Auto Manager (Offense)

## **Runner Advancement**

Use this table to decide when to try to take an extra base by challenging a fielder’s **Arm** rating:

|  |  |  |  |
| --- | --- | --- | --- |
| Next Base | No Outs | One Out | Two Outs |
| Second |  | **Maybe** |  |
| Third |  | **No** |
| Home | **No** |  | **Yes** |

**No**Hold at the current base.

**Maybe**Challenge fielder’s Arm if either of following are true:

* Runner **Speed** equals or exceeds fielder’s Arm.
* d20 is lower than runner’s **Speed**.

**Yes**Always try to score with two outs, regardless of the runner’s **Speed** or the fielder’s **Arm** rating.

## **Going on Contact**

R3 goes on contact if there is one out and they have a **Speed** of 3 or higher.

## **Steal Attempts**

|  |  |  |  |
| --- | --- | --- | --- |
| Runner | No Outs | One Out | Two Outs |
| R1 |  | **Maybe** |  |
| R2 | **No** | **No** |
| R3 |  | **Rarely** |

**No**Don’t roll to establish a lead.

**Maybe**Try to establish a lead if either are true:

* **Speed** rating equals or exceeds catcher’s **Arm**.
* d20 is lower than the runner’s **Steal** rating.

**Rarely**Try to establish a lead if all are true:

* There are 2 outs and no runner on 2nd.
* d20 is lower than runner’s **Steal** rating.
* R3’s **Speed** meets the following minimum:

|  |  |  |  |
| --- | --- | --- | --- |
| 1901-29: **3** | 1930-59: **4** | 1960-89: **5** | 1990-: **6** |

*Only steal after successfully establishing a lead.*

*Never steal if the batting team trails by 2 or more runs in the 8th inning or later.*

## U

## **Situational Adjustment (Optional)**

For runner advancement and steal attempts:

* +1 **Speed** if score is tied.
* −1 **Speed** if batting team trails by 2 or more runs.

## **Sacrifice Bunts**

With fewer than two outs and one or more runners on base, start with the batter’s **Bunt**rating and:

* Add 3 if the batter is a pitcher.
* Add d20 if below batter’s **Bunt** rating (pre-1947).
* Subtract the batter’s **Contact** and **Power**.

Batter bunts if this equals or exceeds Bunt Threshold:

### Bunt Threshold

|  |  |  |
| --- | --- | --- |
| Runners On | No Outs | One Out |
| **1B** | 1 | 4 |
| **2B** | 2 | — |
| **1B & 2B** | 0 | 3 |
| **3B** | 5 | — |
| **1B & 3B** | 4 | 7 |
| **2B & 3B** | 6 | — |
| **Bases Loaded** | 6 | — |

###

*Don’t bunt in situations marked with '—'.*

*If the batting team trails in the 8th inning or later,
only bunt if the tying run is already on base.*

## **Hit-and-Run**

Call the Hit & Run if the following are true...

* Less than 2 outs.
* Runner on 1st or runners on 1st & 2nd.
* d20 is below the batter’s **Contact**.

... and one or more of the following is true:

* Runner’s **Speed** exceeds batter’s **Power**.
* d20 exceeds batter’s **Power**.

## **Pinch Runners**

If score is tied in 8th inning or later with less than 2 outs: Replace lead runner if new runner’s **Speed** is 4 or more points higher than the current runner’s **Speed**.

## **Pinch Hitting for the Pitcher**

1) Pinch hit for the pitcher if you would remove them for a relief pitcher (see other side).

2) Pinch hit if the batting team trails and the current pitcher is vulnerable to fatigue.

Auto Manager (Defense)

### **Fielder’s Choice**

* Always try to get the lead runner at home.
* Other bases: try for lead runner if **Arm** ≥ **Speed**.

### **Holding the Runner**

* Hold runner at first if Speed rating is 2 or higher.
* If the batting team trails in the 9th inning or later, only hold runner if they are tying or go-ahead run.

