played (2020) | Consecutive Games |
|---|---|---|---|
| 102+ | 142+ | 59+ | **25** |
| 100-101 | 140-141 | 58 | **18** |
| 98-99 | 138-139 | 57 | **15** |
| 96-97 | 136-137 | 56 | **12** |
| 94-95 | 134-135 | 55 | **10** |
| 92-93 | 132-133 | 54 | **8** |
| 90-91 | 128-131 | 52-53 | **7** |
| 88-89 | 124-127 | 50-51 | **6** |
| 86-87 | 120-123 | 48-49 | **5** |
| 82-85 | 115-119 | 44-47 | **4** |
| 78-81 | 108-114 | 40-43 | **3** |
| 52-77 | 72-115 | 30-39 | **2** |
| < 52 | < 72 | < 30 | **1** |

## *Part-Time Players

A player who played less than half a season suffers a 1-day fatigue-related injury immediately after any game in which they play. This injury rises in severity for players with even less playing time:

| Games Played | (Shortened Season) 1981, 1994 | 1995 | 2020 | Injury Length |
|---|---|---|---|---|
| 54+ | 34+ | 48+ | 22+ | **1 day** |
| 40-53 | 26-33 | 36-47 | 16-21 | **2 days** |
| 32-49 | 20-25 | 28-35 | 13-15 | **3 days** |
| 27-32 | 17-19 | 24-27 | 11-12 | **4 days** |
| 23-26 | 14-16 | 20-23 | 9-10 | **5 days** |
| 20-22 | 12-13 | 18-19 | 8 | **6 days** |
| < 20 | < 12 | < 18 | < 8 | **7 days** |

## Season Play

These rules cover the effects of playing multiple games in the same simulated "season". Whether you are replaying the 1986 World Series or all 162 games of Seattle's 2001 season, you need to know what happens to players from one day to the next — such as how pitchers recover from fatigue.

## Pitcher Fatigue

When a pitcher leaves the game, their Fatigue level remains the same as it was in the game, with one exception:

### Workload

A pitcher's **Workload** equals the number of innings in which they pitched that day (to a maximum of 5). If a pitcher's Workload is higher than their Fatigue when they leave the game, set their Fatigue equal to their Workload.

#### *Example*

Josh Hader pitches to last batter of the 7th inning and strikes out all three batters in the 8th inning. He walks the first batter in the 9th inning, raising his Fatigue to 1. He is then removed for another reliever. Because he pitched *in 3 innings* (the 7th, 8th and 9th), he leaves the game with a Fatigue of 3.

If this sounds confusing, use this table to find the pitcher's Fatigue level upon leaving the game.

| | Fatigue Level Reached in Game | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Innings* | 0-1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| **1** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **2** | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **3** | 3 | 3 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **4** | 4 | 4 | 4 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **5+** | 5 | 5 | 5 | 5 | 5 | 6 | 7 | 8 | 9 | 10 |

***Innings** is the number of different innings in which the pitcher pitched that day (as opposed to the "Innings Pitched" statistic, which is calculated from outs pitched).

### Pitching on Short Rest

Pitchers with more than 32 starts are capable of making some starts with only 3 days rest (i.e. every 4 days instead of every 5 days). Calculate the *Short Rest Factor* for such pitchers by subtracting 32 from their 'GS' stat.

Anytime a pitcher has a Workload of 5, roll a d10. If the result is less than their *Short Rest Factor*, reduce their Workload to 4.

### Recovering From Fatigue

At the start of each day, before any games are played, reduce every pitcher's Fatigue by one. This occurs regardless of whether the pitcher is used that day. (You can think of it as occurring during the previous night when the pitcher is sleeping.)

### Pitching While Tired

If a pitcher enters a game before their Fatigue has returned to zero, they start their appearance with that Fatigue level, suffering the same penalty on rolls of 600 or higher as if they had accrued that Fatigue during the game. Their Stamina is unaffected.

### Legal

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## Rare Plays

Rolls of 500-509 trigger a re-roll on one of the Rare Play tables.

Cross-reference the current game situation with the die roll to determine which table (and page number) to use.

<table>
<tr><th colspan="2"></th><th>500-502</th><th>503-504</th><th>505-509[1]</th></tr>
<tr><td rowspan="3">Bases Empty</td><td>No Outs</td><td colspan="3" rowspan="3">Rare Plays<br>(page 31-33)</td></tr>
<tr><td>1 Out</td></tr>
<tr><td>2 Outs</td></tr>
<tr><td rowspan="3">Runner on 1B<br>or<br>Runners on 1B and 3B</td><td>No Outs</td><td rowspan="2">Runner on 1st (or 1st & 3rd) < 2 Out<br>(page 35)</td><td rowspan="3" colspan="2">Runner on 1st (or 1st & 3rd)<br>(page 36)</td></tr>
<tr><td>1 Out</td></tr>
<tr><td>2 Outs</td><td colspan="2"></td></tr>
<tr><td rowspan="3">Runner on 2B</td><td>No Outs</td><td rowspan="2">Runner on 2nd <2 Out<br>(page 37)</td><td rowspan="3" colspan="2">Runner on 2nd<br>(page 38)</td></tr>
<tr><td>1 Out</td></tr>
<tr><td>2 Outs</td><td colspan="2"></td></tr>
<tr><td rowspan="3">Runners on 1B & 2B<br>or<br>Bases Loaded</td><td>No Outs</td><td rowspan="2">1st & 2nd / No outs<br>(page 39)</td><td rowspan="2" colspan="2">1st & 2nd / < 2 Out<br>(page 40)</td></tr>
<tr><td>1 Out</td></tr>
<tr><td>2 Outs</td><td colspan="3" rowspan="3">Rare Plays<br>(page 31-33)</td></tr>
<tr><td rowspan="3">Runners on 2B & 3B<br>or<br>Runner on 3B</td><td>No Outs</td></tr>
<tr><td>1 Out</td></tr>
<tr><td>2 Outs</td></tr>
</table>

### Challenges

The word "challenge" describes an opportunity to pit one player's rating against an opposing player's rating. Challenger rolls all three dice, adds them together, and adds the player rating. If the total equals or exceeds the *opponent's rating plus ten*, the challenge is successful.

Whenever a fielder challenges a runner's **Speed**, use that fielder's **Arm** rating.

Challenge is successful if:

*Rating* + + +

≥

10 + *Opposing Rating*

### Injuries

Injured players must be removed from the game. If you are replaying a series or season, roll on the appropriate injury table (pages 25-27) to determine the length and type of injury.

[1] If using Weather (page 16) and playing in an "Open" stadium, a roll of 509 triggers a possible change in the weather (instead of a Rare Play). Re-roll the current level of precipitation using the Rain Table on the Stadium Card.

## Rare Plays

| Roll | Result | Description |
|---|---|---|
| 100-109 | **1-6-3?** | Ground ball deflects off the pitcher's leg, fielded by the shortstop. To reach base safely, batter must successfully challenge SS's **Arm**. If out, both P and SS get assist. |
| 110-119 | **1-4-3?** | As above [100-109] but ball deflects to the second baseman. |
| 120-123 | **HBP** | Batter is hit by the pitch and injured (roll on Hit By Pitch Injury Table on page 26). |
| 124-136 | **HBP** | Batter is hit in the head by the pitch (but not injured). Home plate umpire warns both teams. *For remainder of game, HBP by either team results in pitcher's ejection.* |
| 137-139 | **HBP** | As above [124-136] and batter is injured (use Hit By Pitch Injury Table on page 26). |
| 140-157 | [No Play] | Batter ducks to avoid an apparent beanball. Home plate umpire warns both teams. *For remainder of game, any HBP by either team results in pitcher's ejection.* |
| 158-159 | **HBP** | Batter is hit by the pitch. triggering a brawl. Batter and pitcher are both ejected. |
| 160-179 | **HBP** | Batter is hit by the pitch. If there has already been a Hit-By-Pitch in this game (by either team), this triggers a brawl. Batter and pitcher are both ejected. |
| 180-224 | [No Play] Injury | Pitcher suffers a Pitching Injury (roll for Pitching Injury on page 26). After pitcher is replaced, roll again normally to resolve the plate appearance. |
| 225-235 | | Batter suffers a Batting Injury (roll for Batting Injury on page 25). After batter is replaced, roll again to resolve plate appearance for new batter. |
| 236-239 | **E7 (2)** or **F7** | Fly ball to left. If blue die (ones digit) is higher than LF's **Fld**, batter is safe at second on a fielding error and runners advance 2 bases. Otherwise, ball is caught (**F7**). |
| 240-245 | **K** & Injury | Batter strikes out. Batter suffers a Batting Injury on swinging third strike. |
| 246-249 | **E8 (2)** or **F8** | Fly ball to center. If blue die (ones digit) is higher than CF's **Fld**, batter is safe at second on a fielding error and runners advance 2 bases. Otherwise, ball is caught (**F8**). |
| 250-252 | **1B++ E7 (2) / B?!** | Single to left. Ball rolls under left fielder's glove, all the way to the wall. All runners score. Batter reaches 3rd and **must** try to score by challenging LF's **Arm**. |
| 253-254 | **1B++ E8 (2) / B?!** | As above [250-252] but ball is hit to center field. |
| 255-256 | **1B++ E9 (2) / B?!** | As above [250-252] but ball is hit to right field. |
| 257-259 | **1B/E7?** | Line drive single to left. If blue die (ones digit) is higher than LF's **Fielding**, the batter advances to third on a 2-base fielding error (**E7**) and all runners score. |
| 260-299 | **1B++/E7?** | Single to LF. Runners advance 2 bases. If white die (tens digit) is higher than LF's **Fld** rating, the batter advances to second base on a fielding error by the left fielder (**E7**). |
| 300-305 | **BB** | Batter walks on a close pitch. Pitcher is ejected for arguing with the umpire. |
| 306-309 | **E9 (2)** or **F9** | Fly ball to right. If blue die (ones digit) is higher than RF's **Fld**, batter is safe at second on a fielding error and runners advance 2 bases (all runners score if there are 2 outs). Otherwise, ball is caught (**F9**). |
| 310-315 | **BB** | Batter walks on a close pitch. Catcher is ejected for arguing with the umpire. |
| 316-319 | **E7 (2)** or **F7** | Fly ball to left. If blue die (ones digit) is higher than LF's **Fld**, batter reaches 2nd on a fielding error and runners advance 2 bases (all runners score if there are 2 outs). Otherwise, ball is caught (**F7**). |
| 320-332 | **K** | Batter strikes out looking and is ejected from the game for arguing with the umpire. |
| 333-335 | [No Play] | A called strike brings the count to 0-2. Batter is ejected for arguing with the umpire. Batter's replacement must complete the current at-bat with *two strikes* (see page 8). If replacement strikes out, credit **K** to ejected batter. Otherwise, result is credited to the new batter. |
| 336-339 | **E8 (3)** or **F8** | Fly ball to deep center. If blue die (ones digit) is higher than CF's **Fld**, batter is safe at third on a fielding error and all runners score. Otherwise, ball is caught (**F8**). |

