

**Statis-Pro CD Chart**

Check for errors normally on every CD play.  
 Infield IN: Reduce IF range by 1. Corners in, reduce 3B/1B range by 1.  
 CD Ratings: 0-out of position, 1-poor, 2-fair, 3-solid, 4-very good, 5-outstanding.

PITCHERS (Check for error on each play)	CD	0	1	2	3	4	5	Error Type
Line Drive snagged by pitcher, lead runner doubled off			11	11-13	11-15	11-17	11-18	1
Line Drive gets by pitcher (1B+)		11-18	12-18	14-18	16-18	18	N/A	
Hard grounder, lead forced runner and batter out or lead runner out.			21	21-22	21-26	21-32	21-38	2
Knocks down hard grounder, lead forced runner out, non-forced runners hold.			22	23-26	27-32	33-36		2
Hard grounder gets up the middle (1B+O)		21-38	23-38	27-38	33-38	37-38	N/A	
Ball nubbed in front of mound, lead runner out.				41-42	41-46	41-52	41-58	2
Nubber in front of mound, batter out, runners advance one (IN: no advance unless forced).			41-42	43-46	47-52	53-56		2
Nubber in front of mound, pitcher slips trying to make play, (1B+)		41-58	43-58	47-58	53-58	57-58		3
Roller to first baseman, pitcher covers runners advance one. (IN: no adv unless forced)			61-62	61-66	61-72	61-76	61-78	4
Roller to first baseman, pitcher slow to first (1B+)		61-78	63-78	67-78	73-78	77-78	N/A	
Blooper behind mound, pitcher makes diving catch, all hold			81	81-83	81-85	81-87	81-88	N/A
Blooper behind mound drops for a singe, (1B+)		81-88	82-88	84-88	86-88	88	N/A	

- ERRORS**
- 1 - If runner on, pitcher throws behind man covering base, all runners advance one base, batter out. (L1+E1)
  - 2 - pitcher rushes throw which sails over fielders head, all runners advance two unless other fielder is CD-4, then advance one base. (FC+E1)
  - 3 - pitcher hurls ball over the head of first baseman, batter to second (1B+E1) runners advance two bases.
  - 4 - pitcher drops the toss from first baseman, batter safe all runners advance one. (E1)

CATCHERS	CD	0	1	2	3	4	5	Error Type
Catcher frames outside pitch perfectly, batter strikes out.			11	11-13	11-15	11-17	11-18	1
Catcher gets handcuffed, passed ball, runners advance one.*		11-18	12-18	14-18	16-18	18		2
Squibber in front of the plate, lead forced runner and batter out, others hold unless forced.				21	21-22	21-25	21-38	3
Catcher pounces on dribbler, gets lead runner by a step others advance one base.			21	22-23	23-24	26-32		3
Corrals dribbler, gets the batter by a step runners advance one base. If Bat OBR-A (1B+)			22	24-26	25-32	33-36		3
Catcher slow out of the box, infield single (1B+).		21-38	23-38	27-38	33-38	37-38		4
Catcher reaches into stands to catch a foul pop, batter out.			41-42	41-46	41-52	41-56	41-58	5
Catcher can't reach ball out of play. "2 Strikes" on batter.		41-58	43-58	47-58	53-58	57-58		5
Catcher throws behind lead runner, gets him napping, runner out*.				61	61-62	61-64	61-68	6
Catcher rated TA or TB picks off lead runner*.			61	62	63-64	65-66		6
Catcher rated TA picks off lead runner*.			62	63	65-66	67-68		6
Catcher throws behind lead runner who gets back to base safely.*		61-68	63-68	64-68	67-68			6
High chopper off the plate, catcher just gets the batter at first runners advance one base.			71-72	71-74	71-82	71-86	71-88	3
High chopper off the plate, batter beats it out (1B+). (Batter OBR-E: out 2-3)		71-85	73-86	75-86	83-87	87		4
Catchers Interference, batter takes base, runners adv if forced (E2).		86-88	87-88	87-88	88	88	NA	
<b>*-Use the following chart if there are no baserunners (new FAC)</b>								
F2 - batter out, all runners hold			11-18	11-34	11-68	11-83		5
Catcher can't reach foul ball - "2 Strikes" on batter.		11-88	21-88	35-88	67-88	84-88		5

