

OVERVIEW

All you need to start playing are three die (one RED die, one WHITE die, and one BLUE die), the charts that are included in this document, and the team files (the .PIT and .HIT files).

Hitting cards for pitchers were created. Based on Dave's description in his game documentation, pitchers were rated as follows:

A : .240 average

B : .190 average

C : .140 average (Default if no rating)

D : .090 average

HOW TO PLAY

To determine the outcome of an at-bat you must first roll the dice. Use the RED die to determine if you will look at the Batter's card or the Pitcher's card. If the RED die is one, two, or three - use the Batter's card to determine the outcome. If the RED die is greater than three - use the Pitcher's card to determine the outcome.

PITCHER'S CARD EXAMPLE :

1-1:S1	2-1:D2	3-1:BB	4-1:KO	5-1:F2	6-1:E?
1-2:S2	2-2:D3F1(5)	3-2:BBG1(4)	4-2:KOF3(6)	5-2:F1	6-2:E?
1-3:S?	2-3:TRF2(2)	3-3:KO	4-3:PO	5-3:G?	6-3:E?
1-4:S1	2-4:HR	3-4:KO	4-4:LO	5-4:E?	6-4:E?
1-5:S2	2-5:BB	3-5:KO	4-5:F?	5-5:E?	6-5:E?
1-6:S?	2-6:BB	3-6:KO	4-6:F3	5-6:E?	6-6:E?

BATTER'S CARD EXAMPLE :

1-1:S1	2-1:D3F1(2)	3-1:BB	4-1:PO	5-1:G?	6-1:F?
1-2:S2	2-2:HR	3-2:BBG2(2)	4-2:LO	5-2:G3	6-2:F3
1-3:S?	2-3:HR	3-3:KO	4-3:F?	5-3:G2	6-3:F2
1-4:S1	2-4:BB	3-4:KO	4-4:F3	5-4:G1	6-4:F1
1-5:S2G1(6)	2-5:BB	3-5:KO	4-5:F2	5-5:PO	6-5:G?
1-6:D2	2-6:BB	3-6:KOF2(4)	4-6:F1	5-6:LO	6-6:G3

If the roll is RED=3, White=2, and Blue=3 - this would be a HOME RUN. You look at the Batter's card because the RED Die is three. Since the White-Blue combination is 2-3, we refer to this spot on the batter's card.

If the White-Blue combination were 3-5 - this would mean the batter has struck out (KO). You can refer to the Results Chart to figure out what all of the codes mean. For example: PO is Pop Out, and F1 is a specific type of Fly Out. The Result Chart gets specific about all of the codes.

The White-Blue combination works the same way on the Pitcher's card, assuming the RED die is four or greater. The one difference on the Pitcher cards are the "E" codes. These are cases where one of the men in the field will be tested. The Results Chart, the Fielder To Be Tested Chart, and the Fielding Charts for each individual fielder explain how these codes are handled.

You will notice that certain codes seem like a combination of two codes. For example : 3-2 on the Pitchers card says:

BBG1(4)

Results like this require an additional roll of only one die. If the Die is less than 4 - the result is BB (Base on Balls). If the result is 4 or greater - the result is a Ground Out (G1). Splitting up codes like this allows for greater accuracy, and it allows for a little suspense in determining the outcome of the batter's plate appearance.

You can apply an additional rule, which will deliver more accuracy to the number of Home Runs hit by players with poor power. If a batter has no chance of hitting a HR on his card - and the resulting roll has this batter hitting a Home Run off of the Pitcher's Card - an additional roll of one die is required. Use the following to determine the outcome of this at bat:

Actual # OF HR's Hit By Player		Result Of Single Die Roll
5 or greater	1-5 = HR	6 = D3
4	1-4 = HR	5-6 = D3
3	1-3 = HR	4-6 = D3
2	1-2 = HR	3-6 = D3
0 or 1	1 = HR	2-6 = D3

The game offers the following STRATEGY/CHARTS:

GENERAL BASE RUNNING (Beating out a possible Double Play. Advancing a base on a Fly Out. Scoring from first on a Double. etc...)

STEALING 2B

STEALING 3B

DOUBLE STEALS (Refer to the lead base runner on these types of steals). There is no provision for stealing home.

SACRAFICE BUNTS

SQUEEZE PLAYS

HIT & RUN

INFIELD IN

PITCHER TIREDNESS AND ENDURANCE (Pitchers will get tired the longer that they pitch within games, and they will be forced to have proper rest before they can make another appearance.)

