

## Bunts

 +  +  + **Bunt** rating

Total		
1-6	<b>L5/Rx!</b>	Soft lineout.
7	<b>L1/Rx!</b>	Lead <i>forced</i> runner doubled up.
8	<b>DP? (C)</b>	Lead <i>forced</i> runner out.
9	<b>DP? (P)</b>	Possible double play (see below)
10	<b>F2</b>	Popup to catcher. Runners hold.
11-12	<b>Miss</b>	<b>TWO STRIKES (SEE BELOW)</b>
13-14	<b>Foul</b>	
15	<b>FC (C)</b>	Fielder's Choice (see below)
16	<b>FC (1B)</b>	
17	<b>FC (P)</b>	
18	<b>SAC (1-3)</b>	Batter out.
19	<b>SAC (5-3)</b>	<i>Forced</i> runners advance.
20-21	<b>SAC+ (3-4)</b>	Batter out.
22-23	<b>SAC+ (5-3)</b>	All runners advance.
24	<b>2-3?</b>	All runners advance. Batter out if:  $\text{Arm} + \text{Blue Diamond} + \text{White Diamond} + \text{Red Square} \geq 10 + \text{Batter Speed}$
25	<b>5-3?</b>	
26	<b>1-3?</b>	
27+	<b>3U?</b>	

**DP? (P), DP? (C)** = Unforced runners hold. Defense puts out any one *forced* runner, and can complete double play by challenging trailing runner's **Speed** with **Arm** rating of pivot man:

Runner Forced Out:	R1	R2	R3
<i>Trailing Runner:</i>	<i>B</i>	<i>R1</i>	<i>B</i>
<b>DP? (P)</b>	<b>163 DP?</b>	<b>154 DP?</b>	<b>123 DP?</b>
<b>DP? (C)</b>	<b>263 DP?</b>	<b>254 DP?</b>	n/a

**FC** = Fielder's choice. Unforced runners hold. Defense **may** take automatic out at first or challenge any *forced* runner's **Speed** with fielder's **Arm**:

$\text{Arm} + \text{Blue Diamond} + \text{White Diamond} + \text{Red Square} \geq 10 + \text{runner Speed} \rightarrow \text{Runner Out}$

**Miss/Foul** = Batter reaches 2 strikes without putting ball in play. Batter now has two options:

### 1) Keep the Bunt On

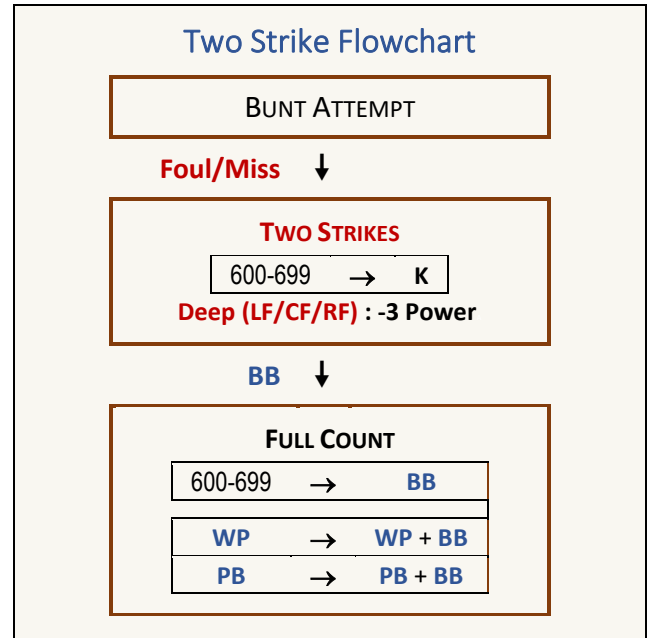
Re-roll on bunt table. **Foul** or **Miss** = strike out.

### 2) Swing Away (with two strikes)

- Rolls of 600-699 result in a **strikeout (K)**.
- Subtract 3 from batter **Power** on **Deep** rolls.
- '**BB**' creates full count (see 'Two Strike Flowchart' in next column).

**Going on Contact.** Bunting team may send unforced runners "On Contact":

- Treat these runners as forced.
- Add 3 to their **Speed** for any challenges.



