



Manager's Call Baseball

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playing rules

1. You will need two dice of different colors or sizes.
2. Choose two teams to go head to head.
3. Fill out the teams' starting lineups on the scoresheet using any players and teams you wish.
4. Rate the players according to Rule #7, which is described on page 2.
4. Play ball! The first batter of every inning starts things off by rolling the dice and consulting the Batting Tables.
5. Which Batting column (1, 2, or 3) a hitter uses to play out his at-bat is determined by the small number located inside the box on the scoresheet representing his at-bat. Start the game using Batting table A; whenever you roll a result shaded in yellow, move on to the next Batting table for the next batter. After using Batting table C, go back to A and continue the cycle.
6. If a pitcher comes to the plate, note the dice numbers 11-66 on the Batting table which are highlighted in **black with white print**. On these dice results, the pitcher automatically **strikes out swinging**.

COMMON INNING LAUNCH AND BATTING TABLE RESULTS

KS	Batter strikes out swinging!
KL	Batter strikes out looking!
SH g	Sharp ground out! With the bases empty, the batter is simply out at 1st, but with men on base, note the effect of the ground ball on other runners and the batter himself.
HC g	High chopper ground out! With the bases empty, the batter is simply out at 1st, but with men on base, note the effect of the ground ball on other runners and the batter himself.
EA g	Easy ground ball out! With the bases empty, the batter is simply out at 1st, but with men on base, note the effect of the ground ball on other runners and the batter himself.
SL g	Slow ground ball out! With the bases empty, the batter is simply out at 1st, but with men on base, note the effect of the ground ball on other runners and the batter himself.
RARE PLAY	Roll the dice again and consult the Rare Play table for the result of the play. The first, bold results on the table are used if the teams are separated by no more than one run. The other results are used if the teams are separated by 2 or more runs.
EVENT	Roll the dice again and consult the EVENT table for the result of the play.
Tough grounder	Roll the dice again and consult the TOUGH GROUND BALL table for the result of the play.
Tough fly ball	Roll the dice again and consul the TOUGH FLY BALL table for the result of the play.
ERROR	Roll the dice again and consult the ERROR table for the result of the play.
Walk	Batter walks!

(?)	On a single, runners on base may try for two bases. On a double, the runner on first may try to score. On a fly out, a runner on 2nd or 3rd may try to tag and advance. If you want a runner to try for an extra base, roll the dice again and consult the Trying for an Extra Base table. Only the lead runner may try to advance. ADVANCED GAME ONLY: The Ghost Manager always has his runner try for the extra base, and always tries to throw your runners out when you try for an extra base. <i>If neither a (?) nor a ++ is shown after a hit or out, runners may not attempt to go for an extra base or advance after tagging.</i>
++	On a single, runners advance two bases automatically. On a double, the runner on first scores automatically. On a fly out, runners on 2nd and 3rd tag and advance automatically. <i>If neither a (?) nor a ++ is shown after a hit or out, runners may not attempt to go for an extra base or advance after tagging.</i>
Infield SINGLE	Batter to 1st, others advance one base.
CRACK!	Roll the dice again and refer to the CRACK! table for the result of the play.
DEEP DRIVE	Roll the dice again and refer to the DEEP DRIVE table for the result of the play.
LF / RF / CF / SS / 2B / 1B / 3B / P / C	The ball is hit to this fielder. On balls hit to left center and right center, the center fielder fields the ball.
pulled	If the batter is left-handed, a ball in the infield goes to 2B, a ball in the outfield goes to RF. If the batter is right-handed, a ball in the infield goes to SS, a ball in the outfield goes to LF.
(STLP)	ADVANCED GAME ONLY. If it is the Ghost Manager's player who reaches base, he is considering a steal. If second base is empty and he is down by 2 runs or less, or ahead by 2 runs or less, he goes for it. Consult the Stolen Base table for the result. No SZ players on the Ghost Manager's ever try to steal, however.
Grounder - lead base?	There is a good chance to either start a double play at the lead base and get the second out at first OR to throw the lead runner out trying to advance in a non-force situation. You can either take the automatic out at first while others advance, or try to go for the lead runner. If you want to risk it, roll the dice. On a 2-10, you achieve either a double play from the lead base to first (provided a force situation makes it possible) while others advance, or you throw the lead runner out if there is no force, batter safe at first, others advance. On an 11-12, everybody's safe! ADVANCED GAME ONLY: The Ghost Manager always risks it.

7. RATING YOUR PLAYERS FOR THE GAME – OR FOR A WHOLE SEASON

A team's performance during the regular season translates to a set of number of Quality Points. The chart below tells you how many Quality Points a team receives according to their regular season performance, as well as what their Z Factor will be. Quality Points translate to the ability to start players with stronger skills, while the Z Factor translates to the necessity to start players with weaker skills.

Total number of wins the team achieved during the regular 162-game season	Quality Points given to distribute throughout the starting lineup and the bullpen	Z Factor
100 or more	62	4
93-99	56	5
86-92	50	6
79-85	44	7
72-78	38	8
65-71	32	9
57-64	26	10
56 or less	20	11

A team must 'spend' all of its Quality Points on its **starting lineup** and on **four possible relief pitchers** prior to the beginning of the game. Players can be rated for hitting, defense, speed, power, and pitching ability.

A superior hitter (rated B) costs 5 Quality Points.
 A hitter with great power (rated P) costs 5 Quality Points.
 A superior base runner (rated S) costs 4 Quality Points.
 A superior fielder (rated D) costs 4 Quality Points.
 A superior relief pitcher (rated T) costs 6 Quality Points.

A player in the starting lineup may be assigned more than one outstanding skill, or none at all. For example, a great player might be rated B, P, and D, using 14 total Quality Points, while another might just be a fast runner with no other outstanding abilities, rated S only, using 4 Quality Points.

A team must designate player skills as Z (as in TZ, BZ, PZ, SZ, and DZ) according to the Z Factor the team is given. For example, if a team's Z Factor is 7, then seven individual Z ratings **must** be assigned to the players comprising the starting lineup and the bullpen. A player can have several Z ratings or none at all, but the total Z Factor must be applied to the players comprising the starting lineup and the bullpen before the game begins.

A sample lineup:

The 2007 Kentucky Cannons won 88 games and are thus granted 50 Quality Points to begin each game. Their Z Factor is 5. Their starting lineup against the Oakland Guardians is as follows:

SS	Ridley Sanchez	S, D	(8 points)
LF	Mike Cloud	D	(4 points)
RF	Brian Bateman	B, P	(10 points)
1B	Tom Grady	B, P	(10 points)
CF	Neil Shay	S, PZ	(4 points)
C	Hanley Clegg	S	(4 points)
2B	A.J. Hoyt	BZ, DZ	
3B	Paul Le Mays	D, SZ	(4 points)
P	Brian Goskie		

We see that the Cannons have used up 44 Quality Points on their starting lineup, and have assigned 4 Z ratings to the lineup. This leaves 6 Quality Points and 1 Z rating to distribute among their 4 potential relievers:

RP Stoke Cummings T (6 points)
 RP Dale Brown
 RP Jose Gutierrez TZ
 RP Paul O'Shea

The star closer, Stoke Cummings, uses up the remainder of the Quality Points and Jose Gutierrez is rated TZ to fill out the necessary Z quotient.

