

OUT CHART

1	7		26	9+		51	G3B*		76	G5DP
2	7		27	9+		52	G4B*		77	G6B*
3	7		28	9+		53	G4B*		78	G6B*
4	7		29	9++		54	G4B*		79	G6B*
5	7		30	9++		55	G4B		80	G6B
6	7		31	2		56	G4B		81	G6B
7	7+		32	2		57	G4B		82	G6B
8	7+		33	1		58	G4B		83	G6B
9	7+		34	1!		59	G4L		84	G6B
10	8		35	3		60	G4L		85	G6L
11	8		36	3!		61	G4L		86	G6L
12	8		37	4		62	G4L		87	G6L
13	8		38	4		63	G4M		88	G6L
14	8+		39	4		64	G4M		89	G6M
15	8+		40	4!		65	G4DP		90	G6M
16	8+		41	6		66	G5B*		91	G6DP
17	8+		42	6		67	G5B		92	G1B*
18	8+		43	6!		68	G5B		93	G1B
19	8++		44	6		69	G5B		94	G1B
20	8++		45	5		70	G5B		95	G1L
21	9		46	5!		71	G5B		96	G1M
22	9		47	G3B		72	G5L		97	G1DP
23	9		48	G3L		73	G5L		98	G2B*
24	9		49	G3M		74	G5L		99	G2B
25	9+		50	G3DP		75	G5M		100	OFA***

OUTFIELD ASSIST CHART

IF NO RUNNERS ON BASE:

1-85	BATTER OUT TRYING TO STRETCH SINGLE INTO DOUBLE
86-99	BATTER OUT TRYING TO STRETCH DOUBLE INTO TRIPLE
100	BATTER OUT TRYING TO STRETCH TRIPLE INTO HOME RUN

IF RUNNERS ARE ON BASE:

1-63	SINGLE	BATTER OUT AT 2ND, OTHER RUNNERS SCORE
64-70	DOUBLE	BATTER OUT AT 3RD, OTHER RUNNERS SCORE
71-74	TRIPLE	BATTER OUT AT HOME, OTHER RUNNERS SCORE
75-97	DOUBLE	BATTER SAFE AT 2ND, LEAD RUNNER OUT AT HOME
98-100	TRIPLE	BATTER SAFE AT 3RD, LEAD RUNNER OUT AT HOME

LEGEND:

+: RUNNER ON 3RD SCORES
 ++: RUNNER ON 3RD SCORES, RUNNER ON 2ND GOES TO 3RD
 *: RUNNERS ADVANCE 1 BASE**
 B: BATTER OUT
 L: LEAD RUNNER OUT (IF APPLICABLE)
 M: MIDDLE RUNNER OUT (IF APPLICABLE)
 DP: DOUBLE-PLAY (IF APPLICABLE)
 !: LINE DRIVE CAUGHT; IF RUNNERS ON BASE, CHECK LINE DRIVE CHART
 **IF INFIELD IS IN, USE INFIELD IN CHART
 ***: GO TO OUTFIELD ASSIST CHART
 IF HIT & RUN IS ON, CHANGE G#L & G#M TO G#B
 IF RESULT IS RED, GO TO ERROR CHART

PLAYER KEYS:

1: PITCHER 2: CATCHER 3: FIRST BASEMAN
 4: 2ND BASEMAN 5: 3RD BASEMAN 6: SHORTSTOP
 7: LEFT FIELDER 8: CENTER FIELDER 9: RIGHT FIELDER
 IF HIT & RUN IS ON, CHANGE G#L & G#M TO G#B
 IF RESULT IS RED, GO TO ERROR CHART