

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			
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 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
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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 8th inning or later.



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
≤ 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	≤ Arm	F7/R3?! F8/R3?! F9/R3?!	
(Fly Out)	> Arm	F7++ F8++ F9++	
> Range	≤ 7	Double (see below)	
(Hit)	> 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	Fly Out		Line Out
F7, F8, F9			

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			