

HOW TO PLAY "BIG LEAGUE MANAGER"

Select nine players for each team and arrange the cards for each player into a batting order. It is best to leave **both pitchers** to one **side** so you can refer to the numbers on their cards easily. Use the scoresheets provided to list your players and positions played. It is a good idea to list the F for each player in the column marked F. You can easily refer to this figure when determining errors. A complete scoring of the game is not necessary, but it makes for more enjoyment and gives you a permanent record of the game if you do score.

The BEST and EASY WAY to LEARN a GAME

1st—Read the directions from start to finish.

2nd—Then start playing the game.

3rd—Do not try to memorize all the directions of a new game before playing.

It is better to refer to the directions when necessary after starting to play.

As you read through the rules and something is not perfectly clear to you chances are it will be understood after you finish reading. You must see the complete picture in order to understand fully some of its parts.

ROSTER SHEET SYMBOLS

SG— starting games
RG— relief games
EG— extra games (see PH)
SPC— number given starting pitcher
RPC— number given relief pitcher
G— games played
P— position played
F— rated fielding number
T— rated throwing number
PH— games as pinchhitter or runner

PLAYER CARD SYMBOLS

PC— used against batter's BA with bases empty
MOB— used against batters BA with men on base, present pitchers responsibility
W— used against batters BB
SO— used against batters K
PHR— used against batters HIGH HR number
SBA— indicates rated stolen base
RBA— runners stretch rating
WP— used against batters walks
BB— used against pitchers W
BA— used against pitchers PC, MOB
K— used against pitchers SO
2B— indicates two-base hit numbers
3B— indicates three-base hit numbers
HR— indicates Home run hit numbers
M— is minus or subtract
P— is plus or add
E— is even or no change
(-)— indicates all numbers from first number to following number; thus 1-3 is 1 & 2 & 3
(.)— indicates just numbers listed are used; thus 1,3 is JUST 1 and 3

HOW TO READ GAME BOARDS

All **HORIZONTAL** numbers are 1 to 50 on both boards (found along top, and middle and bottom of each board). These are chance of success numbers. They are the numbers to look under after you find the number in 1A, B, C; III, IV, V, VII, VIII.

All **VERTICAL** numbers run on one board from 1 to 50 and on the other board 51 to 100. Vertical numbers are obtained through spinning. The space where the **horizontal** and **vertical** numbers meet determines the success or failure of a particular play.

All **BLANK** spaces on Playing Boards are considered either **Walks; Hits; Strikeouts; Errors; Wild Pitch; Passed Ball or Hit Batter; Stolen Bases** and so on depending on what sequence of play you are determining. (**Exception:** If success of attempted play is a number over 50; **Example:** Dick Groat attempting to score from second on single, figure RBA (46) plus 50 is 96 then look under 4 and if blank space he is out rather than safe. If it is a numbered space Groat is safe).

Success chances over 100 are automatically successful. (**Example:** Base runner with RBA 60 scoring from second on a single. Fielder's T is M2 thus success chance is 108. runner is safe at home).

All **spaces** and **figures** in them count as **failures** unless the attempted possibility is over 50 as in the case of Groat above. The only time spaces with figures mean anything is on the determination of the type of putout.

The numbers on the game boards refer to position numbers as follows:

No.1—Pitcher
No.2—Catcher
No.3—Firstbaseman
No.4—Secondbaseman
No.5—Thirdbaseman
No.6—Shortstop
No.7—Leftfielder
No.8—Centerfielder
No.9—Rightfielder

The letters on the game boards refer to different kinds of plays as follows. The letter P indicates a pop-up or pop-fly. The letter L indicates a line drive catch. When the hit and run play is called L indicates a line drive double-play. There is one exception to the above. If a 2L appears it means catcher makes a brilliant catch of a short popup and catches runner off base if the hit and run play was called. If the hit and run was not called 2L means the catcher makes a catch of a pop foul. The letter A is considered as a ground ball and one base advances for all runners regardless of the defense and the play must be made to firstbase for the putout. The letter T indicates a line drive, all runners are caught off base as well as the batter being out. This letter makes possible the triple play and double play.

All plain numbers such as 1, 2, 3, 4, 5, and 6 are considered ground balls. They are double play ground balls, but firstbase must be occupied. They are second to first doubleplays **only** except in the following case. If the bases are loaded and the ball is hit to an infielder playing in close, then the play is considered a doubleplay home to firstbase. For further instructions on ground balls refer to Rule XV and Rule XVI.

A plain number 7, 8, or 9 is short fly ball to fielder indicated. A number 7A, 8A, or 9A is a **very** deep fly ball to fielder indicated. A number 7S, 8S, or 9S is a fly ball to fielder indicated. The rules covering baserunners advancing on fly balls are found in Rule XVII.

By putting the numbers and letters together it is determined exactly how a player is put out. Here are some examples. P2 is pop-fly to catcher; L6 is line drive to shortstop; 4 is a ground ball to secondbaseman; 1A is a ground ball to pitcher, putout at firstbase; T5 is a line drive to thirdbaseman; 7 is a short fly ball to leftfielder; 8A is a deep fly to centerfielder; and 9S is fly ball to rightfielder.

There are **three basic things** a batter can do each turn at bat. These three things are: (1) **Walk**, (2) **Base Hit**, (3) **Be Retired as an Out**. A batter must do **one** of these three possibilities every turn at bat, but **only one**. After he has done one of these three possibilities you **don't** go on to the other **two** or **one** remaining possibilities, as the case may be.

PLAYING PROCEDURES

I. Pitching to **Batter** to determine **WALK (A)**; **HIT (B)**; **STRIKEOUT** or **PUTOUT (C)**.

- A. WALK-Batters BB number plus or minus Pitcher's W number.
- B. HIT-
 1. Batters BA number plus or minus Pitcher's PC number.
 2. Batter's BA number plus or minus Pitcher's MOB number if men on base.
- C. STRIKEOUT-PUTOUT - Batter K number plus or minus Pitcher's SO number.

II. DETERMINING EXTRA BASE HITS

- A. Look at batter's card after 2B, 3B, HR; If any of these numbers spun that is the type of base hit it is. In all cases plus or minus the pitcher's PHR from batter's **highest** HR number. If the number spun is not found after 2B, 3B, HR on batter's card the hit is a single, but if the number spun is one that is included in batter's **revised** HR number it is a home run, Example: Batter's HR is 9-13.
 1. Pitcher's PHR is M2, thus batter's HR numbers change to 9-11.
 2. Pitcher's PHR is P7, thus batter's HR numbers change to 9-20.
- B. Using the same spun number that indicated the kind of hit (IIA above) we determine where it was hit according to the chart below.

Base Hit Locations

Singles

1-28 Leftfield
29-56 Centerfield
57-85 Rightfield
86-100 Infield Hit

Doubles-Triples

1-33 Rightfield
34-66 Centerfield
67-100 Leftfield

- C. Then check for error on fielded ball using rule III D, E and rule VI.