- ERRORS**
- 1 - If no runner on first or two outs catcher drops third strike, batter to first others advance one (K+E2), otherwise simply a K.
  - 2 - If no runner on first or two outs catcher drops third strike and throws wildly in RF. OBR A goes to 3B, other to 2B. (K+E2) otherwise, K.
  - 3 - Catcher makes bad throw which is knocked down by fielder. (E2, runners adv. 1)
  - 4 - Catcher throws ball over fielders head. (1B+E2, batter to 2B runners adv. 2) unless other fielder is CD-4 (E1, runners advance one base).
  - 5 - Catcher drops easy pop fly. "2 Strikes" (E2)
  - 6 - Catcher makes bad throw, runners advance one base (E2) unless other fielder is CD-4, no advance, no error.

FIRST BASEMAN	CD	0	1	2	3	4	5	Error Type
Makes diving catch of a line drive down the line, runners hold.			11	11-13	11-15	11-17	11-18	NA
Line drive past firstbaseman into the RF corner. (2B+++ , unless batter OBR-A then 3B)		11-18	12-18	14-18	16-18	18	NA	
Hot smash right at 1B, lead runner doubled off.			21	21-23	21-25	21-27	21-28	1
Tough liner bounces off glove. (1B+1)		21-28	22-28	24-28	26-28	28		2
Hard grounder, 3-6-3 DP if runner on first or lead runner out, defense's choice.			31	31-33	31-38	31-44	31-48	3
Hard grounder handled cleanly, batter out, runners adv 1. (IN: runners hold).			32	34-36	41-43	45-48		4
Hard grounder through the hole into RF. (1B+O)		31-48	33-48	37-48	44-48	47-48	NA	
Charges slow roller barehanded and nails lead runner. Other runners advance one base.			51	51-53	51-55	51-57	51-58	3
Can't come up with the barehand play. (1B+)		51-58	52-58	54-58	56-58	58		4
Great catch of foul pop down RF line, runners hold.			61-62	61-66	61-73	61-76	61-78	NA
Pop up behind first base drops just fair. (1B+, if 2 Outs=2B++)		61-78	63-78	67-78	74-78	77-78		2
Makes a great stretch and scoop of bad throw. Batter out, runners advance if forced.				81-82	81-83	81-85	81-88	na
Knocks down bad throw on tough play. (1B+)			81	83	84-85	86-87		na
Can't snag bad throw, runners advance two bases. (E6 if RH batter, E4 if LH batter)		81-88	82-88	84-88	86-88	88		

- ERRORS**
- 1 - Throws behind fielder, batter out, runners advance one base (L3+E3) If lead runner is at first base, fielder can't get back to base in time, no error.
  - 2 - First baseman picks up ball and throws it away, runners advance two bases (1B+E3)
  - 3 - First baseman makes bad throw to lead base (FC+E3). If other fielder is CD-4, runners advance one base, otherwise runners advace two.
  - 4 - Firstbaseman makes bad toss to pitcher at first, runners adv 1 (E3)

SECOND BASEMEN

CD
Leaping grab of a line drive, lead runner doubled off, batter out.
Knocks down tough liner, OBR C-E batter out 4-3, batter OBR A safe (1B+)
Line drive just over his glove into right field. (1B+ unless two out, 1B++)
Spectacular catch of an looping liner over secondbasemens head, runners hold.
Ball falls just out of reach. (1B+ unless two outs, 1B++)
Grounder drilled up the middle, 4-6-3 DP if runner on first, or lead runner out.
Knocks down hard grounder, if man on first 4-6, otherwise 4-3 adv. If forced. (OBR-A 1B+)
Can't get to grounder up the middle. (1B++)
Barehanded play on slow roller, lead runner thrown out, others advance one.
Nice play on slow roller, batter out 4-3, others advance one base (IN:4-3 runners hold).
Slow roller bobbled, batter safe runners advance one. (1B+)
Runs down high pop by RF foul line, runners hold.
Can't catch up to a blooper down the line (1B+, if 2 out 2B++).
Goes deep in the hole, just nips runner at first, runners advance 1.
Just misses grounder in the hole. (1B+O)