If a team exceeds its allotted Quality Point total for the game by a single point (and only a single extra point is allowed), make one more player a PZ to even things out.

Each team is also given five bench position players. If you bring a bench position player into the game, he must be given "Z" ratings in **all** categories **except one**, of your choice. He can have no positive ratings. There's no need to rate bench players in advance; simply do so when they come in.

Starting pitchers do not cost Quality Points. It is simply a team's win total during the regular season which determines how often they can start a pitcher rated T and how often they **must** start a pitcher rated TZ.

<i>number of games the team won during the regular season</i>	<i>The team may start a T pitcher....</i>	<i>The team must start a TZ pitcher....</i>
less than 65	once every 6 games	every other game
66-75	once every 5 games	once every 3 games
76-85	once every 4 games	once every 4 games
86-95	once every 3 games	once every 5 games
96 or more	every other game	once every 6 games

WHAT THE PLAYER RATINGS MEAN

B – The player is an excellent hitter. Whenever you see a ▲, ►, or ▼ on the batting tables, the symbol always has an exact twin somewhere else in the same column. Switch the dice result instead to the line number containing the *other* symbol if it would favor the batter.

BZ – The player is a poor hitter. Whenever you see a ▲, ►, or ▼ on the batting tables, the symbol always has an exact twin somewhere else in the same column. Switch the dice result instead to the line number containing the *other* symbol if it would favor the pitcher.

T – The player is an excellent pitcher. Whenever you see a □, ◇, or ○ on the batting tables, the symbol always has an exact twin somewhere else in the same column. Switch the dice result instead to the line number containing the *other* symbol if it would favor the pitcher.

TZ – The player is a poor pitcher. Whenever you see a □, ◇, or ○, the symbol always has an exact twin somewhere else in the same column. Switch the dice result instead to the line number containing the *other* symbol if it would favor the batter.

P – The player hits for a lot of power.

PZ – The player does not hit for power.

S – The player is very fast.

SZ – The player is slow.

D – The player is an excellent fielder.

DZ – The player is a poor fielder.

Managing the Game

PITCHER STAMINA

For every base that a batter achieves during the continuous action of his at-bat (including advances on outfielder throws to other bases), deduct 1 point from the pitcher's Stamina rating. When the pitcher's Stamina rating reaches zero, every strikeout he achieves instead becomes a single to center field, runners advance two bases!

The starting pitcher begins the game with **15** Stamina points.

Any reliever rated TA by his manager enters the game with **5** Stamina points.

All other relievers enter the game with **8** Stamina points.

(Examples: singles, walks, hit batsmen, and one-base errors are worth 1 point, doubles and two-base errors are worth 2 points, triples 3, homeruns 4, singles plus an advance to second on a fielder's throw to try to put out another runner are worth 2, etc.)

LEFTY/RIGHTY PERCENTAGES

Lefty/righty percentages come into play when a relief pitcher faces his first batter of the game. If a lefty faces a lefty or a righty faces a righty, the pitcher's "grade" increases one level against the first batter only. The three "grades" are T (the best), TO (unrated on the roster sheet, and therefore neither a standout nor a liability), and TZ (the worst). So a pitcher with a TO rating becomes a T pitcher, and a pitcher with a TZ rating becomes a TO.

THE HIT AND RUN PLAY

If you want your runners to move with the pitch, you can call for a hit and run play. The following effects take place:

- 1) On all strikeouts, walks, and 3-0 counts, the lead runner must attempt to steal.
- 2) On all line drive outs, the lead runner is doubled off base.
- 3) No runners may advance on a fly out unless it is a deep fly out.
- 4) All sharp ground balls instead become slow ground balls.
- 5) Runners advance two bases automatically on singles, three on doubles.

WORKING YOUR BULLPEN over the course of several games

No CLOSER (a T-rated reliever) may work more than 5 innings over any consecutive stretch of 3 games. No other relievers may work more than 8 innings over any consecutive stretch of 3 games.

BUNTING FOR A BASE HIT

Only an S runner can try this with the bases empty. Roll the dice. On a roll of 6, 7, or 8, he beats out the bunt for an infield single! Otherwise, he strikes out.

A	Batting 1	Batting 2	Batting 3
11	KS on three pitches!	KS on a 3-2 count!	KS after a 3-0 count!
12	KS on a bad pitch!	KS	KS
13	KS	KS	KS
14	▲KL	□ KL	KL, dubious call!
15	□ KL	▲KL	□ KL
16	SH g SS (DZ: EA g)	SH g 1B (DZ: EA g)	▲SH g 3B (DZ: EA g)
21	►SH g 2B	◇ SH g P	SH g 2B (DZ: EA g)
22	EA g 1B, pitcher covers first	HC g SS	SH g pulled (S on 1st: SL g)
23	HC g 3B	HC g 2B	►HC g P
24	EA g SS (D: SH g)	►EA g 3B (D: SH g)	EA g 1B (D: SH g)
25	EA g 2B (D: SH g)	Grounder to SS – lead base?	EA g pulled
26	SL g 1B, pitcher covers first	SL g 2B	SL g SS
31	SL g 3B	SL g pulled (SZ on 1st: SH g)	◇ SL g C
32	▼Shallow fly out LF	○ Shallow fly out CF	▼Shallow fly out RF
33	Fly out RF (?)	Fly out LF	Fly out pulled (?)
34	Fly out CF (?)	Fly out RF (?)	Fly out LF (?)
35	Deep fly out to LF ++	Deep fly out to CF ++	Deep fly out to RF ++
36	◇ Line drive out to 2B	Line drive out to SS	Line drive out to 3B
41	Pop fly out SS	▼Pop fly out 1B	Pop fly out 2B
42	Infield foul out C	Pop fly out SS	Infield foul out 1B (T: KS)
43	○ Foul out to the opposite field (?)	Infield foul out 3B (T: KS)	SH g SS
44	RARE PLAY	RARE PLAY	RARE PLAY
45	EVENT	KS	EVENT
46	Tough grounder to 3B	Tough fly ball to CF	Tough grounder to 2B
51	Error!	Tough grounder to SS	Error!
52	▼Walk on four pitches!	Error!	Walk (STLP)
53	○ Walk	▼Walk	◇ Walk after an 0-2 count!
54	Walk (T: KS)	◇ Walk on a 3-2 count!	▼Walk on a 3-2 count!
55	Infield SINGLE to SS! (STLP)	Ground ball SINGLE to LF!	Infield SINGLE to 2B!
56	►Line drive SINGLE to LF (?)	SINGLE pulled! (2 outs: ++)	○ SINGLE to left center! ++
61	Line drive SINGLE pulled! (?)	►Line drive SINGLE to LF!	►SINGLE to right center! ++
62	◇ Line drive SINGLE to CF!	○ SINGLE to CF! (STLP)	SINGLE through the middle (?)
63	Bouncing SINGLE to CF (?)	Bouncing SINGLE to LF! ++	Bouncing SINGLE to RF! ++
64	▲CRACK to RF!	▲ CRACK pulled!	▲ CRACK to LF!
65	□ CRACK to LF!	CRACK to RF!	□ CRACK to CF!
66	CRACK to RF!	□ CRACK pulled!	CRACK to LF!

