

# STATIS PRO BASEBALL GAME

## CD TABLES

### PITCHER – CD TABLE

CD-1	CD-2	CD-3	CD-4	Play Description
11	11-13	11-16	11-18	Great catch of foul fly. Runners hold.
12	14-15	17-23	21-26	Double play, if runner on first (P-2B-1B). If no runner on first, the lead runner on base is thrown out at next base – batter is safe.
13-18	16-21	24-25	27	Hard ricochets for hit. Runners advance two bases.
21-25	22-24	26-27	28	Error on ground ball. Runners advance one base.
26-27	25-26	28	31	Fields grounder but throws wildly to first. Runners advance two bases.
28	27-31	31-36	32-41	Great catch of line drive. Lead runner is doubled out.
31-38	32-36	37-38	42	Unable to field slow roller. Single. Runners advance one base.
41-88	37-38	41-88	43-88	No action occurs. Resume normal play procedure.

### CATCHER – CD TABLE

CD-1	CD-2	CD-3	CD-4	Play Description
11	11-13	11-16	11-18	Great catch of foul fly. Runners hold.
12	14-15	17-23	21-26	Lead runner is thrown out – batter safe. (If man on third, runner holds at batter is out (C-1B).
13-18	16-21	24-25	27	Slow roller for base hit. Runners advance one base.
21-25	22-24	26-27	28	Passed ball. Runners advance one base.
26-27	25-26	28	31	Interference. Batter to first. Runners advance one base. Error.
28	27-31	31-36	32-41	Lead runner, if any on base, is picked off by catcher.
31-38	32-36	37-38	42	Wild throw on pickoff try. Error. Runners advance two bases.
41-88	37-38	41-88	43-88	No action occurs. Resume normal play procedure.

### FIRST BASEMAN – CD TABLE

CD-1	CD-2	CD-3	CD-4	Play Description
11	11-13	11-16	11-18	Great catch of foul fly. Runners hold.
12	14-15	17-23	21-26	Double play, if runner on first (1B-SS-1B). If no runner on first, the lead runner on base is thrown out at next base – batter is safe.
13-18	16-21	24-25	27	Hard down line for double. Runners score.
21-25	22-24	26-27	28	Error on ground ball. Runners advance on base.
26-27	25-26	28	31	Drops throw from SS at first. Error Runners advance one base.
28	27-31	31-36	32-41	Great catch of line drive. Any runner on first is doubled out.
31-38	32-36	37-38	42	Unable to field grounder. Single. Runners advance one base.
41-88	37-38	41-88	43-88	No action occurs. Resume normal play procedure.

### SECOND BASEMAN OR SHORTSTOP – CD TABLE

CD-1	CD-2	CD-3	CD-4	Play Description
11	11-13	11-16	11-18	Great catch of shallow fly. Runners hold.
12	14-15	17-23	21-26	Double play, if runner on first (2B-SS-1B*). If no runner on first, the lead runner on base is thrown out at next base – batter is safe.
13-18	16-21	24-25	27	Hard shot through for a single. Runners advance two bases.
21-25	22-24	26-27	28	Error on ground ball. Runners advance one base.
26-27	25-26	28	31	Fields grounder but throws wildly to first. Runners advance two bases.
28	27-31	31-36	32-41	Great catch of line drive. Any runner on second is doubled out.
31-38	32-36	37-38	42	Unable to field slow roller. Single. Runners advance one base.
41-88	37-38	41-88	43-88	No action occurs. Resume normal play procedure.

\*(If ball hit to shortstop, double play is SS-2B-1B).

# SPECIAL ACTION CHARTS

**STATIS PRO BASEBALL** Special Action Charts are to be used whenever the following results appear on the Fast Action Cards:

1. **CD** – Defensive skills of a fielder comes into play.
2. **Z** – An unusual play (or injury) has taken place.

**BD** results are found directly from the bottom of each batter's card where a range is specified for 2B, 3B and HR. Any numbers within the player's range are automatic results – all runners on base score. If a number is not within the BD range, then obtain a new random PB number and play resumes normally.

In using **CD**, find the player's chart – by position being played – and obtain a new random number. Locate the proper CD rating and the FAC random number relates the result.

CD ratings on the individual player's cards are for the FIRST position listed. If a player is NOT at the first position listed on his card, his CD rating drops two points – an exception is utility players who play nearly and equal amount of games at different positions. They retain the listed CD value at all times.

The **Unusual Play Charts** are self-explanatory.

### THIRD BASEMAN – CD TABLE

CD-1	CD-2	CD-3	CD-4	Play Description
11	11-13	11-16	11-18	Great catch of foul fly. Runners hold.
12	14-15	17-23	21-26	Double play, if runner on first (3B-2B-1B). If runner on third, he is thrown out at home (3B-C), batter is safe.
13-18	16-21	24-25	27	Hard shot down line for double. Runners score.
21-25	22-24	26-27	28	Error on ground ball. Runners advance one base.
26-27	25-26	28	31	Fields grounder but throws wildly to first. Runners advance two bases.
28	27-31	31-36	32-41	Great catch of line drive. Any runner on third doubled out.
31-38	32-36	37-38	42	Unable to field slow roller. Single. Runners advance one base.
41-88	37-38	41-88	43-88	No action occurs. Resume normal play procedure.

### OUTFIELDER – CD TABLE

CD-1	CD-2	CD-3	CD-4	Play Description
11	11-13	11-16	11-18	Great catch of shallow fly. Runners hold.
12	14-15	17-23	21-26	Super catch of sinking liner. Batter and lead runner on base are out.
13-18	16-21	24-25	27	Shallow fly falls for double. Runners advance two bases.
21-25	22-24	26-27	28	Drops fly for an error. Batter safe. Runners advance two bases.
26-27	25-26	28	31	Misplays drive into a triple. Error and runners score.
28	27-31	31-36	32-41	Great catch of line drive. Any runner on third is out at home trying to score.
31-38	32-36	37-38	42	Unable to field routine fly. Error. Batter to third. Runners score.
41-88	37-38	41-88	43-88	No action occurs. Resume normal play procedure.