| | | |
|---|---|---|
| 340-345 | **E1 (2)** | Batter is safe at second on throwing error by P. All runners advance 2 bases. |
| 346-349 | **E9 (3)** or **F9** | Fly ball to right. If blue die (ones digit) is higher than RF's **Fld**, batter is safe at third on a fielding error and all runners score. Otherwise, ball is caught (**F9**). |
| 350-399 | **1B++/E8?** | Single to CF. Runners advance 2 bases. If white die (tens digit) is higher than CF's **Fld** rating, batter advances to second base on a fielding error by the center fielder (E8). |
| 400-411 | **E1++/B?** | Batter is safe at first on throwing error by P. Runners advance 2 bases. Batter may try to advance to second by challenging RF's **Arm**. |
| 412-424 | **E4++/B?!** | Batter is safe at first on a throwing error by the 2B. Runners advance 2 bases. Batter **must** try to advance to 2nd base by challenging C's **Arm**. |
| 425-438 | **E5++/B?!** | Batter is safe at first on a throwing error by the 3B. Runners advance 2 bases. Batter **must** try to advance to 2nd base by challenging RF's **Arm**. |
| 439-449 | **E6++/B?!** | Batter is safe at first on a throwing error by the SS. Runners advance 2 bases. Batter **must** try to advance to 2nd base by challenging 1B's **Arm**. |
| 450-499 | **1B++/E9?** | Single to RF. Runners advance 2 bases. If white die (tens digit) is higher than RF's **Fld** rating, the batter advances to second base on a fielding error by the right fielder (E9). |
| 500-504 | **1B(IF)** | Hard line drive hits the pitcher. Batter is safe at first and all runners advance one base. Pitcher is injured (roll on Line Drive Injury Table). |
| 505-506 | **E2** | Batter is safe at first on throwing error by C. All runners advance 1 base. |
| 507-509 | **E2++/B?** | Dribbler in front of home plate. Batter safe at first on throwing error by C. Runners advance 2 bases. Batter may try to advance to second by challenging RF's **Arm**. |
| 510-511 | **E2 (2)** | Batter is safe at second on throwing error by catcher. All runners advance 2 bases. |
| 512-516 | **3B/B?!** | Deep fly ball bounces off outfield wall and past the center fielder. Batter gets bases-clearing triple. Batter **must** try for inside-the-park home run by challenging CF's **Arm**. If thrown out, scoring is 8-4-2. |
| 517-519 | **2B+/E7?** | Bases-clearing double to left field. If blue die (ones digit) is higher than LF's **Fld**, batter advances to third base on a fielding error by the left fielder (**E7**). |
| 520-522 | **E6++/B?!** | Batter reaches first on throwing error by the shortstop. Runners advance two bases. Catcher fields overthrow. Batter **must** try to reach 2nd base by challenging C's Arm. |
| 523-525 | **E5++/B?!** | As above [520-522] but throwing error is committed by third baseman. |
| 526 | **E4++/B?!** | As above [520-522] but throwing error is committed by second baseman. |
| 527-529 | **2B+/E8?** | Bases-clearing double to center field. If blue die (ones digit) is higher than CF's **Fld**, batter advances to third base on a fielding error by the center fielder (**E8**). |
| 530-535 | Interference | Swinging bunt to the pitcher. Throw to first hits the batter's back as they are running *inside* the baseline. Batter is **out** for interference (**1-3**). Runners return to bases. |
| 536-539 | **2B+/E9?** | Bases-clearing double to right field. If blue die (ones digit) is higher than RF's **Fld**, batter advances to third base on a fielding error by the right fielder (**E9**). |
| 540 | **E6** + **E6** | Batter reaches on a fielding error by the shortstop, and the shortstop then throws the ball over the first baseman. Runners advance two bases. Batter reaches second base safely. The shortstop is credited with one fielding error and one throwing error. |
| 541 | **E5** + **E5** | As above [540] but errors are committed by the third baseman. |
| 542-544 | **1-3** | Hard line drive deflects off the pitcher. Pitcher grabs the ball and throws to first for the out, but is injured on the play (roll on Line Drive Injury Table). |
| 545-546 | **1-6** | Hard line drive deflects off the pitcher's back, caught in air by SS. Runners hold. |
| 547-548 | **1-4** | Hard line drive deflects off the pitcher's back, caught in air by 2B. Runners hold. |
| 549-556 | **XI/E2** | Batter is awarded first base on Catcher's Interference. Runners only advance if forced. Catcher is credited with an error. |
| 557-559 | **E3++** or **3-1** | Ground ball to first baseman. If 1B's **Fld** is less than blue die (ones digit), batter is safe at first on throwing error and runners advance 2 bases. Otherwise, result is 3-1. |

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|---|---|---|
| 560-561 | **2B+/B?!(RF)** & Injury | Deep drive to the outfield. CF collides with the wall trying to make the catch. Roll on the Collision Injury Table (page 25). All runners score. Batter **must** try for a triple by challenging RF's **Arm** rating. If thrown out, scoring is 9-5. |
| 562-563 | **2B+/B?!(LF)** & Injury | As above [560-561] but LF retrieves the loose ball. If thrown out, scoring is 7-5. |
| 564-566 | **2B+/B?!(CF)** & Injury | As above [560-561] but RF is injured and CF fields ball. If thrown out, scoring is 8-5. |
| 567-569 | | As above [560-561] but LF is injured and CF fields ball. If thrown out, scoring is 8-5. |
| 570-571 | **2B+** & Injury | Deep fly ball. LF collides with the wall but can't make the catch. Any runners score. LF is **injured** and must leave game. (Use Collision Injury Table (p. 25) for duration). |
| 572-573 | **2B+** & Injury | Deep fly ball. RF collides with the wall but can't make the catch. Any runners score. RF is **injured** and must leave game. (Use Collision Injury Table (p. 25) for duration). |
| 574 | **3B/B?!(LF)** & Injury | Deep drive to the outfield. CF is injured in collision with wall (roll on Collision Table on page 25). Batter gets a bases-clearing triple and **must** try for an inside-the-park home run by challenging the LF's **Arm**. If thrown out, scoring is 7-6-2. |
| 575 | **3B/B?(RF)** & Injury | As above [574] but RF retrieves the loose ball after CF is injured. If batter is thrown out, scoring is 9-4-2. |
| 576 | **3B/B?(CF)** & Injury | As above [574] but LF is injured and CF fields ball. If thrown out, scoring is 8-4-2. |
| 577 | | As above [574] but RF is injured and CF fields ball. If thrown out, scoring is 8-6-2. |
| 578 | [No Play] | Foul tip hits batter in on deck circle. Roll on the Hit By Pitch Injury Table. |
| 579-580 | [No Play] | Pop fly in foul territory. 1B can't make the catch and is injured in a collision with the wall. Roll on Collision Injury Table (page 25). |
| 581 | **F3** | Popup caught by 1B in foul territory. 1B injured in collision with stands (see page 25). |
| 582 | **F5** | Popup caught by 3B in foul territory. 3B injured in collision with stands (see page 25). |
| 583 | [No Play] | Foul pop fly. 3B drops ball and is injured in collision with stands (see page 25). |
| 584 | **F2** | Pop fly caught by C in foul territory. C injured in collision with stands (see page 25). |
| 585 | [No Play] | Foul pop fly. C drops ball and is injured in collision with stands (see page 25). |
| 586 | **F2** | Foul out on 3rd base side. 3B is injured colliding with C (use table on page 25). |
| 587 | **F2** | Foul out on 1st base side. 1B is injured colliding with C (use table on page 25). |
| 588 | **2B+/B!** | Batter appears to hit a bases-clearing double over center fielder, but is ruled out on an appeal play for having missed 1st base. If 2 outs, any runs scored do not count. *Award a putout to the 1B (on the appeal). With less than 2 outs, all runners score and RBIs are credited to batter. This counts as an at bat but no hit is awarded.* |
| 589 | | As above [588] and batter is **ejected** for arguing. |
| 590 | **HR/B!** | Batter hits a home run, but misses first base while rounding the bases. Batter is out on appeal. With less than two outs, all runners score. With two outs, inning ends and no runs score (none can score when the 3rd out is recorded on a forced runner). *Award a putout to the 1B (on the appeal). With less than 2 outs, all runners score and RBIs are credited to batter. This counts as an at bat but no hit is awarded.* |
| 591 | | As above [590] and batter is **ejected** for arguing. |
| 592-596 | **1B(IF)+E6** | Infield single and SS overthrows first. Batter reaches 2nd and runners advance 2 bases. |
| 597-599 | **E7** or **F7** | Line drive to left. If blue die (ones digit) is higher than LF's **Fld**, batter is safe at first on a fielding error and all runners advance 2 bases. Otherwise, ball is caught (**F7**). |
| 600-606 | **1B(IF)+E5** | Infield single and 3B overthrows first. Batter reaches 2nd and runners advance 2 bases. |
| 607-609 | **E8** or **F8** | Line drive to center. If blue die (ones digit) is higher than CF's **Fld**, batter is safe at first on a fielding error and all runners advance 2 bases. Otherwise, ball is caught (**F8**). |
| 610-616 | **Bloop 2B** | Batter hits a double and is injured **sliding** into 2nd. Roll for Sliding Injury on page 27. |
| 617-619 | **E9** or **F9** | Line drive to right. If blue die (ones digit) is higher than RF's **Fld**, batter is safe at first on a fielding error and all runners advance 2 bases. Otherwise, ball is caught (**F9**). |

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|---|---|---|
| 620-634 | **4-3** & Injury | Batter grounds out 4-3. Runners advance 1 base. Batter suffers a Running Injury. |
| 635-638 | Interference | Weak chopper in front of home plate. Batter contacts the ball after leaving the batter's box and is ruled **out** for interference. Runners return to bases. |
| 639-641 | Interference | Dribbler up the first base line. Batter collides with pitcher before he can field the ball. Batter ruled **out** for interference (P is credited with a putout). |
| 642-643 | | As above [639-641] and pitcher is injured (use **collision** table on page 25). |
| 644 | | As above [639-641] and batter is injured (use **collision** table on page 25). |
| 645-647 | **F2+++** & Injury | Foul pop up, caught by C as they fall into the dugout. Per Rule 5.09(a)(1), all runners are awarded one base when fielder catches ball and then leaves the field of play.<br>➢ C is injured on the play (Collision Injury Table is on page 25). |
| 648-650 | **Fly Out** & Injury | As above [645-647], but ball is caught by 1B as they fall into stands. |
| 651-653 | | As above [645-647], but ball is caught by 2B as they fall into stands. |
| 654-656 | | As above [645-647], but ball is caught by 3B as they fall into stands. |
| 657-659 | | As above [645-647], but ball is caught by SS as they fall into stands. |
| 660 | **K** + **PB** | Batter swings at strike three but the pitch gets past the catcher. Runners advance one base. If first base is empty or there are two outs, batter is safe at first. |
| 661-664 | **K** + **WP** | Batter swings at strike three in the dirt and ball skitters to the backstop. Runners advance one base. If first base is empty or there are two outs, batter is safe at first. |
| 665-666 | **9-3** or **1B** | Hard line drive lands directly in front of right fielder. RF can get the force at first by successfully challenging batter's **Speed**. Otherwise, treat as a single (**1B**). |
| 667 | **1B++/B!** | On single down the right field line, batter takes wide turn at first. RF throws behind batter for the tag out (scoring: 9-3). *R2 and R3 score, even if this is the 3rd out.* |
| 668 | **1B(IF) /B?!** | Ground ball to the right side. 1B dives and makes the stop, tossing ball to pitcher just as batter reaches the bag. Batter is called **safe**, leading to an argument between the pitcher and umpire that allows R2 to score and R1 to advance to 3rd. Batter **must** try to advance to 2nd base by challenging P's **Arm**. |
| 669 | | As above [668], and pitcher is **ejected** for making physical contact with the umpire. |
| 670-671 | **1B+E7** | Batter hits a line drive single to left. LF's throw to the infield is wild and high, allowing batter and any runners to each take an extra base. |
| 672-673 | **1B+E8** | As above [670-671], but throwing error is committed by the CF. |
| 674-675 | **1B+E9** | As above [670-671], but throwing error is committed by the RF. |
| 676-679 | **E3** | Ground ball fielded by 3B and thrown to first, but the throw is dropped and the batter is safe. Runners advance 1 base. 3B is awarded an assist. 1B charged with an error. |
| 680-684 | **E3** | As above [676-679] but ball is fielded by SS. |
| 685-688 | **E3** | As above [676-679] but ball is fielded by 2B. |
| 689-690 | **1B+E9 /B?!(SS)** | Batter hits single to right. Ball goes under RF's glove for an E9. All runners score and batter reaches 2nd base. CF picks up ball and throws to the cutoff man. Batter **must** try to reach 3rd base by challenging SS's **Arm** (if thrown out, scoring is 8-6-5). |
| 691-692 | **Bloop 1B** | Soft blooper behind second base falls for a hit. 2B injured in **collision** with SS. |
| 693-694 | **Bloop 1B** | Soft blooper behind second base falls for a hit. SS injured in **collision** with 2B. |
| 695-699 | **3-1** | Grounder to 1B, who flips to pitcher for the out. Batter runs into pitcher at full speed and knocks them to the ground. Batter is out. Add 3 to pitcher's Fatigue level. |

