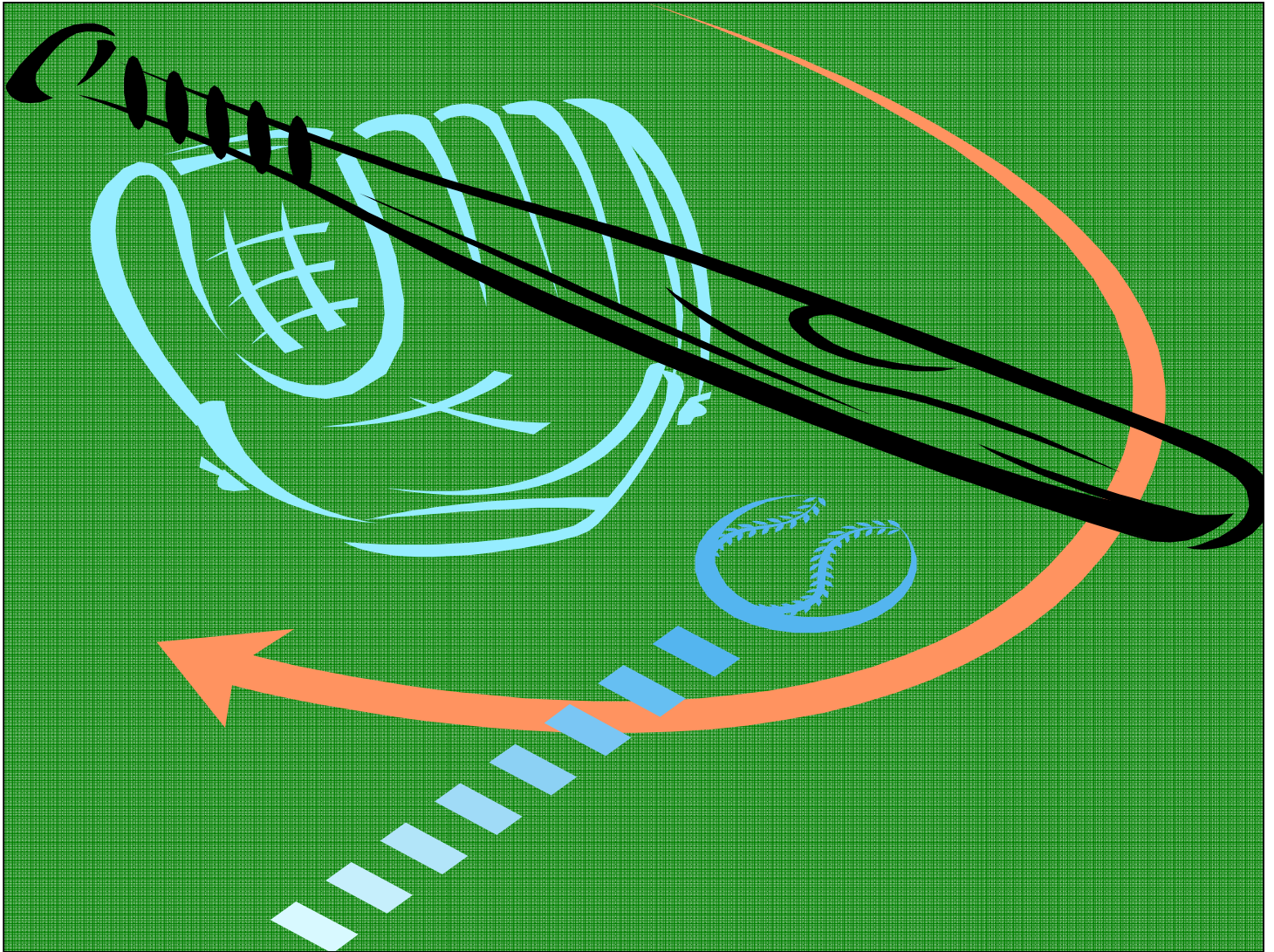


Inside Pitch Baseball

Version 3



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SAMPLE BALLPARK CARD

SAN DIEGO STADIUM

1970 San Diego

H?: S=1-7; ; T=8-12; [HR]=13-14

	1	2	3	4	5	6
1	S7	S+7	**2	S5	D7	D8
2	**6	[HRp]		G1	**3	D9
3	**5	G6	S6	S8	S4	
4		?9	S8	[HRo]	**1	F8
5	S3	G4	S9	[HR8]	F7	S+9
6	?7	G4	S+8	**4	P2	G2

K	+2	W	-1	HR	0
---	----	---	----	----	---

RUNS/ G	4.35
BATTING AVG.	.256
SLUGGING PCT.	.382
HOME RUNS	124

Special thanks to John Brewer who took the original rules,
improved them and made them into an annotated online version
which I used as the basis for these.

BALLPARK NAME

TEAMS PARK AND YEAR

? OUTCOMES

BALLPARK
MATRIX

BALLPARK
ADJUSTMENTS FOR
K, W AND HR
(HR changes are rare)

BALLPARK
STATS

SAMPLE HITTERS CARD

NAME → **JOHNNY BENCH** C - 5/2 (19) -2 ← POSITIONS
 TEAM AND YEAR → **1970 Cincinnati** LF - 2 (12) 0 ← RANGE (ERROR #) ARM/PIVOT
 HITTING SIDE → **R** INJ-0 ← For Catchers
 ? OUTCOMES VS. LEFTIES AND RIGHTIES → LH?: S=1-5; D=6-8; T=9-11; HR=12-16 1B - 2 (11) ← RANGE/PB RATE (ERROR #) ARM
 RH?: S=1-3; D=4-8; T=9 ← INJURY RATING

	1	2	3	4	5	6
1	S6	?8	F8	**4	**3	**6
2	?7	H/F9	**5	G/S5	F7	?7
3	S8	G4	F9	G5	**2	H/F9
4	S5	D/F7	G6	F7	G/S5	F8
5	G6	G4	?8	F8	L1	G6
6	S7	D7	P4	D/F7	**1	G6

K/W/HR RATINGS VS. LHP AND RHP → LHP K 10 W 5 HR 20
 RHP K 9 W 10 HR 20
 RATINGS LINES → **BR BNT ATT SB GDP SF HBP**
 BASE RUNNING → 3 → 2 → 1 → 14 2 ← 3 ← 0 ← HIT BY PITCH
 BUNTING → **G AB R RBI HR SB AVG** ← SAC FLY
 JUMP → 158 605 97 148 45 5 .293 ← DOUBLE PLAY
 STEAL → ← STAT LINE

SAMPLE PITCHERS CARD

NAME → **TOM SEAVER ##** P - 4 (3) ← # IF PITCHER HAS OWN HITTING CARD
 TEAM AND YEAR → **1970 New York (N)** ← POSITIONS
 PITCHING SIDE → **R** INJ-0 HBP: -3 ← RANGE (ERROR #)
 INJURY RATING → **START: (36) 33 / 13** RELIEF: (1) 1 / 0 ← POTENTIAL SPECIAL K RATING
 START/ RELIEF (GAMES PITCHED) → ** F8 G4 G5 G6 F7 F9 ← ** SECTION USED FOR AUTOMATIC OUTS AND FOR BALL LOCATION ON HITTERS AND BALLPARK CARDS
 TIREP/ PULL RATE → **1** K K K W+ W @ ← PITCHING MATRIX
2 E? K K(W) @ K /K+
 HIT BY PITCH RATE → **3** /HR RP W RP@ /W K
 ACTUAL HR GIVEN UP → **4** HBP WLD W K RP HR?
5 (??) K /K+ ET? K
6 K K K EG? (S1) K

HR? RANGES VS. LHB AND RHB → **HR? LHB** → 1-12 ?? LHB ** 1-12
 (21) RHB 1-8 RHB S1 1-3
 WILD PITCH/ PB RANGES → **WP PB? SB GDP BK PO POE** ← ?? RANGES FOR LHB AND RHB
 1-9 10-12 → 0/0 0 1-3 4-5 ← PICKOFF/ BALK
 HOLD/STEAL RATE → **W-L SV ERA IP H K BB** ← PICKOFF ERROR RANGES
 18-12 0 2.82 290 230 283 75 ← STAT LINE

Rules for Inside Pitch Baseball

1 Basic Procedure

Inside Pitch uses three six-sided dice (3d6) of different colors (traditionally RED and WHITE and BLUE) and one twenty-sided die (1d20). The BLUE 1d6 and the 1d20 will only come into occasionally.

An at bat begins by rolling 2d6 against the pitcher's card. Dice are read column first (RED die), then row (WHITE die). The 1d20, which can be rolled at the same time, is used for ratings checks either on the pitcher's card or the batter's card depending on the result. Use the BLUE 1d6 when a simple 1d6 is required.

If the rolled result from the pitcher's card is inconclusive, an additional roll of the 2d6 is necessary. Depending on the type of result from the pitcher's card, this roll is read from either the batter's card or the ballpark card in the same fashion, column first then row.

2 Pitcher Card

Pitchers who have faced a minimum of batters from both sides of the plate during the carded season will have split results. Read to the left of the / when the batter is batting left-handed and read to the right when the batter is batting right-handed. Switch hitters are assumed to be batting from the opposite side from which the pitcher is throwing (batting right-handed against a left-handed pitcher). Results such as K/ or /W+ have a blank on the right and left respectively.

2.1 Blank

No result. Roll 2d6 against the batter's card.

2.2 S1

This is a single past the pitcher into the outfield.

2.3 (S1)

If the pitcher is tired (13.1), this is a single past the pitcher into the outfield, otherwise it is a blank.

The parentheses are a reminder of the exhausted pitcher rule discussed later. (13.3)

2.4 **

On the pitcher's card, this is an automatic out. This is where the blue 1d6 can be used and read the type of out from the ** line on the pitcher's card.

*Note that results from the batter's card or ballpark card that reference the pitchers ** line are not automatic outs and are subject to any pending range or error checks.*

2.5 WLD

This is a possible wild pitch or passed ball. If no runners are on base, disregard as a foul ball and roll again on the pitcher's card.

When runners are on base, roll 1d20 against the pitcher's WP and PB? ranges. If the roll is in the WP range, it's a wild pitch and all runners advance one base.

If the 1d20 roll is in the PB? range, roll an additional 1d6 against the catcher's passed ball rating (the number after the / in his defensive ratings). If the roll is less than or equal to the rating, the catcher blocks the ball. If the roll is greater than the passed ball rating, it is a passed ball.

