Version 1.35 of the rulebook was recently uploaded to www.seasonticketbaseball.com. This included the following changes since Version 1.30 (released July 2022):

Page 2:

The home team bonus on rolls of 600-699 was increased from +5 to +10.

Page 3 (Runner Advancement on Outs):

Changed to specify exactly which plays allow unforced runners to advance. (These changes have also been made to the Quick Start Card).

Page 8:

The name of the "Bunt Flowchart" was changed to "Two Strike Flowchart" (because it can be relevant to both bunt plays and hit & run plays). This change is cosmetic and doesn't change any of the underlying rules.

Page 11:

Some changes have been made to the table for Bringing the Infield In. (This has also been updated on the Strategy Card).

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!
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

Page 15 (Optional Rules):

"Rare Plays on Challenges": the result for "1-1-1" (rolling three 1's) was changed from "Catching Error" to "Throw Off-Line":

1-1-1	**Throw Off-Line.** The throw is in time, but pulls the fielder off the bag. (For a throw by a *catcher*, *pitcher* or *infielder* on a batted ball, record a throwing error.)

Page 17 (Optional Rules):

"Advancing on the Throw" has been modified to create a small chance that the trail runner is thrown out trying to advance.

Page 17 (Optional Rules):

The rule for starting pitchers getting "Blown Up" was changed to a flat 5-run limit, regardless of the pitcher's Stamina rating.

Page 18 (Optional Rules):

The following hit location table was added:

Hit Locations

For results that don't specify hit location, use the last digit of the roll to determine the fielder:

	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		

Page 18 (Optional Rules):

Added to clarify official scoring on outfield assists:

Outfield Assists

Use the following official scoring for runners being thrown out from the outfield:

	Out at 2B	Out at 3B	Out at Home (R3/R2)	Out at Home (R1/B)
LF	7-4	7-5	7-2	7-6-2
CF	8-4	8-5	8-2	8-6-2
RF	9-6	9-5	9-2	9-4-2

Note that throwing a runner out at home on an extra-base hit includes a relay throw from one of the middle infielders (e.g. **7-6-2**, **8-6-2**, **9-4-2**). Both the outfielder and infielder are credited with an assist.

Page 19 (Auto Manager):

Auto Manager rules were simplified and adjusted to match historical stats.

Version 1.40 of the rulebook was recently uploaded to www.seasonticketbaseball.com. This included the following changes since Version 1.35 (released August 2023):

Page 4:

Added clarifications for scoring on the third out:

Scoring on the Third Out

Baseball rules state that a run does not score on a play in which the third out is made by force out.

When the third out is an *unforced player*, runs count if they occur before the third out. In *Season Ticket Baseball*, the following rules apply if the third out is made on an unforced runner:

Hits

The run always scores before the out is made.

Example: batter hits a single (**1B+/R1?**) with 2 outs and runners on 1st and 2nd. R2 scores, but R1 is thrown out trying to advance to 3rd base.

Result: R2 scores safely and the run counts.

Sacrifice Flies

The runner scores if their Speed exceeds the Speed of the runner being thrown out.

Example: batter flies out (**F9+/R2?**) with 1 out and runners on 2nd and 3rd. R3 scores, but R2 is thrown out trying to advance to 3rd base.

Result: the run counts if R3's Speed is higher than R2's Speed.

Page 5:

The Arm rating used when stealing home is now season-dependent:

Stealing Home

A runner on third uses the same rules to establish a lead. For the steal attempt, use the following value in place of the catcher's **Arm**:

1901-29: **9**	1930-51: **10**	1952-89: **11**	1990-: **12**

Page 19 (Auto Manager):

The minimum Speed ratings required to attempt a steal of home are now also season-dependent:

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**	1930-51: **4**	1952-89: **5**	1990-: **6**

Page 29 (Rare Plays):

Created an entirely new table called "Runner on 2nd". As with "Runner on 1st", this table is used for rolls of 503-504 and rolls of 500-502 with 2 outs.

This table (page 37 in Version 1.40) is entirely new and should be added to the rules.

The table on page 36 should also be reprinted (many results were moved to the new table on page 37).

Page 30-33 ("Rare Plays"):

This 4-page table has been changed significantly to create more accurate injury rates. (The previous version had too many injuries to outfielders). All four pages need to be replaced.