## Runner on 1st (or Runners on 1st & 3rd) / Less than Two Outs

| Die Roll | Result | Description |
|---|---|---|
| 100-249 | **6-3 DP?** | Hard ground ball up the middle. SS fields and steps on second to force out R1. SS may complete the double play by successfully challenging batter's **Speed**. |
| 250-299 | **4-1/R1?** | Hard ground ball gets past the first baseman. The second baseman dives, fields it on the outfield grass, and throws to the pitcher to get the out at first. R1 is safe at 2nd and may try to advance to 3rd by challenging P's **Arm**. |
| 300-349 | **1B** *(and **9-6**?)* | Soft fly ball to shallow right field. R1 goes halfway, unsure if ball will be caught. 2B and RF converge but the ball drops in for a hit. RF may force R1 at 2nd base successfully challenging R1's **Speed**. |
| 350-399 | **6-4/E4/B?!(1B)** | Grounder to short. R1 forced out at 2nd base. 2B commits throwing error trying to complete double play; batter advances to 2B. 1B baseman fields the overthrow. Batter **must** try to advance to 3B by challenging 1B's **Arm**. |
| 400-449 | **5-3** *(or **5-4**)* | Ground ball down the third base line. 3B may take the automatic out at first base, or try to get the lead runner by successfully challenging R1's **Speed**. |
| 450-499 | **1-3** *(or **1-6**)* | As above [400-449] but the ball is hit to the pitcher. |
| 500-599 | **263 DP?** | Weakly hit in front of catcher, who throws to SS to force out R1. SS may complete the double play by successfully challenging batter's **Speed**. |
| 600-611 | **361 DP?** | Ground ball to first baseman who throws to SS to force out R1. SS may complete the double play by successfully challenging batter's **Speed**. |
| 612-619 | **461 DP?** | Ground ball between 1B and 2B. 2B throws to SS to force out R1. SS may complete the double play by successfully challenging batter's **Speed**. |
| 620-639 | **3-1/R1+/R1?** | Ground ball to left side. 1B makes a diving stop, tossing ball to pitcher just as batter reaches the bag. Batter is called **out**, leading to argument between pitcher, batter and umpire that allows R1 to reach third base. R1 **may** score by challenging P's **Arm**. |
| 640-644 | | As above [620-639], and batter is **ejected** for bumping the umpire. |
| 645-649 | **F9+++/R1?!** | Deep fly ball. RF makes catch but crashes into wall and falls down. R1 tags and advances to second base. R1 **must** try to reach third by challenging RF's **Arm**. |
| 650-654 | **F8+++/R1?!** | As above [645-649], but ball is caught by CF. |
| 655-659 | **F7+++/ R1?!** | As above [645-649], but ball is caught by LF. |
| 660-664 | **6-4 DP** | Ground ball to SS, fielded and flipped to 2B. R1 slides into 2B, preventing double play. Umpire rules that R1 interfered with 2B. Both R1 and batter are ruled out. |
| 665-669 | **6-4** | To break up double play, R1 slides hard into 2B. Fight ensues. R1 and 2B are ejected. |
| 670-679 | **6-4** | To break up double play, R1 slides hard into 2B. 2B is injured in collision. |
| 680-682 | **4-6** | To break up double play, R1 slides hard into SS. Fight ensues. R1 and SS are ejected. |
| 683-693 | **4-6** | To break up double play, R1 slides hard into SS. SS is injured in collision. |
| 694 | **143 DP** | Line drive deflects off pitcher's back, caught in air by 2B. 2B doubles up R1. |
| 695 | **E7/B!** | Fly ball bounces out of LF's glove. Batter passes R1 on base path and is called out. R1 returns to 1st safely. (LF is charged with an error; 1B credited with putout). |
| 696 | **E8/B!** | As above [695], but ball is hit to center field. |
| 697 | **E9/B!** | As above [695], but ball is hit to right field. |
| 698 | **1B(LF)/B?!** | Deep fly ball to left field but LF can't make the catch. Batter jogs toward second base with a standup double, only to find R1 standing on second (because R1 thought the ball would be caught). Batter must successfully challenge LF's **Arm** to return to first base safely. Otherwise, batter is tagged out (scoring: 7-3)**.** |
| 699 | **1B/B!** | Deep drive lands in the CF's glove and bounces over the fence for a home run. R1 believes ball is caught and sprints back to first. Batter passes R1 on base path and is called out. R1 scores. Batter is credited with an RBI single. |

## Runner on 1st (or Runners on 1st & 3rd) / Any Number of Outs

| Die Roll | Result | Description |
|---|---|---|
| 100-379 | **BK** | Balk. R1 is awarded second base. (R3 scores, if applicable.) |
| 380-439 | **PB?!** | Pitch in the dirt bounces away from the catcher. R1 **must** try to advance to second by challenging C's **Arm**. If runner is safe, score as a passed ball. (R3 holds, if applicable.) |
| 440-469 | **E2/R1?(RF)** | Catcher throws behind R1, but the throw sails into right field. R1 advances to second. (R3 scores, if applicable.) R1 may try to advance to third by challenging RF's **Arm**. |
| 470-499 | **1B+/E7?** | Single to left field. If white die (tens digit) is higher than LF's **Fielding**, R1 advances to 3rd on a fielding error by the left fielder. *(In all cases, batter stays at first base.)* |
| 500-509 | Pickoff! | Catcher throws behind R1, picking them off first base. *(Do not credit runner with CS.)* |
| 510-519 | Pickoff! | Pitcher throws to first and R1 is too late diving back. *(Do not credit runner with CS.)* |
| 520-549 | Pickoff? | If pitcher's **Pickoff** equals or exceeds R1's **Steal**, R1 is picked off.<br>Otherwise, pitcher commits a throwing error and R1 advances safely to 2B. |
| 550-564 | Pickoff? | If catcher's **Arm** equals or exceeds R1's **Steal**, R1 is picked off by the catcher.<br>Otherwise, catcher commits throwing error and R1 advances safely to 2B. |
| 565-569 | **E1 /R1?(1B)** | Pitcher's pickoff throw to 1B is in the dirt and bounces away from 1B. All runners advance one base. R1 **may** try to advance to 3rd base by challenging 1B's **Arm**. |
| 570-599 | **1B+/E8?** | Single to center field. If white die (tens digit) is higher than CF's **Fielding**, R1 advances to 3rd on a fielding error by the center fielder. *(In all cases, batter stays at first base.)* |
| 600-609 | **E1 /R1?!(1B)** | Pitcher's pickoff throw to 1B is in the dirt and bounces away from 1B. All runners advance one base. R1 **must** try to advance to 3rd base by challenging 1B's **Arm**. |
| 610-612 | **E1 /R1?!(2B)** | Pitcher's pickoff throw to 1B sails wide and is chased down by the second baseman. R1 advances to 2B and **must** try to advance to 3rd base by challenging 2B's **Arm**. |
| 613-614 | **E1 /R1?!(C)** | Pickoff throw to first sails wide. R1 advances to 2B and **must** try to advance to 3rd base by challenging catcher's **Arm**. |
| 615-621 | **E5 (2) /R1?!(RF)** | Batter is safe at second on a throwing error by the 3B. R1 advances to third and **must** try to score by challenging the RF's **Arm** rating. (If thrown out, scoring is 9-2.) |
| 622-629 | **E6 (2) /R1?!(1B)** | Batter is safe at second on a throwing error by the SS. R1 advances to third and **must** try to score by challenging the 1B's **Arm** rating. (If thrown out, scoring is 3-2.) |
| 630-644 | **E1** | Pitcher's pickoff throw to 1B sails wide. R1 advances to 2B. |
| 645-649 | **E1** | Pitcher's pickoff throw sails into the stands. R1 is awarded second base. |
| 650-659 | **BK** | Balk. R1 is awarded second base. Pitcher is ejected for arguing the call. |
| 660-662 | **1B(IF)/R1+ /R1?!(P)** | Hard grounder to right side. 1B makes diving stop, tossing ball to pitcher as batter reaches bag. Batter is called **safe**, leading to argument between pitcher and umpire that lets R1 advance to third base. R1 **must** try to score by challenging P's **Arm**. |
| 663 | | As above [660-662], and pitcher is **ejected** for bumping the umpire. |
| 664 | Hidden Ball Trick | Batter hits a single to CF who throws the ball into 2B. R1 stops at second. 2B *fakes the throw* to the pitcher and tags the runner when he steps off the base. (CF gets assist.) |
| 665 | | Pitcher throws pickoff throw to first. Runner dives back safely. As runner is standing up, 1B *fakes the throw* back to the pitcher. R1 steps off first base and is tagged out. |
| 666 | | Pitcher *fakes* a pickoff throw to first. C, 1B and 2B all run into foul territory, pantomiming a wild throw. R1 tries to advance but P throws to SS for the easy out. |
| 667-668 | Steal Attempt | R1 misreads the sign and attempts to steal second (without establishing a lead). |
| 669 | **1B++/R1!** | Batter hits a single in the gap and R1 advances to third. However, R1 is ruled out on appeal when umpire rules that R1 missed second base. (Credit SS with a putout.) |
| 670-699 | **1B+/E9?** | Single to right field. If white die (tens digit) is higher than RF's **Fielding**, R1 advances to 3rd on a fielding error by the right fielder. *(Either way, batter stays at first base.)* |