If neither a wild pitch nor a passed ball is rolled, the result is a foul ball.

After resolving these checks, continue the at bat by rolling again (2d6) on the pitcher's card.

2.6 (??)

Roll 1d20 against the ?? split rating on the pitcher's card, either the LHB rating against left-handed batters or the RHB rating for right-handers. If the roll is in range, it is either a ** or S1 result as listed on the card. If the 1d20 roll is outside the range or there is no range, it is a blank with no result. Proceed to roll 2d6 against the batter's card.

This result applies whether or not the pitcher is tired. The parentheses are a reminder of the exhausted pitcher rule discussed later. (13.3)

2.7 @

Roll **2d6** against the ballpark card to resolve the play.

2.8 E?

Most likely a possible error. Roll **2d6** against the batter's card to resolve the play. On all results, check for the error by rolling **1d20** against the fielder's error rating.

2.9 ET?

Possible throwing error. Roll **2d6** against the batter's card to resolve the play. Check for an error only on plays involving throws. Do this by rolling **1d20** against the fielder's error rating.

Check for a throwing error on all hits where runner advancement requires a throw from an outfielder or a hit to an infielder that is considered knocked down but possibly thrown away.

2.10 EG?

Most likely a possible error on balls hit on the ground. Roll **2d6** against the batter's card to resolve the play. On ground ball results, check for an error by rolling **1d20** against the fielder's error rating. Do not check for errors on fly outs, popups, or line drives.

2.11 HBP

Possible hit-by-pitch. Roll **1d20** against the sum of the batter's and pitcher's HBP ratings. If the sum is less than one, then no HBP can occur. If the roll is less than or equal to the combined rating, the batter is hit by the pitch and is awarded first base. If the roll is greater than the combined rating, proceed to roll **2d6** against the batter's card.

2.12 K and K+

Possible strikeout. Roll **1d20** against the sum of the batter's K rating and any ballpark K adjustment. If K+, add ten to the sum. If the roll is less than or equal to the adjusted rating, the batter strikes out. Otherwise, proceed to roll **2d6** against the batter's card.

2.13 W and W+

Possible walk. Roll **1d20** against the sum of the batter's W rating and any ballpark W adjustment. If W+, add ten to the sum. If the roll is less than or equal to the adjusted rating, the batter walks. Otherwise, proceed to roll **2d6** against the batter's card.

2.14 K (W)

When the pitcher is not tired, proceed with a K possible strikeout result. If the pitcher is tired (13.1), proceed with a W possible walk result.

The parentheses are a reminder of the exhausted pitcher rule discussed later. (13.3)

2.15 HR

Possible homerun. Roll **1d20** against the batter's HR rating. In rare instances, the ballpark card has an adjustment for HR. If so, apply that to the batter's rating. If the roll is less than or equal to the adjusted rating, it's a homerun, otherwise it is a blank with no result (proceed to roll **2d6** against the batter's card).

2.16 HR?

Possible homerun. Roll **1d20** against the HR? ranges on the pitcher's card using the batter's handedness (LHB or RHB). If the roll is within the range, treat the result as an HR result (follow directions above). If the roll is outside the range, it is a blank with no result (proceed to roll **2d6** against the batter's card).

The ballpark card HR rating is not used to adjust the pitchers HR? range only the batters HR rate.

2.17 RP

Range play. Roll **2d6** against the batter's card to resolve the play. Use the blue **1d6** against the fielder's range rating. If the roll is less than or equal to the fielder's range rating, the fielder makes the play.

2.18 RP@

Range play. Roll **2d6** against the ballpark card to resolve the play. Use the blue **1d6** against the fielder's range rating. If the roll is less than or equal

to the fielder's range rating, the fielder makes the play.

2.19 Special K LHB or Special K RHB

Some pitchers need additional chances for strikeouts beyond those that the 36 cells on a pitcher's card allow. These pitchers have Special K ratings. For pitchers with these additional ratings, all regular outs from the batter's card or ballpark card can become strikeouts if a **1d20** roll is within the Special K range.

Often the pitchers with Special K ratings are found in eras of high strikeout rates. But the pitchers that require extra strikeout chances are not always those with the highest strikeout rates. Excessive walks or, more likely, an extremely low rate of balls in play might necessitate Special K ratings.

Range or error checks that have been activated by the pitcher's card take precedence and no Special K check is made, regardless of the final result. Any rare play also cancels out the Special K check.

Results directly from the pitcher's card of ** are not subject to special K checks.

The special K rate is not adjusted by the ballpark K rate.

Results from the batter's card or ballpark card that reference the pitcher's card ** line (**1 through **6) are included in checks for special K's. These are just regular outs influenced by the pitcher.

Example: Pitcher's card is a K, batter's K rating is a 10 (ballpark K=-2) and the **1d20** is a 9. The batter narrowly avoids the strikeout. Rolling **2d6** on the batter's card results in a G4. The pitcher's Special K rating is 1-6 (not altered by the ballpark K rating). Roll a **1d20** to see if the ground out is swapped for a strikeout, rolls of 1-6.

Example: Pitcher's card is @, ballpark card is ?9, and a **1d20** check against the H? range yields an HR result. Roll another **1d20** against the batter's HR rating. If the roll is less than or equal to that rating, it's a homerun. If the roll is greater than that rating, the normal result would be an F9 and because it's not a hit, the Special K rating is used. If another **1d20** roll is inside the Special K rating, the fly out is swapped for a strikeout.

Example: Pitcher's card is an RP, batter's card is a G6. Since a range check is necessary, there is no Special K check, regardless of result. Simply roll the **1d6** against the shortstop's range rating and resolve as a normal range play.

Example: Pitcher's card is an E?, batter's card is a F8. Since an error check is necessary, any Special K rating a pitcher may have is irrelevant. Roll **1d20** against the centerfielder's error rating and resolve as a normal error check play.

3 Batter Card

Batters who have faced a minimum of pitchers from both sides of the plate during the carded season will have / split results in the grid as well as split K, W, and HR ratings. Read to the left of the / when the pitcher is pitching left-handed and read to the right when the pitcher is pitching right-handed.

When checking K, W, or HR ratings, read the LHP line against left-handed pitchers and the RHP line against right-handed pitchers. In both cases, remember to apply any adjustments to these ratings from the ballpark card.

3.1 **1, **2, **3, **4, **5, and **6

Read the number from the corresponding pitcher's card ** line to determine the type of out. Apply any range or error checks to the fielder if applicable.

3.2 ?7, ?8, and ?9

Possible hit to the outfield (7=LF, 8=CF, 9=RF). Roll **1d20** against the LH? or RH? splits on the batter's card depending on the handedness of the pitcher. Batters without splits will have a range of H? results. Ranges may be given for singles, doubles, triples, and home runs. Rolls outside all the ranges are fly outs. Resolve any range or error checks after first determining the batted ball type. Home run results are automatic they are not influenced by range plays, error checks, or the batter's HR rating.

Example: RH?: S=1-8; D=9-16; T=17-18 where 19-20 is a fly out.

3.3 Hits: S, D, T, H

Single, double, triple, and home run, respectively. Singles to infield positions are considered singles through the infield past that player to the outfield. Any H results are automatic homeruns without the need for a **1d20** roll against the batter's HR rating.

3.4 Outs: G, P, F, L

Ground out, popup, fly out, and lineout respectively.

Example: S/G6 single past the shortstop against a left-handed pitcher, ground out to shortstop against a right-handed pitcher.

Example: D/F9 fly out to the right fielder against a right-handed pitcher, double to right field against a left-handed pitcher.

3.5 W or K

This is a straight walk or strikeout result. Walks and strikeouts in the batter's grid are rare and appear only on player's cards with extreme hitting stats, mostly pitchers. These results disregard any range or error checks.

4 Ballpark Card

Results of @ or RP@ on the pitcher's card require rolls of **2d6** against the ballpark card, rather than the batter's card.

4.1 Blank

Go to the rare play charts and roll **2d6**. There are two charts: one for bases empty situations and the other when runners on base. Use the appropriate chart as the game situation dictates.

The rare play chart result overrides any range or error check from the pitcher's card. Play the at bat on what the rare play chart says.

If play rolled doesn't match the situation (rare) roll again on the same chart.

4.2 Typical Hits (S, D, T) and Outs (G, P, F, L)

Read these results just as you would from the batter's card.

4.3 **1, **2, **3, **4, **5, and **6

Read the number from the corresponding pitcher's card ** line to determine the type of out. Apply any range or error checks to the fielder if applicable.

4.4 ?7, ?8, and ?9

Possible hit to the outfield (7=LF, 8=CF, 9=RF). Roll **1d20** against the H? splits on the ballpark card. Ranges may be given for singles, doubles, triples, and home runs. Rolls outside all the ranges are fly outs. [HR] results remind that a **1d20** roll against the batter's card is necessary. A failed HR check results in a fly out. Range play checks on fielders are made only after the home run check fails. A failed range check on this type play is considered a double.

Examples: Pitcher's card is an RP@, ballpark card yields a ?7. First, roll **1d20** to determine batted ball type.

If the roll lands in the [HR] range for a homerun possibility roll **1d20** against the batter's HR rating. If less than or equal to the rating, it's a home run and no range check takes place. If greater, it's an F7 that requires a **1d6** range check on the left fielder. If he fails to make the play, assume a double off the wall.

If the original **1d20** roll is within the ranges for a single, double, or triple, roll **1d6** against the left fielder's range rating. If the fielder makes the play, it's an F7. If not, the type of hit stands.

If the original **1d20** roll is outside the hit ranges, it's an F7. Roll **1d6** against the left fielder's range rating. If he fails to make the play, roll one final **1d6** to determine single (1-4) or double (5-6).

4.5 [HR8], [HRo], [HRp]

Possible home runs to center field, opposite field, and pull-side field, respectively. Roll **1d20** against the batter's HR rating (adjusted by ballpark HR rating if any). Rolls less than or equal to the rating are home runs. If the roll is greater than the rating, play it as a fly out.

Range play checks on fielders are made only after the home run check fails. A right-handed batters pull-side

field is to left field, with the opposite field being right field and vice versa for left-hand hitters.

If the fielder fails the range check, the result is a double, runners advance 2 bases. If the play is made, runners on 2nd and 3rd, advance automatically.

