

## COLUMN ONE

**2-6** STRIKE OUT

**7-** POP OUT to 2B

**8-** POP OUT to SS

**9-** POP OUT to 3B

**10-** POP OUT to 1B

With bases loaded, score as a STRIKE OUT.

**11-15** SINGLE (1)

Runners with 4 or 5 speed advance twobases. With two outs, all runners advance two bases.

**16-20** SINGLE to LEFT FIELD (1) +

**21-25** SINGLE to CENTER FIELD (1) +

**26-30** SINGLE to RIGHT FIELD (1) +

+ Roll against error ratings for possible extra base on error. In seasons without raised error rating, roll against overall fielding ratings.

**31-35** BASE on BALLS

**36-** STRIKEOUT

With 2B playing halfway, score as a DOUBLE PLAY (2B to 1B).

**37-** GROUND BALL to 2B

**38-** GROUND BALL to SS

**39-** GROUND BALL to SS

**40-** GROUND BALL to 1B

**Infield Back:** Out at first, runners advance

**Infield Halfway:** Second to first DOUBLE PLAY.

Other runners advance

**Infield In:** Out at first, lead runner holds, other runners advance. Forced runner out at home.

**41-45** CLUTCH HIT

With runners on base score as a base clearing DOUBLE!

With bases empty score as a BASE on BALLS

**46-50** STRIKE OUT

With first base occupied and less than two out, score this as a LINE DRIVE caught by the pitcher. He throws to first attempting to double up runner. Roll against pitcher's defensive rating.

**1935, '46, '47, '48, '49 and '80 Seasons - Check letter after fielding rating and refer to below:**

**A** - Second to first DOUBLE PLAY; with bases loaded, home to first DOUBLE PLAY; with runners on first and third only, option of second to first DOUBLE PLAY (runner scores if not three out) or lead runner out (Fielder's Choice).

**B** - Lead runner out (Fielder's Choice)

**C** - Ball is bobbled, batter out and runners advance one base.

**51-55** Possible SPEED HIT

With men on base, score as a BASE on BALLS

With bases empty, score as bloop SINGLE to right, batter can try for second; roll against his speed rating. If higher, he's OUT at second. If not, score as a DOUBLE, and he steals third on the next pitch.

## COLUMN TWO

**2-6** STRIKE OUT

**7-** FOUL OUT to C

**8-** FOUL OUT to 2B

**9-** FOUL OUT to SS

**10-** FOUL OUT to 3B

**11-** FOUL OUT to 1B

**12-16** SINGLE (1)

With two out, runner on second scores on a close play. On the throw to the plate, runner on first goes to third and the batter takes second.

**17-** STRIKE OUT

Score SACRIFICE FLY to CF if runner on third and <two out.

**18-** FLY OUT to LF

**19-** FLY OUT to RF

**20-** FLY OUT to CF

**21-** FLY OUT to RF

With runner on third abse and less than two outs, score as a SACRIFICE FLY. Runner with 3-4-5 speed goes to third on the throw.

**22-23** GROUND OUT (1B-P)

Runners advance one base. Batter misses next 5 games.

**24-** GROUND OUT (2B-P)

Runners advance one base. Batter misses next 5 games.

**25-29** GROUND OUT (3B-1B)

Runners advance one base. Batter misses next 4 games

**30-34** GROUND OUT (SS-1B)

Runners advance one base. Batter misses next 3 games

**35-39** GROUND OUT (2B-1B)

Runners advance one base. Batter misses next 2 games

**40-44** GROUND OUT (P-1B)

Runners advance one base. Batter misses next game.

**45-** GROUND OUT (P unassisted)

Runners advance one base. Batter misses remainder of game.

**46-48** GROUND OUT (1B unassisted)

Runners advance one base.

**49-50** GROUND OUT (C-1B)

Runners advance one base. Batter misses next 2 games.

**51-55** GROUND OUT (2B-1B)

Runners advance one base. With runner on third base and the 2B is playing IN, score as a STRIKE OUT.

## THIRD BASE COACH

Outfield Defense					
SP	5	4	3	2	1
5	5	EB	EB	EB	EB
4	4	5	EB	EB	EB
3	3	4	5	EB	EB
2	2	3	4	5	EB
1	1	2	3	4	5

## COLUMN THREE

- 2-3 SHORT FLY OUT to CF  
4- SHORT FLY OUT to LF  
5- SHORT FLY OUT to RF  
6- SHORT FLY OUT to CF

- 7- **SINGLE to LF (1)**  
8- **SINGLE to CF (1)**  
9-10 **SINGLE to RF (1)**

Refer to Third Base Coach for extra base attempt.

- 11- LINE OUT to P  
12- LINE OUT to 1B  
13- LINE OUT to 2B  
14- LINE OUT to 3B  
15- LINE OUT to SS  
16- **TRIPLE to RCF**

With two out and RF/CF arm rating 5 (or defense rating of 5 in seasons prior to 1984), score as DOUBLE, runner out at third.

- 17- **DOUBLE to CF (2)**  
18- **DOUBLE to LF (2)**  
19- **DOUBLE to RF (2)**

Refer to Third Base Coach for extra base attempt.