RESULTS

S1 - Single

S2 - Single

S? - Single

D2 - Double

D3 - Double

D? - Double

TR - Triple

HR - Home Run

G1 - Ground Out

G2 - Ground Out

G3 - Ground Out

G? - Ground Out

F1 - Fly Out

F2 - Fly Out

F3 - Fly Out

F? - Fly Out

PO - Infield Pop Out (all base runners hold)

LO - Infield Line Out (all base runners hold)

KO - Strike Out

BB - Walk

E?, E1, E2, E3, E4, E5, E6, E7, E8, E9 - Possible Error.

SINGLES

S1 - Batter is safe at first. All other runners advance one base only.

S2 - Batter is safe at first. All other runners advance two bases.

S? - Batter is safe at first. All other runners advance one base. Runner on second, who advances to third, has an opportunity to try for home. If he heads for home, use that player's speed rating, and General Run Chart for the outcome.

DOUBLES

D2 - Batter is safe at second. All other runners advance two bases only.

D3 - Batter is safe at second. All other runners advance three bases.

D? - Batter is safe at second. All other runners advance two bases. Runner on first, who advances to third, has an opportunity to try for home. If he heads for home, use that player's speed rating, and refer to the General Run Chart for the outcome.

GROUND OUTS

G1 - Batter is out at first. All other runners advance one base.

G2 - Batter is out at first. If a force out possibility does not exist at second base, all base runners hold. If a force out possibility exists at second base, the runner on first is out going to second as the first part of a double play. If the double play occurs, all other base runners advance one base.

G3 - Batter is out at first. If a force out possibility does not exist at second base, all base runners hold. If a force out possibility exists at second base, the runner on first is out going to second and the batter reaches on a fielder's choice. If the force out occurs, all other base runners advance one base.

G? - Batter is out at first. If a force out possibility does not exist at second base, all base runners hold. If a force out possibility exists at second base, the runner on first is out going to second as the first part of a potential double play. The batter may beat the throw to first. Use the speed rating, and refer to the General Run Chart to see if he reaches first on a fielder's choice.

FLY OUTS

F1 - Batter is out. All runners hold.

F2 - Batter is out. All runners advance one base.

F3 - Batter is out. If a runner is on third, he tags up and scores. All other runners hold.

F? - Batter is out. Lead runner may tag up and move up one base. If he decides to try for the next base, use that player's speed rating, and refer to the General Base Running Chart for the outcome. All other runners hold.

ERRORS

E? - Possible Error. Roll the white and blue dice and refer to Fielder Who Gets Tested section to find out which fielder will be tested. Then roll white and blue dice again and refer to the appropriate Fielding Chart for that player/position.

E{followed by a number} - Possible Error. But you already know which fielder is being tested. Refer to the Fielding Chart for that particular player:

E1 - Pitcher	E2 - Catcher	E3 - 1B	E4 - 2B	E5 - 3B	E6 - SS
E7 - LF	E8 - CF	E9 - RF			

FIELDER WHO GETS TESTED

You only need to refer to this chart if the result read off of the pitcher's card reads "E?"

If the result is "E{followed by a number}", you refer to the Fielding Chart for that particular player:

E1 - Pitcher	E2 - Catcher	E3 - 1B	E4 - 2B	E5 - 3B	E6 - SS
E7 - LF	E8 - CF	E9 - RF			

If result is "E?", roll the White and Blue die to determine which fielder will be tested. Refer to the White-Blue combination, and then refer to the Fielding for that player. If White = 2, and Blue = 4 --> the Short Stop will be tested, and you would refer to the

Infield Fielding Chart.

The Infield Fielding Chart is used for the following fielders: 1b, 2b, SS, 3b.

The Outfield Fielding Chart is used for the following fielders: RF, CF, LF.

The Catcher Fielding Chart is used for the following fielders: C.

The Pitcher Fielding Chart is used for the following fielders: P.

White-Blue

1-1	1b
1-2	1b
1-3	1b
1-4	1b
1-5	2b
1-6	2b
2-1	2b
2-2	2b
2-3	SS
2-4	SS
2-5	SS
2-6	SS
3-1	3b
3-2	3b
3-3	3b
3-4	3b
3-5	RF
3-6	RF
4-1	RF
4-2	RF
4-3	LF
4-4	LF
4-5	LF
4-6	LF
5-1	CF
5-2	CF
5-3	CF
5-4	CF
5-5	C
5-6	C
6-1	C
6-2	C
6-3	P
6-4	P
6-5	P
6-6	P

Infield Fielding Chart (1B, 2B, SS, 3B)

Refer to the fielding rating for the fielder being tested. Roll the White and Blue die. See below to determine if the error is a one-base error, or a two-base error.