SLOW grounder		HIGH CHOPPER / EASY grounder		SHARP ground ball	
Infield in	Infield deep	Infield in	Infield deep	Infield in	Infield deep
Out at home plate, batter safe at first, others advance!	Batter OUT at first, others advance	SINGLE gets past the infielder, runners advance 2 bases!	Runner on 1st out at 2nd, batter safe at 1st, others advance (2 outs: the throw is to 1st)	Double play, out at home, out at 1st, others advance (no force play: out at home, safe at first)	Double play 2nd to 1st, others advance. (No force situation: out at 1st, others must hold)

CRACK! A					
	To left field		To center field		To right field
2	TRIPLE into the corner!	2	TRIPLE off the wall!	2	TRIPLE into the corner!
3	LF makes a diving catch! Out!	3	CF makes a diving catch! Out! ++	3	RF makes a diving catch! Out!
4	DOUBLE down LF line! (?) (S: triple)	4	DOUBLE off the wall!!	4	DOUBLE down RF line! ++ (S: triple)
5	HOMERUN!	5	HOMERUN! (P: double)	5	HOMERUN!
6	HOMERUN (PZ: double)	6	HOMERUN! (P: double)	6	HOMERUN! (PZ: double)
7	DOUBLE into the corner! ++ (P: HOMERUN)	7	DOUBLE to LCF gap! (?) (P: HOMERUN)	7	DOUBLE into the corner! (?) (P: HOMERUN)
8	DOUBLE to the wall! ++	8	DOUBLE in the RCFgap! (?)	8	DOUBLE to the wall! ++
9	DOUBLE in the gap! (?)	9	DOUBLE to the wall! ++	9	DOUBLE in the gap! (?)
10	TRIPLE to the wall! (SZ: double)	10	TRIPLE to the wall! (SZ: double)	10	TRIPLE to the wall! (SZ: double)
11	Ground rule DOUBLE!	11	Ground rule DOUBLE!	11	Ground rule DOUBLE!
12	3B makes a diving catch! Out!	12	CF makes a sliding catch! Out!	12	1B makes a leaping catch! Out!

B	Batting 1	Batting 2	Batting 3
11	KS after a 3-0 count!	KS on three pitches!	KS on a 3-2 count!
12	KS	KS on a bad pitch!	KS
13	KS	KS	KS
14	KL, dubious call!	▲ KL	□ KL
15	□ KL	□ KL	▲ KL
16	▲ SH g 3B (DZ: EA g)	SH g SS (DZ: EA g)	SH g 1B (DZ: EA g)
21	SH g 2B (DZ: EA g)	► SH g 2B	◇ SH g P
22	SH g pulled (S on 1st: SL g)	EA g 1B, pitcher covers first	HC g SS
23	► HC g P	HC g 3B	HC g 2B
24	EA g 1B (D: SH g)	EA g SS (D: SH g)	► EA g 3B (D: SH g)
25	EA g pulled	EA g 2B (D: SH g)	Grounder to 3B – lead base?
26	SL g SS	SL g 1B, pitcher covers first	SL g 2B
31	◇ SL g C	SL g 3B	SL g pulled (SZ on 1st: SH g)
32	▼ Shallow fly out RF	▼ Shallow fly out LF	○ Shallow fly out CF
33	Fly out pulled (?)	Fly out RF (?)	Fly out LF
34	Fly out LF (?)	Fly out CF (?)	Fly out RF (?)
35	Deep fly out pulled ++	Deep fly out pulled ++	Deep fly out pulled ++
36	Line drive out to 1B	◇ Line drive out to 2B	Line drive out to SS
41	Pop fly out 2B	Pop fly out SS	▼ Pop fly out 3B
42	Infield foul out 1B (T: KS)	Infield foul out C	Pop fly out SS
43	SH g SS	○ Foul out to the opposite field (?)	Infield foul out 3B (T: KS)
44	RARE PLAY	RARE PLAY	RARE PLAY
45	EVENT	EVENT	KS
46	Tough grounder to P	Tough grounder to 1B	Tough fly ball to CF
51	Error!	Error!	Tough grounder to SS
52	Walk (STLP)	▼ Walk on four pitches!	Error!
53	◇ Walk after an 0-2 count!	○ Walk	▼ Walk
54	▼ Walk on a 3-2 count!	Walk (T: KS)	◇ Walk on a 3-2 count!
55	Infield SINGLE to 3B!	Infield SINGLE to SS! (STLP)	Ground ball SINGLE to LF!
56	○ SINGLE to left center! ++	► Line drive SINGLE to LF (?)	SINGLE pulled! (2 outs: ++)
61	► SINGLE to right center! ++	Line drive SINGLE pulled! (?)	► Line drive SINGLE to LF!
62	SINGLE through the middle (?)	◇ Line drive SINGLE to CF!	○ SINGLE to CF! (STLP)
63	Bouncing SINGLE to RF! ++	Bouncing SINGLE to CF (?)	Bouncing SINGLE to LF! ++
64	▲ CRACK to LF!	▲ CRACK to RF!	▲ CRACK pulled!
65	□ CRACK to CF!	□ CRACK to LF!	CRACK to RF!
66	CRACK to LF!	CRACK to RF!	□ CRACK pulled!

