



Rules of Play

Version 1.55

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Introduction

Welcome to [Season Ticket Baseball](#). If you've played "Card & Dice" baseball games before, you should be able to start playing using the *Quick Start Card* (and referring back to these rules when necessary).

Components

You will need:

- ◆ One (1) six-sided die.
- ◆ Two (2) ten-sided dice of different colors.
- ◆ One (1) twenty-sided die (optional).
- ◆ Two (2) sets of team cards.
- ◆ A **Stadium Card** (e.g. *Fenway Park 1986*).
- ◆ *Season Ticket Baseball* scoresheets (optional).

Setup

1. Select the starting defense and starting lineup for each team.
2. Place the starting lineups in front of you, with each team's leadoff hitter on top.
3. Stack each team's pitchers in a separate pile, *with the starting pitcher on top*.
4. Set each team's bench players to the side.

Playing the Game

The game starts with the first batter in the away team's lineup facing off against the home team's pitcher.

To determine the result of this plate appearance, roll the six-sided die and both ten-sided dice to generate a random number between 100 and 699. (This is referred to as the *Result Roll*).

For example:

= 437

Play Results

The six-sided die determines the location of the play result:

1 2	Pitcher Card	5	Defense & Rare Plays
3 4	Batter Card	6	Stadium Card

Pitcher Cards

Rolls of 100-299 are found on the pitcher's card. For some rolls, the outcome is determined by the batter's handedness. On the card below, a roll of 244 is a single (**1B+**) if the batter is a lefty (or switch-hitter) and a strikeout (**K**) if the batter is a righty.

Pitching		vs L/SWITCH	vs RIGHTY
100-62	3xx	200-14	4xx 4xx
163-64	1B(CF)	215-19	BB 643 DP
165	L4/R2!	220-39	463 DP F9
166-69	2B(CF)	240-41	HBP 543 DP
170-73	2B	242-45	1B+ K
174-88	BB	246	1-3 L4/R1!
189-91	2B+	247-67	K K
192	WP	268	F5 1-3
193-98	Bloop 1B	269-80	F8/R3? Deep CF
199	6-3 DP	281-99	Deep RF Deep LF

Batter Cards

Rolls of 300-499 are found on the batter's card. As with pitcher cards, some rolls are affected by the current pitcher's handedness.

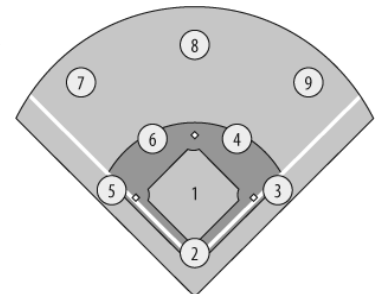
Rare Plays

For rolls of 500-509, see Rare Plays on page 29.

Defense

Rolls of 510-599 are found on a **defensive** player's card, with the "tens" digit specifying the position (according to the numbering system used by baseball scorekeepers):

- 510-519 = Pitcher
- 520-529 = Catcher
- 530-539 = 1B
- 540-549 = 2B
- 550-559 = 3B
- 560-569 = SS
- 570-579 = LF
- 580-589 = CF
- 590-599 = RF



If the defender isn't playing in their primary position, use the rules for *Ratings-Based Defense* on page 13.

Stadium Card

Rolls of 600-699 are found on the *Stadium Card*.
For all rolls of 600 or higher:

- Add 10 for each level of pitcher Fatigue (page 5).
- Add 10 if the home team is batting.

Redirection

Results in **red** redirect to other cards:

Deep LF	Roll on Deep Drive table on the <i>Stadium Card</i>
Deep CF	
Deep RF	

3xx	Redirect to a different roll, <i>keeping the last two digits the same.</i>
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Example #1 (at right):
145 redirects to 345.

101-56	3xx
--------	------------

56x	Redirect to a different roll, <i>keeping the last digit the same.</i>
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Example #2 (at right):
277 redirects to 567.