## Runner on 2nd / Less Than Two Outs

| Die Roll | Result | Description |
|---|---|---|
| 100-149 | **2B/R2-** | Soft fly ball behind third base. R2 goes halfway, unsure if ball will be caught. 3B and LF converge near the foul line but neither makes a play on the ball. Batter ends up at second with a double, but R2 only advances to third base. |
| 150-199 | **1B(IF)/R2-** | Sinking line drive near the shortstop. R2 dives back to 2nd base, but SS drops the ball. Batter credited with infield single. R2 holds at 2nd. |
| 200-299 | **1-5?!** | R2 tries to advance on a slow bouncer to right side, fielded by the pitcher.<br>P **must** try to get lead runner by successfully challenging R2's **Speed**. |
| 300-349 | **4-3**<br>*(or **4-5**)* | R2 tries to advance on a hard ground ball to second. 2B may throw to first for automatic out or try to gun down lead runner by challenging R2's **Speed**. |
| 350-399 | **6-5?!** | R2 tries to advance on a hard ground ball up the middle.<br>SS **must** try to throw out the lead runner by challenging R2's **Speed**. |
| 400-449 | **4-3/R2?!(1B)** | Slow roller to the right side results in a 4-3 groundout. R2 advances to 3rd base and **must** try to score by challenging **1B's** Arm. |
| 450-499 | Fielder's Choice | High bouncer to pitcher. R2 breaks for third and is caught in a rundown. (1-5-6-4). Batter reaches 1st base safely on fielder's choice. |
| 500-549 | **1B /R2?(2B)** | Bloop single over the first baseman. 2B tracks it down in foul territory.<br>R2 **must** try to score by challenging 2B's **Arm**. |
| 550-599 | **L5/R2?!(RF)** | Line drive caught by 3B, but his throw to second to double up R2 sails into right field.<br>R2 **must** try to advance to third base by challenging RF's **Arm**. |
| 600-649 | **L3/R2?!(LF)** | Line drive caught by 1B, but his throw to second to double up R2 sails into left field.<br>R2 **must** try to advance to third base by challenging LF's **Arm**. |
| 650-664 | **F7+++/R2?!** | Deep drive to left. LF makes the catch but crashes into wall and falls down.<br>R2 tags and advances to 3rd easily and tries to score.<br>R2 **must** try to score by challenging LF's **Arm**. (If thrown out, scoring is 7-5-2.) |
| 665-679 | **F8+++/R2?!** | As above [650-664], but ball is caught by CF. (If thrown out, scoring is 8-6-2.) |
| 680-694 | **F9+++/R2?!** | As above [650-664], but ball is caught by RF. (If thrown out, scoring is 9-4-2.) |
| 695 | **7272 DP** | Batter hits a single to left field. LF throws to C, who catches ball just before being knocked flat by R2. R2 is out, but batter rounds second and heads for third. C throws from his knees but ball sails into left field. LF fields and throws home just in time for C to tag batter trying to score. C is injured in collision. |
| 696 | **R2! (6546)**<br>**B?!(SS)** | Grounder to SS. R2 caught in rundown, out 6-5-4-6. Batter advances to 2nd during the rundown and sees that 3B is no longer covering 3rd. Batter **must** try to advance to 3rd by challenging SS's **Arm** (if unsuccessful, batter is out 6-1). |
| 697 | **92529 DP** | Hard single to right. RF throws home and R2 is caught between 3rd and home. Catcher throws to 3B but ball hits R2. 3B gathers ball and throws to C for putout at home. By now, batter has overrun second base. Catcher throws behind runner to the RF covering 2nd base who makes the tag for a 9-2-5-2-9 DP. |
| 698 | **9272 DP** | R2 tries to score on a single to right. Throw from RF is in time, but catcher is knocked flat. C holds onto ball, but batter rounds second and heads for third. C throws from his knees but ball sails into left field. LF fields and throws home just in time for C to tag batter trying to score. C is injured in collision. |
| 699 | **1-4-6 DP** | Hard line drive deflects off pitcher. Caught by 2B who throws to SS to double up R2. |

Runner on 2nd (any number of outs)

| Die Roll | Result | Description |
|---|---|---|
| 100-299 | **BK** | Balk. R2 is awarded third base. |
| 300-309 | **BK** | Balk. R2 is awarded third base. Pitcher is ejected for arguing the call. |
| 310-389 | **1B(IF)/R2-** | Ground ball deep in the hole. SS can't field it cleanly.<br>Batter safe with an infield hit, but R2 holds at 2nd. |
| 390-419 | **WP/R2?!** | Wild pitch goes to the backstop. R2 advances to third easily.<br>R2 **must** try to score by challenging catcher's **Arm**. If thrown out, scoring is 2-1. |
| 420-479 | Fielder's Choice | High chopper to 3B. R2 caught in rundown. R2 is tagged out if SS successfully challenges R2's **Speed** (Scoring: 5-4-1-6-5). Otherwise R2 is safe at 3B.<br>Either way, batter is safe at first on a fielder's choice. |
| 480-519 | **PB?!** | Pitch in the dirt bounces away from the catcher. R2 **must** try to advance to third by successfully challenging C's **Arm**. If runner is safe, score as a passed ball. |
| 520-549 | **1B(IF) /R2?!(1B)** | Batter reaches on infield single, beating out the throw from the shortstop. R2 advances to 3rd base. R2 **must** try to score by challenging the first baseman's **Arm**. |
| 550-599 | **E4/R2?!** | Batter reaches on fielding error. R2 advances to 3rd and **must** try to score by challenging 2B's **Arm**. |
| 600-639 | Pickoff | R2 is picked off second base. |
| 640-649 | **BB+WP** | Ball four bounces in front of home plate. Batter walks. R2 safe at third on a wild pitch. |
| 650-659 | **E1/R2?** | Pitcher's pickoff throw sails into center field. R2 advances to third. R2 may try to score by successfully challenging CF's **Arm** rating. If thrown out, scoring is 8-2. |
| 660-669 | **E1/R2?!** | Pitcher's pickoff throw sails into center field. R2 advances to third. R2 **must** try to score by successfully challenging CF's **Arm** rating. If thrown out, scoring is 8-2. |
| 670-674 | **E6/R2?!** | Ground ball booted by the shortstop.<br>R2 advances to 3rd and **must** try to score by successfully challenging SS's **Arm**. |
| 675-678 | **1B+/B!** | R2 scores on a single to CF, but the batter takes a wide turn at 1st.<br>Pitcher cuts off the throw home and throws behind the batter for an 8-1-3 putout. |
| 679 | **1B+/R2!** | Batter hits a single to center that appears to drive in R2. However, R2 failed to touch 3rd base and is ruled out on an appeal by the 3B. (3B is credited with putout). |
| 680-687 | **1B/R2!** | Hard grounder to left side hits R2 in the foot. R2 is ruled out. Batter safe at first. |
| 688-692 | **1B+ /B?!(P)** | Batter hits single to right field. R2 rounds third base as RF throws home. C is knocked on his butt, dislodging the ball and allowing R2 to score. P picks up the loose ball.<br>Batter **must** try to advance to 2B by challenging the pitcher's **Arm**. |
| 693 | **1B+/B?(P)** | As above [688-692], but catcher is **injured** in collision. |
| 694 | **E6 (2) /R2?!(3B)** | Ground ball booted by SS into foul territory. Ball retrieved by 3B. R2 **must** try to score by challenging 3B's **Arm**. Batter safe at 2nd on a 2-base error. |
| 695-697 | **1B+ /B?!(LF)** | Batter hits single to right. R2 rounds third as RF fields the ball and throws home. R2 collides with C, knocking him flat and dislodging the ball. Batter rounds 2nd and heads for 3rd base. P picks up loose ball and throws to 3B, but it sails into left field.<br>Batter **must** try to score by challenging LF's **Arm**. |
| 698-699 | **1B(IF) /R2?!(SS)** | Baltimore chop bounces under the charging 3B's glove for an infield hit. Ball is fielded by the shortstop. R2 **must** try to score by challenging SS's **Arm**. |

## 1st & 2nd (or Bases Loaded) / No Outs

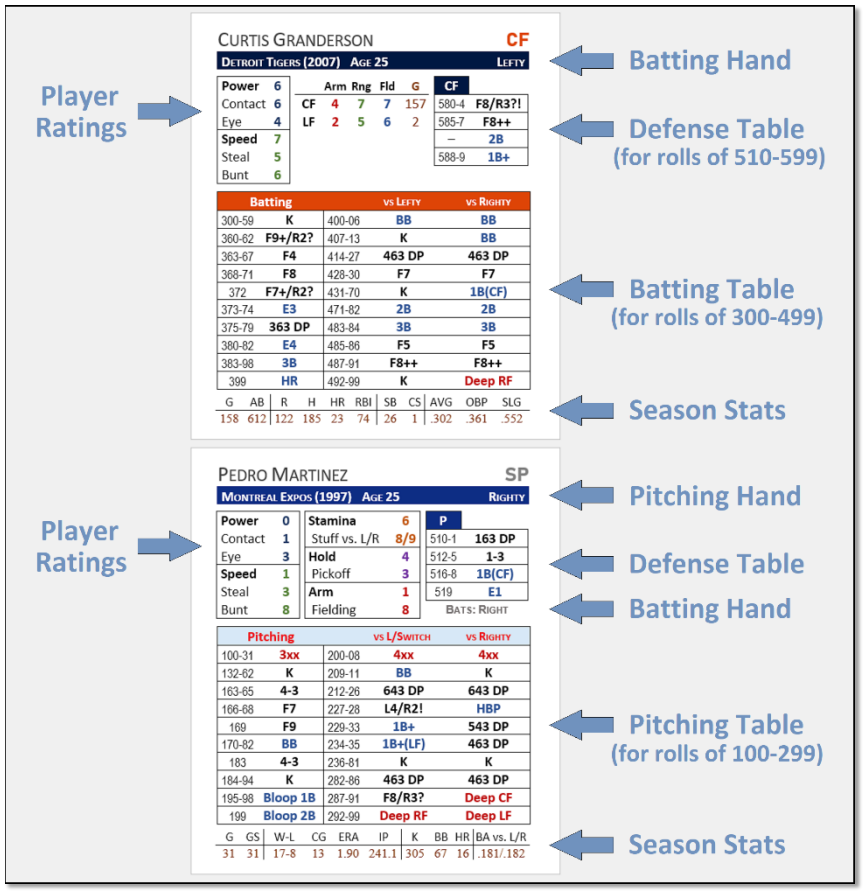
- If runners are going (as on a *Hit & Run*), add 300 to rolls on this table.