White-Blue	-----Fielding Rating-----									
	10	9	8	7	6	5	4	3	2	1
1-1	Error	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-2	G1	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-3	G2	G1	Error	Error	Error	Error	Error	Error	Error	Error
1-4	G3	G2	Error	Error	Error	Error	Error	Error	Error	Error
1-5	G?	G3	G1	Error	Error	Error	Error	Error	Error	Error
1-6	PO	G?	G2	G1	Error	Error	Error	Error	Error	Error
2-1	LO	PO	G3	G2	Error	Error	Error	Error	Error	Error
2-2	G1	LO	G?	G3	G1	Error	Error	Error	Error	Error
2-3	G2	G1	PO	G?	G2	G1	Error	Error	Error	Error
2-4	G3	G2	LO	PO	G3	G2	Error	Error	Error	Error
2-5	G?	G3	G1	LO	G?	G3	G1	Error	Error	Error
2-6	PO	G?	G2	G1	PO	G?	G2	Error	Error	Error
3-1	LO	PO	G3	G2	LO	PO	G3	G1	Error	Error
3-2	G1	LO	G?	G3	G1	LO	G?	G2	G1	Error
3-3	G2	G1	PO	G?	G2	G1	PO	G3	G2	Error
3-4	G3	G2	LO	PO	G3	G2	LO	G?	G3	G1
3-5	G?	G3	G1	LO	G?	G3	G1	PO	G?	G2
3-6	PO	G?	G2	G1	PO	G?	G2	LO	PO	G3
4-1	LO	PO	G3	G2	LO	PO	G3	G1	LO	G?
4-2	G1	LO	G?	G3	G1	LO	G?	G2	G1	PO
4-3	G2	G1	PO	G?	G2	G1	PO	G3	G2	LO
4-4	G3	G2	LO	PO	G3	G2	LO	G?	G3	G1
4-5	G?	G3	G1	LO	G?	G3	G1	PO	G?	G2
4-6	PO	G?	G2	G1	PO	G?	G2	LO	PO	G3
5-1	LO	PO	G3	G2	LO	PO	G3	G1	LO	G?
5-2	G1	LO	G?	G3	G1	LO	G?	G2	G1	PO
5-3	G2	G1	PO	G?	G2	G1	PO	G3	G2	LO
5-4	G3	G2	LO	PO	G3	G2	LO	G?	G3	G1
5-5	G?	G3	G1	LO	G?	G3	G1	PO	G?	G2
5-6	PO	G?	G2	G1	PO	G?	G2	LO	PO	G3
6-1	LO	PO	G3	G2	LO	PO	G3	G1	LO	G?
6-2	G1	LO	G?	G3	G1	LO	G?	G2	G1	PO
6-3	G2	G1	PO	G?	G2	G1	PO	G3	G2	LO
6-4	G3	G2	LO	PO	G3	G2	LO	G?	G3	G1
6-5	G?	G3	G1	LO	G?	G3	G1	PO	G?	G2
6-6	PO	G?	G2	G1	PO	G?	G2	LO	PO	G3

To determine type of error, roll one die and apply as follows:

1 through 5 - One Base Error - All base runners advance one base, batter reaches first.

6 - Two Base Error - All base runners advance two bases, batter reaches second.

Fielding Chart For Outfielders

Refer to the fielding rating for the fielder being tested. Roll the White and Blue die. See below to determine if the error is a one-base error, or a two-base error.