III. FIELDING FIGURE

These are used to determine if a fielder makes an error. The player's (F) rated fielding figure is used as follows:

- A. All ground balls fielded and thrown use the player's fielding figure (F) as given on his card. If the player is at a position not listed on his card, check roster sheet for his (F) at the different fielding position.
- B. All flyballs, popups or forceout basetags use 0 (zero) as the player's fielding number. In other words no error on these plays.
- C. On long throws, C to 2B, SS to C, 2B to C, 3B to 1B, double the fielding figure on the player's card (unless the fielder is playing in close, then use the normal fielding figure as in III A).
- D. Outfield pickup and any throw home, or outfield throw to any base following extra base hit, or rightfield throw to 3B after a single, double the fielding figure on the player's card.
- E. Outfield pickup and throw to any base after single use fielding figure found on player's card (unless it conflicts with rule D above).
- F. For any tag putout use the fielding figure found on player's card.
- G. Infield line drives use the fielding figure found on player's card.

IV. SACRIFICE PROCEDURE

- A. Team at bat must call for sacrifice bunt.
- B. Play follows normal procedure, except check special numbers below, then determine **Strikeout** first (1), **Walk** second (2), check special numbers third (3), **Basehit** fourth (4).
 1. Minus 10 from batter's final K number.
 2. Minus 10 from batter's final BB number.
 3. If one of the following special numbers is spun use the directions following them.
 - a. 10, 20, 30, 40, 50, 60, 70, 80, 90 use runner's regular RBA in advancing (not Sacrifice Chart) to any base.
 - b. (1) 16, 26, 46 score a pop double play.
(2) 56, 66 score a pop double play (infield must be playing **in** or **halfway**).
(3) 6, 76, 86 score a pop double play (infield must be playing **in**). See Sac. Chart for position ball is popped up to.
 - c. (1) 5, 35, 95 use runner's RBA minus 10 in advancing to any base (not Sacrifice Chart).
(2) 65, 85 use runner's RBA minus 20 in advancing to any base (not Sacrifice Chart). Infield must be playing **in** or **halfway**.
 - d. 9, 19, 29, 39, 49, 59, 69, 79, 89, 99 score fouled off second strike, then start new pitching and batting sequence by seeing if spun number under horizontal 50 is blank. If a blank space it's a foul third strike and batter is struckout. If not blank continue with sacrifice procedure as before. If a number ending in 9 is spun (above) it would also be third strike foul and strikeout.
 - e. (1) 15, 45, 75, score a popup, no advance for runners.

- (2) 25, score a popup, no advance for runners. (infield must be playing **half-way** or in).
- (3) 55, 100 score a popup, no advance for runners (infield must be playing in).
- 4. The success or failure to advance runners or to bunt safely is determined as follows: After checking steps 1, 2, and 3 above and there is no strikeout, walk, or special number indicated the defense must state where it is attempting the putout. The success chances are listed in part C below. The defense can make any play they desire including an attempt to force or tag an advancing runner and then play to first for the bunter.
- C. This is the Sacrifice Chart used to determine the success or failure of baserunners or batter. Use the facts listed below according to the play the defense elects to make.

Infield Playing BACK

Attempt on batter—(BA-MOB) SBA divided by 2
 Play on runner
 Play to 2nd—RBA plus 65
 Play to 3rd—RBA plus 60
 Play to home—RBA plus 30

Infield Playing HALFWAY

Attempt on batter— (BA-MOB minus 15) RBA divided by 2
 Play on runner
 Play to 2nd—RBA plus 50
 Play to 3rd—RBA plus 45
 Play to home—RBA plus 15

Infield Playing IN

Attempt on batter— (BA-MOB minus 15) RBA divided by 2
 Play on runner
 Play to 2nd—RBA plus 40
 Play to 3rd—RBA plus 35
 Play to home—RBA plus 5

Double Play Attempt on Batter

Infield Playing BACK

if runner
 Safe on tag—RBA plus 30
 Out on tag—RBA plus 60
 Out on force—RBA plus 25
 Safe on force—RBA plus 30

Infield Playing HALFWAY

if runner
 Safe on tag—RBA plus 15
 Out on tag—RBA plus 50
 Out on force—RBA plus 15
 Safe on force—RBA plus 20

Infield Playing IN

if runner
 Safe on tag—RBA
 Out on tag—RBA plus 40
 Out on force—RBA
 Safe on force—RBA plus 5

Position ball hit to:

1-33—Pitcher
 34-43—Catcher
 44-74—Thirdbaseman
 75-100—Firstbaseman

V. HIT BATTER; WILD PITCH; BALK; PASSED BALL

- A. Bases empty when walk is indicated check number of pitcher's WP. Spin a number and if the space is blank it is a hit batter not a walk.
- B. **Men on Base**
 - 1. Same as A above except if space is blank spin another number and 1-52 is wild pitch; 53-71 is hit batter; 72-85 is passed ball; 86-100 is balk.

VI. ERRORS

- A. To find out if an error has been made use the same method used to find walks etc.
 - 1. Find fielding figure in rule III.
 - 2. Spin number for each fielder in the play. If spun number under fielding figure is a blank space ball is not handled safely. If runner tries to advance see rule B below.
- B. See rule VIII.
 - 1. Offense can't try for extra base on an infield throwing error.
 - 2. The baserunner and batter always get one extra base following a basehit error.
 - 3. If error is made with numbers 1 to 50 it is a throwing error; if numbers 51 to 100 it is a fielding error. Then play ball from position it would normally reach after error.
 - 4. Fielding number zero — if a fielder has a fielding rating of zero (0) he cannot make an error.

VII. STOLEN BASE ATTEMPT

- A. Team at bat calls out that the runner is stealing.
- B. Team in field must indicate to which base they are throwing.
- C. Success chances are determined as follows:
 - 1. **First to Second**—Runner's SBA plus 10, plus or minus catcher's T number.
 - 2. **Second to Third**—Runner's SBA plus or minus catcher's T number.
 - 3. **Third to Home**—SBA minus 10. If defense calls for no windup on pitch indicating they are on their toes watching runner, use SBA minus 25 but raise batter's BA 6 (six).
 - 4. **DOUBLE STEAL**
First and Third bases occupied
 Play at 2nd SBA plus 10, plus or minus catcher's T. If thirdbase runner starts home and defense cut off throw to second, success chance at home is SBA plus 5. If tag made at second, thirdbase runner scores if defense failed to cut off throw. If tag made at second and then thirdbase runner breaks for home success chance is SBA plus 15.

- D. Offense can call for a steal as soon as defense spins for a number to determine what happens to batter, but then spun number is used to determine whether stealer is safe or out, rather than what happens to batter.
- E. After seeing if runner is safe or out remember to check catcher and baseman for error chance.

VIII. TWO BASE ERROR

- A. After error is committed batter and baserunner can attempt to advance an additional base.
- B. Success chances are determined as follows:
 - 1. Infield Error — Batter's RBA plus 5; Baserunner's RBA plus 12.
 - 2. Outfield Error — Batter's RBA plus 20; Baserunner's RBA plus 40.
- C. If offense decides to attempt to advance an additional base beyond the base gained by the error you must spin for a number and then look under the horizontal number (success chance) found B above. If space is blank the runner is safe trying for additional base. If **not** blank the runner or batter is out attempting the additional advance. The fielder making tag out must then be checked for error possibility.