SLOW grounder		HIGH CHOPPER / EASY grounder		SHARP ground ball	
Infield in	Infield deep	Infield in	Infield deep	Infield in	Infield deep
Out at home plate, batter safe at first, others advance!	Batter OUT at first, others advance	SINGLE gets past the infielder, runners advance 2 bases!	Runner on 1st out at 2nd, batter safe at 1st, others advance (2 outs: the throw is to 1st)	Double play, out at home, out at 1st, others advance (no force play: out at home, safe at first)	Double play 2nd to 1st, others advance. (No force situation: out at 1st, others must hold)

CRACK! B					
	To left field		To center field		To right field
2	TRIPLE into the gap!	2	TRIPLE rolls to the wall!	2	TRIPLE into the gap!
3	LF makes a sliding catch! Out!	3	CF makes a sliding catch! Out! (?)	3	RF makes a sliding catch! Out!
4	DOUBLE over 3B into left! (?) (S: triple)	4	DOUBLE rolls to the wall! ++	4	DOUBLE over 1B into right! (?) (S: triple)
5	HOMERUN!	5	HOMERUN! (PZ: double)	5	HOMERUN!
6	HOMERUN!	6	HOMERUN! (PZ: double)	6	HOMERUN!
7	DOUBLE over 3B! (?) (P: HOMERUN)	7	DOUBLE to RCF gap! ++ (P: HOMERUN)	7	DOUBLE over 1B! ++ (P: HOMERUN)
8	DOUBLE off the wall!	8	DOUBLE in the RCFgap! (?)	8	DOUBLE off the wall!
9	DOUBLE in the gap! ++	9	DOUBLE off the wall! (?)	9	DOUBLE in the gap! ++
10	TRIPLE off the wall! (SZ: double)	10	TRIPLE off the wall! (SZ: double)	10	TRIPLE off the wall! (SZ: double)
11	Ground rule DOUBLE!	11	Ground rule DOUBLE!	11	Ground rule DOUBLE!
12	3B makes a diving catch! Out! (?)	12	CF makes a leaping catch! Out! ++	12	1B makes a diving catch! Out! (?)

C	Batting 1	Batting 2	Batting 3
11	KS on a 3-2 count!	KS after a 3-0 count!	KS on three pitches!
12	KS	KS	KS on a bad pitch!
13	KS	KS	KS
14	□ KL	KL, dubious call!	▲ KL
15	▲ KL	□ KL	□ KL
16	SH g 1B (DZ: EA g)	▲ SH g 3B (DZ: EA g)	SH g SS (DZ: EA g)
21	◇ SH g P	SH g 2B (DZ: EA g)	► SH g 2B
22	HC g SS	SH g pulled (S on 1st: SL g)	EA g 1B, pitcher covers first
23	HC g 2B	► HC g P	HC g 3B
24	► EA g 3B (D: SH g)	EA g 1B (D: SH g)	EA g SS (D: SH g)
25	Grounder to SS – lead base?	EA g pulled	EA g 2B (D: SH g)
26	SL g 2B	SL g SS	SL g 1B, pitcher covers first
31	SL g pulled (SZ on 1st: SH g)	◇ SL g C	SL g 3B
32	○ Shallow fly out CF	▼ Shallow fly out RF	▼ Shallow fly out LF
33	Fly out LF	Fly out pulled (?)	Fly out RF (?)
34	Fly out RF (?)	Fly out LF (?)	Fly out CF (?)
35	Deep fly out to CF ++	Deep fly out to RF ++	Deep fly out to LF ++
36	Line drive out to SS	Line drive out to 3B	◇ Line drive out to 2B
41	▼ Pop fly out 1B	Pop fly out 2B	Pop fly out SS
42	Pop fly out SS	Infield foul out 1B (T: KS)	Infield foul out C
43	Infield foul out 3B (T: KS)	SH g SS	○ Foul out to the opposite field (?)
44	RARE PLAY	RARE PLAY	RARE PLAY
45	KS	EVENT	EVENT
46	Tough fly ball to CF	Tough grounder to 2B	Tough grounder to 3B
51	Tough grounder to SS	Error!	Error!
52	Error!	Walk (STLP)	▼ Walk on four pitches!
53	▼ Walk	◇ Walk after an 0-2 count!	○ Walk
54	◇ Walk on a 3-2 count!	▼ Walk on a 3-2 count!	Walk (T: KS)
55	Ground ball SINGLE to LF!	Infield SINGLE to 2B!	Infield SINGLE to SS! (STLP)
56	SINGLE pulled! (2 outs: ++)	○ SINGLE to left center! ++	► Line drive SINGLE to LF (?)
61	► Line drive SINGLE to LF!	► SINGLE to right center! ++	Line drive SINGLE pulled! (?)
62	○ SINGLE to CF! (STLP)	SINGLE through the middle (?)	◇ Line drive SINGLE to CF!
63	Bouncing SINGLE to LF! ++	Bouncing SINGLE to RF! ++	Bouncing SINGLE to CF (?)
64	▲ CRACK pulled!	▲ CRACK to LF!	▲ CRACK to RF!
65	CRACK to RF!	□ CRACK to CF!	□ CRACK to LF!
66	□ CRACK pulled!	CRACK to LF!	CRACK to RF!

SLOW grounder		HIGH CHOPPER / EASY grounder		SHARP ground ball	
Infield in	Infield deep	Infield in	Infield deep	Infield in	Infield deep
Out at home plate, batter safe at first, others advance!	Batter OUT at first, others advance	SINGLE gets past the infielder, runners advance 2 bases!	Runner on 1st out at 2nd, batter safe at 1st, others advance (2 outs: the throw is to 1st)	Double play, out at home, out at 1st, others advance (no force play: out at home, safe at first)	Double play 2nd to 1st, others advance. (No force situation: out at 1st, others must hold)

CRACK! C					
	To left field		To center field		To right field
2	TRIPLE into the corner!	2	TRIPLE off the wall!	2	TRIPLE into the corner!
3	LF makes a leaping catch! Out! ++	3	CF makes a leaping catch! Out! ++	3	RF makes a leaping catch! Out! ++
4	DOUBLE down LF line! ++ (S: triple)	4	DOUBLE into the gap! ++	4	DOUBLE down RF line! (S: triple)
5	HOMERUN!	5	HOMERUN! (PZ: double)	5	HOMERUN!
6	HOMERUN!	6	HOMERUN! (PZ: double)	6	HOMERUN!
7	DOUBLE into the corner! ++ (P: HOMERUN)	7	DOUBLE to LCF gap! ++ (P: HOMERUN)	7	DOUBLE into the corner! ++ (P: HOMERUN)
8	DOUBLE to the wall! ++	8	DOUBLE in the RCF gap!	8	DOUBLE to the wall! ++
9	DOUBLE in the gap!	9	DOUBLE to the wall! (?)	9	DOUBLE in the gap!
10	TRIPLE into the corner! (SZ: double)	10	TRIPLE to the wall! (SZ: double)	10	TRIPLE to the corner! (SZ: double)
11	Ground rule DOUBLE!	11	Ground rule DOUBLE!	11	Ground rule DOUBLE!
12	3B makes a leaping catch! Out!	12	CF makes a diving catch! Out! (?)	12	1B makes a diving catch! Out!