### **Bringing the Infield In**

After 4th inning, bring infield in with a runner on 3rd and less than two outs, if game is tied or batting team leads.

### **Bunt Defense (“Corners In”)**

Use Auto Manager (Offense) on other side. Bring corners in if offense would bunt in this situation.

### **Guarding The Lines (“No Doubles”)**

Guard the lines in the 9th inning or later if the bases are empty and the batter is the tying or go-ahead run.

### **Pitching Around the Hitter**

Consider an intentional walk or pitching around if:

* There is a runner on second and/or third and
* 1st base is empty and
* Score is tied or batting team is ahead.

“Hitting” = *Contact* + *Power - Stuff*

If batter’s Hitting is higher than on-deck batter’s Hitting, calculate the difference and add outs and runners:

|  |  |
| --- | --- |
| Difference + Outs + Runners | Strategy |
| 4 to 6 | Pitch Around (page 12) |
| 7 or more | Intentional Walk |

### **Replace the Current Pitcher...**

... when Fatigue reaches the following limit:

|  |  |  |
| --- | --- | --- |
|  | Starter | Reliever |
| Mid-Inning | **4\*** | **2\*\*** |
| Between Innings | **3\*** | **1** |

\*+1 if starter throwing a shutout
\*\*+2 in first inning of relief if Stamina = 0

Other Useful Tables

## **Ratings-Based Defense** (page 13)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Infield** | **P** | **1B** | **2B** | **3B** | **SS** |
| U ≤ **Arm** | **163 DP** | **363 DP** | **463 DP** | **543 DP** | **643 DP** |
| U ≤ **Range** | **1-3** | **3U** | **4-3** | **5-3** | **6-3** |
| U ≤ **Fielding** | **1B(CF)** | **1B(RF)** | **1B(RF)** | **1B(LF)** | **1B(LF)** |
| U > **Fielding** | **E1** | **E3** | **E4** | **E5** | **E6** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Outfield** |  | **LF** | **CF** | **RF** |
| U ≤ **Range**(Fly Out) | U ≤ **Arm** | **F7/R3?!** | **F8/R3?!** | **F9/R3?!** |
| U > **Arm** | **F7++** | **F8++** | **F9++** |
|  |  |  |  |  |  |
| U > **Range**(Hit) | U ≤ 7 | **Double (see below)** |
| U > 7 | **Single (see below)** |
|  |  |  |  | ↓ |  |
| **Catchers (C)** |  | **Arm** | **Single** | **Double** |
| U ≤ **Ump** | **K** |  | **0-2** | **1B++** | **2B+/B?** |
| U ≤ **Range** | **F2** |  | **3-4** | **1B+/R1?** | **2B+** |
| U ≤ **PB** | **BB** |  | **5** | **1B+** | **2B/R1?** |
| U > **PB** | **PB** |  | **6+** | **1B/R2?** | **2B** |

|  |  |
| --- | --- |
| **Hit Locations** |  U |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| **1B(IF)** | P | 1B | 2B | SS | 3B |
| **1B**, **1B+**, **2B**, **2B+** | LF | CF | RF |
| **3B** | LF | CF | RF |

|  |  |
| --- | --- |
| **Fly Outs** |  U |

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 – 5 | 6 - 8 | 9 |
| **F2, F3, F5** | Foul Out | Fly Out | Line Out |
| **F1, F4, F6F7, F8, F9** | Fly Out | Line Out |

## **Runner Advancement on Ground Outs**

Advance one base, with the following exceptions:

If not forced, **R2** holds at second base on the following results:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **1-6** | **163 DP** |  |  |  |  |
|  |  |  |  |  |  |  |
|  | **5-4** | **543 DP** | **5-3 DP** |  | **643 DP** | **6-4** |

If not forced, **R3** holds at third base on the following results:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **1-3** | **1-6** | **163 DP** | **143 DP** |  | **2-3** |  |
|  |  |  |  |  |  |  |
|  | **5-4** | **543 DP** |  |  |  |  |