IX. HIT AND RUN

- A. Offense call H and R on spin.
- B. Skip walk procedure.
- C. Check batter's K plus or minus pitcher's SO plus 10.
 - 1. If the space found is blank the batter has attempted to hit and missed or defense called a pitchout. Then the runner must be checked for stolen base attempt. Follow normal stealing procedure.
 - 2. If not blank proceed with Hit procedure and credit runner with a one-base extra advance if a hit is made.
 - 3. If a hit is not made and batter strikes out the runner should be checked for attempting to steal the next base. Follow normal stealing procedure.
 - 4. If there are less than three out after playing out above return to normal procedure.
- Note—** A batter trying to Hit and Run unsuccessfully two pitches in succession is struck out.
- D. If batter fails to hit:
 - 1. If double play situation occurs on grounder, runner is forced and batter is safe at 1B on fielder's choice if baserunner's RBA is 40 or over.
 - 2. If "L" found then batter has hit into a line drive double play.

X. PICK OFF PLAY

A. REGULAR PICK OFF PLAY

- 1. Defense must call they're playing pick-off.
- 2. Offense then can call runners playing it **safe** on base, or **loose**.

- a. No pick off can be made, while playing safe.

(1) Stolen base and extra-advance on hit or error are then computed by subtracting 20 from final SBA figure.

- 3. If offense plays **loose** on base check batter's walking in normal manner except:
 - a. If 5-T in space found the lead baserunner is picked off unless a fielding error is made on play. Use normal error procedure.
 - b. If P-5 in space found then a possible error has been made.

To determine;

- (1) Pitcher's fielding rating subtracted from 50.
- (2) Spin a number. If blank space a poor throw was recovered by infielder, no advance, proceed to hit determination.
- (3) If a numbered space was found under (2) above the pitcher has made a bad throw and all baserunners can advance one base, or try for two base advance. (See rule VIII)

B. HIT AND RUN PICK-OFF PLAY

Follow procedure in regular pickoff play except:

- 1. If offense plays safe they **cannot** call Hit and Run play.
- 2. If offense is playing **loose**, check batter's K plus or minus pitcher's SO plus 10 instead of batter's walking in that part of A3 above.

XI. USE OF SPC AND RPC NUMBERS

A. SPC — Starting pitcher receives this number.

- 1. Subtract the following points each time these plays occur: Single-1; Double-2; Triple-3; Home Run-4; Run Scored; Walk; Error; Passed Ball; Wild Pitch; Balk; Hit Batter; all minus 1 each.
- 2. When pitcher's SPC number reaches zero (0) then add the points above as they accumulate to his PC and MOB. Thus a PC of M3 would become a P2 following a Home Run. (HR-4 plus run scored 1 equals 5, which added to a PC of M3 would become P2).

B. RPC—Follow same procedure as in A and B above except use RPC number when pitcher is used in relief.

XII. PRECEDENCE IN CALLING PLAYS

- A. The defense has first chance to change from normal fielding position before pitching to each batter.
- B. Depending on situation offensive manager can then call for sacrifice or hit away, steal or pinch-hitter, etc.
- C. Defense then has choice of reacting to offensive move and calls where the putout is to be attempted, unless call is in conflict with rules.

XIII. STRETCH FOR RUNNER ATTEMPTING EXTRA-BASE ON HIT

On Singles

First to Third

Right & Centerfield

RBA plus 40 plus or minus outfielder's T
number.

Leftfield

RBA plus 30 plus or minus fielders T.

Secondbase to Home

Any Field

RBA plus 50 plus-minus fielders T

On Doubles

First to Home

Any Field

RBA plus 25 plus or minus fielders T

Infield Singles

RBA minus 10

XIV. PLAY PROCEDURE

- A. Defense indicates the base throwing to following a hit.
- B. Offense indicates **all** runners and batter's decision.
 1. try for an extra-base
 2. hold up runners and play safe
- C. Defense can play to base they originally called for or cut-off throw and play for different runner or batter.
- D. Offense can then call for advance on runners previously held up.
- E. Determination of success for runners in various situations.
 1. If play made at the base defense originally called for and lead runner out and offense had called for all runners and batter to try to advance, then other runners and batter advance chances are RBA plus 65. If play made at the base originally called for and lead runner is safe and offense had called for all runners and batter to try to advance then the runners and batter advance chances are RBA plus 50.
 2. If play made at the base originally called for and offense had runners or batter hold up and then decided to have them advance after play had been completed at base defense originally called for, runners advance chances are RBA plus 25.
 3. If throw cut-off before reaching the base defense originally called for and offense had called for all runners and batter to try to advance, lead runner gets extra base and play on other runners is **normal stretch** advance plus 10; or if cut-off and play made on batter success is RBA plus 10, plus or minus fielder's T.
 4. Offense can't call for advance by batter if defense has thrown to base immediately ahead of batter.

5. Offense can't call for extra base for batter unless there are other runners on base trying to stretch.

XV. RULES ON GROUND BALLS

- A. All plain numbers such as 5, 4, 3, etc. will be considered double play balls; second-base to first-base.
 1. If ball is hit to infielder playing **IN** they will be double play balls home to first if bases are loaded.
 2. If there is no runner on firstbase the ball is played to firstbase for putout.
 3. With Hit and Run on the double play is broken if runner's RBA 40 or above. Force out at second. Batter safe at first on fielder's choice.
 4. Secondbase runner advances to thirdbase if ball is hit to 1B, 2B or SS.
- B. All numbers followed by "A" will be considered one base advance for all runners regardless of defenses and play will be made at firstbase.
- C. All numbers followed by "L" are line outs, but with Hit and Run on it is line out double play.
- D. "T's" will be triple plays if bases are loaded or runners on 2nd and 3rd. Line drive to position indicated. If runner on 2nd or 3rd it will be a double play line drive.

XVI. RUNNER ON THIRD BASE TO HOME

The offense has a choice with a runner on thirdbase of sending him home or playing safe by holding at thirdbase. The success chances and rules covering this situation follow:

A's Automatic advance—play at first **only**

L's Line out, runners hold bases—DP if hit and run on

Ball hit to: 1, 2:

RBA minus 35 all infield defenses

Infield playing IN

Ball hit to: 3, 4, 5, 6:

RBA minus 25

Infield playing HALFWAY

Ball hit to: 3, 5:

RBA minus 25

Ball hit to: 4, 6:

RBA

Infield playing BACK

Ball hit to: 3, 5:

RBA

Ball hit to 4, 6:

RBA plus 10

The defense has the choice of allowing the runner to score unmolested and making put-out at firstbase, or playing for runner if offense sent him home. Defense can then try for batter at first according to the following:

Double Play Attempt on Batter in above situation...

Infield playing IN

Safe at home-tag
RBA

Out at home-tag
RBA plus 40

Forced out home—1, 3, 4, 5, 6,
DP 2-3

Infield playing HALFWAY

Safe at home-tag
RBA plus 15

Out at home-tag
RBA plus 50

Forced out home—1, 3, 5
DP 2-3

Forced out home—4, 6
RBA plus 10

Force at home-safe
Same as above

Infield playing BACK

Safe at home-tag
RBA plus 30

Out at home-tag
RBA plus 60

Forced out home—1, 3, 4, 5, 6
RBA plus 20

Force at home-safe
RBA plus 30

XVII RUNNERS ADVANCING ON FLY BALLS

A baserunner can advance on a flyball if the offense desires. They do not have to attempt an advance. The success chances are listed below.

