Replay Baseball PLAYING RULES

Replay Baseball is designed to recreate the action of Professional Baseball. Its most unique feature is that two numbers (offense + defense) are added together to produce each play result. Most often, the rating of the batter is added to the grade of the pitcher. Sometimes the rating of the batter will be added to the rating of a fielder. This total is referred to the Replay Chart Book for the final play outcome.

PLAY BALL

First, select two teams to play. Then pick your starting lineups and starting pitchers, and if keeping score, enter the lineups on the scoresheet. You may want to write down the defensive ratings for each team in the space provided on the scoresheet for quick reference during the game. You are now ready to begin play!

BATTER UP!

The three Replay dice, one red, one white, and one blue, are rolled together. The **red die** determines the column to use on both the pitcher's and batter's card (marked by the row of boxes across the top of each card grid), and the column to refer to in the Chart Book. For example, if a red 3 is rolled, we know that (1) we'll be selecting a number from the batter's 3 column, (2) we'll be adding that number to a rating in the pitcher's 3 column, and (3) we'll find the result in column 3 of the Chart Book. The **white die** determines how many squares we count down in the batter's 3 column, and the **blue die** determines how many squares we count down in the pitcher's 3 column.
Example: 3-4-5 is rolled (3 on the red die, 4 on the white die, 5 on the blue die).
Look for the batter's number in column 3, down 4 squares, and add it to the pitcher's column 3 rating, down 5 squares. The **total** would then be referred to in Column 3 of the Chart Book.

NOTE: All pitchers have two grades in the bottom square of column 3, separated by a " / ". In column 3, on a blue die roll of 6, always use the number to the left of the " / ". The number to the right of the " / " is only to be used when the pitcher is tired (see *Pitchers' Endurance* on next page).

Whenever the red die is 1–2–3–5–6, this same procedure of pitcher + batter is used. You'll discover that each column has a specific purpose, reflecting the pitcher's characteristics and the skills of the batter. The lowest possible total would be a 2 (1 for the pitcher + 1 for the batter) so all columns in the Chart Book begin at 2.

FIELDING

Whenever the red die is a 4, the ball has been hit to the infield, and the batter's number is added to the defensive rating of an infielder instead of the pitcher. Column 4 is designed to reflect the pitcher's infield support. The **red die** again determines (1) the batter's column and (2) the Chart Book Column. The **white die** again determines the number of squares down on the batter's card, and the **blue die** determines which infielder the ball is hit to (using the box in Column 4 of the Chart Book.) **Example**: 4-5-6 is rolled (4 on the red die, 5 on the white, 6 on the blue). The red 4 indicates column 4 on the batter's card and Column 4 of the Chart Book. The white die indicates 5 squares down on the batter's card in column 4, and the blue die indicates that the ball is hit to the secondbaseman. Add the batter's number at square 4-5 to the secondbaseman's regular defensive rating number for the play total, and find the result in the Chart Book for Column 4. **Exception:** When the play result on the batter card is a 25, use the *original* square referred to on the batter card to determine the infielder making the play. This will *always* be either the firstbaseman (square 1) or the thirdbaseman (square 3). Ignore the blue die.

NOTE: Infielders can play **IN**, **HALFWAY**, or **BACK**, depending upon the game situation. There is a column 4 section for each, and there is a box in the Chart Book with suggested infield positioning in various game situations. With the bases empty or with two outs, the Infield is automatically considered playing BACK, and in any possible double play situation, the middle infielders are automatically HALFWAY, unless the defensive team calls for other positioning.

Fielding ratings range from **1 to 5**. The top **infielder** defensively is a **1**. The top **outfielder** is a **5** for range and positioning, and a **5** for arm (in parentheses). The top **catcher** is a **5** for overall defense and stopping base stealers, and a **6** for passed balls (in parentheses). In addition, all fielders have an error rating next to their defense (and arm) ratings. 66 is the best error rating, 0 is the worst.
  –If an outfielder plays an OF position not listed on his card, lower his range and arm by 1, and give him an error rating of 0.
  –If a infielder plays an infield position not listed on his card, give him a rating of 5 e0.

Checking for errors: There are several plays in the Chart Book that require checking for a possible error, using the fielder's error rating. In these instances, roll the red and white dice, and read them "Replay style". For instance, if the two-dice roll is a red 4 and a white 3, it is read as a 43. When checking for an error, if this dice roll is greater than the fielder's error rating, he makes an error on the play.

In some older Replay seasons, fielders have a single-digit error rating. In this case, only one die is rolled, and if the die roll is greater than the single-digit error rating, the fielder commits an error.

NOTE about the **blue** die: You'll find some plays in the Chart Book that refer to the Fielder Die to determine which fielder is making the play. On these plays, the original pitcher's **blue** die roll can be used to determine the fielder making the play. These include: results 16-20 and 21-25 in column 1, results 56-60 in column 2, and results 22-26 in column 6.

BASERUNNING

Throughout the Chart Book are situations where the baserunner's speed/ baserunning ability comes into play. His speed rating is at the upper right-hand corner of his card, next to his stolen base letter. The best baserunner is a 5, the worst is a 1.