| Roll | Result | Description |
|---|---|---|
| 100-104 | Triple Play (6-4) | Hard line drive to shortstop's left. He dives but the ball deflects off his left wrist and into the air. Runners see the deflection and try to advance, but 2B lays out and catches the ball before it drops. 2B gets up and tags second base to double off R2, then tags the confused R1 as he's jogging into second base. |
| 105-109 | Triple Play (4656534) | Batter hits a sharp one-hopper to 2B. 2B fields and throws to SS to force R1. Instead of completing double play, SS tries to get lead runner (R2). R2 is caught in rundown and tagged by 3B, who sees batter is now caught between first and second base. 3B throws to 1B, catching batter in another rundown where he's tagged sliding into second base. |
| 110-459 | **54 DP** or **543 TP** | Hard ground ball to 3B who steps on third and throws to 2B for a double play. To complete the triple play, the 2B **must** successfully challenge the batter's **Speed** rating.<br>Triple play completed if: 2B's **Arm** + + + ≥ 10 + **Batter Speed** |
| 460-469 | **6-4** or **6-5?** | Ground ball to short. SS may flip the ball to 2B for the automatic out, or try to get the force at third by successfully challenging R2's **Speed**. |
| 470-499 | **653 DP** | Hard-hit ball to the right of the diving SS, who short hops the ball and flips to third. 3B forces out R2 and throws across infield for a rare 6-5-3 double play. R1 safe at 2B. |
| 500-519 | **543 DP** | 5-4-3 double play. R2 advances to third and may try to score by challenging 1B's **Arm**. |
| 520-539 | **543 DP** | 5-4-3 double play. R2 advances to third and **must** try to score by challenging 1B's **Arm**. |
| 540-542 | Triple Play (6543) | Pop fly to very short left field. Batter gives up on the play and returns to the dugout. Runners freeze. Ball drops between SS and LF. SS picks up the ball and throws to 3B to force out R2. 3B throws to the 2B to force out R1; 2B throws to 1B for the triple play. |
| 543-544 | Triple Play (643) | Pop fly to short left field. Batter gives up on the play and returns to the dugout. Runners freeze halfway. Ball drops between SS and LF. SS grabs the ball and throws to the 2B. He tags R2, steps on the base to force out R1, then throws to first for the triple play. |
| 545-569 | Triple Play (L3/36) | Hard line out to first baseman. He steps on first to double off R1 then throws to SS to double off R2 for the triple play. (3-6) |
| 570-579 | **L3/R1!** + **E3/R2?!(LF)** | Hard line out to first. 1B steps on first to double off R1. He throws to second for the triple play, but the throw sails into left field.<br>➢ R2 advances to third and **must** try to score by challenging LF's **Arm**. |
| 580-629 | Triple Play | Hard line out to pitcher. Caught and thrown to 2B to double off R2. Throw to 1B doubles off R1 for the third out. (L1/143) |
| 630-684 | | As above [580-629] but line drive is to SS. (L6/643) |
| 685-729 | | As above [580-629] but line drive is to 2B. (L4/463) |
| 730-799 | | As above [580-629] but line drive is to 3B. (L5/543) |
| 800-819 | | With the runners going, the batter strikes out. Catcher throws to 3B who chases R2 back to second base. With R2 standing on second, R1 tries to return to first. 3B throws to 1B who tags out R1. On the throw, R2 tries to advance to third, but 1B throws across the diamond to the pitcher covering third base — for a triple play! (2-5-3-1) |
| 820-899 | Unassisted Triple Play | With the runners going, hard line drive is caught by the SS. SS steps on second to double off R2 and then tags R1 for an unassisted triple play! |
| 900-999 | | As above [820-899] but line drive is to second baseman. |

## 1st and 2nd (or Bases Loaded) / Less than 2 Outs

| Die Roll | Result | Description |
|---|---|---|
| 100-299 | **BK** | Balk. R2 is awarded third base. R1 is awarded second base. (R3 scores if applicable.) |
| 300-329 | **F7/R2?!** | Sinking line drive caught by diving left fielder. LF doubles up R2 if they successfully challenge R2's **Speed** rating. Otherwise, R2 returns to 2nd base safely. |
| 330-359 | **F8/R2?!** | As above [300-329] but ball is hit to center fielder. |
| 360-384 | **F9/R2?!** | As above [300-329] but ball is hit to right fielder. |
| 385-399 | **F3/R2?!** or **F3/R3?!** | Pop fly caught by 1B in foul territory near the stands. Lead runner **must** tag up and try to advance by challenging 1B's **Arm**. |
| 400-419 | **L5** + **E5** **R2?!(RF)** | Line out to 3B, but the throw to double up R2 sails into right field. R3 scores. R1 advances to 2nd. R2 advances to 3rd and **must** try to score by challenging RF's **Arm**. |
| 420-449 | **L3** + **E3** **R2?!(LF)** | Line drive caught by 1B, but the throw to double up R2 sails into left field. R3 scores. R1 advances to 2nd. R2 advances to 3rd and **must** try to score by challenging LF's **Arm**. |
| 450-479 | **5-3** or **5U?** | Ground ball to third. Defense may take the automatic out at first base or try to get the force out at third by successfully challenging R2's **Speed** with 3B's **Arm** rating. |
| 480-499 | **6-3** or **6-5?** | Ground ball to short. SS may take the automatic out at first base or try to get the force at third by successfully challenging R2's **Speed**. |
| 500-539 | **1-3** or **1-5?** (or **1-2?**) | Slow bouncer to the pitcher. P may take the automatic out at first base, or try to get the lead runner by successfully challenging their **Speed**. |
| 540-549 | **6-5** or **E5** | Hard grounder to SS who tries to force out R2 at 3rd base. If 3B's **Fld** is less than 9, 3B drops the throw (batter and runners are safe). Otherwise, R2 is forced out. |
| 550-559 | **1-5** or **E5** | Chopper fielded by P who throws to 3rd base to force out R2. If 3B's **Fld** is less than 8, 3B drops the throw (batter and runners are safe). Otherwise, R2 is forced out. |
| 560-569 | **6-4/B!** | Ground ball to SS, fielded and flipped to 2B. R1 slides hard, preventing the double play. Umpire rules that R1 *left the baseline*: both R1 and batter are called out. If this doesn't end the inning, R2 must return to second base. |
| 570-579 | **9634 DP** | Deep fly out to right field. R2 tags and advances. R1 tries to advance on the throw, but it's cut off by SS and R1 is tagged out in a rundown. |
| 580-589 | **9-6** | Sinking liner to right, trapped by RF. R1 returns to first, believing the ball was caught. RF throws to SS for force out. R2 is safe at third. Batter safe at first. |
| 590-595 | **8-6** | As above [580-589], but ball is hit to center fielder. |
| 596-599 | **7-4** | As above [580-589], but ball is hit to left fielder. |
| 600-676 | **5U** | Hard ground ball bounces off 3B's chest. Only play is tagging 3rd to force out R2. |
| 677-686 | **E4/R2?!(3B)** | Ground ball to 2B who throws the ball *over* the shortstop. Batter safe at first and all runners advance 1 base. R2 **must** try to score by challenging 3B's **Arm**. |
| 687-689 | **2B** + **862 DP** | Line drive to deep left-center. R1 advances to 2nd, but R2 thinks the ball will be caught and returns to 2B (to tag up). Ball drops for a hit and both runners, now within a few yards of each other, round 3B and try to score. CF fields the ball and throws to SS who relays to the C in time to tag out both runners at the plate. |
| 690-692 | **2B** + **842 DP** | As above [687-689] but the 2B takes the relay throw (from right-center). |
| 693-695 | **2B** + **942 DP** | As above [687-689] but the ball is hit to deep *right* field. |
| 696-698 | **2B** + **762 DP** | As above [687-689] but the ball is hit to deep *left* field. |
| 699 | Pickoff (**R1!**) | Pickoff throw catches R2 off 2nd base. With R2 in rundown, R1 advances to 2nd, but R2 also gets back "safely". With two runners on 2nd base, 3B tags R2 who begins to walk off the field. However, the umpire rules that R1 is out (as the base belonged to R2). Realizing he isn't out, R2 jogs to *first base*, where he is allowed to remain safely. |

## Player Cards




Average offensive ratings (position players):

| | | | |
|---|---|---|---|
| Power | 5 | Speed | 3 |
| Contact | 5 | Steal | 3 |
| Eye | 5 | Bunt | 4 |

Average pitcher ratings (starting pitchers):

| | | | |
|---|---|---|---|
| Stamina | 5 | Hold | 5 |
| Stuff | 5/5 | Pickoff | 1 |

Average defensive ratings (by position):

| | Arm | Rng | Fld | Ump | PB |
|---|---|---|---|---|---|
| P | 2 | 5 | 8 | | |
| C | 5 | 4 | 7 | 2 | 7 |
| 1B | 2 | 5 | 8 | | |
| 2B | 2 | 5 | 8 | | |
| 3B | 2 | 5 | 7 | | |
| SS | 2 | 5 | 7 | | |
| LF | 4 | 5 | 7 | | |
| CF | 4 | 5 | 7 | | |
| RF | 4 | 5 | 7 | | |

### Position

The player's position (or positions) are displayed in the upper right corner.

### Dashes

A '—' means that the listed result (e.g '**2B**') is not a possible result on that player's Defense Table.

### Season Stats

The bottom row shows stats commonly found on baseball cards, with one possible exception:

**BA vs. L/R**: batting average *allowed* by this pitcher versus batters of each handedness (lefty/righty).

Cards show statistics earned *with the listed team* — except for "BA vs. L/R" which is calculated for the entire season (full-season splits more useful than values calculated for a short stint with one team).

### Player Ratings

All ratings are designed such that a higher number is better than a lower number.

### Offensive Ratings

| | |
|---|---|
| **Power** | Ability to hit home runs. |
| **Contact** | Ability to hit for a high batting average. |
| **Eye** | Ability to draw walks. |
| **Speed** | Baserunning and stolen base success. |
| **Steal** | Frequency of stolen base attempts. |
| **Bunt** | Overall bunting skill. |

When pitchers bat, their **Contact** and **Eye** ratings are used with the Pitcher Batting Card to determine the result (acting as a Batting Table for rolls of 300-499).

**Contact** and **Eye** ratings are included on Batter Cards for informational purposes but not used to determine results. (The ability to accrue hits and walks are already reflected in their Batting Table.)

### Pitcher Ratings

| | |
|---|---|
| **Stamina** | Number of innings pitched before becoming vulnerable to fatigue. |
| **Stuff** | Overall effectiveness versus left-handed and right-handed hitters. |
| **Hold** | Ability to prevent runners from attempting a stolen base. |
| **Pickoff** | Ability to pick off baserunners. |

### The "Stuff" Rating

Stuff does not affect play results. It is provided for informational purposes, condensing the pitcher's overall effectiveness to two single-digit numbers.

The average Stuff rating is 1 point higher against same-handed batters than against opposite-handed batters. Gaps larger than 1 show pitchers that can be used as specialists against same-handed batters.

One point of **Stuff** also equates (roughly) to one level of Fatigue. For example, Pedro Martinez has a **Stuff** of **8** versus lefties. With 3 levels of Fatigue, he is roughly as effective as a pitcher with a **Stuff** of **5**.

### Defensive Ratings

| | |
|---|---|
| **Arm** | Throwing strength and accuracy. For infielders, this includes skill at fielding bunts, turning double plays, etc. |
| **Range (Rng)** | Converting batted balls into outs. |
| **Fielding (Fld)** | Ability to avoid committing fielding errors and throwing errors. |

Each point of Range (**Rng**) converts a potential hit to an out on the player's Defense Table to an out. For example, Curtis Granderson's Range of 7 means that rolls on his Defense Table ending in 7 or less are outs (and rolls ending in 8 or 9 are hits).

Defensive ratings have different uses, depending on the position played. Thus, the average value for each rating varies with the position to which it applies.

### Catcher Ratings

| | |
|---|---|
| **Ump** | Pitch framing (the ability to elicit called strikes from the umpire). |
| **PB** | Ability to prevent passed balls. |

The Ump rating uses pitch framing data where available. For seasons before 2008, we rely on other metrics like Catcher ERA (CERA) to determine a catcher's impact on his pitching staff.

## Challenges

A **Challenge** involves one player testing one of their ratings against an opposing player's rating. This is used most often when trying to tag up or take an extra base, with the runner's **Speed** pitted against the outfielder's **Arm**.

The player initiating the challenge rolls all three dice, adds them together, and adds this total to the player's rating (e.g. Speed for runner advancement).

The "target number" for this roll is the opponent's rating *plus ten* — if the total equals or exceeds this number, the challenge is successful. Otherwise, the challenge fails (in the case of runner advancement, the runner is thrown out).