Ball hit to: 7, 8, 9

Runner advancing to THIRD
RBA plus or minus fielder's T

Runner advancing to HOME
RBA plus 10 plus or minus fielder's T

Ball hit to: 7A, 8A, 9A

Runner advancing to THIRD
RBA plus 40 plus or minus fielder's T

Runner advancing to HOME
RBA plus 50 plus or minus fielder's T

Ball hit to: 7S, 8S, 9S

Runner advancing to THIRD
RBA plus 20 plus or minus fielder's T

Runner advancing to HOME
RBA plus 30 plus or minus fielder's T

PITCHER'S SPC NUMBER:

Each pitcher is rated with an SPC number on the roster sheet. Roberts' number in sample is 14. Place the number on scoresheet at beginning of game. As play progresses subtract from 14 as directed in rule XI.

Suppose Roberts retired side in order in first, but in second inning he gave up a walk, a triple, and an error was committed allowing a total of two runs to score. First the walk changed SPC to 13. The triple made it 10 plus one run scored or 9. Then the error counted one and one more for the next run. Now Roberts' SPC is 7.

The SPC has no bearing on the game until it passes 0. (Zero) Then for each number he loses you add to each batter's BA. This SPC number makes it almost mandatory for you to substitute for a pitcher if he is having a bad day. If you don't he will be hit harder and harder the longer he pitches.

PITCHER'S RPC NUMBER

The RPC number is used in the same manner as the SPC number except it is only used if a pitcher is used in relief.

SPECIAL NOTICES

1. When subtracting to find horizontal number you can never use a number less than 1. Thus M5 following W from a BB of 3 would be a final BB of 1 not 0 (zero).
2. If a relief pitcher enters a game with men on base use his PC until he allows a batter to reach base.
3. To find chance of success when over 50 reverse normal procedure and subtract from 100. Call blank spaces failures and numbered spaces success. If runner has success chance of 100 or over he is automatically safe, or successful for that play.
4. Add extra BA on infield position card if infield plays in or **halfway** to batter's final BA.
5. Always check for outfield error after hit.
6. When **Stealing (SBA)** or **Stretching (RBA)** for an extra base you must plus or minus the **Catcher's** or **Fielder's Throwing Rating**.
7. **Unless** force out is indicated **Baserunners** needn't advance on infield grounders, but defense must indicate the base thrown to before choice is made by offense.
8. In cases where the batter's final K number is over 50 you subtract the number from 100 and look in that horizontal space. If the space is **not** blank the batter strikes out, but if it is blank then he does not strike-out and you look in horizontal column 1 to see how he was put out.

INJURY TO PLAYER

The use of injuries is accounted for on our roster sheet by indicating how many games a player participated in. Some fans like to play elimination series or only a part of a season or the new season as it progresses. For their use and anyone desiring to depart from our roster list because of trades etc. the following procedure is recommended.

If vertical number 50 is spun when determining walk, hit or strikeout a man is injured. Finish the play that has started. Before beginning play to next batter, spin for two numbers first one, if even, home player is hurt, if odd visiting player is hurt. Second spun number shows position and games out of action. First digit of second number shows position played, second digit shows number of games out of action.

When first digit is number 0 (zero) or 1 they indicate pitcher. If a member of a team is hurt in the dugout the injury should be counted against his opposite on the team in the field. Example: 1st number 25 and 2nd number 62, visiting team SS hurt for 2 games.

SOLITAIRE INSTRUCTIONS:

When BLM is played by one person and only one person can handle play situations where the defense and offense would react to each other's moves in succession, you should use the following method to determine decision of each manager. At the beginning of the game call **yes** decisions **even** and **no** decisions **odd**. Then when a choice seems to be a toss up spin a number to determine choice. As an example, in a game, 8th inning, one out, runner on third. Defense is undecided about squeeze possibility. Spin to decide the proper infield position. After this offensive manager is undecided about whether to squeeze, try to steal home or hit away. If the right play is not clearly apparent you should spin for your decision. This method should only be used when one person is managing two teams in same game. Also it should be used if the correct tactical play is nearly a 50-50 choice.

If you do not understand proper procedure now a few practice games will clear up any obscure points to allow you to become familiar with rules and play. After studying the correct procedure and a given play is not clear to you please write us describing situation in full and we will send a clarification.

BIG LEAGUE MANAGER

Infield Position

Use enclosed infield position cards to set infield. The following chart will indicate the different effects the infield position has on the batter.



Infield playing:

In—Batters final BA P6

Halfway—Batters final BA P3

Back—Batters final BA E (even)



PLAYING EXAMPLES

Be sure you have read the instructions covering **Playing Procedures**, and **How to Read Games Boards**.

In the following examples we will refer to **Horizontal** numbers as **Across**, and **Vertical** numbers as **Down**.

Read the **Player Card Symbols**.

The first six symbols are found only on pitchers cards and are used with batter's card as explained.

The batter's symbols are next. These are found on all player cards. The SBA is not used in determining what the batter does when batting, unless he attempts to sacrifice. (See Sacrifice).

Below are reproduced three player cards, which we will use in the following play examples. (The information contained on these player cards isn't necessarily based on the latest season or even past season records).

ROBIN ROBERTS

Bat:	RIGHT	Throw:	RIGHT		
SG	RG	EG	F	SPC	RPC
39	2	10	4	14	10
BB	16		W	M6	
BA	25		PC	M2	
2B	7-42		MOB	M4	
3B	43-67		SO	M4	
HR	84-100		WP	10	
K	23		PHR	P5	
SBA	25		RBA	25	

STAN MUSIAL

Bat:	LEFT	Throw:	LEFT		
G	Pos	F	T	PH	
110	1B	2			
51	OF	1	P3		
BB	1				
BA	32				
2B	1-17				
3B	31-33				
HR	51-66				
K	10				
SBA	45		RBA	45	

DICK GROAT

Bat:	RIGHT	Throw:	RIGHT		
G	Pos	F	T	PH	
124	SS	4			
BB	8				
BA	26				
2B	14-26				
3B	89-92				
HR	51-54				
K	11				
SBA	46		RBA	46	

In order we will explain how Stanley Musial will **walk**, **basehit**, and be retired against the pitching of Robin Roberts. All other batters will be determined in the same procedure, except for the spun numbers used and pitchers and batters individual characteristics involved. Dick Groat will assist us in playing examples dealing with fielding plays.

There are **three basic things** a batter can do each turn at bat. These three things are: (1) **Walk**, (2) **Base Hit**, (3) **Be Retired as an Out**. A batter must do **one** of these three possibilities every turn at bat, but **only one**. After he has done one of these three possibilities you **don't** go on to the other **two** or **one** remaining possibilities, as the case may be.