Example: A right-handed batter with a 13 HR rating against left-handers gets an RP@ result off a left-handed pitcher's card. The ballpark yields an [HRp] result and comes with an HR ballpark rating of 0. Roll 1d20 against the total HR rating of 13, with 1-13 being a homerun to left field. On rolls of 14-20, the range play is triggered. If the left fielder has a range rating of 4, 1d6 rolls of 1-4 yield an F7 and rolls of 5-6 are a D7.

4.6 S+7, S+8, S+9

This is a single with the possibility of stretching for a double. Roll 2d6 against the combination of the batter's BR rating and the outfielder's ARM rating (ABR 7.2.1). If the roll is less than or equal to this sum, the runner is safe at 2nd with a double. Rolls of 6 mean the hitter is potentially thrown out at 2nd trying to stretch the single. Use the 2nd 1d6 to check on the OF ARM chart (7.2.3) If roll in range of outfielders ARM rate hitter thrown out otherwise he retreats back to 1st.

Rolls above the ABR of the runner but less than 6 the hitter holds with a single. All other runners advance two bases, regardless of the hitter's outcome.

With two outs and runners going on contact, a runner on 2nd scores before any possible out at 2nd.

If this result is arrived at by way of an RP@ result from the pitcher's card, remember to resolve the range play first and see if the outfielder can make the play. If the range check fails, roll 1d6 to see if the batter can take the extra base.

Example: The result from the pitcher's card is RP@ and the result from the batter's card is S+7. First, roll 1d6 against the range rating of the left fielder to see if he makes the play. For a range rating of 4, rolls of 1-4 would be an F7 result and rolls of 5-6 would mean the S+7 prevails. Assuming the batter's BR rating is 3 and the outfielder's ARM rating is -1, roll 1d6 against the ABR of 2. Rolls of 1-2 the batter legs out a double. Rolls 3-5 and he holds at 1st. A roll of 6 means he is possibly thrown out at 2nd by the left fielder.

Example: Batter with a BR rating of 4 hits an S+9 to a right fielder with an ARM rating of +2. Since the ABR is 6, all rolls of the 1d6 put the batter safely on 2nd with a double and no throw from the outfielder.

5 Errors

After an error possibility (E?, EG?, ET?) result from the pitcher's card, the result from the hitter or ballpark card may be subject to an error check. To check for an error, roll 1d20 against the appropriate position player's error rating. If the roll is less than or equal to the rating, an error occurs. If the roll is greater, no error occurs and the play should be completed as usual.

The charts that follow denote the type and number of bases for each type of error. If the table shows a blank for a particular scenario, then no error can occur, so play the result from the batter's card normally.

Hits with errors are just that, a hit with additional advancement due to an error. Outs with errors are considered an error with the runner reaching base.

Exception is error type #4 on a E? or EG? which require no error check but are instead infield hit chances that require a roll versus the hitters BR rate.

E? FAILED ERROR CHECK ROLL (#4 EXCEPTION)							
POS	G	P	L	F	S	D	T
P	#1	#2			#4		
C	#1	#2			#4		
1B	#1	#2			#4		
2B	#1	#2			#4		
3B	#1	#2			#4		
SS	#1	#2			#4		
LF				#3	S/ #5	D/ #5	T/ #5
CF				#3	S/ #5	D/ #5	T/ #5
RF				#3	S/ #5	D/ #5	T/ #5
ET? FAILED ERROR CHECK ROLL							
POS	G	P	L	F	S	D	T
P	#6		#7		#9		
C	#6				#9		
1B	#6		#7		#9		
2B	#6		#7		#9		
3B	#6		#7		#9		
SS	#6		#7		#9		
LF				#8	S/ #10	D/ #10	T/ #10
CF				#8	S/ #10	D/ #10	T/ #10
RF				#8	S/ #10	D/ #10	T/ #10

POS	EG? FAILED ERROR CHECK ROLL (#4 EXCEPTION)						
	G	P	L	F	S	D	T
P	#1				#4		
C	#1				#4		
1B	#1				#4		
2B	#1				#4		
3B	#1				#4		
SS	#1				#4		
LF					S/ #5	D/ #5	T/ #5
CF					S/ #5	D/ #5	T/ #5
RF					S/ #5	D/ #5	T/ #5

#1 Boots ball (1): Grounder booted, all runners advance one base only

#2 Drop Pop up "odd" (\$): Pop fly dropped if error check fails and the **1d20** is odd. 1 base if less than 2 outs otherwise 2 base error. If C fails then foul ball dropped, repitch.

Example: You roll a P6 where the shortstop has an error rate of 7. He would drop the popup on rolls of 1,3,5 and 7 while 2,4 and 6 are not errors (popout).

#3 Drops fly "odd" (+): Drops fly "odd" (+): Fly ball dropped if error check fails and that **1d20** roll is odd.

- Less than 2 out, roll **1d6** versus BR of runner, if roll is higher than the BR runner/hitter advance 1 base only, otherwise 2 bases.
- With 2 out, roll **1d6** versus BR of runners on, if roll is higher than the BR runner(s) advances 2 base only, otherwise 3 bases. If higher than BR of batter 1 base, otherwise 2 bases.

Example: You roll a F7, with 1 out, where the left fielder has an error rate of 4. He would drop the fly ball on rolls of 1 and 3 while 2 and 4 are not errors (flyout). With the error and there is a runner on 2nd (BR=2) and the batter has a BR=4. Roll **1d6** versus the BRs of the runners/batter, roll of **1-2** the runner on 2nd scores, batter gets to 2nd. Roll of **3-4** runner goes to 3rd and the batter gets to 2nd. Roll of **5-6** runner gets to 3rd and runner holds at 1st.

#4 Infield S? BR: NO error chance, Roll **1d6** versus hitters BR. If roll is higher hitter is out otherwise single. All runners advance 1 base.

Example: Runner on 1st, batter BR=3. Roll **1d6** versus the BR of the batter. Roll of **1-3** batter safe with single, **4-6** batter out at 1st. In either case runner gets to 2nd.

#5 HIT/Boots ball(+): Roll **1d6** versus ABR of runner/hitter (one roll for all), if higher than ABR than the runner/hitter advances 1 extra base, otherwise advance 2 extra bases than normal advancement of hit type.

Example: Runner on 1st (BR=2), batter BR=3. A S8 is hit where the center fielder (ARM=+1) boots the ball. The runner gets 3rd on the error with the batter taking 2nd. Roll **1d6** versus the BRs of the runner/batter. Roll of **1-2** the original runner from 2nd scores and the batter gets to 3rd. Roll of **3-6** they hold at 3rd and 2nd respectfully. The batter can't get a base more on roll of **3** since the runner in front holds.

#6 Throwing (2?): Throwing error with potential for advancing another base on bad throw; go through steps below.

&: if possible DP chance check for throwing errors on the fielder first then the pivot man.

The range checks by the throws receiver are not subject to range modifications based on players infield depth (8.5).

1. Roll **1d6**: Check against the range of the errant throw receiver; if higher than his range step 2, otherwise he kept the poor throw from getting by him thus making it only a 1 base error.
2. Roll **1d6**: Check against the all runners (including hitter) BR rate; if higher than runner/hitter BR they hold, otherwise they get an extra base. There must be a base available to move up or they hold as well.

Example: Runner on 1st (BR=3), batter BR=2, DP chance. G6 with error on shortstop. Roll **1d6** versus the range of second baseman (throws receiver) if higher the runner on 1st gets to 3rd the batter is still at 1st with potential for more. Roll **1d6** versus the BRs of the runner/batter. Roll of **1-2** the runner scores and the batter gets to 2nd. Roll of **3** the runner scores, batter holds at 1st. **4-6** all stop at 3rd and 1st.

Example: Runner on 1st, batter BR=2, DP chance. G6 with NO error on shortstop, runner out at 2nd. Roll **1d20** versus the error rate of the second baseman. If error, roll **1d6** versus the range of the first baseman, if higher throw allows batter to potentially get to 2nd, roll **1d6 1-2** batter gets to 2nd,

3-6 batter holds at 1st. Within range of first baseman poor throw corralled by first baseman holding batter at 1st.

Example: Runner at 2nd (BR=4), 1 out, batter BR=2. G4 with throwing error on the second baseman. Roll **1d6** versus the range of the first baseman if higher throw allows batter to potentially get to 2nd, roll **1d6** **1-2** runner who moved to 3rd on the grounder scores batter gets to 2nd, rolls **3-4** runner scores batter holds at 1st, rolls **5-6** runner stops at 3rd batter holds at 1st. Within range of first baseman poor throw corralled by first baseman holding runner at 3rd and batter at 1st.

#7 Throw(1) or DP#: Ball caught, roll on LD chart. **NO ERROR chance if no runners on, 2 out or no one at base LD chart says is being doubled up,** otherwise 1 base error attempting to double who the chart says.

#8 Throw <> : If the ABR of the lead runner is 1-5 a throw is made to the advanced base for possible error otherwise no check. If error, proceed to play out as normal. (11.2 or 11.3) **These can only happen on a fly ball where a runner is on 2nd or 3rd.**

- A holding runner and any trailing runners get the advance base on throwing error. An advancing runner gets the advance base plus 1 for the throwing error, any trailing runners advance 1 base as well.
- Lead runner cannot be thrown out on throwing error. Instead play it like the above, advancing runner gets the advance base plus 1.

Example: Batter hits a F9. Runner on 2nd (BR=5) RF ARM =0, MOD=-1 using Runner on 2nd fly ball chart so ABR =4 (5+0-1), there will be a throw. Roll **3d6** because that is what you do with advancement with fly ball and runner on 2nd. With first die roll of **1-4** the runner gets to 3rd ahead of the throw but scores on the throwing error. Rolls of **5-6** the runner was going to hold but drawing a throw allows for a throwing error allowing the runner to get to 3rd.

Example: Same as above except runner also on 1st. With first die roll of **1-4** the runner from 2nd gets to 3rd ahead of the throw but scores on the throwing error, runner on 1st goes to 2nd. Rolls of **5-6** the runner was going to hold but drawing a throw allows for a throwing error allowing the runner to get to 3rd runner on 1st goes to 2nd on the error.

#9 Infield S/throw (1): Infield single with 1 extra base advancement on bad throw, otherwise everyone only gets 1 base total.

#10 Throwing (1): Only applicable if rolling for runner advancement, otherwise no error. If error, runner get an extra base on the error. Overrides anyone being thrown out instead runner safe and gets an extra base.

6 Range Plays

After a range play result (RP or RP@) from the pitcher's card, all outcomes from the hitter's card or ballpark card are subject to a range check.