GAMES MISSED

Frequency of play for all batters is controlled in Column 2, either by special alphabet letter, injury number, or both. When Games Missed are assessed, they begin with the *next* game. When a batter is assessed twice in the same game, count only the first one. If the last available player at a position faces a Games Missed assignment, he continues to play until another player becomes available to play that position. At this point he sits out his required number of games. NOTE:Batters with **L** or **R** letters in Column 2 are primarily platoon players, and using these players differently than in real-life could affect their replay stats.

STOLEN BASES

Replay uses a unique built-in stolen base system that accurately reflects both the frequency and success of runners' stolen bases. There are four symbols on the batter cards that make up the Replay stolen base system, and come into play if the batter reaches base safely and the next base is open:

*   (single asterisk)...Roll one die against the pitcher's Hold rating. If the die is higher, it is a Stolen Base. If not higher, the runner holds.

** (double asterisk)...The runner automatically steals safely, and if the next base is open, roll one die and use the single asterisk procedure.

+ (plus sign)...Roll one die against the catcher's regular defensive rating. If the die is higher, it is a Stolen Base. If not higher, it is a Caught Stealing. This attempt is optional if behind after 7 innings, or with runners on first and third.

A - L (alphabet letter)...(Column 5 only) Roll one die and refer to the Replay Action Chart for on-base action.

OPTION: You can choose to call your own steals, using the Replay **Action Chart**. Each player has a stolen base letter next to his speed rating, and a raised number next to the SB letter. If the next base is open, roll one die and use the runner's raised number and refer to the SB Jump Chart to see if he attempts to steal; if he does, then refer to the Action Chart, using his SB letter. We suggest that if you use this option, you **ignore any stolen base symbols** above. (NOTE: In some seasons, players have no raised number for getting a jump. For these seasons, simply use the Action Chart and the SB letter. It is advised that you limit players to their actual attempts in this case.)

BUNT PLAY and HIT & RUN PLAY

Both of these plays have their own charts. Whenever the offensive manager wants to use either play, refer to the Bunt / Hit and Run page for instructions. **Defense vs. the bunt play**: In anticipation of a sacrifice or squeeze bunt, the defense can play the First Baseman and Third Baseman IN. In anticipation of a try for a bunt hit, the Third Baseman can play In at any time. On the Bunt Chart, the Pitcher and Catcher are **always** considered to be playing IN.

PITCHERS' ENDURANCE
STARTERS

Following the starting pitcher's name is an "S" rating, which is the number of innings he can pitch before he tires. Once that duration has been reached, he is considered fatigued. With the next baserunner of any kind, **ignore the blue die result for the pitcher**, and use the **bottom grades (or B grades)** in each column for as long as he continues to pitch; in column 3, use the number to the right of the " / ".

EXCEPTION: If a starter has allowed no earned runs at that point, he continues to pitch as normal until he gives up an earned run.

On the other hand, if a starter allows 4 earned runs, even before his "S" inning, he begins to use his B grades with the next baserunner of any kind. If a pitcher has no "S" rating but starts a game, he is an S4.

Starters' Bonus ratings:

Some starting pitchers have a small raised number next to their starting endurance number (eg. $S7^3$). A starter with this bonus rating will pitch as normal until at least the end of that bonus inning (the 3rd inning in our example) even if he has allowed 4 earned runs. However, once he allows 6 runs, earned or unearned, he uses his B grades immediately.

RELIEVERS

Each reliever has an "R" rating, which indicates the number of batters he can face before he loses effectiveness. (An intentional walk doesn't count against the "R" rating.) Once a reliever reaches his limit of batters faced, with the next baserunner of any kind, he uses his B grades for as long as he continues to pitch. If a starter pitches in relief and has no "R" rating, then his "S" rating becomes an "R" rating.

Relievers' Bonus ratings:

Most relievers will have a small raised number next to their relief endurance number (eg. $R3^7$). A reliever with this bonus rating can pitch one extra inning plus his R rating, at any point in the game up to his raised bonus inning. Thus a reliever with $R3^7$ can work any one complete inning between the 1st and 7th innings, then use his R rating. If he entered the game after the 7th inning, only his R rating would apply. A pitcher's R rating can be used either *before* or *after* his bonus inning. However, if he uses the R rating *before* using his bonus inning, he can only face the number of batters of his R rating before either switching to B grades or being forced to use his bonus inning (the extra leeway of allowing a baserunner before switching to B grades only applies when the reliever has already used his bonus inning first). These ratings will help a manager determine how to use his bullpen; relievers who are closers in real life will mostly have raised 9 ratings, while long and middle relievers have earlier raised bonus innings. NOTE: You can choose to **ignore** the raised bonus ratings. In this case, simply add 2 to every reliever's R rating, and disregard the bonus inning rating.

PITCHERS' BATTING

All pitchers have a batting card number listed on their card, indicating which batting card to use when that pitcher bats. Pitchers may also have a small raised number next to their batting rating, which is their bunt rating. Use this in place of their batter card bunt rating. Pitchers also have a speed and base stealing rating, next to their batting rating. Also, some pitchers may even have their own individual hitting card to use in place of the pitcher batting card. Pitchers with their own hitting cards will have their hitting stats listed on their team's stats card.