White-Blue	-----Fielding Rating-----									
	10	9	8	7	6	5	4	3	2	1
1-1	Error	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-2	F1	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-3	F2	F1	Error	Error	Error	Error	Error	Error	Error	Error
1-4	F3	F2	Error	Error	Error	Error	Error	Error	Error	Error
1-5	F?	F3	F1	Error	Error	Error	Error	Error	Error	Error
1-6	F1	F?	F2	F1	Error	Error	Error	Error	Error	Error
2-1	F2	F1	F3	F2	Error	Error	Error	Error	Error	Error
2-2	F3	F2	F?	F3	F1	Error	Error	Error	Error	Error
2-3	F?	F3	F1	F?	F2	F1	Error	Error	Error	Error
2-4	F1	F?	F2	F1	F3	F2	Error	Error	Error	Error
2-5	F2	F1	F3	F2	F?	F3	F1	Error	Error	Error
2-6	F3	F2	F?	F3	F1	F?	F2	Error	Error	Error
3-1	F?	F3	F1	F?	F2	F1	F3	F1	Error	Error
3-2	F1	F?	F2	F1	F3	F2	F?	F2	F1	Error
3-3	F2	F1	F3	F2	F?	F3	F1	F3	F2	Error
3-4	F3	F2	F?	F3	F1	F?	F2	F?	F3	F1
3-5	F?	F3	F1	F?	F2	F1	F3	F1	F?	F2
3-6	F1	F?	F2	F1	F3	F2	F?	F2	F1	F3
4-1	F2	F1	F3	F2	F?	F3	F1	F3	F2	F?
4-2	F3	F2	F?	F3	F1	F?	F2	F?	F3	F1
4-3	F?	F3	F1	F?	F2	F1	F3	F1	F?	F2
4-4	F1	F?	F2	F1	F3	F2	F?	F2	F1	F3
4-5	F2	F1	F3	F2	F?	F3	F1	F3	F2	F?
4-6	F3	F2	F?	F3	F1	F?	F2	F?	F3	F1
5-1	F?	F3	F1	F?	F2	F1	F3	F1	F?	F2
5-2	F1	F?	F2	F1	F3	F2	F?	F2	F1	F3
5-3	F2	F1	F3	F2	F?	F3	F1	F3	F2	F?
5-4	F3	F2	F?	F3	F1	F?	F2	F?	F3	F1
5-5	F?	F3	F1	F?	F2	F1	F3	F1	F?	F2
5-6	F1	F?	F2	F1	F3	F2	F?	F2	F1	F3
6-1	F2	F1	F3	F2	F?	F3	F1	F3	F2	F?
6-2	F3	F2	F?	F3	F1	F?	F2	F?	F3	F1
6-3	F?	F3	F1	F?	F2	F1	F3	F1	F?	F2
6-4	F1	F?	F2	F1	F3	F2	F?	F2	F1	F3
6-5	F2	F1	F3	F2	F?	F3	F1	F3	F2	F?
6-6	F3	F2	F?	F3	F1	F?	F2	F?	F3	F1

To determine type of error, roll one die and apply as follows:

1 through 3 - One Base Error - All base runners advance one base, batter reaches first. 4 through 6 - Two Base Error - All base runners advance two bases, batter reaches second.

Fielding Chart For Catchers

Refer to the fielding rating for the Catcher being tested. Roll the White and Blue die. See below for Error explanations.

		-----Fielding Rating-----									
White- Blue		10	9	8	7	6	5	4	3	2	1
1-1	Error	Error	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-2	PB	Error	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-3	PB	PB	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-4	G1	PB	Error	Error	Error	Error	Error	Error	Error	Error	Error
1-5	G2	PB	PB	Error	Error	Error	Error	Error	Error	Error	Error
1-6	G3	G1	PB	PB	Error	Error	Error	Error	Error	Error	Error
2-1	G?	G2	PB	PB	Error	Error	Error	Error	Error	Error	Error
2-2	PO	G3	PB	PB	PB	Error	Error	Error	Error	Error	Error
2-3	PO	G?	PB	PB	PB	PB	Error	Error	Error	Error	Error
2-4	G1	PO	PB	PB	PB	PB	Error	Error	Error	Error	Error
2-5	G2	PO	G1	PB	PB	PB	PB	Error	Error	Error	Error
2-6	G3	G1	G2	PB	PB	PB	PB	Error	Error	Error	Error
3-1	G?	G2	G3	PB	PB	PB	PB	PB	Error	Error	Error
3-2	PO	G3	G?	G1	PB	PB	PB	PB	PB	Error	Error
3-3	PO	G?	PO	G2	PB	PB	PB	PB	PB	PB	Error
3-4	G1	PO	PO	G3	PB	PB	PB	PB	PB	PB	PB
3-5	G2	PO	G1	G?	PB	PB	PB	PB	PB	PB	PB
3-6	G3	G1	G2	PO	PB	PB	PB	PB	PB	PB	PB
4-1	G?	G2	G3	PO	G1	PB	PB	PB	PB	PB	PB
4-2	PO	G3	G?	G1	G2	PB	PB	PB	PB	PB	PB
4-3	PO	G?	PO	G2	G3	G1	PB	PB	PB	PB	PB
4-4	G1	PO	PO	G3	G?	G2	PB	PB	PB	PB	PB
4-5	G2	PO	G1	G?	PO	G3	PB	PB	PB	PB	PB
4-6	G3	G1	G2	PO	PO	G?	PB	PB	PB	PB	PB
5-1	G?	G2	G3	PO	G1	PO	PB	PB	PB	PB	PB
5-2	PO	G3	G?	G1	G2	PO	G1	PB	PB	PB	PB
5-3	PO	G?	PO	G2	G3	G1	G2	PB	PB	PB	PB
5-4	G1	PO	PO	G3	G?	G2	G3	PB	PB	PB	PB
5-5	G2	PO	G1	G?	PO	G3	G?	PB	PB	PB	PB
5-6	G3	G1	G2	PO	G1	G?	PO	PB	PB	PB	PB
6-1	G?	G2	G3	PO	G2	PO	PO	G1	PB	PB	PB
6-2	PO	G3	G?	G1	G3	PO	G1	G2	PB	PB	PB
6-3	PO	G?	PO	G2	G?	G1	G2	G3	PB	PB	PB
6-4	G1	PO	PO	G3	PO	G2	G3	G?	G1	PB	PB
6-5	G2	PO	G1	G?	PO	G3	G?	PO	G2	PB	PB
6-6	G3	G1	G2	PO	G1	G?	PO	PO	G3	PB	PB