Roll **1d6** against the listed position's range rating. If the roll is less than or equal to the rating, the fielder makes the play, otherwise he fails the check. Out results can become hits and hit results can become outs as a result of the range check.

The following adjustments are to be made depending on the positioning of the infielder making the play (8.5):

- Infielder Back: No changes
- Infielder DP depth: Range - 1
- Infielder In: Range - 2
- **P and C never have depth adjustments**

FAILED / SUCCESSFUL RANGE CHECK ROLL								
POS	G	P	L	F	S	S+	D	T
P	S1 / G1	S1 / P1	S1 / L1		S1 / G1			
C	S2 / G2	foul / P2						
1B	#3 / G3	S3 / P3	#3 / L3		S3 / G3			
2B	S4 / G4	S4 / P4	S4 / L4		S4 / G4			
3B	#5 / G5	S5 / P5	#5 / L5		S5 / G5			
SS	S6 / G6	S6 / P6	S6 / L6		S6 / G6			
LF				#7 / F7	S7 / F7	S+7 / F7	D7 / F7	T7 / F7
CF				#8 / F8	S8 / F8	S+8 / F8	D8 / F8	T8 / F8
RF				#9 / F9	S9 / F9	S+9 / F9	D9 / F9	T9 / F9

#: Roll 1d6	
1-4	S: single
5-6	D: double
D3/D5 runners advance 2 bases only	

Pop up S1-S6	
<2 out	1 base
2 out	2 bases

Some failed range plays on hits to the corner infielders and the outfielders may need a 1d6 roll to determine if it is a single or double.

On all singles play as single past that position with advancement as normal.

On doubles past infielders other runners advance 2 bases only.

On failed range plays on pop ups allow for 1 base advance for everyone with less than 2 out and 2 base advance with 2 outs.

Example: Pitcher's card yields an RP result, batter's card is a D8. The range check puts this potential double to center field in question. The range rating of the center fielder is a 3. Roll **1d6**. Rolls **1-3** and the play is made (successful range check): F8. Rolls **4-6** and the fielder fails the range check, resulting in the original D8 double to center.

Example: Pitcher's card yields an RP result, batter's card is an L3. Will the first baseman make the play? The first baseman's range rating is a 2. Roll **1d6**. Rolls **1-2** and the play is made: L3. Rolls **3-6** and the out result becomes a hit. Roll an additional **1d6** to determine if it's an S9 (**1-4**) or D9 (**5-6**).

Example: Pitcher's card yields an RP@ result, ballpark card is an S+9. This is potentially a single to right field with the the chance for an extra base. The range rating of the right fielder is a 2. Roll **1d6**. Rolls **1-2** and the play is made: F9. Rolls **3-6** and the original result S+9 stands. Roll another **2d6** to see if the batter can stretch the single into a double. If the right fielder's ARM rating is a -1 and the batter's ABR= 4. Using 1st **1d6** rolls **1-3** and it's a double, rolls = **4** or **5** and it's a single, and on a **6**, the batter is potentially thrown out at 2nd. Checking the outfielders ARM rate (-1) against the OF ARM chart use the 2nd **1d6** roll to see if it falls in range of the -1 ARM thrown out check. **1-4** hitter out at 2nd, **5-6** holds at 1st.

Example: With the infield in, game on the line and the tying run at 3rd with one out, an RP result is followed by a G6. Will the shortstop (range of 4) make the play? Because he is playing in, the shortstop's range is reduced from 4 to 2. Roll **1d6**. Rolls **3-6** and it's a single past the shortstop and the run scores. On rolls **1-2**, the he makes the play and the decision of whether to send the runner home must be made. Two possibilities emerge: (1) The runner holds (shortstop looks the runner back) and throws to 1st for the G6 or (2) the runner goes and the shortstop attempts to throw him out. In the latter case, the shortstop's positioning reduces the runner from 3rd BR rating by 2. Roll **1d6**. A BR 3 runner becomes a 1 and he's out on rolls **2-6**, safe only on a **1**.

7 Runner Advancement on Hits

On hits, the batter and all base runners automatically advance at least as far as the hit would indicate (one base for a single, two for a double, etc.) What follows are the rules that govern whether any of the runners (batter included) advance further than that.

7.1 Singles through the Infield

The simplest scenarios are singles through the infield (S1-S6) past that infielder to the outfield. In these cases, only the BR rating of each runner is used to determine advancement. The batter always holds at 1st. Use the following chart and work backwards from the lead runner. If a runner's BR rating is in the range shown, he takes the extra base. When there are two outs and runners are going on contact, increase each runner's BR rating by one.

HIT	1/3*	2/H*	*2 out/+1 to BR
S3	2-6	4-6	BR* in range runner advances otherwise they hold. NO throw needed.
S4	3-6	2-6	
S1	4-6	1-6	
S6	5-6	3-6	
S5	6	5-6	

S2 results only advance runners one base, with no opportunity for additional advancement.

Example: With a runner on 2nd (BR = 3) and one out, the batter singles past the first baseman (S3). Since his BR rating of 3 is below the 4-6 range required to score, the runner from 2nd holds at 3rd. Had that same single come with two outs, his BR rating would have increased to 4 and been within the required range to score from 2nd on an S3.

Example: With runners on 1st (BR = 5) and 2nd (BR = 2) and one out, the batter singles past the shortstop (S6). Working backwards, the runner from 2nd must hold at 3rd with only a one base advance. His BR is under the 3 needed to take the extra base and score. As a result, the runner from 1st is held up by the lead runner and must stop at 2nd. This is despite the fact that his BR of 5 allows for a two base advance. Had there been two outs, both runners would be going on contact and have their ratings increased. The lead runner would then be inside the 3-6 range required to score and the runner from 1st could advance to 3rd.

7.2 Singles and Doubles to the Outfielders

As an option if a games run difference is 6+ there are no rolls on the throw chart as runners go station to station, (one base for a single, two for a double, etc.), for both teams.

Singles and doubles to the outfield (S7, S8, S9, D7, D8, D9) can be a bit more complicated due to the possibility of an outfield assist. In addition to taking the extra base, runners behind the play may move up when throws are made to a base.

Triples (T7, T8, T9) are easy to resolve because all runners score and the batter holds at 3rd.

The “lead runner” is considered to be the most advanced base runner on which a play can be made. All other runners, including the batter, are considered “trailing runners.”

A runner on 3rd when the batter singles is, for the purposes of determining extra bases, not considered to be the “lead runner.” This is because he will always score and never draw a throw home. The same goes for runners on 2nd and 3rd when a double is hit. The lead runner in that scenario would have to be on 1st (the batter is never the lead runner). In many cases, the batter can be the only trailing runner.

7.2.1 Adjusted Base running Rating (ABR)

The first step is to use the following formula to adjust the lead runner’s BR rating:

$$ABR = BR + OF\ ARM + MOD + (1\ if\ 2\ out)$$

MOD= modified by chart as to type and where ball is hit

HIT	1/3*	2/H*	HIT	1/H*
S7	-2	+1	D7	-1
S8	-1	+2	D8	+1
S9	+2	+1	D9	-1
ABR = BR + OF ARM + MOD				
ABR less than 1: NO throw, no advance				
ABR higher than 5: NO throw, runner advances 1 base				

ABRs of less than 1 or greater than 5 require no throw (so no roll) as runners stop or advance without one.

This roll of **3d6** is used for all runners. Another roll (**1d6**) is required only if a rundown ensues.

On a single with runners on 1st and 2nd (or bases loaded), if the lead runner from 2nd scores without a throw (ABR ≥ 6), the runner from 1st becomes the “lead runner.” Repeat the adjustment of this new runner’s BR rating. The batter is never the “lead runner.”

7.2.2 Runner Advancement 1st Die roll number

Roll	OTC ROLL 1
1	Check 2nd die OTC ROLL 2.1 chart
2-5	If roll is higher than ABR then runner holds (this applies to all runners that were on base), otherwise advance 1 base.
6	Check 2nd die on OTC ROLL 2.6 chart

Roll of **1** requires a check of the OTC ROLL 2.1 chart. All runners advance and the hitter has a chance to advance on a throw.

Roll of **2-5** is checked against all the runners on base. If this roll is higher they hold otherwise they advance. End process.

- Note: **2-5** result, this check applies to the lead runner and all trailing runners except the batter. Work backwards, checking each runner individually for an advance. The batter can only advance on rolls of **1** or **6**.

Roll of **6** requires a check of the OTC ROLL 2.6 chart. As a runner has potential to be thrown out.

7.2.3 Runner Advancement 2nd Die roll number

Roll	OTC ROLL 2.1
BR	Lead runner advances, if roll is higher than the trailing runners BR (NO ADJ) the trailing runner holds, otherwise advance 1 base

After 1st **1d6** roll of **1** check the 2nd **1d6** roll against the hitters and any trailing BR (no adjustment) if higher they hold otherwise they advance 1 base.

OTC ROLL 2.6 (OF ARM CHECK)					
OF ARM	-2	-1	0	+1	+2
Check 3rd die OTC ROLL 3 chart	1-5	1-4	1-3	1-2	1
All Runners Hold	6	5-6	4-6	3-6	2-6

After 1st **1d6** roll of **6** check the 2nd **1d6** using the fielding outfielders ARM rate on the chart. Rolls in the All Runners Hold range requires all runners to hold, end process. If roll is in the Check 3rd die OTC ROLL 3 range continue to the OTC ROLL 3 chart.

7.2.4 Runner Advancement 3rd Die roll number

Roll	OTC ROLL 3
1	Lead runner advances, ball cutoff and the trailing runner** is thrown out
2-5	Lead runner thrown out; if roll higher than trailing runner(s)** BR then runner holds, otherwise advance 1 base
6	Lead runner advances, ball cut off, trailing runner** is caught in a rundown (rundown chart)

Use the 3rd **1d6** on this chart to see who gets thrown out.

Examples: Bases loaded, one out. The runner on 2nd (BR = 4), runner on 1st (BR = 3), batter (BR = 2). S8 result, center fielder's ARM is -1, 2-H on single is +2. On the single, everyone advances one base, scoring the runner from 3rd. The lead runner is the runner that started on 2nd, his ABR is $4 + 2 - 1 = 5$. A throw is possible, so roll **3d6**.

Roll is **3, 6, 2**. The **3** is checked against the lead runner's Adjusted BR first. His rating beats the roll ($5 \geq 3$) and he scores. The runner on 2nd's ABR is $3 - 1 - 1 = 1$. His rating does not beat the roll of **3**, so he holds at 2nd. The batter can go no further than 1st. The other dice are not needed.