ERROR table		EVENT table		
11	Shortstop muffs a grounder, batter to 1st, others advance!	11	Wild pitch! Runners advance two bases! * (T: KS)	
12	Same as #11, SS muffs grounder (D: SL g)	12	Passed ball! Runners advance two bases! *	
13	2B muffs a grounder, batter to 1st, others advance!	13	Batter takes first on catcher's interference!	
14	Same as #13, 2B muffs grounder (D: SL g)	14	Wild pitch! Lead runner thrown out trying to advance! *	
15	3B muffs a grounder, batter to 1st, others advance!	15	Passed ball! Lead runner thrown out trying to advance! *	
16	Same as #15, 3B muffs grounder (D: SL g)	16	Pitcher picks the lead runner off base! *	
21	1B muffs a grounder, batter to 1st, others advance!	21	Lead runner advances on a pickoff attempt error! *	
22	Same as #21, 1B muffs grounder (D: SL g)	22	Catcher picks the lead runner off base! *	
23	Pitcher muffs a grounder, batter to 1st, others advance!	23	Batter hit in the head by the pitch! The benches clear!	
24	Catcher drops a foul ball! (D: makes the catch)	24	Batter hit in the elbow by the pitch!	
25	SS makes a bad throw, batter to 2nd, others advance two!	25	Batter hit in the side by the pitch! (T: KS)	
26	Same as #25, SS makes bad throw (D: SL g)	26	Batter hit in the side by the pitch!	
31	2B makes a bad throw, batter to 2nd, others advance two!	31	Wild pitch! Runners advance! *	If you roll a result marked with an * and the bases are empty, the batter lines out to the pitcher!
32	Same as #31, 2B makes bad throw (D: SL g)	32		
33	3B makes a bad throw, batter to 2nd, others advance two!	33		
34	Same as #33, 3B makes bad throw (D: SL g)	34		
35	1B makes a bad throw, batter to 2nd, others advance two!	35	Wild pitch! Runners advance! *	
36	Same as #35, 1B makes bad throw (D: SL g)	36	Lead runner picked off base!*	
41	C makes a bad throw, batter to 2nd, others advance!	41	Passed ball! Runners advance! * (D: KL)	
42	Same as #41, C makes a bad throw (D: SL g)	42	Passed ball! Runners advance! * (D: KL)	
43	SINGLE plus error on CF, batter to 2nd, others go 2!	43	Passed ball! Runners advance! *	
44	SINGLE plus error on LF, batter to 2nd, others go 2!	44	Batter hit in the foot by the pitch!	
45	SINGLE plus error on RF, batter to 2nd, others go 2!	45	Batter just barely grazed by the pitch! (The manager may argue that he wasn't hit, it's just a ball!)	
46	DOUBLE plus error on CF, batter to 3rd!	46	Balk called on the pitcher! * (The manager may argue that there was no balk!)	
51	DOUBLE plus error on LF, batter to 3rd!	51	Balk called on the pitcher! *	
52	DOUBLE plus error on RF, batter to 3rd!	52	Balk called on the pitcher! *	
53	Fly ball pulled, dropped! Batter to 2nd, others go 2! (D: fly out ++)	53	Lead runner picked off base!*	
54	Grounder to SS bobbled. Batter out at 1st, others advance	54	Wild pitch! Lead runner thrown out trying to advance two bases, others move up behind him! *	
55	Grounder to 2B bobbled. Batter out at 1st, others advance	55	Ball pulled deep, it looks gone.....NO! Inches foul!	
56	Amazing leaping catch of a line drive by the shortstop!	56	Line drive out to SS....lead runner doubled off!	
61		61	Line drive out to the pitcher! Lead runner doubled off!	
62	Amazing diving catch of a line drive by the second baseman!	62	Foul out to the catcher, he makes a nice running catch!	
63		63	Lead runner picked off base!* (TZ: Walk!)	
64	Amazing diving catch of a line drive by the first baseman!	64	Lead runner caught stealing!*	
65		65	Lead runner steals safely!* (The manager may argue that he was out!)	
66	Pitcher makes a bad throw, batter to 2nd, others go two!	66		

TOUGH GROUND BALLS		TOUGH FLY BALLS	
2, 6	Batter OUT at first by inches, others advance! (DZ: SAFE) (The manager may argue that he was SAFE!)	2, 6	Great diving catch by the outfielder! (?)
3, 9	Batter OUT at first by inches, others advance! (S: SAFE)	3, 9	Great sliding catch by the outfielder! (DZ: Fielder allows a DOUBLE, all runners score!)
4, 10	Batter SAFE at first by inches, others advance! (D: OUT)	4, 10	Great running catch by the outfielder!
5, 11	Batter SAFE at first by inches, others advance! (D: OUT) (The manager may argue that he was OUT!)	5, 11	Outfielder dives and traps the ball, it's a SINGLE! Runners advance two bases! (D catches it, runners must hold!)
7, 8, 12	Infielder charges, bare-hands it, throws, the batter is out at first by inches, others advance! (S: SAFE)		Outfielder can't make the diving catch, it's a SINGLE! (?)
Infield in: Collision at home plate! Runner scores on 2-6 (D: OUT), OUT on 7-12 (DZ: SAFE), batter is safe at first, others advance!		8, 12	Outfielder dives, misses it, it's a DOUBLE! Everyone on base scores! (D catches it, runners must hold!)
		7	

TRYING FOR THE EXTRA BASE on a hit or fly out				Runners may not try for an extra base on an error. Runners behind the lead runner advance behind him on outfielder throws only when dictated on the chart.
2	Runner caught in a rundown, consult the Rundown table!			
3	Runner is thrown OUT by a mile! Runners move up behind him! What a throw! (DZ: SAFE)			
4	Runner OUT unless trying to advance on a deep fly ball, in which case he's safe! (S: SAFE)			
5	Runner is SAFE unless trying to advance on a shallow fly, or to third on any ball hit to left, in which case he's OUT! (D: OUT)			
6	Runner is SAFE on an incredibly close play! Other runners move up behind him! (SZ: OUT)			
7	Runner is SAFE! The runner just beats a good throw! (SZ: OUT) The Ghost Manager's runners move up behind him.			
8	Runner is OUT unless trying to advance on a deep fly, or to third on any ball hit to right, in which case he's SAFE!			
9	Runner is OUT on an incredibly close play! Runners move up behind him! (S: SAFE)			
10	Runner is SAFE, but the runner behind him is thrown OUT trying to move up behind him!			
11	The ball is thrown away! Runner is safe, advances one more base on the error, others move up behind him! (D: runner OUT)			
12	Runner is SAFE, the fielder loses the ball on contact from the runner! Other runners move up behind him! (The manager may argue that the fielder held onto the ball long enough and the runner is out!)			
Trying to advance from 1st to 2nd on a fly out (only on a tough fly ball): Runner is SAFE on 2-9, OUT on 10-12.				
STOLEN BASE attempts of 2nd and 3rd		SACRIFICE BUNT attempts		
2	Ball thrown away! Runner safe, advances one more base on the error, others move up behind him!	2	Batter pops out, lead runner is doubled off base!	
3	Runner picked off base, he's OUT!	3	DOUBLE PLAY, runner out at 2nd, batter out at 1st, others advance! (No force situation: lead runner tagged out, batter safe at 1st, others advance!)	
4	Runner OUT! Great throw! (DZ: SAFE)	4	Consult ERROR table! (Any outfield error instead becomes a muffed grounder by the third baseman, batter safe at 1st, others advance.)	
5	Runner SAFE! That's a bad call!	5	Good bunt, batter out at 1st by inches, others advance! (SQUEEZE PLAY: Runner on 3rd out at home in a collision and a cloud of dust, batter safe at 1st, others advance!)	
6	Runner SAFE by a mile! (D: OUT)	6	Good bunt, batter out at 1st, others advance!	
7	Runner SAFE! (SZ: OUT)	7	Terrific bunt, batter out at 1st, others advance! (P: use #10)	
8	Runner SAFE on an incredibly close play!	8	Good bunt, batter out at 1st by inches, others advance! (SQUEEZE PLAY: Everyone's safe, the throw home! is late!)	
9	Runner OUT! (S: SAFE)	9	Infield SINGLE! (SZ: use #10)	
10	Runner OUT on an incredibly close play!	10	Runner thrown out at lead base, batter safe at first!	
11	Runner caught in a rundown, consult the Rundown table!	11	Batter pops out!	
12	Runner is safe stealing but he over-slides the base and is tagged out!	12	Batter strikes out! (SQUEEZE PLAY: Strikeout and runner on third is OUT at home, double play!)	
STEALING HOME 2–3) The runner is SAFE!! 4–8) The runner is OUT! 9-12) S only is safe! There is one big advantage to trying to steal home. Regardless of the outcome, it saps the relief pitcher's stamina totally and he must be removed from the game! (Relievers only.)				