To determine type of error, roll one die and apply as follows:

1 through 5 - One Base Error - All base runners advance one base. Batter reaches first.

6 - Two Base Error - All base runners advance two bases. Batter reaches second.

PB - If runners are on base, a Passed Ball has occurred - all runners advance a base.

Batter is still up. Roll again to determine the outcome of the batter's plate appearance.

Fielding Chart For Pitchers

Refer to the fielding rating for the Pitcher being tested. Roll the White and Blue die.

**** NOTE : ALL PITCHERS ARE RATED A 7 ****

See Below for more information.

White-

Blue 7

1-1	Error
1-2	Error
1-3	Error
1-4	Error
1-5	Error
1-6	Error
2-1	G1
2-2	G2
2-3	G3
2-4	G?
2-5	PO
2-6	LO
3-1	G1
3-2	G2
3-3	G3
3-4	G?
3-5	PO
3-6	LO
4-1	WP
4-2	WP
4-3	WP
4-4	WP
4-5	WP
4-6	WP
5-1	WP
5-2	WP
5-3	WP
5-4	WP
5-5	WP
5-6	WP
6-1	WP
6-2	WP
6-3	WP
6-4	WP
6-5	WP
6-6	WP

To determine type of error, roll one die and apply as follows:

1 through 5 - One Base Error - All base runners advance one base. Batter reaches first.

6 - Two Base Error - All base runners advance two bases, batter reaches second.

WP - Wild Pitch - All base runners advance 1 base. Batter is still up and the dice must be rolled again to determine the outcome of the batter's plate appearance.

Stealing 2b Chart

	-----Speed Rating-----									
W-B	10	9	8	7	6	5	4	3	2	1
1-1	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-2	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-3	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-4	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-5	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-6	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
2-1	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
2-2	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
2-3	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
2-4	SB	SB	SB	SB	SB	SB	SB	SB	SB	
2-5	SB	SB	SB	SB	SB	SB	SB	SB	SB	
2-6	SB	SB	SB	SB	SB	SB	SB	SB		
3-1	SB	SB	SB	SB	SB	SB	SB	SB		
3-2	SB	SB	SB	SB	SB	SB	SB	SB		
3-3	SB	SB	SB	SB	SB	SB	SB			
3-4	SB	SB	SB	SB	SB	SB	SB			
3-5	SB	SB	SB	SB	SB	SB				
3-6	SB	SB	SB	SB	SB	SB				
4-1	SB	SB	SB	SB	SB	SB				
4-2	SB	SB	SB	SB	SB					
4-3	SB	SB	SB	SB	SB					
4-4	SB	SB	SB	SB						
4-5	SB	SB	SB	SB						
4-6	SB	SB	SB							
5-1	SB	SB	SB							
5-2	SB	SB	SB							
5-3	SB	SB								
5-4	SB	SB								
5-5	SB									
5-6	SB									
6-1										
6-2										
6-3										
6-4										
6-5										
6-6										

SB (Stolen Base). Otherwise Caught Stealing.