274-78	56x
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Reading Play Results

Each result is described with the same notation used by baseball scorekeepers. For example, hits use the following abbreviations:

1B	Single: Runners advance 1 base
1B(IF)	Infield Single: Runners advance 1 base
2B	Double: Runners advance 2 bases
3B	Triple: All runners score
HR	Home Run: All runners score

In the above examples, all runners on base advance as many bases as the batter. The following variations are also possible:

1B+	Outfield Single Runners on 2B and 3B score. Runner on 1B stops at 2B.
1B++	Long Single All runners advance 2 bases.
2B+	Long Double All runners score.

Bloop Hits

A "Bloop Hit" is a hit where the ball hangs in the air before falling in for a hit. With less than two outs, runners must be sure the ball isn't caught before they advance. Therefore, runner advancement on "bloop" hits is determined by the number of outs:

	Less than 2 Outs	2 Outs
Bloop 1B	All runners advance 1 base.	All runners advance 2 bases.
Bloop 2B	All runners advance 2 bases.	All runners score.

Outs

Outs also use traditional scorekeeper notation, as in the following examples:

K	Strikeout.
F9	Fly out or line out to the right fielder. Runners hold.
F9+	Deep fly out to the right fielder. With less than 2 outs, the runner on 3B tags up and scores (if applicable).
F9++	Deep fly out. Runners on 2B and 3B tag up and advance (if applicable).
L4	Line out to the second baseman.
5-3	Groundout to the third baseman (who throws to 1B for the force out). Runners advance 1 base.
543 DP	Groundout to third. With a runner on 1B and less than 2 outs, this is a 5-4-3 double play. Otherwise, change to 5-3 (above).
5-4	Ground ball to the third baseman who throws to second for the force out. With no runner on 1B, change to 5-3 .
3-1	Ground ball fielded by the first baseman. 1B tosses to pitcher for force out at first.
3U	Ground ball fielded by the first baseman. 1B tags first base for <i>unassisted</i> force out.

Other Results

BB	Walk	Runners advance if forced
HBP	Hit Batter	
E6	1-Base Error	Batter safe at first Runners advance 1 base
E6 (2)	2-Base Error	Batter safe at second Runners advance 2 bases
PB	Passed Ball	Runners advance 1 base (Re-roll if bases empty)
WP	Wild Pitch	

Double Plays

The **643 DP** result refers to a “tailor-made” double play ball. However, double plays require a runner on first with less than two outs. Change any impossible result to match the game situation. For example:

- With first base empty, change **643 DP** to **6-3**.
- With two outs and a runner on first, change **643 DP** to a **6-4** force out to end the inning.

Double play ground balls to the first baseman become **3U** results if a double play is not possible.

53 DP: third baseman steps on 3rd for a force out and throws to first for a double play. This requires runners on 1st and 2nd; otherwise, change to **5-3**.

36 DP: first baseman steps on 1st and throws to the SS who tags the unforced runner for a double play. With one out and a runner on 3rd, R3 scores before the tag *only if their Speed exceeds 1B's Arm rating*.

Force Outs

Similarly, the **6-4** result describes a force out at 2nd base, which is only possible with a runner on first. With first base empty, change **6-4** to **6-3**.

Runner Advancement on Outs

Runners do not advance on line outs or fly outs (unless noted, e.g. **F9+**). On groundouts, all runners advance one base, with the following exceptions:

With 1st base empty, R2 holds at 2nd on these results:

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

With 1st base empty, R3 holds at 3rd on these results:

163 DP	143 DP	1-6	543 DP	5-4
---------------	---------------	------------	---------------	------------

If not forced, R3 holds at third base on **1-3** **2-3**

R2 must also hold if R3 does not advance.

Force Outs at Third Base and Home

Some groundout results let the defense force a runner out at third or home (or attempt to do so). See [Force Outs at Third and Home](#) for more information (on page 10, under the heading for [Going on Contact](#)).

Runner Events

In addition to the play results described above, some plays include additional runner events after a *slash*. If there is no runner on base matching the runner event, ignore this part of the result.

Runner Notation

The following notation is used on the player cards, and in these instructions, to refer to baserunners:

B	Batter
R1	Runner who started play on 1B
R2	Runner who started play on 2B
R3	Runner who started play on 3B

The symbol following the runner specifies the event:

Symbol	
+	Runner advances an extra base. If the result is a fly out, this means the runner tags up and advances safely.
!	Runner is thrown out for a double play. On line outs (e.g. L6/R2!), the runner is doubled up. On fly outs (e.g. F9/R3!), the runner is thrown out trying to tag up and advance.
?	Runner may try to advance by challenging the fielder's Arm rating (see next page).
?!	Runner must try to advance by challenging the fielder's Arm rating (see next page).