1. TO DETERMINE IF MUSIAL WALKS

Musial's BB number is 11, and Robert's W is M6 (minus 6 from batter's BB number). Subtract 6 from 11 you get 5. Musial's chance of a walk is 5. The numbers across the top, middle and bottom of the **Game Boards** are the numbers for success. Next spin number 6. These are the numbers running down the **Game Boards** from 1-50 and 51-100. Find number 6 Down and where it intersects number 5 Across. (The space where the numbers intersect must be blank for Musial to walk) Musial doesn't walk as space found isn't blank. Pay no attention to the figure in the space just found, but go on to see if Musial gets a basehit.

2. TO DETERMINE IF MUSIAL BASEHITS

Use the **same number** spun above (6). Musial's BA is 32 while Robert's PC is M2 (minus 2 from batter's BA). Subtract 2 from 32 and you get 30. Musial's chance for a hit is 30. Using spun number 6, look 6 **Down**, 30 **Across**. (the space where they intersect must be blank if Musial is to hit safely). The space isn't blank so Musial doesn't hit. The next step will determine how Musial is retired.

3. TO DETERMINE HOW MUSIAL IS OUT

Use the same number spun above (6). Musial's K is 10 and Robert's SO is P3. (plus 3 to batter's K) add 3 to 10 and you get 13. See if 6 **Down**, 13 **Across** is blank space. (The space they intersect must be blank if Musial is to strikeout). It is not blank so Musial doesn't strikeout. Note **figure** in the **space** just found. It's 9S, which means Musial hit a fly ball to rightfield. (See POSITION NUMBERS and RULES on FLY BALLS).

4. TO DETERMINE IF MUSIAL IS RETIRED BY FIELDER

Read rule III FIELDING FIGURE. The rightfielder's **fielding figure** is zero (0) for this play. The batter is automatically out.

5. MUSIAL WALKS (No one on base)

Using the same procedure as in example 1, we spin number 14. 14 **Down** and 5 **Across** is a blank space. Musial walks. Note **Hit Batter** determination with bases empty. Spin another number, say 40, Robert's WP is 10. 40 **Down**, 10 **Across** is blank space so Musial is hit by pitch and goes to first. If with another number the space isn't blank, Musial walks.

6. MUSIAL WALKS (Men on base)

Using the same procedure as above and assuming the same number, we see that Musial walks, but with men on base spin another number, say 74. Using Roberts' WP number 10 **Across** and 74 **Down**, we find a blank space. This means Roberts is guilty of a Wild Pitch, Hit Batter, Balk or the catcher is charged with a Passed Ball. To determine which of these four, we spin again and get 25. (See rule V) We see that 25 is between 1-52 so the play is a Wild Pitch and the baserunners advance a base and Musial does not walk. We then resume the batting procedure all over again with a new spun number.

7. HIT BATTER (Bases empty)

Musial facing Roberts. Spun numbers is 15. Musial's final walk number is 5 and a blank space is found. Spin another number, 9. See Roberts WP is 10. 9 **Down**, 10 **Across** is a blank space; so Musial was hit by pitch, and goes to first.

8. HIT BATTER (Men on base)

Musial facing Roberts, and spun number is 27. Final walk number is 5 and a blank space is found. Spin another number, say 49, and see Roberts WP, which is 10. 49 **Down**, 10 **Across** is a blank, and spin another number, say 70. This is a hit batsmen, and batter goes to first (Rule V A2.)

9. WILD PITCH

Use the same procedure as in example 8. The last spin is 35 rather than 70 however. This indicates a **Wild Pitch** and runners advance one base. Pitch to batter again with a new number.

10. PASSED BALL

Use the same procedure as in example 8, except the last number spun is 83. This is a Passed Ball. Runners advance one-base and you begin pitching to the batter again with a new number.

11. BALK

Use the same procedure as in example 8, except the last number spun is 98. This is a Balk. Runners advance one-base and you begin pitching to the batter again with a new number.

12. MUSIAL HITS (Bases empty)

Spun number is 31. Notice here that Musial didn't walk with number 31, as 31 under 5 is not blank. His chance to hit is still 30; so 31 **Down** 30 **Across** is blank. You must now determine what type of hit it is.

13. TO DETERMINE TYPE OF BASEHIT

After we see that Musial hits safely we determine the type of hit by spinning for another number and using the number as follows:

Single-Leftfield—Spun number is 18. Check Musial's card and see if 18 falls **within** or **on** any of the numbers following 2B, 3B, or HR. It doesn't so it's a single. Check under BASEHIT LOCATION chart to determine where ball is hit. It is single to leftfield.

Double-Rightfield—Spun number is 9. so check as in above and see that 9 falls **within** 1-17 after 2B on Musial's card, which means he hit a double, and checking under BASEHIT LOCATION chart find that 9 is a double to rightfield.

Triple-Rightfield—Spun number is 33. Check as in above and see that 33 falls within 31-33 after 3B on Musial's card, and check BASEHIT LOCATION chart for hit location. In this case it would be hit to rightfield for a triple.

Home Run Centerfield—Spun number is 55. Check Musial's card and see that 55 falls **within** 51-68. Thus it is a homerun and BASEHIT LOCATION chart shows it is a home run to centerfield.

Home Run - Leftfield—Spun number is 72. Go through same procedure as above and note that 72 doesn't fall **within** 51-68, but Roberts' PHR number must be added to or subtracted from batters **high** HR number. Thus Roberts' PHR of P5 must be added to Musial's **high** HR number, which makes his HR chances 51-73. Therefore against Roberts, Musial hits a home run. (Against a pitcher with a PHR of M you would subtract from batter's **high** home run number). See rule II.

14. MUSIAL HITS (Men on base)

To determine a hit with men on base you substitute the pitcher's MOB for his PC.

Example: Spun number is 37. Musial's final BA is 28, because 32 minus 4 (Roberts MOB is M4) is 28. The space found at 37 **Down**, 28 **Across** is blank. Follow procedure as in bases empty situation from here on and advance runners a base or more depending on type of basehit.

15. MUSIAL GROUNDS TO SHORTSTOP

Spin 91. See that walk and hit chances are not blank so no walk or hit. Musial's K is 10 plus Roberts' SO of P3. 10 plus 3 is 13. 91 **Down**, 13 **Across** gives a space with a figure 6 in it. (See POSITION NUMBERS chart). 6 designates shortstop, play to firstbase. Groat's fielding number is 4. (See FIELDING FIGURES III). Double fielding figure and get 2 times 4, or 8. Spin number 54. 54 **Down** and 8 **Across** is not blank and shortstop fields and throws to first without error. Musial is out SS to 1B. (See GROUND BALLS, rule XV).

16. MUSIAL STRIKES OUT

Spun number is 59. See walk and hit chances. Not blank so no walk or hit. Musial's K is 10 plus Roberts' SO of P3. 10 plus 3 is 13. 59 **Down** and 13 **Across** gives a blank space. Musial strikes out.

17 A. MUSIAL HITS INTO DOUBLE PLAY (Batting against Roberts)

(Runner on 1st; 1st and 2nd; 1st 2nd and 3rd. Infielders either in close or deep).