0	1	2	3	4	5	Error Type
		11	11-14	11-16	11-18	1
	11	12-13	15	17		2
11-18	12-18	14-18	16-18	18		NA
	21	21-23	21-25	21-27	21-28	NA
21-28	22-28	24-28	26-28	28		NA
	31	31-34	31-45	31-54	31-58	3
	32-33	35-41	46-47	55		NA
31-58	34-58	42-58	48-58	56-58		NA
		61	61-63	61-66	61-68	3
	61	62-63	64-65	67		2
61-68	62-68	64-68	66-68	68		2
	71	71-73	71-75	71-77	71-78	NA
71-78	72-78	74-78	76-78	78		NA
	81	81-83	81-85	81-87	81-88	2
81-88	82-88	84-88	86-88	88		NA

ERRORS

- 1 - Throws behind fielder, batter out, runners advance one base (L4+E4)  
2 -Secondbaseman picks up ball and throws it away, runners advance two bases (1B+E4)  
3 -Secondbaseman makes bad throw to lead base (FC+E4). If other fielder is CD-4, runners advance one base, otherwise runners advace two.

SHORTSTOP

CD
Leaping grab of a line drive, lead runner doubled off, batter out.
Knocks down tough liner, batter out 6-3 unless OBR A (1B+)
Line drive just over his glove into left field. (1B+ unless two out, 1B+O)
Spectacular catch of an looping liner over shortstops head, runners hold.
Ball falls just out of reach. (1B+ unless two outs, 1B++)
Grounder drilled up the middle cut-off, lead forced runner and batter out, others hold.
Knocks down hard grounder, if man on first 6-4, otherwise 6-3, adv if force (OBR-A 1B+)
Can't get to grounder up the middle. (1B++)
Barehanded play on slow roller, lead runner thrown out, others advance one.
Nice play on slow roller, batter out 6-3, others advance one base (IN: runners hold).
Slow roller bobbled, batter safe runners advance one. (1B+)
Runs down high pop by LF foul line, runners hold.
Can't catch up to a blooper down the line (1B+, if 2 out 2B++).
Goes deep in the hole, just nips runner at first, runners advance 1.
Just misses grounder in the hole. (1B+O)

0	1	2	3	4	5	Error Type
		11	11-14	11-16	11-18	1
	11	12-13	15	17		2
11-18	12-18	14-18	16-18	18		NA
	21	21-23	21-25	21-27	21-28	NA
21-28	22-28	24-28	26-28	28		NA
	31	31-34	31-45	31-54	31-58	3
	32-33	35-41	46-47	55		NA
31-58	34-58	42-58	48-58	56-58		NA
		61	61-63	61-66	61-68	3
	61	62-63	64-65	67		2
61-68	62-68	64-68	66-68	68		2
	71	71-73	71-75	71-77	71-78	NA
71-78	72-78	74-78	76-78	78		NA
	81	81-83	81-85	81-87	81-88	2
81-88	82-88	84-88	86-88	88		NA

ERRORS

- 1 - Throws behind fielder, batter out, runners advance one base (L6+E6)  
2 -SS picks up ball and throws it away, runners advance two bases (1B+E6)  
3 -SS makes bad throw to lead base (FC+E6). If other fielder is CD-4, runners advance one base, otherwise runners advace two.