Stealing 3B Chart

	-----Speed Rating-----									
W-B	10	9	8	7	6	5	4	3	2	1
1-1	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-2	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-3	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-4	SB	SB	SB	SB	SB	SB	SB	SB	SB	SB
1-5	SB	SB	SB	SB	SB	SB	SB	SB	SB	
1-6	SB	SB	SB	SB	SB	SB	SB	SB		
2-1	SB	SB	SB	SB	SB	SB	SB			
2-2	SB	SB	SB	SB	SB	SB				
2-3	SB	SB	SB	SB	SB					
2-4	SB	SB	SB	SB						
2-5	SB	SB	SB	SB						
2-6	SB	SB	SB							
3-1	SB	SB	SB							
3-2	SB	SB	SB							
3-3	SB	SB								
3-4	SB	SB								
3-5	SB									
3-6	SB									
4-1	SB									
4-2										
4-3										
4-4										
4-5										
4-6										
5-1										
5-2										
5-3										
5-4										
5-5										
5-6										
6-1										
6-2										
6-3										
6-4										
6-5										
6-6										

SB (Stolen Base). Otherwise Caught Stealing.

General Base Running Chart

	Speed Rating-----									
W-B	10	9	8	7	6	5	4	3	2	1
1-1	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE
1-2	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	
1-3	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE		
1-4	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE			
1-5	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE			
1-6	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE				
2-1	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE				
2-2	SAFE	SAFE	SAFE	SAFE	SAFE					
2-3	SAFE	SAFE	SAFE	SAFE	SAFE					
2-4	SAFE	SAFE	SAFE	SAFE						
2-5	SAFE	SAFE	SAFE	SAFE						
2-6	SAFE	SAFE	SAFE	SAFE						
3-1	SAFE	SAFE	SAFE							
3-2	SAFE	SAFE	SAFE							
3-3	SAFE	SAFE								
3-4	SAFE	SAFE								
3-5	SAFE									
3-6	SAFE									
4-1										
4-2										
4-3										
4-4										
4-5										
4-6										
5-1										
5-2										
5-3										
5-4										
5-5										
5-6										
6-1										
6-2										
6-3										
6-4										
6-5										
6-6										

Safe. Otherwise Out.

Hit & Run Chart (Can not be used with a runner on third base)

W-B	Result
1-1	D3
1-2	S2
1-3	S2
1-4	F1
1-5	G1
1-6	G1
2-1	G1
2-2	G1
2-3	G1
2-4	G1
2-5	G1
2-6	G1
3-1	G1
3-2	G1
3-3	G1
3-4	G1
3-5	G1
3-6	G1
4-1	G1
4-2	G1
4-3	BMP
4-4	BMP
4-5	BMP
4-6	BMP
5-1	BMP
5-2	BMP
5-3	BMP
5-4	BMP
5-5	BMP
5-6	BMP
6-1	BMP
6-2	BMP
6-3	GO
6-4	GO
6-5	GO
6-6	LO-DP

BMP : Batter Misses Pitch : All base runners attempt to steal. Refer to Stealing Chart for the lead runner only. If the lead runner is safe - or he's out but the side is not yet retired - the batter is still up. If necessary, roll again to determine the outcome of the batters plate appearance. GO : Ground Out - If no force at second base, batter is out at first. All other base runners advance one base. If a force can be made at second, the runner on first is out going to second, the batter is safe at first, and all other runners advance one base.

LO-DP : Line Out into Double Play - The lead runner is doubled off of his base. The batter is out.

Infield In Chart (RUNNER ON THIRD - BASES NOT LOADED)

If the Infield is in certain Result Codes gets changed:

If result is ground out G1, G2, G3, or G?, make the following adjustments:

G1, G2, G3 - Batter is out. The runner on third holds. Other runners advance a base if they can.

G? - Batter is safe. The runner on third is out at home. Other runners advance one base.

These entries on the Batter's card get changed to the following:

6-1 S1

6-2 S2

6-3 S1

6-4 S1

6-5 S2

6-6 D2

Infield In Chart (BASES LOADED)

If the Infield is in certain Result Codes gets changed:

G1, G2, G3 - Batter is safe (Fielder's Choice). Runner on third is out.

G? - Runner on third is forced out, Batter is also out at first. Other runners advance one base.