RUNDOWN TABLE			
2	ERROR! The bases are cleared! Disaster!	5, 11	Runner tagged out, others advance behind him.
3, 9	Runner is SAFE getting back to the base! Others hold!	6, 8, 12	Runner tagged out, others must hold.
4, 10	Runner is SAFE going to the next base! Others advance behind him!	7	Runner tagged out, others must hold. Oh, that was a close call at the bag, maybe the wrong one! (The manager may argue that the runner was safe!)

RARE PLAY TABLE

(First results in **BOLD** print apply if the teams are separated by no more than 1 run. Other results apply if the teams are separated by 2 or more runs.)

11	TRIPLE to left field, the throw to third to try to get the runner is wild and he trots home easily! SINGLE to left field, the lead runner is thrown out going for two, and the batter is thrown out trying for second, double play! (NO ONE ON BASE: Pop foul into the right field corner, the right fielder makes a terrific running catch! Runners on 2nd and 3rd tag and advance!)
12	Batter is hit in the head by a pitch and rushes the mound! Oh, a melee ensues, punches are thrown everywhere! The batter and pitcher are ejected from the game! Batter is hit in the head by a pitch and rushes the mound! He is restrained and the pitcher is thrown out of the game!
13	Batter rips a shot past a diving first baseman, it's going into the corner for extra bases, at least a triple and maybe more....oh, a fan scoops the ball up, it's just a ground rule double, runners advance only 2 bases! (The manager may argue that all runners should be allowed to score!) Batter rips a line drive back to the mound, the pitcher reacts on pure instinct, holding up his glove, and he makes the catch! The batter is out and the lead runner is doubled off base!
14	Fly ball to center field, it's dropped! It's a three base error! Long fly ball to deep center field, over the outfielder's head for extra bases! The bases are cleared, but the runner is caught in a rundown between second and third and tagged out.
15	Batter strikes out—if a runner is on 1st or 2nd and the next base is open, the runner breaks for the next base, the throw is wild, the runner is safe and he's charging for another base, here's the throw....(2-8 SAFE, 9-12 OUT). Hot line drive to third----and the third baseman makes an incredible leaping catch! The lead runner is then doubled off!
16	SINGLE to right field, runners advance one base....but batter turns first, and he's going for two! He is SAFE on a roll of 3,4,5,6,8,9,10,11 and 12, OUT on a roll of 2 and 7, all runners advance two bases. Ball lined to right field, and the runner is GUNNED DOWN at first by the right fielder! What a play! Runners advance one base.
21	DOUBLE drilled along the third base line, past a diving third baseman, into the corner, it clears the bases! (The manager may argue that it was a foul ball!) Ground ball to second....oh, it's a poor throw to first, batter heads for second base, but he's thrown out! Runners advance two bases. (INFIELD IN: Bad throw is to home plate.)
22	Ball knocked to the right field corner, it hits the foul line, that's a double, everyone scores! (The manager may argue that it was a foul ball!) Ball DRILLED , hits the center field wall on the fly, fielded cleanly and the batter must hold with a SINGLE , all runners advance two bases!
23	Batter loops a dying quail behind first, the first baseman leaps but can't get it, it's a SINGLE, all runners advance two bases! Batter taps a dead ball toward third, the third baseman watches it roll, watches it roll....it looks like it might be a fair ball....it rolls foul just before it hits third base, he got lucky on that one!
24	Shortstop makes a miracle diving catch on a line drive! Batter fails to run out a slow roller along the third base line, thinking it's foul, he's thrown out at first, others advance! (INFIELD IN: Runner on 3rd doesn't run it out, he's out at home, batter safe at first on a fielder's choice.)
25	Batter drops a beautiful bunt along the third base line, safe at 1st, no throw, others advance! MEN ON FIRST AND SECOND AND NO ONE OUT or BASES LOADED and NO ONE OUT: TRIPLE PLAY! Ground ball is turned beautifully! OTHERWISE: Batter hit by pitch....but the umpire rules that ball was in the strike zone and he's out instead! (The manager may argue that the batter was not in the strike zone and should take first base!)
26	Ground ball to short goes right under the shortstop's legs! ERROR, runners advance one base! Pop fly ball to shallow right, the right fielder and second baseman collide but the second baseman catches it! Runners hold!
31	Catcher drops a third strike, throws to first, not in time, batter safe on error, others advance one base! Catcher drops a third strike, throws to first, gets the batter in time, others advance one base!
32	Ball is chopped off home plate, high into the air toward the mound, it's going to be a tough grounder, consult the Tough Ground Ball table! (After the play is resolved, the manager may argue that it was a foul ball!) Fly ball to left, left fielder dives and makes an incredible catch near foul territory! Runners must hold!
33	Long fly ball to center field, center fielder going back, back, he jumps—he gets the ball on the mitt but the collision with the wall pops it out and over for a HOMERUN! Ball ripped to the first baseman, who dives and makes the stop! He flips the ball with his mitt to the pitcher covering, and they get the runner out by a half step! (INFIELD IN: First baseman throws home and somehow gets the runner out! Batter safe at first, others advance.)
34	DOUBLE off the top of the center field wall, just inches away from being a homerun! (The manager may argue that it was a homerun!) Line drive to right field, DOUBLE , right fielder throws to third to try to nab the runner trying to stretch it into a triple he throws wide! The ball rolls toward the dugout, the third baseman fires home—and nails the runner in a tremendous collision at home! Is he safe or out? On a roll of 2-7, he's SAFE , 8-12 he's OUT!
35	SINGLE to left field, the batter digs for second and is safe on a bad call! (The manager may argue that he was out!) Others advance two bases! Dribbler tapped along the first base line, pitcher dashes over, slides for it, comes up with it and flails out with his mitt, tagging the runner out! Runners advance.
36	Pop fly into shallow territory, the shortstop and the left fielder converge—it drops between them for a single! Oh, bad communication, and the runners advance two bases! Ball knocked back up the middle for a hit....oh no, it hits second base and rebounds into the shortstop's glove! He throws the runner out at 1st! Others advance.
41	Fly ball, fairly deep—the center fielder and right fielder collide! The batter goes all the way to third with a triple! Fly ball into the right field corner, the right fielder chases it down and leaps to make the catch, snatching it away from the fans! Runners on 2nd and 3rd tag and advance!