- 20- FLY OUT to LF  
21- FLY OUT to CF  
22- FLY OUT to RF  
23- FLY OUT to CF  
24- FLY OUT to LF

Runner on 3rd may attempt to score. See Coach for possible SF

### 25-29 SINGLE

Runners advance two bases. Roll one dice and refer to chart:

Inning	1	2	3	4	5	6
1-6	WP	CS	CS	CS	CS	WP
7+ (option)	WP	CS	WP	CS	WP	PB

- 30-31 LINE OUT to SHORT CF  
32- LINE OUT to SHORT LF  
33- LINE OUT to SHORT RF

- 34- **DOUBLE to RF**  
35- **DOUBLE to CF**  
36- **DOUBLE to LF**  
37- **DOUBLE to RF**

Runners advance 2 bases. Refer to the 3rd Base Coach for XB

### 38-42 STRIKEOUT

- 43-47 LHP: **SINGLE (2)** Runner on 1st with 1/2 speed(1)  
RHP: LINEOUT to SS, runner on 2nd doubled!

- 48-52 LHP: LINEOUT to 2B, runner on 2nd doubled!  
RHP: **SINGLE (2)** Runner on 1st with 1/2 speed(1)

### 53-57 DRIBBLER to MOUND

P may attempt to retire batter or any baserunner. Roll against speed. If higher, OUT on FC (1). If not, **SINGLE (1)**.

### 58-62 REFER to RARE PLAY CHART

### 63- SINGLE to CF

Runners advance two bases. If there's a runner on second, he draws a throw to the plate. Batter attempts to take second. Roll against C defense. If not higher, 8-2-4 putout.

## COLUMN FOUR

1-1B 2-2B 3-3B 4-SS 5-SS 6-2B

### FIELDER IN

### 2-6 HARD HIT GROUND BALL

**1B open** - Batter out and runners hold

**1B occupied** - Lead runner out on a **FIELDER'S CHOICE**

**2B & SS Half** - May take the FC or go for the DP. If DP attempt, runner on first is out and roll against the batter's speed for out at first.

**Bases Full** - Throw home retires runner on third, roll against batter's speed for out at first.

### 7-10 SLOW HIT GROUND BALL

Defense may 1) take the sure out at first with runners advancing or 2) try for lead runner rolling against his speed.

### 12-13 SAFE at FIRST on ERROR (1)

### 14 SAFE at FIRST on ERROR (2)

### 15 SAFE at SECOND on ERROR (2)

### 16 SAFE at SECOND on ERROR - all score

### 17-19 **SINGLE** off infielder's glove (1)

### 20-21 **SINGLE** (1), runner on second scores.

### 22-23 **SINGLE** (2)

### 24-25 **SINGLE** (2); if hit to 1st or 3rd - **DOUBLE**

### 26-27 Bunt; FIELDER's CH., lead runner out

### 28-29 SACRIFICE BUNT (1)

### 30 Bunt SINGLE (1)

### FIELDER HALFWAY

### 2-6 Second to first DOUBLE PLAY

### 7-11 FIELDER'S CH.-at 2nd. Others adv.

### 12-13 SAFE at FIRST on ERROR (1)

### 14 SAFE at FIRST on ERROR (2)

### 15-16 SAFE at SECOND on ERROR (2)

### 17-18 OUT at FIRST on ground ball (1)

### 19-20 **SINGLE** off infielder's glove (1)

### 21-23 **SINGLE** (1), runner on second scores

### 24-25 **SINGLE** (2)

### 26-27 SACRIFICE BUNT (1)

### 28-30 Bunt SINGLE (1)

### FIELDER BACK

### 2-11 OUT AT FIRST (1)

Runner at second holds on ball hit to 3B or SS

Runner at third holds on ball hit to 3B

### 12-13 SAFE at FIRST on ERROR (1)

### 14 SAFE at FIRST on ERROR (2)

### 15-16 SAFE at SECOND on ERROR (2)

### 17-20 OUT at FIRST on ground ball (1)

### 21 **SINGLE** off infielder's glove (1)

### 22-25 **SINGLE** (1), runner on second scores

### 26 SACRIFICE BUNT (1)

### 27-30 Bunt SINGLE (1)

### ALL DEPTHS

### 31-34 POP OUT

### 35-39 **SINGLE** (2)

Runner caught stealing. No attempt if team is behind after 7In.