## Playing the Odds

### Challenge Success Chance (Approximate)

| Player Rating | Opponent Rating 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 75% | 67% | 60% | 50% | 40% | 33% | 25% | 20% | 15% |
| 1 | 80% | 75% | 67% | 60% | 50% | 40% | 33% | 25% | 20% |
| 2 | 85% | 80% | 75% | 67% | 60% | 50% | 40% | 33% | 25% |
| 3 | 90% | 85% | 80% | 75% | 67% | 60% | 50% | 40% | 33% |
| 4 | 95% | 90% | 85% | 80% | 75% | 67% | 60% | 50% | 40% |
| 5 | 97% | 95% | 90% | 85% | 80% | 75% | 67% | 60% | 50% |
| 6 | 98% | 97% | 95% | 90% | 85% | 80% | 75% | 67% | 60% |
| 7 | 99% | 98% | 97% | 95% | 90% | 85% | 80% | 75% | 67% |
| 8 | 99% | 99% | 98% | 97% | 95% | 90% | 85% | 80% | 75% |
| 9 | 99% | 99% | 99% | 98% | 97% | 95% | 90% | 85% | 80% |

## Example of Play

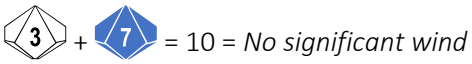
This describes a sample game between the 1986 World Series teams, played at Shea Stadium, using all of *Season Ticket Baseball*'s optional rules.

We start with the left side of the Stadium Card to determine the weather. As a World Series replay, we assume an October night game, giving us a "Base Temp" of 45°. We roll all three dice and add them to get the game-time temperature:

Looking over to right side of the Stadium Card, we see that **53°** is just cold enough to cause a modifier of -1 to any rolls on the Deep Drives table.

We roll again and consult the Rain table, adding the +0 Rain Bonus shown for October:

A cloudy night in Queens, but no rain. Finally, we roll the two ten-sided dice for wind (page 17):




It looks like wind won't be a factor in the game. It's time to set the lineups and throw the first pitch!

### Starting Lineups

| | Red Sox | P | B |
|---|---|---|---|
| 1 | W. Boggs | 3B | L |
| 2 | M. Barrett | 2B | R |
| 3 | B. Buckner | 1B | L |
| 4 | J. Rice | LF | R |
| 5 | D. Evans | RF | R |
| 6 | R. Gedman | C | L |
| 7 | D. Henderson | CF | R |
| 8 | S. Owen | SS | S |
| 9 | R. Clemens | P | R |

| | Mets | P | B |
|---|---|---|---|
| 1 | L. Dykstra | CF | L |
| 2 | W. Backman | 2B | S |
| 3 | K. Hernandez | 1B | L |
| 4 | G. Carter | C | R |
| 5 | D. Strawberry | RF | L |
| 6 | R. Knight | 3B | R |
| 7 | M. Wilson | LF | S |
| 8 | R. Santana | SS | R |
| 9 | B. Ojeda | P | L |

### *Top of the First*

Wade Boggs leads off against Bob Ojeda with a roll of 321:

Rolls from 300-499 are found on the Batter Card, where we find an infield single: **1B(IF)**.

Marty Barrett rolls a '486' for **F8+**: a fly out to center field.

Bill Buckner follows that up with a '638' — a fly out to center (**F8**) on the Stadium Card.

Jim Rice comes up with two out and rolls '403'. Rice walks (**BB**), putting runners on 1st and 2nd.

Dwight Evans rolls '465' for a **2B(CF)** result on his card. The double to center scores Boggs and advances Rice to 3rd. Rice may try to score by challenging Dykstra's Arm, but Rene Lachemann throws up the stop sign and he holds at 3rd.

Rich Gedman rolls '282': a fly out to right (**F9** in the VS LEFTY column of Bob Ojeda's Pitching Table).

### *Bottom of the First (Red Sox lead 1-0)*

Lenny Dykstra leads off with a roll of '145': a strikeout (**K**) on Roger Clemens' card.

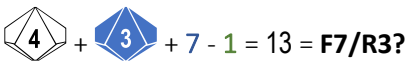
Wally Backman rolls a '602' for a result on the Stadium Card. Home field advantage adds 10 to rolls of 600 or higher, but the new total (612) is a strikeout (**K**).

Keith Hernandez rolls '490' for a **F8++** — a deep fly out to center field to end the inning.

### *Top of the Second (Red Sox lead 1-0)*

Dave Henderson rolls '498' for a **Deep LF** result, triggering a roll on the **Deep Drives** table on the Stadium Card (using just the two ten-sided dice).

Henderson rolls both dice, adds his Power (**7**), subtracts 1 for the temperature, and checks the **Deep LF** column:




Spike Owen rolls '182' for a single on Bob Ojeda's card (**1B++**).

With a man on first and the pitcher coming to bat, the Mets bring the corners in to defend against the bunt. Clemens bunts by rolling all three dice and adds the total to his Bunt rating (**1**):

Clemens misses the first two pitches, running the count to TWO STRIKES. Boston keeps the bunt on and rolls again (with a −3 penalty for TWO STRIKES):

Clemens bunts the ball foul for strike three, leaving Owen at first base.

Wade Boggs comes up with one out. The Red Sox put on the Hit & Run (page 9). We roll the result dice normally, keeping in mind that some results are changed by the Hit & Run play:

'187' is a **Bloop 1B** on Ojeda's Pitching Table. Normally, runners advance one base on a **Bloop 1B** with less than two outs. However, the Hit & Run table on the Strategy Card changes **Bloop 1B** results to **1B++**. Going with the pitch, Spike Owen advances easily from first to third.

Marty Barrett rolls '385' for a **1B+**. Spike Owen scores from 3rd and Boggs advances to 2nd.

Bill Buckner comes up and rolls a '594' — a defensive check on the right fielder's card (Darryl Strawberry). With a result of **F9/R3?!**, Buckner flies out to end the inning.

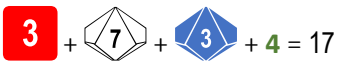
### *Bottom of the Second (Red Sox lead 2-0)*

Gary Carter rolls a '480' for a fly out to center (**F8++**).

Darryl Strawberry walks (on a roll of '420').

With Ray Knight at bat, the Mets put on the Run & Hit (page 10). Strawberry attempts to establish a lead by rolling both ten-sided dice and adding his Steal rating (**6**):

The target number for this roll is 10 + the pitcher's Hold rating (**7**). By tying this number, Strawberry gets a good lead, meaning that he must attempt a steal. The target number for his steal attempt is 16 (10 + the catcher's Arm rating of **6**). He rolls all three dice and adds his Speed (**4**):




This roll indicates a successful steal. And, because the roll includes doubles (two 3's), the *Run & Hit* rules (page 10) state that the steal attempt occurs on the final pitch of the at bat.

We roll the result dice for Ray Knight and get a '306': a strikeout (**K**). Strawberry successfully steals second, but Knight strikes out on the pitch.

Mookie Wilson comes up with two outs and a runner in scoring position. Alas, he rolls a '241' for Clemens' 4th strikeout of the game.

### *Top of the Third (Red Sox lead 2-0)*

Jim Rice leads off with a roll of '308' for a strikeout (**K**) on his own card.

Dwight Evans rolls a '363' for a fly out to right (**F9++**).

Rich Gedman rolls a '400' for a strikeout (**K**).

After a rough start, Ojeda has his first 1-2-3 inning.

### *Bottom of the Third (Red Sox lead 2-0)*

Rafael Santana leads off with a roll of '211': a strikeout (**K**) on Roger Clemens' card.

Bob Ojeda comes to the plate and rolls a '388'. We find this roll on the Pitcher Batting Card in the column for Ojeda's Contact (1) and see that he becomes Clemens' 6th strikeout victim (**K**).

Lenny Dykstra rolls a '563' for a hard ground ball to the shortstop. Spike Owen's card shows a **643 DP**. With the bases empty, this becomes a **6-3** groundout to end the inning.

### *Top of the Fourth (Red Sox lead 2-0)*

Dave Henderson leads off with a roll of '637', a fly out to center field (**F8**).

Spike Owen reaches base with a '238' on Ojeda's Pitching Table: **1B+**.

Clemens is due up and the Mets bring the corners in to defend the bunt. Clemens bunts anyway, rolling all three dice and adding his Bunt rating:

Clemens pops up to the catcher. (Note: the *Scorekeeping Details* on page 19 clarify that this is a foul out because the blue die is between 0 and 5.)

Wade Boggs rolls a '566' to end the inning with a **6-3** groundout on Rafael Santana's Defense Table.

### *Bottom of the Fourth (Red Sox Lead 2-0)*

Wally Backman rolls '397', a fly out to left (**F7+/R2?**).

Keith Hernandez rolls '455' for a fly out to the third baseman (**F5**).

Gary Carter rolls '513' for a **1-3** force out on Roger Clemens' Defense Table.

### *Top of the Fifth (Red Sox Lead 2-0)*

Marty Barrett leads off the 5th inning with a roll of '555', a hard ground ball to the third baseman. Ray Knight's Defense Table shows **1B(LF)**: the ball gets past him for a single to left.

Bill Buckner comes to bat and rolls '160', a fly out to right field (**F9**).

Jim Rice rolls a '122'. This is a **3xx** on Ojeda's card that redirects to '322' on Rice's card: another fly out to right field (**F9++**).

Dwight Evans rolls '204' for a **4xx** result on Ojeda's card. This redirects to '404' on Evans' card: a walk (**BB**) that moves Barrett into scoring position.

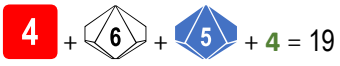
Rich Gedman rolls '366' for the third fly out of the inning (**F7+**).

### *Bottom of the Fifth (Red Sox Lead 2-0)*

Strawberry leads off with a '663'. We add 10 for home field advantage to get '673': a wild pitch (WP). With the bases empty, we ignore this result and roll again, getting a '691' this time. The +10 bonus changes this to a '701' and Darryl trots to first base with a leadoff walk (**BB**).

Trying to create some offense, Mets manager Davey Johnson puts on the steal sign. Clemens has a Hold rating of **7**, meaning that Strawberry will need to roll 17 or higher to get a good lead. He rolls both ten-sided and adds his Steal (**6**):

Having established a lead, Strawberry must now attempt a steal. With Gedman's Arm rating (6), Strawberry will need to roll 16 or higher to succeed. He rolls all three dice and adds his Speed (**4**):




Darryl Strawberry is safe at second. With no outs, he would like to steal third, where he can score on a fly ball. He rolls again to establish a lead:

This time, he falls short of his target number (17).

We return to the pitcher-batter confrontation, where Ray Knight rolls a '671'. Adding 10 for home field advantage gives us a '681': **1B++**. Knight lines a single to the outfield and Strawberry scores easily from second base.

Mookie Wilson comes to the plate and rolls '503' — a Rare Play! With 1 out and a runner on 1st, '503' calls for a roll on the Runner on 1st table (page 36).

'681' is a single to right field with a possible error:

| | | |
|---|---|---|
| 670-699 | 1B+/E9? | Single to right field. If white die (tens digit) is higher than RF's Fielding, R1 advances to 3rd on a fielding error by the right fielder. |

Because the white die (8) is higher than Dwight Evans' Fld (7), Knight advances to third on a fielding error by the right fielder (E9).

With runners on first and third, Johnson decides to bring in Danny Heep as a pinch hitter for Rafael Santana.

*The Red Sox could bring the infield in to guard against the tying run scoring from third. But they choose to keep the defense at double-play depth, conceding the run in exchange for a higher chance to get an out or double play.*

Heep rolls '564': a **643 DP** on Spike Owen's Defense Table. Knight scores on the play, but the Red Sox get two outs.