42	Ball popped into shallow right, the right fielder and the second baseman converge....it drops between them, there was an error in communication and neither one reaches out for the ball! Batter to first base, others advance one—unless there are two out, in which case batter goes to second and everyone scores! Pop foul over near the third base stands, the catcher and the third baseman collide, but the catcher holds on to it!
43	Ball ripped to third base, he spears it, but loses the handle when he tries to throw! No play, batter safe at first, others advance one base! High chopper to the right side of the mound, the pitcher dashes off, spears it, fires to first, gets the batter out, others advance! What a play! (INFIELD IN: The throw goes home and the runner is out! Batter safe at first, others advance.)
44	Ground ball up the middle, the second baseman backhands it and has to fling it to the shortstop so he can make the play to first....but the throw is a split second too late, batter safe at 1st, others advance one! (INFIELD IN: Second baseman throws home, the catcher drop the ball, everyone's safe, others advance!) MAN ON FIRST: Ground ball to short, he tosses it to second for the force out, and the second baseman is completely upended by the base runner, breaking up a sure double play! NO MAN ON FIRST: Batter yanks a long fly ball to left field, it is inches left of the foul pole! Even after several looks on instant replay, it's possible that the ball was fair, but it's ruled a foul!
45	Ground ball goes right under the second baseman's legs! ERROR, runners advance one base! Shallow fly ball, left fielder coming in hard, dives....he caught it! The lead runner will be doubled off, thinking the ball dropped in! Double play!
46	Fly ball ripped to center, the center fielder leaps....the ball goes into his mitt but is jarred loose by contact with the wall, that's going to be a double, everyone scores! Oh, he was so close to making that catch! Deep fly ball to left field, outfielder goes back to the wall, leaps—and steals a homerun!! Batter out, runners on 1st, 2nd and 3rd advance!
51	High fly ball to left, deep, it's drifting toward the corner....and it is...into the first row of the seats! A short homerun, so close to just being a routine fly ball! Pop foul ball, third baseman follows it, nears the dugout, and he catches the ball as he tumbles down the steps! Amazing!
52	The pitch is outside for a ball....everyone on base STEALS successfully! Pop foul ball, first baseman follows it, nears the stands, and he catches the ball as he falls into them! Amazing!
53	RUNNER ON 2nd BASE, or 1st AND 2nd: The runner on second steals third and he is SAFE!! Oh, a close call! OTHERWISE: Whoa, the pitcher uncorks a crazy wild pitch four feet over the batter's head, runners advance 2 bases! Long fly ball to center field, the center fielder runs back, back....and he makes a sensational over-the-shoulder catch as he falls to the warning track! Runners on 2nd and 3rd tag and advance!
54	Ground ball to the second baseman, he loses the handle, tries to make a desperate throw, the first baseman has to make a great stab to come up with it, batter safe on the error! Others advance one base. (INFIELD IN: The throw is to home plate and it sails over the catcher's head, runner safe at home, batter safe at first, others advance!) RUNNER ON 3RD BASE, 0 or 1 OUT: Fly out to center field, runner tags and scores. But the catcher throws to 3rd to claim the runner didn't tag—and it's upheld! He's ruled out, that's a double play! NO RUNNER ON 3RD or 2 OUT: Batter hit in the head by the pitch! He walks toward the mound but is shepherded away.
55	Batter knocks a single to left....he decides to go for two but is caught in a rundown! Consult the Rundown table! Bloop SINGLE into center field! Runners should go two easily but the lead runner trips and all runners can go only one base!
56	The second baseman drops an infield fly! Batter to second, others advance two bases! MAN ON FIRST: Hot grounder up the middle, the shortstop runs over, dives, and makes the stop, tossing the ball from his knees to second for the force out! Fantastic play! Batter safe at first, others advance! NO MAN ON FIRST: The batter strikes out and is ejected from the game for arguing the call!
61	MEN ON BASE: The pitcher tries to pick the lead runner off, the ball hits him in the back, he and the other runners advance one base! NO ONE ON: Ball four is called, and the pitcher can't believe it! He's vocal about the bad call! Batter hits a soft liner over the second baseman's head, second baseman leaps and makes a fantastic catch!
62	Runner on 1st or 2nd steals, a surprised catcher can make no throw! (NO ONE ON or RUNNER on 3rd: Batter is nailed in the side by a fastball, he's down and hurting, a pinch runner must be brought in.) The lead runner on base is picked off! (BASES EMPTY: An infield fly is almost dropped by the shortstop when he collides with the third baseman but he holds on!)
63	Lead runner on 1st or 2nd steals safely! (NO ONE ON or RUNNER on 3rd: Pitcher has injured himself and he must come out of the game! Batter steps back into the box against a new pitcher. Ball ripped to first....the first baseman makes a diving stop on the foul line, batter out on the line drive! The lead runner is then doubled off base!
64	Fly ball to right field....the right fielder drops it! It rolls to the wall, that's a three base error! Batter hits a high chopper, he is safe at first, but it is ruled that he ran outside of the base-line! He's called out, runners advance one base. (INFIELD IN: The runner on 3rd runs outside the line, called out, batter safe at 1st, others advance.)
65	Fly ball to left field....the left fielder drops it! That's a two base error! Runners advance two bases! The lead runner is picked off base! (BASES EMPTY: The batter swings at three straight pitches in the dirt and strikes out, a terrible at-bat!)
66	CRACK! Batter absolutely KILLS the ball to center field, he just stands and watches it go, that one is WAY into the upper deck!!! A long, long homerun! MAN ON FIRST: Ground ball to short, shortstop tosses it to second for the force out and has his legs brutally taken out from under him with a hard slide, oh, that looked completely unnecessary! Batter safe at first on the fielder's choice! (INFIELD IN: Grounder to short, he throws home, there's a huge collision....the umpire waits, waits....and finally calls the runner out! Batter safe at first, others advance!) NO MAN ON FIRST: Ground ball to short, the throw pulls the first baseman off the bag and he collides hard with the base runner! Is he safe or out? He's SAFE on a roll of 2-7, OUT on 8-12. Others advance one base! (INFIELD IN: Grounder to first, the first baseman fires home, the runner kicks the ball out of the catcher's mitt and he's safe! Batter safe at first, others advance!)

teams	1	2	3	4	5	6	7	8	9							FINAL

name	pos	bats	ratings													
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		

PITCHER IN GAME _____

WARMING UP _____

				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		
				2	1	3	2	1	3	2	1	3	2	1		
				3	2	1	3	2	1	3	2	1	3	2		
				1	3	2	1	3	2	1	3	2	1	3		

PITCHER IN GAME _____

WARMING UP _____

MANAGER POINTS USED _____

ADVANCED GAME OPTIONAL RULES

In the Advanced Game, you will manage one team while the Ghost Manager manages the other. You will make very few of his decisions for him.