These entries on the Batter's card get changed to the following:

6-1 S1

6-2 S2

6-3 S1

6-4 S1

6-5 S2

6-6 D2

Sacrifice Bunt Chart (Can not be used with a runner on third base)

White-Blue ----- Result -----

1-1	Batter beats out bunt (Single).
1-2	Batter beats out bunt (Single).
1-3	Batter beats out bunt (Single).
1-4	Batter is out. Runners advance one base.
1-5	Batter is out. Runners advance one base.
1-6	Batter is out. Runners advance one base.
2-1	Batter is out. Runners advance one base.
2-2	Batter is out. Runners advance one base.
2-3	Batter is out. Runners advance one base.
2-4	Batter is out. Runners advance one base.
2-5	Batter is out. Runners advance one base.
2-6	Batter is out. Runners advance one base.
3-1	Batter is out. Runners advance one base.
3-2	Batter is out. Runners advance one base.
3-3	Batter is out. Runners advance one base.
3-4	Batter is out. Runners advance one base.
3-5	Batter is out. Runners advance one base.
3-6	Batter is out. Runners advance one base.
4-1	Batter is out. Runners advance one base.
4-2	Batter is out. Runners advance one base.
4-3	Batter is out. Runners advance one base.
4-4	Batter is out. Runners advance one base.
4-5	Batter is out. Runners advance one base.
4-6	Batter is out. Runners advance one base.
5-1	Batter is out. Runners advance one base.
5-2	Batter is out. Runners advance one base.
5-3	Batter is safe (FC). Leading runner is out.
5-4	Batter is safe (FC). Leading runner is out.
5-5	Batter is safe (FC). Leading runner is out.
5-6	Batter is safe (FC). Leading runner is out.
6-1	Batter is safe (FC). Leading runner is out.
6-2	Batter is safe (FC). Leading runner is out.
6-3	Batter is safe (FC). Leading runner is out.
6-4	Pop Out. Runners hold
6-5	Pop Out. Runners hold
6-6	Pop Out into double play. Leading runner is out, other runners hold

Squeeze Bunt Chart (Use only with runner on third)

White-Blue ----- Result -----

1-1	Batter beats out bunt (Single).
1-2	Batter beats out bunt (Single).
1-3	Batter beats out bunt (Single).
1-4	Batter is out. Runners advance one base.
1-5	Batter is out. Runners advance one base.
1-6	Batter is out. Runners advance one base.
2-1	Batter is out. Runners advance one base.
2-2	Batter is out. Runners advance one base.
2-3	Batter is out. Runners advance one base.
2-4	Batter is out. Runners advance one base.
2-5	Batter is out. Runners advance one base.
2-6	Batter is out. Runners advance one base.
3-1	Batter is out. Runners advance one base.
3-2	BMP.
3-3	BMP.
3-4	Batter is safe (FC). Leading runner is out.
3-5	Batter is safe (FC). Leading runner is out.
3-6	Batter is safe (FC). Leading runner is out.
4-1	Batter is safe (FC). Leading runner is out.
4-2	Batter is safe (FC). Leading runner is out.
4-3	Batter is safe (FC). Leading runner is out.
4-4	Batter is safe (FC). Leading runner is out.
4-5	Batter is safe (FC). Leading runner is out.
4-6	Batter is safe (FC). Leading runner is out.
5-1	Batter is safe (FC). Leading runner is out.
5-2	Batter is safe (FC). Leading runner is out.
5-3	Batter is safe (FC). Leading runner is out.
5-4	Batter is safe (FC). Leading runner is out.
5-5	Batter is safe (FC). Leading runner is out.
5-6	Pop Out. Runners hold
6-1	Pop Out. Runners hold
6-2	Pop Out. Runners hold
6-3	Pop Out. Runners hold
6-4	Pop Out. Runners hold
6-5	Pop Out. Runners hold
6-6	Pop Out into double play. Runner on third is out, others hold.

BMP : Batter Misses Pitch : Runner on third is out (score it as a caught stealing).

Other base runners move up a base. If the inning is still alive, roll again to determine the outcome of the batters plate appearance.

Pitcher Endurance and Tiredness Chart

All pitchers are assigned an endurance rating. This equals the number of innings that a pitcher can pitch before he gets tired.

For information purposes, the following formula can be used to determine a pitcher's endurance rating:

$(\text{Innings/Gms}) \{\text{rounded to the nearest whole inning}\} + 1$

So, if a pitcher pitches 69 innings in 10 games, his endurance rating would be a 8 ((6.9 rounded up) + 1).

Using a pitcher's endurance rating of a 7 as an example, the following rules would apply:

When the pitcher begins his 8th inning, the following entries get changed on the batter's card:

5-1 HRD3(4)

5-2 D2

5-3 S2

5-4 S2

5-5 S2

5-6 BB

This is a severe penalty, and you definitely would want to replace this pitcher in a close game.