RARE PLAYS

One of the most fun features in Replay Baseball is the game's Rare Play Book. In Column Three of the Chart Book, there are certain result numbers that will trigger a Rare Play. To resolve a Rare Play, refer to the Rare Play Book under the current base situation and out situation, roll one die and find the results of the play.

OPTIONAL RULES

Here are some optional rules to try. Make sure that their use is agreed upon by both managers before starting play!

ALTERNATE STARTING PITCHERS' ENDURANCE METHOD- "BATTERS FACED"

This simplified endurance system can be used in place of the S ratings for starting pitchers. It is based on batters faced per start.
To use this rating, ignore the starter's S rating, and refer to his BF rating instead (it's the number in the box near the S rating). Simply keep track of the pitcher's batters faced during the game. Once the total reaches his BF rating, he will switch to his B grades once he allows the next baserunner of any kind. There are two exceptions to this rule: if the starter is pitching a shutout, he will continue using his regular grades even after he reaches his BF limit until he allows a run to score. On the other hand, if a starter allows 6 runs, he switches to his B grades immediately.

OPTIONAL PITCHERS' REST CHART

This can be used as a guide to resting pitchers during a replay or league play.
(Note: do not use bonus ratings when looking up endurance ratings on chart.)

STARTERS	DAYS REST NEEDED			
Innings pitched	S4 - S6	S7	S8	S9
0 - 1.2	1	1	1	1
2 - 3.2	3	3	2*	2
4 - 9	4	3*	3*	3
over 9	4*	4*	4	3*

*Asterisk indicates pitcher may start after this number of days' rest but he must deduct 2 from his endurance rating for next start. If he rests one more day, use regular endurance rating.

←Subtract 1 day of rest from chart if next appearance is in relief.

RELIEVERS	DAYS REST NEEDED			
Innings pitched	R2 - R3	R4 - R6	R7 - R10	R11+
0 - 1	0(3)	0(3)	0(3)	0(3)
1.1 - 2	1	0(2)	0(2)	0(2)
2.1 - 3	2	2	1	1
3.1 - 4	–	2	2	2
4.1 - 5	–	–	3	2
over 5	–	–	–	3

Add 2 days of rest to chart if next appearance is as a starter.

( )- Small number in parentheses is the maximum consecutive games pitcher can appear in (within these IP limits) before he must rest a game.

NOTE: If pitcher exceeds innings limits on chart, he immediately switches to his B grades in this game, plus he pitches at B in his next game.

RELIEF PITCHERS OPTION

When bringing in a relief pitcher in the middle of an inning, if the reliever pitches from the *same side as the hitter*, manager of team in the field has the option of using the **top row** of any one column of the relief pitcher's Column 3, 5, or 6 columns for that one batter. He must select which column and declare it before pitching. This grade improvement is only for any ONE column and ONLY for THAT BATTER.

STOLEN BASES OPTION: *Combining Pitcher's Hold and Catcher's Defense on All SB Attempts*

We've already mentioned the option of calling your own steals in the section on Stolen Bases.
Here's another variation, when using the automatic SB symbols * and + on the batter cards.

Find the Pitcher's Hold and Catcher's Defense rating on the table. The number at their intersection will be this battery's **combined SB defense rating** for both * and + symbols when they appear on the batters' cards during the game.

During play, whenever the symbol is a *, roll two dice and read them Replay-style (11 to 66).
If the dice roll is **equal to or less than** the combined SB defense rating, the runner holds.
If the dice roll is higher, it's a Stolen Base.

Whenever the symbol is a +, roll two dice and read them Replay-style (11 to 66).
If the dice roll is **equal to or less than** the combined SB defense rating, the runner is Caught Stealing. If the dice roll is higher, it's a Stolen Base.

PITCHER'S HOLD

		1	2	3	4	5
	1	16	23	26	33	36
	2	23	26	33	36	43
CATCHER'S DEFENSE	**3**	26	33	36	43	46
	4	33	36	43	46	53
	5	36	43	46	53	56

OPTIONAL TRADITIONAL REPLAY TWO-DICE PLAY

Replay Baseball can also be played using the traditional method with two dice instead of three.

The original version of Replay Baseball was played with two dice, and we have designed this latest version of the game to allow for playing this way if desired. To play this way, roll just **two dice** for each at-bat. The **red** die still determines the column to use and column in the chart book. The **white** die still determines how many squares to count down on the batter's card. But the pitcher will now *always* use his grades in *row 4* on his grid (the ones in bold print). These are the grades that are considered his "A" grades. Use the regular pitchers' endurance rules, and when the pitcher is fatigued, simply switch to his bottom row grades, or "B" grades.

For **Column 4** infield plays, you can use the original white die roll to refer to the box in column 4, to determine which infielder is making the play.
As an alternative here, you may roll a single die again for these infield plays to determine the infielder making the play (except for the 25 result). You'd also roll one die again to determine the fielder on those plays in the Chart Book which call for a "Fielder's Die" roll.