### 40-44 LINE OUT - Unassisted Double Play

**1B occupied** - If hit to Firstbaseman - DOUBLE PLAY

**2B Occupied** - If hit to Secondbaseman - DOUBLE PLAY

**3B Occupied** - If hit to Thirdbaseman - DOUBLE PLAY

**Any Occupied** - Caught by SS, throws to lead base for DP.

## COLUMN FIVE

<b>2-</b>	GROUND BALL to 1B
<b>3-</b>	GROUND BALL to 3B
<b>4-</b>	GROUND BALL to 2B
<b>5-</b>	GROUND BALL to SS
<b>Back</b> - Out at first, runners advance one base.	
<b>Half</b> - Out at second, other runners advance	
<b>In</b> - Out at first, lead runner holds, other runners advance. Force on lead runner.	
+ = Pitchers with this Col. 5 symbol score as STRIKE OUT with bases empty	

**6-9** BASE on BALLS  
With the bases loaded, score as two balls

**10-** BASE on BALLS  
**11-14** HIT by PITCH

**15-** HIT by PITCH  
Batter replaced at first by pitch runner.

<b>16-</b>	(P) SINGLE off pitcher's glove+
<b>17-</b>	(C) SINGLE in front of plate +
<b>18-</b>	(1B) SINGLE in back of first +
<b>19-</b>	(SS) SINGLE into the hole+
<b>20-</b>	(2B) SINGLE between 1st and 2nd +
<b>21-</b>	(3B) SINGLE knocked down at 3rd +
<b>22-</b>	(P) SINGLE off of pitcher's glove +
<b>23-</b>	(C) SINGLE in front of plate +
<b>24-</b>	(1B) SINGLE in back of first +
<b>25-</b>	(SS) SINGLE into the hole+
<b>26-</b>	(2B) SINGLE between 1st and 2nd +
<b>27-</b>	(3B) SINGLE knocked down at 3rd +
Runners advance one base and chance for extra base on error.	
'72, '73, '74, '75, '76, '77, '78, '79 - Error is automatic.	
'35, 46, '47, '48, '49, '80 - Error for asterisked fielders	
<b>Others</b> - Roll against fielder's small error rating	

**28-** FLY OUT to short RF  
**29-30** FLY OUT to short CF  
**31-32** FLY OUT to short LF  
**33-37** STRIKE OUT  
**38-41** HIT by PITCH  
**42-45** BASE on BALLS

<u>Runners on:</u>	<u>INFIELD POSITIONS</u>	
	<u>None Out</u>	<u>One Out</u>
1B	3B in; others DP	All DP
1B/2B	1B in; others DP	All DP
2B	1B in; others back	All Back
Full	1B in; others DP	All DP
1B/3B	1B in; others DP	All DP
2B/3B	All in	All in
3B	All in	All in

## COLUMN SIX

**2-6** **TRIPLE**  
**7-11** **SINGLE (1)**

With two out, runner advances two bases.  
Runner on second may attempt to score - roll against speed.  
Runner on first goes to third on throw to the plate .

**12-16** **HOME RUN**  
**17** DEEP FLY OUT to LF  
Runner on third scores on SACRIFICE FLY

**18-19** DEEP FLY OUT to RF  
**20** DEEP FLY OUT to CF  
Runner on 3rd scores on SF. Runner on 2nd advances to 3rd

**21** DEEP FLY OUT to CF  
Runner on 3rd scores on SF. Runner on 2nd takes 3rd, runner on first with 5 speed takes second.

**22-26** **LONG SINGLE (2)**  
Batter may try for 2nd. Dice roll 4 = OUT! Others - score **DOUBLE**  
**27-31** **LONG SINGLE (2)**

Runner on first may try to score - roll against runner's speed. On throw home, batter may try for 2nd - roll against speed.

**32-36** SHORT FLY OUT  
**37-41** STRIKEOUT

**USE THESE RESULTS FOR 42-56 FOR THE FOLLOWING SEASONS:** 1940, 1950, 1951, 1952, 1953, 1961(2), 1964, 1981, 1982, 1983, 1984, 1985, 1986

**42-46** **HIT to LF - SURE SINGLE (1)**  
Roll against LF defense. If higher, **DOUBLE**. If not, **SINGLE**. Roll again with runner on first. If higher once more he scores. If not, he holds at first.

**47-51** **HIT to CF - SURE SINGLE (1)**  
Roll against CF defense. If higher, **TRIPLE**. If not, **SINGLE**. Roll one die again . If higher once more - **INSIDE THE PARK HOME RUN!**

**52-56** **HIT to RF - SURE SINGLE (1)**  
Roll against RF defense. If higher, **DOUBLE**. If not, **SINGLE**. Roll one die again . If higher once more - **TRIPLE**.

**USE THESE RESULTS FOR 42-56 FOR THE FOLLOWING SEASONS:** 1876, 1927(1), 1934, 1935, 1946, 1947, 1948, 1949, 1955, 1961(1), 1968, 1972, 1973, 1974, 1975, 1976, 1977, 1978, 1979, 1980

**42-46** **LOOPING FLY BALL to LEFT**  
Roll die against LF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (LF-3B-2B). If =/< - SHORT FLY OUT with no advance.

**47-51** **LOOPING FLY BALL to CENTER**  
Roll die against CF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (CF-C-SS). If =/< - SHORT FLY OUT with no advance.

**52-56** **LOOPING FLY BALL to RIGHT**  
Roll die against RF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (RF-SS). If =/< - SHORT FLY OUT with no advance.

**57-60** **SINGLE (1)**  
Runner with 5 speed scores from 2nd. With two out, runners with 2-3-4-5 speed score from 2nd.

**61-65** **DOUBLE(2)**  
With two out runner with 4-5 speed scores from first.