Roll is **1, 3, 5**. The roll of **1** sends us to the OTC ROLL 2.1 chart where the runner on 2nd scores, drawing a throw and the runner on 1st's BR rating is compared with the second die roll of **3**. His BR rating, unadjusted, is 3, which is equal to the roll. He takes the extra base and reaches 3rd. The batter's BR rating of 2 is lower than the **3** which means the batter holds at first. The other die not needed.

Roll is **6, 4, 3**. A roll of **6** means that someone may get thrown out. Checking the OTC 2.6 chart we see the roll of **4** falls in the 1-4 range of a -1 ARM on the chart, advance to OTC ROLL 3 chart. Using the **3** roll result we find that the lead runner is thrown out at the plate. The runner on 1st (BR=3) advances to 3rd on the throw (BR tied the **3** roll) but the batter (BR=2) must hold at 1st since the **3** is higher than his BR.

7.2.5 Rundown

RUNDOWN (roll 1d6):	
1	Runner out quickly, no others advance
2-5	Out; if roll higher than BR of runner out, no advance for others, otherwise all runners advance 1 base during rundown
6	Runner gets under tag at advance base

If rundown roll **1d6** and check the roll versus the runners BR that is in the rundown. Consider the better BR the longer he stays in rundown to allow others to advance.

8. Setting the depth of infielders

8.1 Infielder Back

It's likely that the any runner on 3rd will break for the plate. The assumption is that the defense conceding the run.

If instead the defense chooses to make a play on the runner going home, that runner's BR rating gets a +2. For this reason, it's not a good decision to throw home when playing back. Use the runner on 3rd procedure.

8.2 Infielder DP depth

In this case, a decision for a runner on 3rd is less sure. If he holds, the defense can decide to "look the runner back" and throw to 1st. This could allow a runner on 1st to advance to 2nd.

If the runner goes, the defense can try for the double play (9.2) and let the run score. Or the defense can decide to make a play on him at home (9.4) allowing the hitter to be safe at 1st on fielder's choice.

8.3 Infielder In

If the infield is playing IN, they are doing so to prevent the runner on 3rd from scoring. If the runner decides to hold, the defenses only play is at 1st. If he goes, the defense can try for the play at the plate with a BR -2 adjustment on the runner (9.4) or simply take the out at 1st. If the pivot player is IN no double play is possible.

*Remember that all infielders can be positioned independently. For instance, if the corner infielders (1B/3B) are IN and the middle infielders (2B/SS) are playing BACK or DP depth, the defense has more options. Since the pivot at 2nd is manned by fielders who are not playing IN, a 2nd to 1st double play is possible.

8.4 Suggested Infield Depth

Each position can be set at different depths, but listed below are suggestions for when to play certain depths based on game situation.

- Not close games (4+ runs) and close games remove or add some suggestions

SUGGESTED DEF (each position can be set at different depths)					
0/1 out	1B	2B	SS	3B	
1st	DP	DP	DP	DP	2 out or not close game (4+ runs lead); ALL Back
2nd	Back	Back	Back	Back	
3rd	In /Back	In /Back	In /Back	In /Back	
1st/2nd	DP	DP	DP	DP	Close game: 0-1 run game In / otherwise ????
1st/3rd	In /DP	In /DP	In /DP	In /DP	
2nd/3rd	In /Back	In /Back	In /Back	In /Back	
Loaded	In /Back	In /Back	In /Back	In /Back	

8.5 Adjustments for Infield Depth (Non-Bunts)

With the bases empty, an infield's normal positioning is BACK. This optimizes each infielder's range, but makes it harder to make a play at the plate and DP.

With runners on 1st base, a manager may want to optimize the chance of a double play and guard against a bunt. In this case, corner infielders may be positioned IN or DP, with middle infielders BACK or DP depth.

Bringing the infield IN is a common tactic to prevent a runner on 3rd from scoring. Playing closer to the hitter allows infielders to more quickly get the ball to the plate with the tradeoff of reduced range.

Pitchers and catchers cannot change positioning, thus their range is the same in all situations. All other infielders may be positioned at any of the three depths.

Apply the following adjustments depending on the fielding player's positioning in non-bunting situations:

The first baseman is considered DP when holding a runner on at 1st.

	All		Back			
INFIELD	P	C	3B	SS	2B	1B
RANGE	n/c	n/c	n/c	n/c	n/c	n/c
GDP	(-1)	(-2)	n/c	n/c	n/c	n/c
BR/ 1st on GB	n/c	n/c	n/c	n/c	n/c	+1
BR/ 3rd	(-2)	(-2)	+2	+2	+2	+2
GB plays to:	Any	Any	Any	Any	Any	Any
	DP				In	
INFIELD	3B	SS	2B	1B	3B,SS,2B,1B	
RANGE	(-1)	(-1)	(-1)	(-1)	(-2)	
GDP	+1	+1	+1	n/c	cannot try DP	
BR/ 1st on GB	(-1)	(-1)	(-1)	n/c	cannot try DP	
BR/ 3rd	n/c	n/c	n/c	n/c	(-2)	
GB plays to:	Any	Any	Any	Any	Home/1st	

9 Ground outs

9.1 No runners on or 2 outs

Simple ground out.

9.2 Runner on 1st, less than 2 outs

Straight rolls of 6 (slow roller), no DP, runner out at 1st only, others advance 1 base.

Compare **1d6** roll against the Combined GDP rating, a sum of the following:

- Pitcher GDP
- Batter GDP
- Pivot Rating (See table below for which fielder's rating to use given location and handedness of the batter.)
- The depth of the initial fielder may adjust the GDP as well. Check the depth of the fielding player for adjustments.

PIVOT CHART	G1	G2	G3-G4	G5-G6
LHB	SS	SS	SS	2B
RHB	2B	2B	SS	2B

If the roll is less than or equal to the Combined GDP, the double play is successfully turned. Otherwise, no double play.

If no double play, compare that same roll to the BR rating of the runner on 1st (reduced by 1 if the fielder involved is at DP depth). If the roll is less than or equal to the BR rating the runner is safe at 2nd and the only play is at 1st.

If the roll is greater than the BR rating of the runner on 1st but not equal to 6, the runner is out on the force play.

Example: Result is G6. Batter's GDP = 1, Pitcher's GDP = 0, Pivot of 2B is +1, SS is DP depth (+1) Combined GDP = 3. Roll **1d6**. Rolls **1-3** are 643 double play results. Runner on 1B BR = 3, which becomes 2 with SS at DP depth. Rolls **4-5** are 64 force outs at 2nd. Roll of **6** is a 63 ground out, with the runner advancing to 2nd.

Example: Same as above except runner on 1B BR = 5, which becomes a 4 since the SS is DP depth. On rolls of **4** the runner is safe at 2nd, 63 ground out. Roll of **5** and the runner is forced at 2nd, batter safe at 1st. Roll of **6** is a 63 ground out, with the runner advancing to 2nd.

Example: Result is G4. Batter's GDP = 4, Pitcher's GDP = 0, Pivot of SS is +1, 2B is DP depth (+1). Combined GDP = 6. Only a roll of 6 is NOT a DP.

Example: Pitcher's card is a range play (RP), batter's card result is G3. Resolve the range play first and reduce the first baseman's range rating by 1 if he's playing at DP depth. If he makes the play, follow the typical double play procedure.

9.3 Runner on 2nd, less than 2 outs

Straight rolls of 6 (slow roller), runner out at 1st only, others advance 1 base. NO other play.

G2, G3, G4: Runner on 2nd advances to 3rd.

G1, G6: Roll **1d6**. Runner advances if roll is less than or equal to runner's BR rating, otherwise hold.
G5: Roll **1d6**. Runner advances only on a roll of 6.

9.4 Runner on 3rd, less than 2 outs

Straight rolls of 6 (slow roller), runner out at 1st only, others advance 1 base. NO other play.

Decide if the runner on 3rd heads for home. If a play is to be made on the runner, roll **1d6** against his BR rating (adjusted based on fielders depth). If the roll is less than or equal to the rating, the runner scores, otherwise he is out at the plate.

Note that with the infield IN, the only plays for an infielder are home or 1st with the only double play

chance of home to 1st (catcher's have no pivot rating to include). The pitcher is always considered to be IN but can make the play at any base.

9.5 Runners on 1st and 2nd, less than 2 outs

Straight rolls of 6 (slow roller), no DP, runner out at 1st only, others advance 1 base.

G1, G2, G3, G4, G6: Play as "runner on 1st" (9.2) and try for a double play. Runner on 2nd advances to 3rd.

G5: Roll **1d6** to determine where the third baseman fields the ball.

- **1-2:** The ball is hit towards the third base foul line. Try for the 53 double play as you would in the "runner on 1st" scenario (9.2). Note that there is no pivot in this instance and the BR rating of the runner on 2nd is used. The runner on 1st advances to 2nd.
- **3-4:** The ball is hit right at the third baseman. There are two choices. Choose, then roll **1d6**.
 - Go for only the force play at 3rd. On rolls of **1-5**, the runner from 2nd is forced at 3rd. **6** only play at 1st.
 - Try for the 543 double play and allow the runner at 2nd to advance to 3rd. To try for the double play, proceed as you would in the "runner on 1st" scenario (9.2).
- **5-6:** The ball is hit deep in the hole between 3rd and short. No play at 3rd. Must try for the 543 double play as you would in the "runner on 1st" scenario. The runner on 2nd advances to 3rd.

9.6 Runners on 1st and 3rd, less than 2 outs

Straight rolls of 6 (slow roller), no DP, runner out at 1st only, others advance 1 base.

Since there is no force play at the plate, the first task is to decide whether the runner on 3rd will try to score. This decision should be heavily influenced by the infielder's depth.

The pitcher and catcher get all the advantages of playing in but have all the choices of playing DP depth and back. They can go for the double play at any time and have the BR-2 advantage when attempting a play on a runner going home.

If the defense chooses to go for the double play then the runner on 3rd scores. If the defense holds the runner on 3rd the only play is to first.

9.7 Runners on 2nd and 3rd, less than 2 out

Straight rolls of 6 (slow roller), no DP, runner out at 1st only, others advance 1 base.

Defense chooses to play it like runner on 3rd scenario or out at 1st. Runner on 2nd only moves to 3rd if runner on 3rd goes home and rule of runner on 2nd apply.

9.8 Bases loaded, less than 2 out

Straight rolls of 6 (slow roller), no DP, runner out at 1st only, others advance 1 base.