The Mets' pitcher, Bob Ojeda, comes to the plate with the bases empty and rolls '544'. This time he manages to put the ball in play, but it's an inning-ending groundout (**4-3**) to Marty Barrett.

### *Top of the Sixth (Game Tied 2-2)*

The Mets insert Kevin Elster at shortstop, replacing the pinch hitter, Danny Heep.

Dave Henderson leads off for the Red Sox with a '563', immediately testing the 21-year-old Elster. He makes the play for a **6-3** groundout.

Spike Owen rolls a '313', reaching base on an infield hit: **1B(IF)**.

With Clemens coming up, the Mets bring the corners in to defend against the bunt. (The defense must announce their strategy before the offense.)

Even with the corners in, bunting is still Clemens' best option. He rolls all three dice and adds his Bunt rating (**1**):

Clemens bunts it to the first baseman for a fielder's choice: Keith Hernandez has the choice between an automatic out at first, or an attempt to gun down the lead runner. Spike Owen has a Speed of **3**, meaning that Hernandez will need to roll a 13 or higher to get him out (10 + **3** = 13).

Hernandez decides to throw to second base. He rolls all three dice (as with any challenge) and adds his Arm (**3**). He also adds +3 because he was playing in:

Hernandez' throw is in time. Owen is forced out **3-6**. Clemens is safe at first on the fielder's choice.

Wade Boggs rolls '545' for a **4-3** force out to end the inning.

### *Bottom of the Sixth (Game Tied 2-2)*

Lenny Dykstra leads off with a roll of '242' for Clemen's 7th strikeout of the game.

Backman rolls a '325' for an infield single: **1B(IF)**.

The Mets put on the Hit & Run. Keith Hernandez rolls '218' for a **1B+**. The Hit & Run changes this from **1B+** to **1B++** and Backman goes from first to third.

Gary Carter comes up and rolls '414' for a strikeout.

Darryl Strawberry rolls '635' and adds 10 because the home team is batting. He grounds into a **4-6** force out to end the inning.

### *Top of the Seventh (Game Tied 2-2)*

With Ojeda tiring and three right-handers due up in the next four batters, the Mets bring in Roger McDowell to start the 7th inning.

Marty Barrett rolls '696' for a leadoff walk.

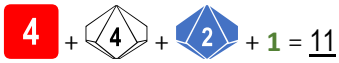
The Red Sox put on the Hit & Run and Buckner rolls '280', a **54x** result on Roger McDowell's card. This redirects to '540': a ground ball to Wally Backman. Backman's Defense Table shows a **463 DP**, but the Hit & Run changes this to a **4-3** groundout, with Barrett moving up to 2nd base on the play.

Jim Rice rolls '559' – another defensive check. Ray Knight's card has an **E5** in that spot. Rice reaches base on an error, and Barrett advances to 3rd.

Dwight Evans rolls a '542' for a **4-3** result on Wally Backman's Defense Table. Rice moves up to 2nd base and Marty Barrett scores.

Rich Gedman comes up with two outs and rolls '557', a defensive check on Ray Knight's card. His Defense Table shows **1B(LF)**. Rice moves from 2nd to 3rd on the single, but the **(LF)** notation means that Rice can try to score by challenging Mookie Wilson's Arm (**3**). Rice is slow. But with two outs, it makes sense to give him the green light.

Rice's target number is 13 (10 + **3**). He rolls the dice and adds his Speed (**1**):




Rice falls short of the target number and is gunned down at home (the official scoring is '**7-2**').

### *Bottom of the Seventh (Red Sox Lead 3-2)*

The first batter, Ray Knight, rolls '591' to fly out to right field (**F9/R3?!** on Dwight Evans' Defense Table).

Mookie Wilson rolls '410', a **463 DP** result that becomes a **4-3** groundout with no one on 1st base.

Kevin Elster rolls a '628' — plus 10 for home-field advantage — to end the inning with a fly out to center field (**F8**).

### *Top of the Eighth (Red Sox Lead 3-2)*

Dave Henderson leads off with a roll of '566', a hard ground ball to Kevin Elster that gets through for a hit: **1B(LF)**.

Spike Owen squares to bunt, rolling the dice and adding his bunt rating (**6**):

Owen drops down a good bunt. McDowell fields and throws to Keith Hernandez at first for the out. Henderson advances to 2nd base.

Mike Greenwell pinch hits for Roger Clemens and rolls '326', a strikeout (**K**).

With first base open, the Mets intentionally walk Wade Boggs.

Marty Barrett rolls '209', a **4xx** result on Roger McDowell's card that redirects to '409' (**BB**) on Barrett's card, loading the bases for Bill Buckner.

The Mets bring in lefty Jesse Orosco to get the platoon advantage against Buckner. Buckner rolls a '495' to fly out to center field (**F8+**).

### *Bottom of the Eighth (Red Sox Lead 3-2)*

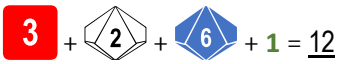
With Clemens removed for a pinch hitter in the top of the inning, the Red Sox call on their best relief pitcher, Calvin Schiraldi.

For the Mets, Lee Mazzilli pinch hits for Jesse Orosco and rolls a '394' to lead off with a single to the outfield: **1B+**.

With a Bunt rating of **6**, Lenny Dysktra is a good choice to try to move the runner up:

Dykstra bunts it back to the pitcher, giving Schiraldi the choice between taking the automatic out at first or trying to get the lead runner.

In an attempt to keep the tying run out of scoring position, Schiraldi turns and fires to 2nd base. His target number is 13 (10 + Mazzilli's Speed of **3**) and his Arm rating is **1**:




Schiraldi's roll just misses and Lee Mazzilli is safe at 2nd on a fielder's choice.

The next batter, Wally Backman, is an excellent bunter (Bunt = **9**). With two on and no outs, Boggs and Buckner play in to defend against the bunt.

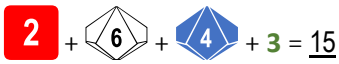
Backman bunts anyway:

Another bunt back to Schiraldi. This time he takes the automatic out at first base (**1-4**).

Red Sox manager John McNamara decides to intentionally walk Keith Hernandez, to load the bases and create a force play at every base.

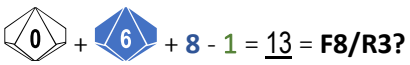
Gary Carter steps to the plate and lifts the ball to left field with a roll of '575'. Jim Rice's Defense Table shows that he makes the catch (**F7/R3?!**) but the runner event shown after the slash (**R3?!**) means that the runner on third (Lee Mazzilli) must try to tag up and score.

Mazzilli's target number is 15 (10 + Rice's Arm rating) and his Speed is **3**:




Mazzilli scores! Additionally, because two of the dice rolled are below Dykstra's Speed (**6**), he advances to 3rd base on the throw.

Darryl Strawberry steps in with men on first and third and rolls '698'. Adding 10 for home-field advantage changes this to '708', a **Deep CF** result. Strawberry rolls both ten-sided dice, adds his Power (**8**) and subtracts **1** for cold weather:




Strawberry flies out to end the 8th inning.

### *Top of the Ninth (Game Tied 3-3)*

The Mets bring Rick Aguilera in to pitch, inserting him in Darryl Strawberry's spot in the lineup. Lee Mazzilli moves to right field.

Jim Rice leads off the 9th with a roll of '497' and consults the "vs. Righty" column of his card to find a strikeout (**K**).

Dwight Evans rolls a '569' — a defensive chance for the Mets' shortstop, Kevin Elster. His Defense Table shows an **E6**, allowing Evans to reach base.

Rich Gedman rolls '422': an inning-ending double play (**463 DP**).

### *Bottom of the Ninth (Game Tied 3-3)*

Calvin Schiraldi takes the mound for his 2nd inning. With a **1** Stamina, he is now vulnerable to fatigue.

Ray Knight rolls a '525', a defensive check for the Red Sox catcher. Gedman's card shows a '**BB**', granting Knight a leadoff walk. This baserunner increases Schiraldi's Fatigue level from **0** to **1**.

Mookie Wilson gets in the batter's box, looking to bunt Knight over to 2nd base. The Red Sox bring the corner infielders in. Mookie rolls:

Mookie drops a bunt right in front of home plate. With Gedman's Arm (**6**) and Knight's Speed (**3**), Gedman has about a 95% chance of winning the challenge and getting the lead runner. He rolls the dice and gets all 1's:

With the Optional Rules, any three-of-a-kind roll on a challenge is a Rare Play. This is the result for rolling three 1's on a challenge:

| Die Roll | Result |
|---|---|
| 1-1-1 | **Throw Off-Line.** The throw is in time, but pulls the fielder off the bag. (For a throw by an *infielder, pitcher or catcher* on a batted ball, record a throwing error.) |

Gedman's throw pulls Spike Owen off the bag: E2.

Howard Johnson pinch hits for Kevin Elster. He rolls a '354' and strikes out (**K**).

Lee Mazzilli rolls a '573' on Jim Rice's Defense Table: a fly out to left (**F7/R3?!**).

Lenny Dykstra rolls '576': another defensive check for Rice. He tracks it down for an inning-ending fly out (**F7++**). We are going to extra innings!

### *Top of the Tenth (Game Tied 3-3)*

Dave Henderson leads off with a roll of '260': **Deep CF** on Rick Aguilera's Pitching Table. He rolls both ten-sided dice, adds his Power (**7**), subtracts 1 for the cold weather, and finds the result on the Stadium Card:

Henderson leads off with a solo home run to center!

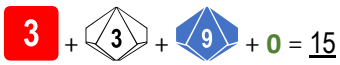
Spike Owen digs in and rolls '607', a strikeout (**K**) on the Stadium Card.

Calvin Schiraldi comes to the plate and rolls '293'. The Pitcher Batting Card specifies that rolls of 250-299 result in a strikeout (**K**) for pitchers with a Contact rating of **0** (taking precedence over the result listed on Aguilera's Pitching Table).

Wade Boggs rolls a '470' for a 2-out double (**2B+**).

Marty Barrett rolls '518' for a **1B(CF)** on Aguilera's Defense Table. Boggs advances from 2nd to 3rd on the single and may try to score by challenging Dykstra's Arm (**4**).

The third base coach sends Boggs. He rolls the dice and adds his Speed (**0**):




Boggs is safe at home. And because two of the dice are below Barrett's Speed of **4**, Barrett takes 2nd base on the throw. (See Advancing on the Throw, page 18.)

Buckner steps up and rolls '176': **HBP**. Buckner is hit by the pitch and jogs to first base.

Jim Rice rolls '593', a defensive check on the right fielder's card:

Lee Mazzilli is the current right fielder (after entering the game in the 8th inning as a pinch hitter). However, his Defense Table only shows the results for his primary position (LF).

The rules for Ratings-Based Defense (page 14) say the result is a fly out if the last digit (the blue die) is less than or equal to Mazzilli's Range in RF (**3**). Mazzilli makes the catch to end the inning.

*Because there are two outs, there is no need to compare the die to Mazzilli's Arm (**1**) to check for possible runner advancement.*

### *Bottom of the Tenth (Red Sox Lead 5-3)*

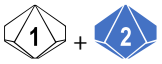
Wally Backman leads off with a roll of '398', a fly out to left (**F7+/R2?**).

Keith Hernandez rolls '488' for a deep fly out to center field (**F8++**).

Gary Carter rolls '382' for a single to the outfield: **1B+**. This raises Schiraldi's Fatigue from **1** to **2**.