THIRD BASEMAN

CD
Makes diving catch of a line drive down the line, runners hold.
Line drive past 3B into the LF corner. (2B++O)
Hot smash right at 3B, lead runner doubled off. If two on and runner on third, triple play.
Tough liner bounces off glove. (1B+1)
Hard grounder, 5-4-3 DP if runner on first or lead runner out, defense's choice.
Hard grounder handled cleanly, batter out, runners adv 1. (IN: runners hold).
Hard grounder through the hole into LF. (1B+)
Charges slow roller barehanded and nails lead runner. Runners advance one.
Can't come up with the barehand play. (1B+)
Great catch of foul pop down LF line, runners hold.
Pop up behind third base drops just fair. (1B+, if 2 Outs=2B++)
Makes a great play behind the bag, fires to first to get the batter. Others adv one.
Knocks down tough grounder behind bag, OBR D/E out 5-3, others (1B+) Runners adv. One.
Can't snag grounder down the line. Gets into the corner for a double (2B++O)

0	1	2	3	4	5	Error Type
	11	11-13	11-15	11-17	11-18	NA
11-18	12-18	14-18	16-18	18		NA
	21	21-23	21-25	21-27	21-28	1
21-28	22-28	24-28	26-28	28		2
	31	31-33	31-38	31-44	31-48	3
	32	34-36	41-43	45-48		4
31-48	33-48	37-48	44-48	47-48		NA
	51	51-53	51-55	51-57	51-58	3
51-58	52-58	54-58	56-58	58		NA
	61-62	61-66	61-73	61-76	61-78	NA
61-78	63-78	67-78	74-78	77-78		2
		81-82	81-83	81-85	81-88	2
	81	83	84-85	86-87		2
81-88	82-88	84-88	86-88	88		NA

ERRORS

- 1 - Throws behind fielder, batter out, runners advance one base (L5+E5) If lead runner is at third base, fielder can't get back to base in time, no error.  
2 - Third baseman picks up ball and throws it away, runners advance two bases (1B+E5)  
3 - Third baseman makes bad throw to lead base (FC+E5). If other fielder is CD-4, runners advance one base, otherwise runners advace two.  
4 - Third baseman makes bad throw to first, (E5) runners advance one.

OUTFIELDER

CD

Great catch of sinking line drive, lead runner doubled off.  
Sinking liner drops for a hit. (1B+, if two outs 1B+O)  
Sinking liner gets by fielder (LF:2B++, CF:2B++O, RF:3B)  
Diving catch of blooper, runners hold.  
Blooper drops in for hit (1B+, 2 outs 1B++)  
Running snag of a shot down the line (CF:fading liner), batter out, runners hold.  
Fielder cuts off liner on short hop. (1B+O)  
Ball gets by fielder and rolls to the wall. (LF:2B++, CF:2B++O, RF:3B)  
Dazzling diving catch of a shot into the gap, runners on 2nd/3rd advance.  
Knocks down gapper. (1B+O)  
Gap shot rolls to the wall, (2B+++)  
Fielder makes running catch of deep fly at the warning track. Runners 2nd/3rd advance.  
Deep fly off the wall, fielder gets ball in quickly (2B++O)  
Ball bounces off the wall past fielder. (3B)

ERRORS

- 1 - Bad throw to lead base, runners advance one. (Fx+Ex)
- 2 - Badly misplays hop, ball gets by fielder. (1B+Ex)
- 3 - Fielder overruns ball. (1B+Ex)
- 4 - Makes bad throw to cut-off man, runners take an extra base. (1B++) No error charged.
- 5 - Misses cut off man, all runners score, batter to third. (2B+Ex)

0	1	2	3	4	5	Error Type
	11-12	11-16	11-22	11-26	11-28	1
11-18	13-23	17-25	23-26	27-28		2
21-28	24-28	26-28	27-28			NA
	31-32	31-36	31-42	31-46	31-48	NA
31-48	33-48	37-48	43-48	47-48		3
	51	51-53	51-55	51-57	51-58	NA
51-54	52-55	54-56	56-57	58		2
55-58	56-58	57-58	58			NA
	61	61-63	61-65	61-67	61-68	NA
61-62	62-64	64-65	66-67	68		4
63-68	65-68	66-68	68			NA
	71-72	71-76	71-82	71-86	71-88	NA
71-78	73-83	77-86	83-87	87-88		5
81-88	84-88	87-88	88			NA