With infielder IN defense has a option of going for a home to 1st DP or making play on batter at 1st only. Play DP attempt like that of runner on 1st (Catcher PIVOT rating 0).

In these situations decisions are going to be based on how the defense sets up. If playing BACK remove the runner at 3rd (going home) in the equation which only leaves normal DPs or plays at 1st. If playing IN DPs other than home to 1st are out and you would play it like the lead runner is on 3rd.

10 Line outs

To check for a double play, roll 1d6. If there is a runner on the base of the range rolled, the runner is doubled off.

LINE OUTS (1d6, if in range at occupied base runner out)					
Runners on	P	1B	2B	SS	3B
1st	1-4	1-4	1-2	1	1
2nd	5	5	3-4	2-3	2
3rd	6				3
NO DP		6	5-6	4-6	4-6

Example: Runners on 1st and 2nd, result is an L4. Roll 1d6 rolls of 1-2 doubles off the runner at 1st. Rolls of 3-4 doubles off the runner at 2nd. Rolls of 5-6 have no effect. If there is no runner at the base designated with the roll then no line out double play.

11 Fly outs

11.1 No runners on

This is simply a fly out.

11.2 Runner on 2nd, less than 2 outs or runners on 2nd and 3rd, less than 2 out but runner on 3rd scores on batters SF roll.

MOD	ABR less than 1 no throw or advance
F7: -3	If first 1d6 higher than ABR runner holds, otherwise advance to 3rd
F8: -2	
F9: -1	Roll of 66, use 3rd 1d6 to check OF ARM rate using OTC 2.6 chart (above), otherwise runner holds

Use the MOD (modifiers) from this chart using the field fly is hit to.

Roll 3d6: If the roll of the 1st 1d6 die is higher than the ABR of the runner on 2nd the runner holds otherwise the runner advances from 2nd to 3rd.

If a 66 is rolled check the 3rd 1d6 against the outfielders ARM rate on the OTC ROLL 2.6 chart. The runner is out if rolled in range of "runner out", otherwise they hold.

OTC ROLL 2.6 (OF ARM CHECK)					
All Runners Hold	6	5-6	4-6	3-6	2-6
Fly 2nd to 3rd, runner out	1-5	1-4	1-3	1-2	1

11.3 Runner on 3rd, less than 2 outs

Roll 1d6. If the roll is less than or equal to the batter's SF rating, the runner on 3rd scores without a throw to the plate. If the runner on 3rd scores on that roll, any runner on 2nd may try to tag up and advance like any runner on 2nd with less than 2 out. (10.2)

If the roll exceeds the SF rating, however, a throw home may occur. In that case, handle all runner advancements by rolling 3d6 and using the OTC ROLL charts if the ABR = BR + OF ARM is between 1-5). (7.2.1)

The sacrifice fly attempt is first dependent on the depth of the ball hit by the batter (SF rating). Think of fly balls that fail that check as average depth fly balls where the runner determines if he can beat the outfielder's throw—that's when the ARM and BR are used.

Example: Runners on 2nd and 3rd with 1 out. F9 means the batter is out and there is a possible

sacrifice fly. Batter's SF = 2. **1d6** rolls of **1-2** and the run scores without a throw home, check for runner on 2nd.

The runner on 2nd BR = 3, right fielder's ARM = +1 and the MOD for 2nd to 3rd on a fly is MOD of -1 for an ABR = 3(3+1-1) so a throw to 3rd is possible. Roll **3d6** to determine advancement. If the initial **1d6** roll is **1-3** the runner from 2nd gets to 3rd, **4-6** they hold. If a **66** is rolled check the 3rd **1d6** against the outfielders ARM rate on the OTC ROLL 2.6 chart. The range for a +1 ARM from the chart 1-2 so if the 3rd **1d6** is **1-2** runner is out at 3rd, **3-6** they hold at 2nd.

Example: Same situation as above but the SF roll for the hitter failed. The runner on 3rd (BR=1), right fielder's ARM (+1) for an ABR = 2. Consulting the OTC Roll 1 chart, a throw is possible (ABR between 1-5) so a **3d6** roll is necessary.

Roll of **1** with the first die the runner scores and you use the 2nd **1d6** die to check the OTC ROLL 2.1 chart to see if the runner on 2nd advances to 3rd. Rolls of **1-3** (runner on 2nd BR=3) he gets to 3rd on the throw, **4-6** he stays at 2nd.

Roll of **2** the runner on 3rd scores on a sac fly. Runner on 2nd holds.

Rolls **3-5** the runner on 3rd holds, so does the runner on 2nd.

Roll of **6** you then use the 2nd **1d6** die to check the OTC ROLL 2.6 chart. Using the right fielders ARM of +1 on that chart we find rolls **1-2** sends us to OTC Roll 3 chart (7.2.4) while **3-6** all runners hold.

12 Strategy Roll

The strategy roll is a simple engine to drive managerial decisions in an automated fashion. When runners are on base, roll the **1d20** once per plate appearance. **These rolls can be played either as suggestions or hard and fast rules and should always be applied with the game situation in mind.**

The strategy roll is not used when the score differential plus the inning number is greater than 10.

Example: Score is 5-2 in the 8th ... $5 - 2 + 8 = 11$. No strategy rolls.

The 20 sides of the die are divided into ranges that trigger steal attempts, hit and runs, sacrifice bunts, and pickoff attempts. The ranges are calculated based on the runner's ATT rating, the pitcher's HLD rating, batter's K and BNT ratings.

On the rare instance of an overlap between stealing/hit and run and bunt attempts, give priority to the stealing/hit and run range.

Ignore sacrifice bunt and hit and run attempts with two outs.

Hit and runs are only called when there is a runner on first base.

One very popular house rule for strategy rolls is to roll each time the on-base situation changes. After a steal or a wild pitch or passed ball, many people choose to roll again during the same plate appearance.

12.1 Stealing

12.1.1 Getting the Jump

Steal attempts are triggered by rolling **1d20** against a combination of the runner's ATT rating and the pitcher's HLD rating. Rolls less than or equal to this Adjusted ATT mean that the runner has "gotten the jump" and will attempt to steal.

ATTEMPTED STEAL ROLL (1d20)

***STEAL ATTEMPT= ATT+HLD**

(ATT divided by 2, round down stealing 3rd)

(ATT divided by 5, round down stealing home)

HLD is the rating to the left of the / on a pitcher's card SB cell.

A batter's Adjusted ATT rating cannot be more than double his ATT rating. A runner with an ATT = 2 will only see an Adjusted ATT rate of 4, even if the pitcher's HLD is +4.

Special ATT ratings include N and H. N means that the runner neither attempts to steal nor is involved in hit and runs. H means that the runner is only involved in hit and runs and does not attempt to steal (ATT = 0).

With multiple runners on base, there are no additional rolls required. A single strategy roll per plate appearance is used to check each runner's individual possibility of a stolen base attempt. With runners on 1st and 2nd, the -lead runner might be the only one who steals or it could be a double steal. It just depends on each of their Adjusted ATT ratings.

Example: The pitcher's HLD rating is zero. Runner on 1st with an ATT of 1, runner on 2nd with an ATT of 6. A roll of 1 means a double steal, while a 2-3 (ATT of 6 is halved) would mean only the runner on 2nd is stealing.

12.1.2 Attempting to Steal

If a runner gets the jump and attempts to steal, roll **1d20** against his Adjusted SB rating. This is the sum of his raw SB rating, the pitcher's SB rating, and the catcher's ARM rating.

STEALING (1d20)	
SB RATE= Runners SB + Pitchers SB + Catchers ARM (-10 if home)	
Roll	Outcome
1-2	Runner safe, check C for throwing error (1 base)
3-19	If roll greater SB RATE out, otherwise safe
20	Runner thrown out

The pitcher's SB rating is to the right of the / on a pitcher's card SB cell.

On rolls less than or equal to this adjusted rating, the runner successfully steals the base. A roll greater than the Adjusted SB rating or equal to 20 (regardless of SB rating) means that the runner is caught stealing.

On unadjusted rolls of 1 and 2, a check is made for a throwing error by the catcher. Roll another **1d20** against the catcher's error rating. If the roll is less than or equal to the rating, an error occurs and it is an automatic one base advance for all runners.

An unadjusted roll of 20 is always thrown out.

When deciding who gets thrown out on a double steal, if both runners roll a caught stealing, default to the runner stealing 3rd.

12.2 Hit and Run

With a runner on 1st, strategy rolls greater than the Adjusted ATT rating based upon the H&R CHART trigger a hit and run attempt.

H&R CHART		Range begins where ATT ends
K rate	H&R	
0-4	+4	
5-8	+3	
9-12	+2	
13-16	+1	
17+	NO	

Example: If the adjusted ATT rate of runner on 1st is 5 and the batter has a K rate of 7 the Hit and Run range would be 6-8 (+3 from the chart above).

Use the K rate from the batters card without park adjustments.

Runners with H ratings always have an Adjusted ATT of 0, regardless of a pitcher's HLD rating for H&R purposes.

Players with a N ATT rating cannot be used in a hit and run so H&R has no range.

The at bat proceeds normally with the following adjustments:

HIT & RUN ADJUSTMENTS

- *All GDP ratings get a -2
- *All BR ratings get a +2
- *All HR and W rates for the batter are cut in half (round down)
- *All line outs are double plays (exception of error on ET?)
- *If the batter strikes out resolve play like a steal (-2 to SB rate)

12.3 Sacrifice Bunts

Some batters have good BNT ratings but would probably not be called on to bunt. Bunt ratings are usually based upon ability more than propensity. That is why these are suggestions and not auto bunts.

With a runner on 1st and less than two outs, strategy rolls greater than 10 are potential sacrifice bunts. The bunting chart determines the rolls for which a bunt is attempted. These ranges are based on the BNT rating of the batter and differ for position players and pitchers.

BUNTING CHART		
RUNNER on 1st/ 0-1 OUT		
BNT	REGULAR	PITCHERS
5	16-19	10-19
4	17-19	12-19
3	18-19	14-19
2	19	16-19
1	NO	18-19

On an attempted sacrifice or suicide bunt, roll **3d6** and a **1d20**. The red and white **2d6** roll gets the result from the pitchers card with modifications or disregarding based on the chart below. **1d20** die to get result of the bunt and the **1d6** gets who fields the bunt from the BUNT FIELDER chart.

