

# 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	Maybe		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.

## Steal Attempts

Runner	No Outs	One Out	Two Outs
R1	Maybe		
R2	No	Maybe	No
R3	No		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 2<sup>nd</sup>.
- d20 is lower than runner's **Steal** rating.
- R3's **Speed** meets the following minimum:

1901-29: <b>3</b>	1930-59: <b>4</b>	1960-89: <b>5</b>	1990-: <b>6</b>
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*Only steal after successfully establishing a lead.*

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

## Situational Adjustment (Optional)

Determining whether a runner tries to establish a lead:

- +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.
- Subtract the batter's **Contact** and **Power**.

Batter bunts if this equals or exceeds **Bunt Threshold**:

### Bunt Threshold

Runners On	No Outs	One Out
<b>1B</b>	1	4
<b>2B</b>	2	—
<b>1B &amp; 2B</b>	0	3
<b>3B</b>	5	—
<b>1B &amp; 3B</b>	4	6
<b>2B &amp; 3B</b>	6	—
<b>Bases Loaded</b>	6	—

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

*If the batting team trails in the 8<sup>th</sup> 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 1<sup>st</sup> or runners on 1<sup>st</sup> & 2<sup>nd</sup>.
- 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 8<sup>th</sup> 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 9<sup>th</sup> inning or later, only hold runner if they are tying or go-ahead run.

## Bringing the Infield In

Bring infield in with a runner on 3<sup>rd</sup> if there are less than two outs and the game is tied or the 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 9<sup>th</sup> 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
- 1<sup>st</sup> base is empty and
- Score is tied or batting team is ahead.

"Hitting" = Contact + Power - Stuff
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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*	4
Between Innings	3*	1

\*+1 if pitcher is throwing a shutout

## Ratings-Based Defense (page 13)

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

Outfield	LF	CF	RF
◆ ≤ Range (Fly Out)	◆ ≤ Arm F7/R3?! ◆ > Arm F7++	F8/R3?! F8++	F9/R3?! F9++

◆ > Range (Hit)	◆ ≤ 7	Double (see below)
	◆ > 7	Single (see below)

Catchers (C)	Arm	Single	Double
◆ ≤ Ump K	0-2	1B++	2B+/B?
◆ ≤ Range F2	3-4	1B+/R1?	2B+
◆ ≤ PB BB	5	1B+	2B/R1?
◆ > PB PB	6+	1B/R2?	2B

## Hit Locations

	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

	0 - 5	6 - 8	9
F2, F3, F5	Foul Out	Fly Out	Line Out
F1, F4, F6 F7, F8, F9	Fly Out		Line Out