For any results on the [Deep Drives](#) table, the outfielder who fields the ball is always specified by the column (**LF/CF/RF**).

Examples of Runner Events

F8+/R2?	R3 tags and scores (F8+). R2 may try to tag up and advance to third base by <u>challenging</u> CF's Arm (see next page).
L4/R1!	Lineout to second. With fewer than 2 outs and a runner on first, R1 is doubled up. (Other runners are not affected.)
2B+/B?	Bases-clearing double. Batter may try for a triple by <u>challenging</u> outfielder's Arm (fielder is specified by location on Deep Drives table).

Challenging the Fielder's Arm

If the runner chooses to challenge the outfielder's arm, roll the result dice and **add** them together.

The runner is safe if their **Speed**, plus the dice total, equals or exceeds the fielder's **Arm plus ten**:

$$\text{Speed} + \text{D6} + \text{D6} + \text{D6} \geq 10 + \text{Arm}$$

Otherwise, the fielder's throw is on target and the runner is tagged out trying to advance.

Example

With no outs and the bases loaded, the result is a fly out to right: **F9+/R2?**.

- The description for **F9+** (page 2) states that R3 tags up and scores automatically.
- /R2?** means R2 may try to tag and advance to third by *challenging the right fielder's Arm*.

In this example, the right fielder's **Arm** is 6 — meaning that the offense will need to roll a total of 16 (10+6) to tag up without being thrown out.

The runner's **Speed** is 4.

The offensive manager chooses to try to advance. They roll the result dice and add them together:

$$\text{Roll} = 4 + 5 + 0 = 9$$

... then add the runner's **Speed** (4):

$$9 + 4 = 13$$

The total (13) is lower than the target number (16). The runner is gunned down at 3rd for a double play.

- Because **R1** is not mentioned in the result, the runner on first base remains at first.

Overthrows



For any runner advancement roll:

The thrower commits a throwing error if both ten-sided dice are higher than their Fielding. The advancing runner is safe, and all runners (including the advancing runner) advance one additional base.

Overthrows override the result of the advancement attempt. (If the runner would have been out but the dice indicate an overthrow, the runner is safe and runners advance as described.)

Advancing the Lead Runner

If an outfield position is shown in parentheses after a hit, the lead runner may attempt to advance an extra base by challenging the outfielder's Arm (see *Challenging the Fielder's Arm* at left).

(LF)	Lead runner may try to advance by challenging outfielder's Arm rating.
(CF)	
(RF)	

The **lead runner** is the runner closest to home plate *after runners advance according to the initial play result*. The batter is never the lead runner.

Examples of Advancing the Lead Runner

1B(RF) <i>Bases Loaded</i>	Single to right. R3 scores. R2 may try to score by challenging RF's Arm .
1B(RF) <i>1st & 3rd</i>	Single to right. R3 scores. R1 may try for third by challenging RF's Arm .
1B(RF) <i>Runner on 3rd</i>	Single to right. R3 scores. No other advancement. (Batter cannot be lead runner.)

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.

Steal Attempts

Stolen base attempts are a two-step process:

1. Establish a Lead (Optional)

Establishing a lead pits the runner's **Steal** against the pitcher's **Hold**. Roll both 10-sided dice and add the runner's **Steal**. If this total exceeds the pitcher's **Hold** by 10 or more, the runner establishes a lead.

Establishing a Lead (Optional)






$$\text{Steal} + \text{10-sided die} + \text{10-sided die} \geq 10 + \text{Hold}$$

A runner may try to establish a lead once per batter (or after advancing, such as on a passed ball, wild pitch or successful steal). A pinch runner may not attempt to establish a lead if the runner they replaced already attempted to do so and failed.