12.3.1 Pitcher roll for a bunt

If a batter is going to bunt you still roll on the pitchers card with a **2d6**. All K/K+ and W/W+ rates with park adjustments are cut in half and rounded down for the bunt attempt and checked against the **1d20** like a normal at bat.

All HBP, WLD, range plays and errors proceed as normal.

All other outcomes from a pitchers card are disregarded and go straight to the bunt attempt.

Reading pitchers card on bunt attempt
HBP & WLD: resolve normally
Possible K/K+: cut in half (round down)
Possible W/W+: cut in half (round down)
All RP: proceed with bunt, use chart
All Es: proceed with bunt, check for error
All other results proceed to bunt
*-Fielder playing IN BNT rate -1

The **1d6** is used to get who fielded the ball.

Bunt Fielder	
1-2	P
3-4	1B
5	3B
6	C
*P and C are always IN, NO range penalties	

12.3.2 Adjustments for Infield Depth

The depth of the fielder can have an effect on the BUNT, BR, GDP and RANGE of players involved.

BUNT DEPTH	In	DP	Back	P	C
RANGE	+2	+1	n/c	n/c	n/c
GDP	(-1)	(-2)	(-3)	(-1)	(-2)
Runner BR	(-2)	n/c	+2	(-2)	(-2)
Hitter BR	(-2)	(-1)	n/c	(-2)	(-2)
Hitter BNT	(-1)	n/c	+1	(-1)	(-1)

BUNT CHART						
BNT RATE	0	1	2	3	4	5
Good bunt	1-6	1-8	1-10	1-12	1-14	1-16
Foul	7-9	9-10	11-12	13	15	
Lead runner	10-13	11-14	13-15	14-16	16-17	17-18
Safe			16	17	18-19	19-20
G-DP	14-18	15-18	17-19	18-19	20	
Popup-DP?	19-20	19-20	20	20		

Note: Typical positioning for a likely bunt would be to play the "corners in", and any balls fielded by the first or third basemen would reduce the BNT rating.

Good Bunt: A successful sacrifice bunt means that the batter is out at 1st and all other runners advance one base.

Example: A batter (BNT=3) is going to sacrifice with the CORNERS IN. Using the **2d6** off the pitchers card you get a ** (disregard **) so you check the **1d20** and the blue **1d6**. You get a **9** and a **5**. The third basemen fields the ball (**5** from the bunt fielder chart) and he is playing IN so he takes 1 off the BNT rate of the batter making him a BNT=2. The **9** falls in the Good Bunt range on the chart under a 2 BNT RATE so the batter has successfully bunted and is out at first with the runner(s) advancing 1 base.

Foul: On a foul result, either redo the sacrifice attempt or swing away with a regular at bat. Either way start the complete at bat over from the start with a roll off the pitchers card. If attempting to bunt again and you get another Foul it becomes strikeout automatically.

Example: Same scenario as first example except the **1d20** roll is an **11**. This falls in the Foul range for a 2 BNT rate, fouled off. Now the batter must decide to swing away or try to bunt again.

Lead Runner: lead runner is thrown out, the batter is safe at 1st on a fielder's choice.

Example: Same scenario as first example except the **1d20** roll is a **14**. This falls in the Lead runner range

for a 2 BNT rate. This was a poor bunt that is fielded and cuts down the lead runner. Batter safe at first.

Safe: This is simply a great bunt where all runners advance 1 base and the batter is safe with a single.

G-DP: Ball bunted too hard, resolve the play as a normal ground ball double play chance. Resolve like any DP chance (9.2) using the GDP modifiers based on who fielded the bunt and their depth.

Example: Same scenario as first example except the **1d20** roll is a **18**. This falls in the G-DP range for a 2 BNT rate. You use the normal GDP combination of (batter GDP rate + Pitcher GDP rate + Pivot Rate) plus since the third baseman fields the ball and he was playing IN you add 1 more to the GDP roll.

Popout DP?: The batter pops out. Roll **1d6** against the lead runner's BR rating. If roll is greater than his BR, the runner is out.

Example: Same scenario as first example except the **1d20** roll is a **20**. This falls in the Popout DP? range for a 2 BNT rate. Popout, batter out, the runner on first (BR=3) could get caught off for a double play. Roll another **1d6**, if the roll is greater (**4-6**) than the BR of the runner on 1st he is doubled up, otherwise he gets back.

12.4 Squeeze Bunts

Follow the sacrifice bunt procedure, but use the squeeze bunt chart below. If batter strikes out, the runner from 3rd attempts a steal of home using SB - 10.

SQUEEZE BUNT CHART						
BNT RATE	0	1	2	3	4	5
Good bunt	1	1-2	1-4	1-6	1-8	1-10
Foul	2-5	3-6	5-7	7-8	9	
Lead runner	6-11	7-11	8-11	9-11	10-11	11
?? Bunt	12-16	12-16	12-17	12-17	12-18	12-18
Rundown	17	17	18	18	19	19
Popout-DP	18-20	18-20	19-20	19-20	20	20

Good bunt: same as sacrifice with runner scoring.

Foul: same as sacrifice.

Lead runner: same as sacrifice with runner out at home and batter safe with fielder's choice.

?? Bunt: The defense has a choice, (1) retire batter at 1st or (2) attempt play at the plate. If attempting the

play at the plate, roll **1d6**. A roll less than or equal to the BR rating of the runner from 3rd and he scores, otherwise he is thrown out at the plate. The runner BR is adjusted based on who fielded the bunt and his depth using chart for BUNT DEPTH.

Rundown: The bunt is too hard and the runner from 3rd is caught up in a rundown. Proceed to roll **1d6** and use the rundown chart. The batter and any other runner(s) could advance if runner from 3rd stays in the rundown long enough.

Popout DP: The batter and runner from 3rd are both out.

12.5 Bunting for a hit

When bunting for a hit, follow the sacrifice bunt procedure.

Good bunt: Roll another **1d20**. If the roll is less than or equal to (batter's BNT + BR - fielder's range rating + Bunt for HIT adjustment who fielded the bunt and their depth) it is a single otherwise they are out at first.

Foul: same as sacrifice

Lead runner, G-DP and Popout DP?: All poor bunts with batter thrown out at first.

Safe: result on the bunt for hit is considered an automatic single.

Example: A batter (BNT=4, BR=5) is going to bunt for a hit with the infielders BACK. Roll the **2d6** off the pitchers card and modify or disregard that outcome based on the reading. It is a blank so you check the **1d20** and the blue **1d6**. You get a **6** and a **3**. The 1st baseman (RNG=3) fields the ball (**3** from the bunt fielder chart) so he adds 1 (playing BACK) to the BNT rate of the batter making him a BNT=5. The **6** falls in the Good Bunt range on the chart under a 5 BNT RATE so the batter has successfully bunted and has a chance beat it out for a single. Roll **1d20** and check against batters adjusted BNT (5) + batters adjusted BR (5-0 for 1st baseman playing BACK) - 1st baseman's RANGE (3). So a roll of **1-7** and the batter is safe with a bunt single otherwise they are out.

12.6 Range plays on bunts

RANGE OUTCOMES FROM THE BUNT CHART		
	FAILED RANGE CHECK	SUCCESSFUL RANGE CHECK
Good bunt (BUNT)	Safe, single	Play as chart reads
Good bunt (SQUEEZE)	Safe, single	Play as chart reads
Foul	Play as chart reads	Play as chart reads
Lead runner	Safe, single	Play as chart reads
Safe	Safe, single	Successful bunt; hitter out at 1st
G-DP	No DP, successful bunt	Play as chart reads
Popup-DP?	No popup, successful bunt	Play as chart reads
?? Bunt	Safe, single	Play as chart reads
Rundown	Safe, single	Play as chart reads

If a RP chance is rolled on the pitchers card before a bunt resolve the range play first and then follow the chart for procedure. Most fails will be singles while only the SAFE outcome can be changed to an out by a successful RANGE check.

12.7 Error plays on bunts

	ERROR		
	E	ET	EG
Good bunt (BUNT)	#1	#6	#1
Good bunt (SQUEEZE)	#1	#6	#1
Foul	#1	#6	#1
Lead runner	#1	#6	#1
Safe	#1	#6	#1
G-DP	#1	#6	#1
Popup-DP?	#1	#6	#1
?? Bunt	#1	#6	#1
Rundown	#1	#6	#1

If an error chance is rolled on the pitchers card before a bunt resolve the error check first and then follow the chart for procedure. The # is checked against the normal error numbers.

12.8 Pickoffs

A strategy roll of 20 leads to a pickoff attempt. Roll an additional **1d20** to compare with the pitcher's BLK (balk), PO (pickoff), and POE (pickoff error) ratings. Rolls in these ranges trigger the corresponding results. A POE is when the pitcher throws the ball away, resulting in all runners advancing one base. This is automatic, without regard for the pitcher's error rating. With multiple runners on base, apply the pickoff to a runner with a base open in front of them.

Example: Runner on 1st in a 1st and 3rd situation and the runner on 2nd in a 1st and 2nd situation. Otherwise, go for the runner on 3rd.

13 Pitching Changes

13.1 Fatigue

A pitcher is considered tired once they have reached the number of batters faced shown on their cards next to START or RELIEF. When a pitcher is tired, the (S1) and K(W) results become the result in parentheses. See (2.3 and 2.14), respectively.

The cards are designed with the idea that a pitcher will face approximately 5-10% of batters while tired.

13.2 Pull (Optional)

The number to the right of the / on a pitcher's START or RELIEF lines is the pull rating. Once the total number of runs, hits, and **unintentional** walks exceeds the pull rating, the pitcher should be removed from the game.

This is a simplified guideline to give an idea of when the pitcher normally leaves a game.

13.3 Exhausted (Optional)

When a tired pitcher gets a (??), (S1), or K(W) result, the pitcher becomes exhausted and must be replaced before facing another batter.

14 Injuries

When an injury check is triggered by a rare play result, roll **1d6** against the Injury Chart below to determine the time (if any) the player misses.

ROLL	INJURY RATE							
	0	1	2	3	4	5	6	7
1	None	None	None	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20
2	None	None	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day
3	None	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day	15 day
4	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day	15 day	60 day
5	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day	15 day	60 day	60 day
6	Reroll on 1	Reroll on 2	Reroll on 3	Reroll on 4	Reroll on 5	Reroll on 6	Reroll on 7	60 day

Reroll: means to roll again on the chart number mentioned.