Ground Ball—2nd to 1st Double Play Spin 86. Musial's final BB is 5. 86 **Down** 5 **Across** is no walk. 86 **Down** 28 **Across** (BA 32, MOB M4 is 28) No hit. Roberts' SO of P3 added to Stan's K of 10 equals 13 or strikeout chance. 86 **Down**, 13 **Across** space has figure 4 in it. Therefore no strikeout but groundball to second baseman. Assume secondbaseman's

fielding figure (F)7. Spin number 51. 51 **Down** 7 **Across** is not blank so no error on pickup and toss to shortstop. Shortstop's fielding number is 4. Spin another number, 76. 76 **Down** and 4 **Across** is not blank, no error. Shortstop gets relay, tags second, and throws to first completing doubleplay.

Note: If space found for secondbaseman was a blank it would be error and all runners safe. If space is found blank for shortstop spin another number and check for fielding or throwing error. If throwing error runner advancing to 2nd base is out and Musial is safe on shortstop's throwing error. If fielding error both men are safe.

17B. MUSIAL HITS INTO DOUBLE PLAY GROUNDER HOME TO FIRSTBASE

This can be done in many ways, usually as in the following example. 1st and 3rd baseman play in close, bases loaded; spin 19, no **walk** or **hit**, but on his final K you get 5 in space 19 **Down**, 13 **Across**. 3rd baseman throws to catcher, catcher to first. Spin 36, 36 **Down** 11 **Across** no error for 3rd baseman. Catcher fielding is 3, spin 87, 87 **Down** 3 **Across** not blank, no error. **Note** that in above when checking for hit we looked 31 **Down** as after taking M4 from BA of 32 we added 3 to BA because infield was playing halfway. In other words the 1st and 3rd basemen were in close and the 2nd baseman and shortstop were at double play depth. (Check infield position card **Halfway**).

18. MUSIAL HITS INTO LINEOUT DOUBLE PLAY

Stan can do this two ways:

- A. With a runner on second and spun number is 28. Check for a walk and hit 28 **Down**, 5 **Across** (walk) and 28 **Down**, 23 **Across** (hit-MOB) with neither a success. Check putout 28 **Down**, 13 **Across** and find 5T. Assume thirdbaseman has fielding number 11. Spin 75, No blank found 75 **Down**, 11 **Across** so play goes line drive to 3B to 2B for double play. This can also be done with a man at thirdbase, but runner at firstbase is **not** doubled off.
- B. With Hit and Run play called and men at any base, a T space calls for a double play. Same method as above.

19. MUSIAL HITS INTO LINE OUT, HIT AND RUN DOUBLE PLAY. (Runners on any base).

Spin 30. Against Roberts no **walk**, or **hit**. 30 **Down**, 13 **Across** gives space with 3L. Assume firstbaseman's fielding figure is 2. Spin 34. No error. Now since offense called **Hit and Run** besides lining out to firstbaseman, the runner is caught off base he was occupying.

20. MUSIAL HITS INTO LINE OUT TRIPLE PLAY

For this example we will use the same spun number as in example 18. There are men on second and third base and no one out. When the 5T is found on the third step in this case it is a **triple play** on catch of Thirdbaseman, (first out) his tag of thirdbase (second out) and throw to secondbase completes triple play. (Third out)

21. BASERUNNER 2B TO HOME ON SINGLE

Musial at second base, hitter singles to leftfield. Defense decides to throw home so Musial's success chance is RBA plus 50 minus leftfielder's T, which is Mt. His RBA is 45 plus 50 is 95 minus 5 is 90. His success chance of scoring is 90, but we must say that defense has 10 chances of throwing Musial out at plate. (90 from 100 is 10) We spin number 23 and 23 **Down** 10 **Across** is not blank so Musial is safe. Suppose we had spun number 74. Now 74 **Down** 10 **Across** is blank so Musial was tagged out at home plate.

22. BASERUNNER FIRST TO THIRD AFTER SINGLE

A. Musial at first, hitter singles to rightfield, Stan Musial tries for thirdbase. Immediately after seeing the type and location of hit the defense must be checked for error on pickup and throw, then call where fielder is tossing the ball. The defense elects to throw to thirdbase. Musial's chances are RBA plus 40 plus or minus the rightfielder's T. Assume his T is P3. Thus 45 plus 40 plus 3 is 88 or Musial's success chance. But we must take 88 from 100 as in example 21. Thus defense has 12 chances of getting Musial at thirdbase. We spin number 63 and 63 **Down**, 12 **Across** is not blank so Musial is safe at third.

B. Same situation as in A above except Musial holds up at secondbase. Here after defense declares throw to thirdbase, Musial indicates he is stopping at second and playing safe. Check outfielder for error on pickup and throw to thirdbase. We double the fielder's F number on this play. (See rule III)

C. Same situation as in A above, but offense said batter was trying for secondbase as well as Musial for third. Defense can then play to third or cut-off throw and play on batter going to secondbase.

- (1) Play made to third as in A above and Musial is safe, then defense throws to second to try for batter. Success chance for batter is RBA plus 50. Assume Groat was batter so success chance is 46 plus 50 or 96. Defense has four chances to get Groat. Spin 27. 27 **Down**, 4 **Across** is not blank so Groat is safe at second.
- (2) Play starts out the same as in preceding examples, but defense decides to cut-off throw to third after offense said batter was trying for second. Musial reaches third safely and Groat (batter) success chance is RBA plus 10 plus or minus T. So we get 46 plus 10 plus 3 or 59. The number 36 is spun and 36 **Down**, 41 **Across** is not blank so Groat is safe at second. We get 41 by subtracting Groat's success chance of 59 from 100 to get defense success chance of getting him out at second. In the examples given in 22 see rule XIII for success chances and proper play procedure.

23. BASERUNNER FIRST TO THIRD AFTER ERROR

Musial on 1st base, batter grounds to shortstop who makes an error. Musial takes second on error and chance of extra advance to third is RBA plus 12. 45 plus 12 is 57 so defense has 43 chances to

get Musial at thirdbase. He decides to try for third so we spin a number 57 and 57 **Down**, 43 **Across** is not blank and Musial is safe at thirdbase.

24. BASERUNNER FIRST TO HOME ON ERROR AFTER A SINGLE

Musial at first, batter singles to centerfielder who makes error. Musial takes secondbase on single, thirdbase on outfielder's error and chance of going home on **stretch attempt** is RBA plus 40 plus or minus fielder's T. See rule VIII. 45 plus 40 minus 3 equals 82, 82 from 100 is 18, so defense has 18 chances of tagging Musial out at plate. Spun number is 77, 77 **Down**, 18 **Across** is not blank, so Musial is safe at home.

25. BATTER TO THIRD ON ERROR AFTER SINGLE

Musial as batter hits single to leftfield. Play is made at plate on lead runner and Musial decides to go for extra-base after taking secondbase on error at home. In example assume lead runner was safe on error by catcher in play at home. Musial's chance of successfully making thirdbase is RBA plus 12. In this case Musial is considered baserunner rather than hitter because error was not made on his hit to leftfield, but on play made at home plate.

26. MUSIAL STEALS SECOND BASE

Musial on first as batter steps in. As number is spun offense **calls** Musial is stealing. His chance of success is SBA plus 10 plus or minus catcher's T. His success chance is 49. (catcher's T M6). Spun number is 43. 43 **Down**, 49 **Across** is blank space so Musial successfully steals second. Check catcher and infielder covering 2nd base for error. If error is made Musial can try extra base advance RBA plus 12.