There is no penalty for failure, unless the runner is picked off (see below). *If a runner establishes a lead successfully, they must immediately attempt to steal.*

2. Steal Attempt

Offense attempts steal by rolling dice and adding the runner's **Speed** rating. The dice used are determined by whether the runner established a lead in step 1:

Lead Established?	Dice Rolled for Steal Attempt
Yes	 +  + 
No	 + 

The target number is the catcher's **Arm** plus ten. If the runner's **Speed** plus the dice rolled exceed the catcher's **Arm** by 10 or more, the steal succeeds. Otherwise the runner is caught stealing.

Stealing (With a Lead)

$$\text{Speed} + \text{10-sided die} + \text{10-sided die} + \text{red square} \geq 10 + \text{Arm}$$

Stealing (Without a Lead)

$$\text{Speed} + \text{10-sided die} + \text{10-sided die} \geq 10 + \text{Arm}$$

Stealing Third

No modifiers are necessary.

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
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Double (and Triple) Steals

With multiple runners, the offense rolls separately for each runner who wishes to establish a lead.

When the offense declares a steal attempt, the defense declares which base they are throwing to. All other runners advance safely.



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).



Throwing Errors by Pitchers

When rolling *to establish a lead*, the pitcher commits a throwing error if both dice are above the pitcher's **Fielding (Fld)**. The pickoff throw gets past the fielder and all runners advance one base.



Throwing Errors by Catchers

When rolling for a *steal attempt*, the catcher commits a throwing error if both ten-sided dice are above the catcher's **Fielding (Fld)**. The catcher throws the ball into the outfield. Any base stealers are safe, and all runners — including the base stealer(s) — advance one additional base.

On a steal of home, charge the catcher with a fielding error instead of a throwing error. R3 scores and any other runners advance 1 base.

Throwing errors override the result of the steal attempt.



The Ten-Sided Die

Games like *Dungeons & Dragons*® use the 10-sided die to generate a number between 1 and 10 — if you roll a '0', you interpret it as '10'.

Season Ticket Baseball **does not do this.**

A zero is always a zero.

Pitcher Fatigue

Each team's pitcher has a **Fatigue** level — a number that starts at zero when a pitcher enters the game. This number increases as the pitcher becomes tired.

The pitcher's **Stamina** specifies the number of innings in which a pitcher can pitch without his Fatigue level rising above zero.

After exceeding his Stamina, a pitcher becomes *vulnerable* to fatigue. From this point on, each baserunner allowed increases Fatigue by one (1). A baserunner is defined as a *hit*, *walk*¹ or *hit batter*.

A pitcher with a Stamina of zero is vulnerable to Fatigue from the first batter they face.

Stamina refers to the number of *actual innings* in which the pitcher pitches. There is no need to track the number of batters faced or outs recorded.

Example: Rick Honeycutt (1988) enters the game with two outs in the 7th inning. When he begins the 8th, this is inning #2 (his **second** inning). This exceeds his stamina rating of 1, meaning that he is now vulnerable to fatigue.

Effect of Fatigue

For rolls of 600-699, add 10 for each level of Fatigue.

Rolls below 600 are not affected by Fatigue. (This rule is also printed on every *Stadium Card*).

You can track pitcher Fatigue with the check boxes provided on the *Season Ticket Baseball Scoresheet*.

Don't adjust Deep rolls for fatigue.

Stamina Ratings

If a player has two Stamina ratings listed (e.g. **5/1**) use the first rating when they are used as a starter and the second rating when used as a reliever.

Any starting pitcher (SP) used in relief has a Stamina of zero for that outing. A relief pitcher (RP) used as a starter uses their listed Stamina rating.

"SP+" indicates that a starter can be part of a 4-man rotation (see "Pitching on Short Rest" on page 28).

Example of Fatigue

Pedro Martinez is the Red Sox starter for Game 7 of the 2003 ALCS at Yankee Stadium. He has a Stamina of 5 which means that he suffers no fatigue in the first 5 innings he pitches.

Pedro starts the bottom of the 6th inning with the Red Sox leading 4-1. He is now vulnerable to Fatigue (because 6 exceeds his Stamina of 5). Pedro pitches a 1-2-3 inning. Because he didn't allow any baserunners, his Fatigue stays at zero.