Kevin Mitchell pinch hits for Rick Aguilera and rolls '675'. Schiraldi's Fatigue causes us to add 20 to this roll, plus 10 more because the home team is batting:

Mitchell rolls both ten-sided dice, adds his Power (**7**), subtracts 1 for the temperature, and checks the **Deep CF** column:




+ **7** - 1 = 9 = **1B+/R1?**

Mitchell hits a single to center. The runner notation (**R1?**) indicates that Gary Carter could try to advance to 3rd base. But with the Mets trailing by two, Carter decides to hold at 2nd base.

This hit raises Schiraldi's Fatigue level to **3**.

Ray Knight rolls '637'. He adds 30 for Schiraldi's Fatigue and 10 because the home team is batting. 637 + 40 = 677, a **Bloop 1B**. With two outs, a bloop single advances the runners two bases. Carter scores from 2nd and Mitchell advances from 1st to 3rd.

This hit raises Schiraldi's Fatigue to **4**. The Red Sox bring in Bob Stanley to face Mookie Wilson.

Mookie rolls '664' and adds 10 for home-field advantage to increase the roll to '674'. Bob Stanley uncorks a wild pitch (**WP**) that allows Kevin Mitchell to score the tying run from 3rd base and moves Ray Knight into scoring position.

Mookie rolls again:

'539' is a defensive check on the first baseman's card. Buckner's result for '539' is **E3/R2+**.

The ground ball rolls through Buckner's legs and Ray Knight scores from second base to win the game for the Mets!

### Feedback

Thank you for playing *Season Ticket Baseball*. Please send feedback to cjd@sportsmogul.com or visit one of these sites:

www.seasonticketbaseball.com

facebook.com/groups/seasonticketbaseball

https://forums.delphiforums.com/mogul

### Designer's Note: The "Rule of Three"

We've worked hard to minimize die roll modifiers in *Season Ticket Baseball*. It's tough to remember which modifier applies in which situation, and looking them up slows down the game.

The "Rule of Three" states that if you do need to add or subtract a number to a challenge roll or Deep Drives roll, that number is always 3.

Here's a quick rundown of those modifiers:

*Bunts (pg. 7)*
+3 **Arm** for all fielders playing in.
+3 **Speed** for unforced runners going on contact.
−3 penalty on Suicide Squeeze attempts.
−3 penalty with TWO STRIKES or a FULL COUNT.

*Plays at the Plate with the Infield In (pg. 12)*
+3 **Arm** if R3 is forced.

*Batting With Two Strikes (pg. 8)*
Subtract 3 from rolls on Deep Drives table.

*Pitching Around the Hitter (pg. 13)*
Subtract 3 from rolls on Deep Drives table.

*Holding The Runner (pg. 13)*
+3 **Speed** on balls in play if R1 isn't held.

*Full Count and Two Outs (pg. 8)*
+3 **Speed** for all runners.

*Light Rain (pg. 17)*
-3 to all **Fielding** ratings.

## Appendix 1: Groundout Results

The next two pages list runner advancement on groundout results according to the rules in this rulebook.

Notes on base-out situations:

**Runner on 1st**
Includes situations with runners on 2nd and/or 3rd.

**Runners on 1st and 2nd**
Includes situations where the bases are loaded.

## Appendix 1: Groundout Results (for infielders at normal depth)

| | |
|---|---|
| **1-3** | Batter forced out. R1 & R2 advance. R3 scores if forced or *going on contact* (see page 10). |
| **1-6** | DP situation: R1 forced out at 2nd. Batter safe. R2 & R3 advance. |
| | Other situations: Batter forced out (**1-3**). Runners hold unless *going on contact* (p. 10). |
| **143 DP** | DP situation: Double play! R1 forced out at 2nd. Batter out. R2/R3 advance. |
| **163 DP** | Other situations: Batter forced out (**1-3**). Runners hold unless *going on contact* (p. 10). |

| | |
|---|---|
| **2-3** | Bases Loaded (< 2 outs): R3 forced out (**2U**) and possible **23 DP**** double play (see below). |
| | R3 Going on Contact: R3 out at home (**2U**). R1/R2 advance. Batter safe at 1st. |
| | Other situations: Batter forced out (**2-3**). R1/R2 advance. R3 holds. |

| | |
|---|---|
| **3-1 / 3U** | Groundout to first. Batter forced out. All runners advance. |
| **3-6** | DP situation: R1 forced out at 2nd. Batter safe. R2 & R3 advance. |
| | Other situations: Batter forced out (**3U**). All runners advance. |
| **3-6 DP** | DP situation: 1B steps on first and throws to SS who tags R1 for a double play. R2 & R3 advance. R3 scores before tag if their Speed exceeds 1B's Arm. |
| | Other situations: Batter forced out (**3U**). All runners advance. |
| **361 DP** | DP situation: Double play! R1 forced out at 2nd. Batter forced out. R2/R3 advance. |
| **363 DP** | Other situations: Batter forced out (**3U**). All runners advance. |

| | |
|---|---|
| **4-3** | Groundout to second. Batter forced out. All runners advance. |
| **4-6** | Runner on 1st: R1 forced out at 2nd. Batter safe. R2 & R3 advance. |
| | Other situations: Batter forced out (**4-3**). All runners advance. |
| **463 DP** | DP situation: R1 forced out at 2nd. Batter forced out. R2 & R3 advance. |
| **4-3 DP** | Other situations: Batter forced out (**4-3**). All runners advance. |

| | |
|---|---|
| **5-3** | Groundout to third. Batter forced out. Runners advance. |
| **5-4** | Runner on 1st: R1 forced out at 2nd. Batter safe. R2 & R3 advance. |
| | Other situations: Batter forced out (**5-3**). Runners hold unless *going on contact* (p. 10). |
| **5-3 DP** | Runners on 1st and 2nd: 3B steps on third base for force out. With <2 out, 3B throws across infield for double play. R2 out. Batter out. R3 scores. R1 advances to 2nd. |
| | Other situations: **5-3**. R1 advances. R2 & R3 hold unless *going on contact* (p. 10). |
| **543 DP** | DP situation: Double play! R1 forced out at 2nd. Batter forced out. R2/R3 advance. |
| | Other situations: Batter forced out (**5-3**). Runners hold unless *going on contact* (p. 10). |

| | |
|---|---|
| **6-3** | Groundout to shortstop. Batter forced out. All runners advance. |
| **6-4** | Runner on 1st: R1 forced out at 2nd. Batter safe. R2 & R3 advance. |
| | Other situations: Batter forced out (**6-3**). R3 scores. R2 holds unless *going on contact* (p. 10). |
| **643 DP** | DP situation: Double play! R1 forced out at 2nd. Batter forced out. R2/R3 advance. |
| **6-3 DP** | Other situations (**643 DP**): Batter forced **6-3**. R3 scores. R2 holds unless *going on contact* (p. 10). |
| | Other situations (**6-3 DP**): Batter forced out (**6-3**). R2 & R3 advance. |

"DP situation" = Runner on 1st with less than two outs.

** With bases loaded, double play (**123 DP**, **23 DP**, **323 DP**, **423 DP**, **523 DP**, **623 DP**) is completed if catcher successfully challenges batter Speed (see Double Plays with the Bases Loaded on page 10).

## **Infield In** (these results override 'Groundout Results' on previous page)

| | |
|---|---|
| **1-6** | R3 Going on Contact: **1-2?** Defense chooses one of the following:<br>• P challenges* R3 at home. Batter safe. Other runners advance.<br>• P takes automatic out at first (**1-3**). R3 scores. R2 advances. |
| **143 DP** | Bases Loaded: R3 forced at home (**1-2**). R1 & R2 advance. Possible **123 DP****. |
| **163 DP** | R3 Going on Contact: R3 out at home (**1-2**). R1 & R2 advance. Batter safe at 1st. |

| | |
|---|---|
| **4-3** | Groundout to second baseman. Batter forced out. All runners advance. |
| **4-6**<br>**463 DP** | R3 Going on Contact: **4-2?** Defense chooses one of the following:<br>• 2B challenges* R3 at home. Batter safe. Other runners advance.<br>• 2B takes automatic out at first (**4-3**). R3 scores. R1 & R2 advance. |
| | Other situations: **4-3**. R2 & R3 hold. R1 advances to 2nd. Batter out. |
| **4-3 DP** | Bases Loaded: R3 forced at home (**4-2**). R1 & R2 advance. Possible **423 DP****. |
| | R3 Going on Contact: R3 out at home (**4-2**). R1 & R2 advance. Batter safe at 1st. |
| | Other situations: **4-3**. R2 & R3 hold. R1 advances to 2nd. Batter out. |

| | |
|---|---|
| **6-3** | Groundout to shortstop. Batter forced out. All runners advance. |
| **6-4**<br>**643 DP** | R3 Going on Contact: **6-2?** Defense chooses one of the following:<br>• SS challenges* R3 at home. Batter safe. Other runners advance.<br>• SS takes automatic out at first (**6-3**). R3 scores. R1 & R2 advance. |
| | Other situations: **6-3**. R2 & R3 hold. R1 advances to 2nd. Batter out. |
| **6-3 DP** | Bases Loaded: R3 forced at home (**6-2**). R1 & R2 advance. Possible **623 DP****. |
| | R3 Going on Contact: R3 out at home (**6-2**). R1 & R2 advance. Batter safe at 1st. |
| | Other situations: **6-3**. R2 & R3 hold. R1 advances to 2nd. Batter out. |

| | |
|---|---|
| **4-6** / **6-4** | Purple results on Stadium Card become **1B+** (R2 & R3 score. R1 advances to 2nd). |

## **Infield In** or **Corners In**

| | |
|---|---|
| **3-1**<br>**3-6**<br>**3U** | R3 Going on Contact: **3-2?** Defense chooses one of the following:<br>• 1B challenges R3 at home. Batter safe. Other runners advance.<br>• 1B takes automatic out at first (**3U**). R3 scores. R1 & R2 advance. |
| | Other situations: **3U**. R2 & R3 hold. R1 advances to 2nd. Batter out. |
| **363 DP** | Bases Loaded: R3 forced at home (**3-2**). R1 & R2 advance. Possible **323 DP****. |
| **361 DP** | R3 Going on Contact: R3 out at home (**3-2**). R1 & R2 advance. Batter safe at 1st. |
| **3-6 DP** | Other situations: **3U**. R2 & R3 hold. R1 advances to 2nd. Batter out. |

| | |
|---|---|
| **5-3**<br>**5-4** | R3 Going on Contact: **5-2?** Defense chooses one of the following:<br>• 3B challenges R3 at home. Batter safe. Other runners advance.<br>• 3B takes automatic out at first (**5-3**). R3 scores. R1 & R2 advance. |
| | Other situations: **5-3**. R2 & R3 hold. R1 advances to 2nd. Batter out. |
| **543 DP**<br>**5-3 DP** | Bases Loaded: R3 forced at home (**5-2**). R1 & R2 advance. Possible **523 DP****. |
| | R3 Going on Contact: R3 out at home (**5-2**). R1 & R2 advance. Batter safe at 1st. |
| | Other situations: **5-3**. R2 & R3 hold. R1 advances to 2nd. Batter out. |

| | |
|---|---|
| **3-6** / **5-4** | Purple results on Stadium Card become **1B+** (R2 & R3 score. R1 advances to 2nd). |

* with bases loaded, add +3 to Arm rating.

** see Double Plays with the Bases Loaded (page 10).

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