27. MUSIAL STEALS HOME

Musial on thirdbase, follow steps above except use SBA minus 10. **Before** spin if defense calls no windup pitch to batter add 6 to pitcher's MOB. Musial's chance to steal home is now SBA minus 25.

A. Pitcher winds and Musial tries to steal home. His success chance is 35. Spin 76 and 76 **Down**, 35 **Across** is not blank so Musial is out at the plate. Check catcher for error on tag.

B. Pitcher indicates **no windup** and Musial tries to steal home. His success chance is 45 minus 25 or 15. Spin 65 and 65 **Down**, 15 **Across** is not blank so Musial is tagged out at home. Check catcher for error.

28. MUSIAL AND DARK DOUBLE STEAL

Musial on 1st base and Dark on 3rd base. As number is spun offense **calls** Musial to secondbase. Defense can throw to secondbase and Musial's chance is SBA plus 10, P or M catcher's T. If offense then **calls** Dark stealing home before play at second is made his chance to steal home is SBA plus 5, if defense reacts by cutting off throw. If tag is made at second on Musial then Dark's chances of stealing home are SBA plus 15.

29. MUSIAL BUNTING

A. Infield Playing In

When defense calls this play the 1st, 2nd, 3rd baseman and shortstop are all in tight looking for a bunt or to stop runner on thirdbase from scoring on a ground ball. The BA is increased 6 and if bunt is tried chance for a hit is RBA minus 25.

Example: spun number is 37; 37 **Down**, 3 **Across** is no K and under 1, no walk, and not a special number, but 37 is bunt to 3rd baseman. If defense tries for Musial at first his success chance is 24. We get 24 above by using Stan's RBA or 45 minus 25 plus BA of 28 divided by 2 is 24. **Note** 3rd baseman can try to make play at any base according to **Sacrifice Chart**. If the defense tries for runner on third going to home success chance for runner is RBA plus 5. Musial **Bunts**, play made on 3rd baserunner, 50 is spun and 3rd baseman decides to throw home, runner's RBA is 35; 35 plus 5 is 40 the chance of success. 50 **Down**, 40 **Across** is blank, runner is safe at home. Catcher throws to first. Stan has success chance of 45, spin 54; 54 **Down** 45 **Across** is blank so Musial is safe at first on sacrifice; 3rd baseman to catcher to second-baseman covering 1st.

B. When Infield plays halfway

When defense calls this play 1st and 3rd basemen are in tight; 2nd baseman and shortstop are at double play depth and BA is upped 3. Assume runner at firstbase and Musial attempts to bunt. Spin 27. We check for strikeout, then for walk, and then **special numbers**, then defense has to call if playing for runner or bunter. We see 27 **Down**, 3 **Across** is not a strikeout, 27 **Down**, 1 **Across** is not blank **no walk**, 27 is not a special number listed on Sacrifice Chart so defense decides to try to get runner at second and then to try for Musial at first. Assuming Groat is the baserunner we see his success chance of reaching second is RBA plus 50 or 96. Defense has four chances of getting him at second. 27 **Down**, 4 **Across** is not blank so Groat is safe at second. Musial's chance to beat throw from second is RBA plus 20 or 65; thus defense has 35 chances of getting him at first. We spin another number and it is 68 and 68 **Down**, 35 **Across** is not blank so Musial is safe at first on sacrifice and fielder's choice.

30. MUSIAL SACRIFICES

Infield normal depth

On spin Musial calls for sacrifice attempt. Spun number is 48. Look 48 **Down**, 3 **Across** (Musial's K, plus 10 plus Roberts' SO, P3 minus 10 equals 3) If not blank look 48, spun number above, **Down** and 1 **Across** (Musial BB 11 minus Roberts' W, M6 minus 10 equals 0, but lowest number used here is 1). If blank Stan walks, if not blank look 48 **Down**, 36 **Across** (Musial's BA 32 minus Roberts' MOB, M4,

plus RBA 45 divided by 2 equals 36). If blank Musial beats out bunt for basehit. If not he is retired 3B to 2B, at first base. Defense has option of making play on other runners according to Sacrifice chart.

31. MUSIAL ADVANCES TO 3B ON SACRIFICE FLY

See Rule XVII. Advance on fly balls. Musial's success chance is RBA plus 40 plus or minus outfielders T on a "S" fly ball. Spun number is 10. 10 **Down**, 19 **Across** (fielder's T is M4) is blank. Musial is out at 3B. Vertical 19 was obtained by subtracting 81 from 100.

32. MUSIAL SINGLES TO RIGHTFIELD WITH RUNNER ON 2B ON HIT AND RUN PLAY

After offense calls for hit and run on the spin for a number you skip the walk procedure. See if Musial's K plus pitcher's SO plus 10 is blank. Spun number is 14. 14 **Down**, 23 **Across** is not blank so proceed to see if Stan hits safely. 14 **Down**, 28 **Across** is blank (BA of 32 minus MOB of M4 is 28) so Musial hits safely. Spin another number to see where the ball is hit. The number is 83, thus we have a single to rightfield. Because the hit and run was called the runner on second is able to advance one additional base beyond that gained on the single. The runner scores on this play and defense has no chance at home.

33. MUSIAL ATTEMPTS HIT AND RUN PLAY WITH RUNNER ON SECOND BASE

After offense calls for hit and run on the spin you skip the walk procedure. See if Musial's K plus pitcher's SO plus 10 is blank. (K, 10 plus SO, P3 plus 10 is 23). Spun number is 32. 32 **Down**, 23 **Across** is blank. This means the defense called a pitchout or Musial missed the pitch for a strike. The baserunner is trying to steal thirdbase. The play is SBA plus or minus catcher's T. (assume runner Groat and catcher's T is M6). Thus chance of stolen base is 46 minus 6 or 40. Spin number. Suppose it is 26. 26 **Down**, 40 **Across** is blank to Groat is safe with a stolen base at third. Suppose you had spun 27. 27 **Down**, 40 **Across** is not blank so Groat was tagged out at third. You must check under catcher's and thirdbaseman's F number for error however before completing play.

Now if the side was not retired by play above you would start all over pitching to Musial in the regular way.

34. MUSIAL HITS DEEP FLY TO CENTERFIELD WITH RUNNER ON 3B (Groat)

Assume we spin a 34. 34 **Down**, 5 **Across** is not blank so no walk; 34 **Down**, 28 **Across** is not blank so no hit; 34 **Down**, 13 **Across** has an 8A in the space. We see the runner's chance of tagging up and scoring are RBA plus 50 plus or minus fielder's T. (assume fielder has T of M7). Thus Groat has 89 chances of success. Defense has 11 chances of throwing him out. We spin 75. 75 **Down**, 11 **Across** is not blank so Groat scores. Suppose we had spun 66. 66 **Down**, 11 **Across** is blank so Groat is thrown out. Remember we would check centerfielder's and Catcher's F for possible error.