Version 1.42 of the rulebook was recently uploaded to www.seasonticketbaseball.com. This included the following changes since Version 1.40 (released October 2023):

Page 7:

Rewrote the 'DP' results in the bottom left to better match actual MLB results:

> **DP? (P)**, **DP? (C)**
> Bad bunt to the pitcher or catcher. The defense may put out any one *forced* runner. (With no forced runners, the batter is out and runners hold.)
> The defense can also complete the double play by challenging the trailing runner's **Speed** with the **Arm** rating of the pivot man (underlined below):
>
> | Runner Forced Out: | R1 | R2 | R3 |
> |---|---|---|---|
> | *Trailing Runner:* | *B* | *R1* | *B* |
> | DP? (P) | **163 DP?** | **154 DP?** | **123 DP?** |
> | DP? (C) | **263 DP?** | **254 DP?** | n/a[1] |
>
> If successful, the trailing runner is also forced out and the double play is completed as shown in red.
> *Runners must actually be forced out to complete a double play (i.e. the bases must be loaded to complete a 123 DP).*

Page 7:

Added the word "forced" to the last paragraph under **FC (C)**, **FC (1B)**, **FC (P)**:

> The batter is safe at first and all forced runners that are not put out advance one base.

Page 9:

Added the following text under Hit & Run to clarify what happens with multiple runners on base:

> *Runners on 1st and 2nd*
> Both runners go with the pitch.
>
> On a **K** result, both runners steal without a lead.
>
> R2 is doubled up on any line out result.
>
> *Runners on 1st and 3rd*
> R1 goes with the pitch. R3 is unaffected.
>
> *Bases Loaded*
> You cannot Hit & Run with the bases loaded.

Page 10:

Added the following text under Run & Hit to clarify the effect on double steals:

> *Double (and Triple) Steals*
> With multiple runners, check the lead runner's steal attempt roll for doubles (to determine if the steals occur on the final pitch of the at-bat).

Page 21:

Added "Short Reliever" to the table in the Auto Manager rules for Replacing the Current Pitcher:

> ### Replacing the Current Pitcher
> Replace the current pitcher when their Fatigue reaches the following limit:
>
> | | Starter | Reliever | Short** Reliever |
> |---|---|---|---|
> | *Mid-Inning* | 4* | 2 | 4 |
> | *Between Innings* | 3* | 1 | 1 |
>
> *Increase these limits by 1 if starter is throwing a shutout.
> **A reliever with Stamina 0 in their first inning of work.

Pages 35, 37, 39:

Increased frequency of balks (and pitcher ejections caused by balks). If you care about more accurate balk frequency, reprint these pages.

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[1] The catcher cannot start a double play by putting out R3. They may, however, attempt a **254 DP** or **263 DP**.

Version 1.51 of the rulebook was uploaded to www.seasonticketbaseball.com on March 2, 2024. This included the following changes since Version 1.42 (released January 2024):

Page 5 (Pickoffs):

Simplified the rules for pickoff attempts and clarified the official scoring:

Pickoffs

When trying to establish a lead, the runner is picked off if *both ten-sided dice* are below the pitcher's **Pickoff** rating. Credit the pitcher with a "pickoff" (PK) and "pickoff caught stealing" (PCS); charge the runner with a "caught stealing" (CS).

It is no longer possible for the pitcher to get a pickoff during the actual steal attempt.

Page 7:

Made the following changes to the bunt table:
1) Roll needed for a possible hit raised from 22 to 24.
*2) Switched location of **DP? (P)** and **DP? (C)**.*
(Some new research showed that bunt DPs are more likely to be hit to the pitcher than to the catcher).

New table below:

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

Page 8:

Edited the paragraph about "bunting for a hit":

Bunting for a Hit

Bunt hits are included on each player's Batting Table as infield hits: **1B(IF)**. A bunter is also credited with a hit if they reach base safely (this is possible with an total roll of 24 or higher on the Bunt Table).

Page 19 (Auto Manager):

Changed the Situational Adjustment to a Steal Attempt Bonus to better match historical statistics:

Steal Attempt Bonus

For determining if the runner tries to establish a lead (for a steal attempt):

- +1 **Speed** if game is tied or batting team leads by less than 4 runs.