VISITING THE MOUND

You can visit the mound to settle your pitcher down or give him specific instructions at key moments in the game. This may only be done once per pitcher. Roll the dice. If you roll a 7, he strikes out the next batter he faces! On a roll of 11, he is found to be gassed and out of stamina, effective immediately. On all other rolls, the batter hits normally. Your pitcher must face at least one batter after the mound visit.

WARMING UP RELIEVERS

Unless you want to bring in a reliever between innings, he must warm up first for at least 2 and no more than 3 batters. If you don't bring him in after the third batter, he must sit for the rest of the inning. Only two relievers may warm up at the same time.

THE GHOST MANAGER'S DECISIONS

- 1) The Ghost Manager does not use the hit and run play, or intentionally walk anyone. He might bunt *only* if his pitcher is up with a man on first or second base; roll one die after calculating the likelihood that the pitcher would bunt, and adhere to the die roll. (Example: You figure the pitcher's chance of trying a bunt in a certain situation are about fifty percent. Roll one die. On a roll of 1-3, he does in fact bunt, while on a 4-6, he does not.) He tries to steal only on STLP results.
- 2) The Ghost Manager *only* and *always* changes pitchers as soon as his pitcher's stamina runs out. His best reliever should be saved for the seventh, eighth, or ninth innings if possible. The Ghost Manager makes no other roster substitutions.
- 3) The Ghost Manager always tries to make a defensive play on tough ground balls and flies.
- 4) Make a logical decision concerning pinch-hitting for the Ghost Manager's pitcher. Figure out the percentages of this happening, and roll one die to determine whether he pinch hits or not.
- 5) Make a logical decision concerning the Ghost Manager playing the infield in. Figure out the percentages of this happening, and roll one die to determine whether he plays in or not.
- 6) Other decisions should be made only after figuring out the percentages and rolling one die to determine the Ghost Manager's strategy.
- 7) Keep a Ghost Manager's pitching rotation in line with yours whenever possible.

ADVANCED RULES FOR TOUGH GROUNDERS AND FLIES

On any tough grounder, you as manager may elect to simply allow an infield single to the batter, with all runners advancing one case, rather than risk a throw. The Ghost Manager always tries to throw your runners out.

On any tough fly ball, you as manager may elect to simply allow a single to the batter, with all runners advancing only one base, rather than risk a dive. The Ghost Manager always tries to make the catch when you hit a tough fly.

OPTIONAL INJURY SYSTEM Roll the dice after every loss to see if any of your players will miss any upcoming time on the DL. Injuries refer to the players who just finished the previous game.		
11	Starting pitcher injured	INJURY DURATION 2) Player will miss 40 games 3) Player will miss 15 games 4) Player will miss 5 games 5) Player will miss 3 games 6) Player will miss 1 game 7) Player hurt but won't miss any time. 8) Player will miss 2 games 9) Player will miss 4 games 10) Player will miss 9 games 11) Player will miss 20 games 12) Player will miss 30 games
12	Starting pitcher injured	
13	Closer injured (if no TA reliever was used during the previous game, there is no injury)	
14	SS injured	
15	2B injured	
16	1B injured	
21	3B injured	
22	LF injured	
23	CF injured	
24	RF injured	
25	C injured	
26-66 No notable injuries.		

The MANAGER CHALLENGE system

The Manager Challenge system is intended to define your skill as a manager. In most tabletop games, you don't have to think too much about whether to, say, call for a bunt or change pitchers or send a runner on a steal attempt. But in real life, nagging injuries, slumps, hot streaks, player match-ups and histories, field conditions, and simple hunches often make such calls far more difficult. Manager's Call Baseball never lets you make a big decision blindly. There are many strategies available to you during the game, but employing each one will cost you a certain number of Manager Points. You start the game with **16** of them, and you can only employ strategies if you have enough points to do so. If the game goes into extra innings, add **4** points to your total. You'll have to think more critically and further in advance with this system, and you may have to make certain tough sacrifices in order to conserve points.

The strategies which require you to give up Manager Points are all those which require making a decision *between* batters. These are described on the list below.

The number of Manager Points that must be deducted whenever you employ a strategy from the list is determined by the small number printed inside the box which usually determines the Batting Table (1, 2, or 3) of the next batter to step up to plate in the game.

(Example: With your pitcher in trouble in the ninth inning, you decide to bring in a reliever. The next man to step up to the plate will be the opposing team's cleanup hitter. The number inside his box is a 3. So bringing in a reliever right now will cost you 3 Manager Points, and the hitter will use Batting table 3 when he steps up to the plate.)

Strategies you employ in the middle of the action of an at-bat, like deciding to go for an extra base or whether or not to make a throw on a tough grounder, do not require you to give up any Manager Points.

The strategies which cost points:

1. **Replacing any player:** You may bring in up to three relief pitchers plus a closer during the game. In addition, you may bring in a pinch hitter, pinch runner, or a defensive replacement. Each player replacement costs points.
2. **Steal attempts.**
3. **Sacrifice bunts and squeeze plays.**
4. **Hit and Run plays.**
5. **Bringing the infield in:** Your infield is assumed to play deep unless you specifically call for it to play in.
6. **Issuing an intentional walk.**
7. **Arguing a bad call:** Some calls are noted on the play tables as being bad ones. You can come out to argue them in an attempt to reverse them. Roll two dice. On a roll of 7, you get the call reversed! But on a roll of 12, you are ejected from the game! Subtract 5 Manager Points from your current total if you're ejected.
8. **Visiting the mound.**
9. **Bunting for a base hit.**
10. **Retaliation bean balls:** If one of your batters is ever hit by a pitch after hitting a homerun at some point during the game, the bean ball was obviously intentional and you must protect your player by issuing a retaliation bean ball! This is done by intentionally hitting any opposing batter who comes to the plate in the very next inning (just like issuing an intentional walk, it's automatic). If you choose *not* to throw the bean ball during the very next inning, you must give up Manager Points. Throwing the bean ball does not cost you any at all. This is a case where *not* employing a strategy costs you points!
11. **Playing it safe on the bases.** With a runner on third, you can declare in advance that the runner will hold on all ground balls. The only play on all ground balls will be to second and/or first base.