## Hit & Run

With runner on 1<sup>st</sup>, offense may put on *Hit & Run*. Roll normally, but change the following results:

<b>BB</b>	→	<b>Two Strikes</b>
<b>K</b>	→	<b>Batter Misses</b>

<b>Deep (LF/CF/RF)</b>	→	Roll normally but use a <b>Power</b> rating of <b>0</b> .
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<b>163 DP or 143 DP or 1-6</b>	→	<b>1-3</b>
<b>363 DP or 361 DP or 3-6 DP or 3-6</b>	→	<b>3U</b>
<b>463 DP or 4-6</b>	→	<b>4-3</b>
<b>543 DP or 5-4</b>	→	<b>5-3</b>
<b>643 DP or 6-4</b>	→	<b>6-3</b>

<b>1B</b>	→	<b>1B++</b>
<b>1B+</b>	→	<b>1B++</b>
<b>Bloop 1B</b>	→	<b>1B++</b>
<b>2B</b>	→	<b>2B+</b>
<b>Bloop 2B</b>	→	<b>2B+</b>

<b>L1/R2!</b>	→	<b>L1/R1!</b>
<b>L3/R2!</b>	→	<b>L3/R1!</b>
<b>L4/R2!</b>	→	<b>L4/R1!</b>
<b>L5/R2!</b>	→	<b>L5/R1!</b>
<b>L6/R2!</b>	→	<b>L6/R1!</b>

**Two Strikes** = Batter fouls off two pitches. Continue with **TWO STRIKES** (see 'Two Strike Flowchart' above).

**Batter Misses** = R1 must steal *without* a lead. After steal attempt, batter has **TWO STRIKES**.

## Hit & Run with Two Strikes or Full Count

<b>BB or K</b>	→	<b>Strikeout (K) + Steal Attempt</b>
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## Bringing the Infield In

With less than two outs and a runner on third, the defense may play the infield in.

If so, offense **declares** if R3 goes on contact.

(With bases loaded, R3 always goes on contact.)

With infield in, change these ground ball results:

Result		R3 goes on contact?	
		No	Yes
1-3 or 1-6	→	1-3*	1-2?
143 DP or 163 DP	→	1-3*	1-2!
2-3	→	2-3*	2U!
3-1 or 3-6 or 3U	→	3U*	3-2?
363 DP or 361 DP or 3-6 DP	→	3U*	3-2!
463 DP or 4-6	→	4-3*	4-2?
4-3 DP	→	4-3*	4-2!
5-3 or 5-4	→	5-3*	5-2?
543 DP or 5-3 DP	→	5-3*	5-2!
643 DP or 6-4	→	6-3*	6-2?
6-3 DP	→	6-3*	6-2!

\* = R3 holds      ! = R3 thrown out at home

For above results, R3 scores **only** if they go on contact (and are not put out). Otherwise, they remain at 3B.

Note: R3 scores on rolled results of 4-3 and 6-3, regardless of infield depth.

### Results marked with a question mark (?)

R3 tries to score. Defense may get out at home by challenging R3's **Speed** with fielder's **Arm**.

If defense chooses NOT to throw home, use result from 'No' column above (and R3 scores).

If defense throws home, R3 is out if:

$$\text{Arm} + \text{Diamond} + \text{Diamond} + \text{Red} \geq 10 + \text{R3 Speed}$$

(Add +3 to **Arm** if R3 is forced)

**All runners other than R3 advance one base.**

On the **Stadium Card** only, change these outs to hits:

3-6 → 1B+	5-4 → 1B+
4-6 → 1B+	6-4 → 1B+

Results not listed above are unaffected by infield depth.

## Infield In (Bases Loaded)

### Possible Double Play

With bases loaded, results with an exclamation point (!) are a double play if:

$$\text{Catcher Arm} + \text{Diamond} + \text{Diamond} + \text{Red} \geq 10 + \text{Speed}$$

## Bunt Defense ("Corners In")

The corner infielders (1B & 3B) can move in to defend against the bunt. If so, add 3 to their **Arm** rating for any challenge rolls on the **Bunt Table**.

If the batter swings away against the bunt defense, change these outs on the **Stadium Card** to hits:

1B Playing In	3B Playing In
3-6 → 1B+	5-4 → 1B+

## Guarding The Lines ("No Doubles")

The defense reduces the number of doubles allowed by moving their corner infielders and outfielders closer to the foul lines.

Change the following results:

Bloop 2B → Bloop 1B
F7 → 1B+
F9 → 1B+

## Holding the Runner

With a runner on 1st and 2nd base empty, it is assumed that the defense holds the runner at 1st. Holding the runner changes the following result on the **Stadium Card**:

3-6 → 1B+
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If the defense chooses to **not** hold the runner:

- Batting results are not affected.
- R1 may automatically establish a lead.
- R1 gains +3 **Speed** to advance on any hits.

## Pitching Around the Hitter

600-699 → BB
Bloop 1B → BB
Bloop 2B → BB
Deep (LF/CF/RF) -3 Power

## Pitching Around & Infield Positioning

Infield positioning overrides the effects of pitching around the hitter. Purple results on the **Stadium Card** (3-6, 4-6, 5-4 & 6-4) always result in a single (1B+) for any infielders that are playing in or holding the runner.