Also, DON'T APPLY THE EXTRA RULE FOR WEAK POWER HITERS WHEN THE PITCHER IS TIRED. If the result is a home run for a weak power hitter, there is no need to roll a single die, because it's an automatic homer against a tired pitcher.

DAYS REST

To simulate a real baseball season, the following "rules of rest" must be strictly followed (5 Man Rotation) :

# of Innings Pitched In A Game	Number Of Games Rest Before Next Outing
5 innings or greater	4 Game Rest
4 Innings or greater	3 Game Rest
3 Innings or greater	2 Game Rest
2 Innings or greater	1 Game Rest
0 to 1 and 2/3 Innings	0 Game Rest

Also, a pitcher cannot make more than four game appearances over any seven game span.

If you are replaying an older season (when a 4 man rotation was used), you can eliminate the first rule:

# of Innings Pitched In A Game	Number Of Games Rest Before Next Outing
4 Innings or greater	3 Game Rest
3 Innings or greater	2 Game Rest
2 Innings or greater	1 Game Rest
0 to 1 and 2/3 Innings	0 Game Rest

PITCHER BATTING CARDS

PITCHER BATTING A

		HR 3	BA .240	SPD 1	E-Rate 7				
1-1:	S1	2-1:	S1	3-1:	KO	4-1:	KO	5-1:	LO 6-1: G3
1-2:	S2	2-2:	S2G1(6)	3-2:	KO	4-2:	KO	5-2:	F? 6-2: G2
1-3:	S?	2-3:	BBG2(2)	3-3:	KO	4-3:	KO	5-3:	F3 6-3: G1
1-4:	S1	2-4:	KO	3-4:	KO	4-4:	KO	5-4:	F2 6-4: PO
1-5:	S2	2-5:	KO	3-5:	KO	4-5:	KOF1(4)	5-5:	F1 6-5: LO
1-6:	S?	2-6:	KO	3-6:	KO	4-6:	PO	5-6:	G? 6-6: F?

PITCHER BATTING B

		HR 2	BA .190	SPD 1	E-Rate 7				
1-1:	S1	2-1:	KO	3-1:	KO	4-1:	KO	5-1:	F? 6-1: G2
1-2:	S2	2-2:	KO	3-2:	KO	4-2:	KO	5-2:	F3 6-2: G1
1-3:	S?	2-3:	KO	3-3:	KO	4-3:	KO	5-3:	F2 6-3: PO
1-4:	S1	2-4:	KO	3-4:	KO	4-4:	KO	5-4:	F1 6-4: LO
1-5:	S2G1(2)	2-5:	KO	3-5:	KO	4-5:	PO	5-5:	G? 6-5: F?
1-6:	BBG2(2)	2-6:	KO	3-6:	KO	4-6:	LO	5-6:	G3 6-6: F3

PITCHER BATTING C

		HR 1	BA .140	SPD 1	E-Rate 7				
1-1:	S1G1(6)	2-1:	KO	3-1:	KO	4-1:	KO	5-1:	F3 6-1: G1
1-2:	BBG2(2)	2-2:	KO	3-2:	KO	4-2:	KO	5-2:	F2 6-2: PO
1-3:	KO	2-3:	KO	3-3:	KO	4-3:	KOF1(5)	5-3:	F1 6-3: LO
1-4:	KO	2-4:	KO	3-4:	KO	4-4:	PO	5-4:	G? 6-4: F?
1-5:	KO	2-5:	KO	3-5:	KO	4-5:	LO	5-5:	G3 6-5: F3
1-6:	KO	2-6:	KO	3-6:	KO	4-6:	F?	5-6:	G2 6-6: F2

PITCHER BATTING D

		HR 0	BA .190	SPD 1	E-Rate 7				
1-1:	G1	2-1:	KO	3-1:	KO	4-1:	KO	5-1:	LO 6-1: G3
1-2:	KO	2-2:	KO	3-2:	KO	4-2:	KO	5-2:	F? 6-2: G2
1-3:	KO	2-3:	KO	3-3:	KO	4-3:	KO	5-3:	F3 6-3: G1
1-4:	KO	2-4:	KO	3-4:	KO	4-4:	KO	5-4:	F2 6-4: PO
1-5:	KO	2-5:	KO	3-5:	KO	4-5:	KOF1(2)	5-5:	F1 6-5: LO
1-6:	KO	2-6:	KO	3-6:	KO	4-6:	PO	5-6:	G? 6-6: F?