1d6: number of days missed

2d6: numbers added together for days missed

1d20: number of days missed

FAQ

OUTFIELD THROW CHART (OTC):

Many of the questions first time IP players have are about the base running procedures, especially those on hits to the outfielders. First thing you need to know is you will have these come up on average about 3/3.5 times a game so it may take awhile to become second nature. I will break down how to progress with each dice roll outcome.

On these plays you will always roll **3d6** (**RED**, **WHITE** and **BLUE** die). You may not always use all 3 but it is best to roll them together. A lot of things can happen from this one roll and can make it an exciting part of the game.

Example: Batter BR=2, runner on 1st BR=3, single to CF (S8), CF ARM=+1, 0 outs.

1. First thing to check is the chart for hit type and where the runner is going on that hit. Checking the chart at S8 - 1/3 (1st to 3rd) we find a BR MOD (modification) of -1.

2. So the ABR for this advancement is BR=3 plus OF ARM=+1 plus MOD (-1). His ABR=3 (3+1-1) will require a roll on the advancement charts. If the ABR was less than 1 (runner stops) or above 5 (auto advance) there is no throw needed.

3. You will now roll **3d6** (**RED**, **WHITE** and **BLUE** die) and use the Outfield Throw Charts. Using the red die result you check the OTC ROLL 1 chart. Here is how each RED die result would break down:

1. Runner on 1st advances to 3rd on a throw possibly allowing the batter to go to 2nd on the throw (we would use the 2nd (WHITE) die on the OTC ROLL 2.1 chart.

- The batter is the trailing runner in this case so we use the batters BR=2 to see if he goes to 2nd on the throw. WHITE die results of **1-2** (BR=2) the batter gets to 2nd, rolls **3-6** he hold at 1st.

2-3. Rolls of 2-3 the runner on 1st gets to 3rd as his ABR=3 with no advancement for the batter.

4-5. Rolls of 4-5 are above the ABR of 3 so the runner holds at 2nd.

6. There is a chance someone is getting thrown out. Use the 2nd (WHITE) die on the OTC ROLL 2.6 chart using the OF ARM rate of +1.

- Rolls of **4-6** with the WHITE die means the runner holds at 2nd.
- Rolls of **1-2** with the WHITE die will send us to the OTC 3 chart and the 3rd

1d6 (BLUE) die according to the chart under +1 ARM.

- Using the 3rd (BLUE) die result we check what happens from the OTC ROLL 3 chart. Roll of **1** means the runner from 1st gets to 3rd as the ball is cut off and the batter is thrown out heading to 2nd.
- Roll of **2** means the runner from 1st is thrown out at 3rd but the batter BR=2 gets to 2nd on the throw.
- Rolls of **3-5** means the runner from 1st is thrown out at 3rd but the batter BR=2 holds at 1st.
- A roll of **6** means the runner at 1st gets to 3rd as the ball is cut off and has the batter in a rundown at which point you would roll **1d6** on the RUNDOWN chart.

Example: Batter BR=1, runner on 1st BR=4, runner on 2nd BR=2, single LF (S7), LF ARM -1, 1 out.

1. First thing to check is the chart for hit type and where the lead runner is going on that hit. Checking the chart at S7 - 2/H (2nd to home) we find a BR MOD of +1.

2. So the ABR for this advancement uses the lead runner, player on 2nd, who is BR=2 plus OF ARM=-1 plus MOD (+1). His ABR=2 (2-1+1) will require a roll on the advancement charts. If the ABR was less than 1 (runner stops) or above 5 (auto advance) there is no throw needed.

3. You will now roll **3d6** (**RED**, **WHITE** and **BLUE** die) and use the Outfield Throw Charts. Using the red die result you check the OTC ROLL 1 chart. Here is how each RED die result would break down:

1. Runner on 2nd advances to home on a throw possibly allowing the runner on 1st and the batter to go to advance on the throw (we would use the 2nd (WHITE) die on the OTC ROLL 2.1 chart.

- The runner on 1st (BR=4) and the batter (BR=1) are the trailing runners in this case so we use those rates to see if they advance. WHITE die result of **1** allows the runner on 1st to get to 3rd and the batter to get to 2nd. WHITE die results of **2-4** the runner on 1st gets to 3rd but the batter holds at 1st, rolls **5-6** he hold at 2nd.

2. Roll of 2 the runner on 2nd scores as his ABR=2 but with no advancement for the other runners.

3-5. Rolls of 3-5 are above the ABR of 2 so the runner holds at 3rd.

6. There is a chance someone is getting thrown out. Use the 2nd (WHITE) die on the OTC ROLL 2.6 chart using the OF ARM rate of -1.

- Rolls of **5-6** with the WHITE die means the runner holds at 2nd.
- Rolls of **1-4** with the WHITE die will send us to the OTC 3 chart and the 3rd **1d6** (BLUE) die according to the chart under +1 ARM.
 - Using the 3rd (BLUE) die result we check what happens from the OTC ROLL 3 chart. Roll of **1** means the runner from 2nd scores as the ball is cut off and the runner on 1st is thrown out heading to 3rd.
 - Rolls of **2-4** means the runner going home is thrown out at the plate but the runner on 1st BR=4 gets to 3rd on the throw. These rolls are higher than the batters BR=1 so he holds at 1st.
 - Roll of **5** means the runner from 2nd is thrown out at home but the runner on 1st BR=4 holds at 2nd.
 - A roll of **6** means the runner at 2nd scores as the ball is cut off and has the batter in a rundown at which point you would roll **1d6** on the RUNDOWN chart

PITCHERS matrix (2d6) read on die as column and one die as row

KEY:

/	Split ratings versus lefty/ righty show up in some cells use the reading of the side of the hitter (left/right) The 1d20 here is used to resolve the split (??) hits
(S1)	Single past the pitcher only if pitcher is considered TIRED, otherwise consider it a blank. This can trigger the optional exhausted rule if tired.
**	Auto out produced by the pitcher. Roll 1D6 and check the ** line of the pitchers card to resolve AB
(??)	Split rating for **/S1; roll 1d20 on pitchers card versus side of hitter in the ?? Section. If 1d20 is in range then treat as the result shown otherwise treat as a blank space and move to the hitters card. This can trigger the optional exhausted rule if tired.
@	Go to Ballpark card to resolve AB
E?	Possible E proceed to batters card and resolve play, then use 1d20 to check for error on fielding player on all plays
EG?	Possible E on a grounder (G) to the infield or a hit to the outfield. Proceed to batters card and resolve play then check for error ONLY in those situations, otherwise disregard.
ET?	Possible throwing E. Proceed to batters card and resolve play then check for error only if a throw was involved on the play, this includes ground outs (G). Check for a throwing error on all hits where runner advancement requires a throw from an outfielder or a hit to an infielder that is considered knock down but possibly thrown away.
ALL E?	All E? type chances (ET, E and EG) followed by a S1-S6 are considered infield single types. Follow the rules for each type from the Error chart.
HP	Possible HBP; roll 1d20 versus batters HBP rate adjusted by pitchers HBP rate
HR	Possible HOMERUN; roll 1d20 versus batters HR rate
HR?	Possible HOMERUN; roll 1d20 on pitchers card versus side of hitter in the HR? section. If 1d20 is in range then treat as HR result (requiring a 1d20 roll for batter) , if either roll fails proceed as you would a blank space
K	Possible K; roll 1d20 versus batters K rate
K(W)	Possible K only if pitcher is NOT tired, if TIRED then possible W; resolve whichever applies. This can trigger the optional exhausted rule if tired.
K+	Possible K; roll 1d20 versus batters K rate BUT ADD 10 to the batters K rate.
RP	Range Play: proceed to batters card and resolve play, then use 1d6 to check for success of fielding player
RP@	Range Play: proceed to Ballpark card and resolve play, then use 1d6 to check for success of fielding player
S1	Single past the pitcher
W	Possible walk; roll 1d20 versus batters W rate
W+	Possible W; roll 1d20 versus batters W rate BUT ADD 10 to the batters W rate.
WLD	Possible wild pitch / passed ball; roll 1d20 and check pitchers WP and PB? Ranges
SPECIAL K:	Any reading other than a hit taken from the batters/ballpark card is a strikeout instead if a 1d20 roll is within this range. All error, range and rare plays take precedent. All blanks go to hitters card to resolve at bat All failed WLDs' or WLDs' with no runners on are considered foul balls, roll again on pitcher

If no direct outcome comes up go to the hitters card. Rolling 2d6 again with the dice read a column first then row for a box on the BATTERS MATRIX.
The 1d20 here is used to resolve the split (?) hits and any error outcomes that need to be checked.

BATTERS matrix (2d6) read one die as column and one die as row

KEY:

***	Check back to the pitchers ** section and use the number listed to show where the ball was hit to resolve AB
?	Split hit number; roll 1d20 on H? Range versus pitchers hand, if above the ratings it is a fly out
D	Double
F	Fly out
G	Ground out
H	Home Run
K	Strikeout
L	Line Out
P	Pop Out
S	Single; S1-S6 are singles past those positions to the outfield except those proceeded by E's? from the pitchers card.
T	Triple
W	Walk
#	Number of the position ball was hit to. Single to infielders are considered singles through the infield past the numbered position player.
/	Split ratings versus lefty/ righty show up in some cells use the reading of the side of the pitcher (left/right)

BALLPARK CARD matrix (2d6) read one die as column and one die as row

KEY:

(blank)	These are rare plays and require you to go to the rare play chart based on whether there are base runners or not to resolve the play
***	Check back to the pitchers ** section and use the number listed to show where the ball was hit to resolve AB
?	Split hit number; roll 1d20 on H? Range, if above the ratings it is a fly out
[HR]	Possible HOMERUN to field shown in the ?; roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
[HR8]	Possible HOMERUN to CF; roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
[HRp]	Possible HOMERUN to batters pull field (RH=LF, LH=RF) roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
[HRo]	Possible HOMERUN to batters opposite field (RH=RF, LH=LF) roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
D	Double
F	Fly out
G	Ground out
L	Line Out
P	Pop Out
S	Single; S1-S6 are singles past those positions to the outfield
S+#	Single to the position listed where the batter attempts to stretch it into a double. Roll 1D6 checking the hitters BR rate Check range and error chances before checking for stretch.
T	Triple
*	The number of the position ball was hit to is shown after the letter key. Single to infielders are considered singles through the infield past the numbered position player.
*	[HR] results that come from a RP@ pitchers card result AND are NOT a home run become a range play to the field hit to with a failed range play becoming a double and a successful range play becoming a fly out with all runners on 2nd and 3rd advance