35. BLASINGAME IS PICKED OFF AT SECOND BASE WITH MUSIAL AT BAT

The offense has decided to call a hit & run, but before the spin the defense has called out they are playing the pickoff. They may do this any time before spinning a number for the batter. Now offense can call to play safe, but then they couldn't call hit and run so they indicate they are having Blasingame lead off (playing loose) at second as usual. As you spin for a number offense calls hit and run play is on. The spun number is 37. On hit and run play we look under horizontal 23 as K plus SO plus 10 equals 23. 37 **Down**, 23 **Across** is not blank so we would go on to see if Musial hits, but we see the space has a 5T in it. This means the baserunner is picked off. Check for fielding error on pitcher and shortstop. Roberts' F is 4 so spin number 78. 78 **Down**, 4 **Across** is not blank and no error. Shortstop's fielding (assumed) is 5. Spin 27. 27 **Down**, 5 **Across** is blank so shortstop dropped the ball on the tag and Blasingame is safe. We then proceed to pitch to Musial as usual.

36. DEFENSE TRIES TO PICK BLASINGAME OFF FIRST BASE, BUT MAKES ERROR

Defense calls they are playing pickoff and offense says they are playing loose. They want runner to be able to try for third if batter singles. We spin 53. (assume this batter has a final BB of 6). 53 **Down**, 6 **Across** is not blank so no walk, but the space has a P5 in it. This means the pitcher may have made a poor throw trying to pick runner off first. We take Roberts' F from 50 and get 46. We spin number 25. 25 **Down**, 46 **Across** is not blank space so Roberts made a wild throw and Blasingame goes to second. Resume pitching to batter in regular way.

A SIMPLIFIED METHOD OF PLAYING "BIG LEAGUE MANAGER"

For those not interested in exact, complete statistics and those who would like to play fast games the following simplifications are recommended. You may use any or all of these simplifications and get realistic results in team standings and hitting and pitching performances.

1. Ground Balls. Do not use rule XVI. Instead on all plain numbers allow the runner on third to advance if his RBA is 40 or over. No advance if RBA is under 40.
2. Advance on Fly Balls. Do not use rule XVII. Instead if RBA is 45 or over allow a one base advance to runners on second and third on all S and A fly balls. No advance if short fly ball 7,8,9. If RBA is under 45 allow one base advance on all A fly balls. No advance on S or 7,8,9, fly balls.
3. Do not use pick-off play.
4. Runners stretch on base hits. Do not use rule XIII. Instead allow runners with RBA 40 and over an extra base on all outfield hits if hit number is even.

"30 MINUTE BLM BASEBALL"

This is how you play BLM Baseball and obtain maximum realism in a very quick playing game.

All rules for success chances stay the same. However, you do **not** use the game boards, except for columns 1 and 2 each with their 100 squares and play results.

GAME BOARD CHANGES

No. 61 in column 1 gives a blank space. Make this blank space a 6A. No.'s 31 and 72 in column 2 are blank spaces. Give these blank spaces 3T for No. 31, and 9 for No. 72.

PLAY DETERMINATIONS

You must uniformly follow one method. You will always check success chances for batters and baserunners and give these chances No.'s starting with 1 and inclusive through the last success number according to the game rules.

For example: Batter A has ratings of BB 8; BA 30; K 20; and Pitcher B has ratings of W P2; PC M1; and K of P5. Final success chances for Batter A are 10, 29 and 25. You would spin for 3 numbers or obtain 3 random numbers from book RNA1 or RNA2; one number for each success determination.

For A to walk the first random number would have to fall on or between 1 thru 10; if no walk—a hit would be made if the next random number falls on or between 1 thru 29. If no walk, or hit is made a strikeout is made if the third random number falls on or between 1 thru 25. If no strikeout is made the out is determined by a fourth spun number checking under columns 1 or 2 depending upon whether the batter's final strikeout chance number is odd(1) or even (2). In this illustration, the final K chance is 25 or odd so you check the fourth spun number under column 1. Errors are checked in the same manner with another new number.

This method eliminates the necessity of reversing the success numbers when they go over 50. If a baserunner had 89 chances of scoring from secondbase, and you decided to have him try to score, he would be given numbers 1 thru 89, and if the random number was on or between those numbers he would score, but if it was number 90 to 100 he would be thrown out at the plate.

IMPORTANT: You must always obtain a new spun number every time you have a new result to find.

The same number would only be used if in finding a new number the same number was obtained. Never, Never obtain one random number and then use it through all success determination for a batter. (**Here's where new Fast Action cards are most helpful!**)

The major difference is eliminating the game boards and using the inclusive method for ratings. This inclusive method is used for all chances, batting baserunning, fielding, pick-off plays and for any other play.

By using this method, the play of the game is much faster, but even if after many, many games you have been able to memorize many result numbers and play the game quite quickly, this method will allow you to play even faster, much easier, and allows you more time to decide what your tactical and strategical moves will be and still get most games finished in 30 minutes. Even the novice will find that his game time is cut in half! Also, using more random numbers can enhance the realism of the game.

ONE RULE CHANGE—

Play Pick-off

Above, stated that if the final K number was even you would use column 2. In the pick-off play you often use the final W number and often the K number. Always use column 1 with the pick-off play to obtain either a 5T or a P5. Regardless of whether the final W or K number is odd or even you always use column 1.

ADDITIONAL PLAYING TIPS

Tip 1— It is easier and adds to the quickness of play if you lay out your line-ups so that all players' cards show at all times. Lay the visitor's cards out in a horizontal line above the home team's cards, and the home team's cards below the visitors.

If you are industrious you could make an easel, and with a rectangular piece of wood, 144 little screw angles, and some time, fashion a line-up board which you could stand up and with it you would be able to read all the cards at eye level. Using the screws you would make 4 columns of 9 pockets each, or two columns of 9 pockets each. The two center columns would be used to move the pitcher's card up and down so that regardless of who is at bat,

you could always move the pitcher's card opposite for easy comparison. The left column would be for the 8 man visitor's line-up and the right column for the home team. Of course this is not absolutely necessary.

Tip II— An idea which would be very good when two people are playing is to make additional special cards for use when making tactical decisions.

Batting Cards— You could make a card with Sacrifice written on it; one with Hit Away; and one with Hit & Run. When each batter steps in, the offensive manager selects one and puts it down.

Running Cards— Make a **safe** and a **loose** card. When runner is on the offensive manager picks one of these too.

Defensive Cards— You already have infield position cards. You could add a Pick-Off card, and an Intentional Walk card to these three cards. The defensive manager would always select one infield position card and if he wants one of the other two cards. Placing them down on top of the Batting Cards, neither manager would know what the other had decided, and turning up the cards to set the tactical situation one of the managers or both might be in for a surprise!

You will probably find new and interesting situations with this system. Obviously, it will slow down the play of the game, but for some people having the managers willing and able to make secret and simultaneous decisions on how to proceed with the next batter will be worth the additional time.

Tip III— Use both random number books, (RNA1, RNA2 or RNA3) or **FAST ACTION CARDS**. They are much faster to use, and give you random numbers more accurately than spinners, dice, or shuffling of numbered cards, and this speed and accuracy is especially needed when you will be using so many numbers with this new method of play for BLM Baseball.

Questions will be answered if sent to Big League Manager, 321 East Superior Street, Duluth, Mn 55802, if a self-addressed stamped envelope is enclosed.

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