|  |  |
| --- | --- |
| Offensive Strategies | Season Ticket Baseball |

|  |  |
| --- | --- |
| Bunts | U+ u+ U + ***Bunt*** rating |
| Total |  |  |
| 1-6 | **L5/Rx!** | Soft lineout.Lead *forced* runner doubled up. |
| 7 | **L1/Rx!** |
| 8 | **DP?** (C)  | Lead *forced* runner out.Possible double play (see below) |
| 9 | **DP?** (P) |
| 10 | **F2** | Popup to catcher. Runners hold. |
| 11-12 | **Miss** | Two Strikes (see below) |
| 13-14 | **Foul** |
| 15 | **FC** (C) | Possible Fielder’s Choice(see below) |
| 16 | **FC** (1B) |
| 17 | **FC** (P) |
| 18 | **SAC** (1-3) | Batter out.*Forced* runners advance. |
| 19 | **SAC** (5-3) |
| 20-21 | **SAC+** (3-4) | Batter out.*All* runners advance. |
| 22-23 | **SAC+** (5-3) |
| 24 | **2-3?** | All runners advance. Batter out if:**Arm** +U+ u+ U**≥** 10 + **Batter** **Speed** |
| 25 | **5-3?** |
| 26 | **1-3?** |
| 27+ | **3U?** |

**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:*Trailing Runner:* | R1*B* | R2*R1* | R3*B* |
| DP? (P) | **163 DP?** | **154 DP?** | **123 DP?** |
| DP? (C) | **263 DP?** | **254 DP?** | n/a |

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

|  |  |  |
| --- | --- | --- |
| **Arm**+U+ u+ U **≥** 10 + runner**Speed** | **→** | RunnerOut |

**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).

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#### **Going on Contact.** Bunting team may send unforced runners “On Contact”:

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

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Two Strike Flowchart**

|  |
| --- |
| Bunt Attempt |
|  **Foul/Miss** | 🠛 | **Foul Foul Foul** |
| **Two Strikes**

|  |  |  |
| --- | --- | --- |
| 600-699 | **→** | **K** |

**Deep (LF/CF/RF) : -3 Power**a |
| **BB** | 🠛 | BB |
| **Full Count**

|  |  |  |
| --- | --- | --- |
| 600-699 | **→** | **BB** |
|  |  |  |
| **WP** | **→** | **WP** + **BB** |
| **PB** | **→** | **PB** + **BB** |

a |

 |

# Hit & Run

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

|  |  |  |
| --- | --- | --- |
| **BB** | **→** | **Two Strikes** |
| **K** | **→** | **Batter Misses** |
|  |  |  |
| **Deep (LF/CF/RF)** | **→** | Roll normally but usea ***Power*** rating of **0**. |

|  |  |  |
| --- | --- | --- |
| **163 DP** or **143 DP** or **1-6** | **→** | **1-3** |
| **363 DP** or **361 DP** or **3-6 DP** or **3-6** | **→** | **3U** |
| **463 DP** or **4-6** | **→** | **4-3** |
| **543 DP** or **5-4** | **→** | **5-3** |
| **643 DP** or **6-4** | **→** | **6-3** |
|  |  |  |  |  |  |  |
| **1B** | **→** | **1B++** |  | **L1/R2!** | **→** | **L1/R1!** |
| **1B+** | **→** | **1B++** |  | **L3/R2!** | **→** | **L3/R1!** |
| **Bloop 1B** | **→** | **1B++** |  | **L4/R2!** | **→** | **L4/R1!** |
| **2B** | **→** | **2B+** |  | **L5/R2!** | **→** | **L5/R1!** |
| **Bloop 2B** | **→** | **2B+** |  | **L6/R2!** | **→** | **L6/R1!** |

**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

|  |  |  |
| --- | --- | --- |
| **BB** or **K** | **→** | Strikeout (**K**) + Steal Attempt |

|  |  |
| --- | --- |
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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:

|  |  |  |
| --- | --- | --- |
|  |  | ***R3 goes on contact?*** |
| **Result** |  | **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 homeby 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:***Arm*** +u+U+U **≥** 10 + **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 anexclamation point (**!**) are a double play if:**Catcher** **Arm** +u+U+U **≥** 10 + **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+** |

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.