In the 7th inning, Pedro gets the first two batters out, then gives up a solo homer to Jason Giambi. The homer counts as a baserunner and increases Pedro's fatigue level to 1. The next two batters hit singles, increasing Pedro's fatigue level to 3, before he strikes out Alfonso Soriano to end the inning.

Pedro begins the 8th inning with a Fatigue level of 3. The first batter, Nick Johnson, pops out to short.

Derek Jeter steps up and rolls '663'. Rolls of 600 or higher are found on the *Stadium Card*, and the *Stadium Card* reminds us to add 10 to the roll for each level of Fatigue. It also tells us to add 10 if the home team is batting. Pedro has a Fatigue of 3, so we add 40 (30 + 10) and get '703': **Deep CF** (a deep drive to center field).

We re-roll the two ten-sided dice and get a total of 6. Adding 4 (Jeter's **Power** rating) yields a roll of 10, a **2B+/B?** in the **Deep CF** column. Jeter gets a double (and chooses not to try for a triple).

This hit increases Pedro's Fatigue to 4.

Bernie Williams hits a **1B+**. Jeter scores from second.

This increases Pedro's Fatigue to 5.

Hideki Matsui rolls '630'. This time we add 60 for a total of '690' — a result of **2B** on the *Stadium Card*. Matsui hits a double and Bernie Williams stops at third.

Pedro's Fatigue level is now 6.

Jorge Posada rolls '199', a **Bloop 2B**. Williams and Matsui score to tie the game.

Pedro's Fatigue level is now 7.

Pedro Martinez is relieved by Mike Timlin.

¹ Intentional walks do not increase Fatigue.

Offensive Strategies

Bunting

Season Ticket Baseball allows the use of the bunt in any situation and uses the same table for all bunts. Roll all three dice, add the player's **Bunt** rating, and find the total on the following table:

Total		 +  +  + <i>Bunt</i> rating
1-6	L5/Rx!	Soft lineout.
7	L1/Rx!	Lead forced runner doubled up.
8	DP? (C)	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.
19	SAC (5-3)	<i>Forced runners advance.</i>
20-21	SAC+ (3-4)	Batter out.
22-23	SAC+ (5-3)	<i>All runners advance.</i>
24	2-3?	Possible hit! Batter out if: Arm +  +  +  $\geq 10 + \text{Batter Speed}$
25	5-3?	
26	1-3?	
27+	3U?	

DP? (C), DP? (P)

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
<i>Trailing Runner:</i>	<i>B</i>	<i>R1</i>	<i>B</i>
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).

FC (C), FC (1B), FC (P)

Possible fielder's choice. The specified fielder must choose one of the following two options:

1) *Take the Automatic Out at First Base*

The batter is out. Forced runners advance one base.

2) *Try to Get a Forced Runner*

The fielder may put out any forced runner by successfully challenging the runner's **Speed** with their **Arm** rating:

$$\text{Arm} + \text{blue die} + \text{white die} + \text{red die} \rightarrow \text{Runner Out}$$

$$\geq 10 + \text{Runner Speed}$$

Add 3 to the fielder's **Arm** if they are *playing in* (see page 11). If the fielder succeeds, the runner is put out as shown in the *Bunt Putout Table* below. Regardless of the result of the challenge, the batter is safe at first and all forced runners (that are not put out) advance one base.

SAC (1-3), SAC (5-3)

The batter drops down a good bunt. The batter is out; all *forced* runners advance one base.

SAC+ (3-4), SAC+ (5-3)

A very good bunt. The batter is out and *all runners* advance one base. (The "+" means all runners advance — not just forced runners; the "+" does not signify additional runner advancement.)

2-3?, 5-3?, 1-3?, 3U?

An excellent bunt. All runners advance one base and the batter has a chance for an infield hit:

Find the specified fielder (**2-3?** = C, **5-3?** = 3B, **1-3?** = P, **3U?** = 1B). Use the fielder's **Arm** to challenge the batter's **Speed**. Remember to add 3 to the **Arm** of corner infielders if they are playing in (see Bunt Defense on page 11).

Success means batter is out as indicated (e.g. **5-3**). Failure means batter is safe at first with a hit.

Bunt Putout Table

Fielder	Runner Put Out			
	B	R1	R2	R3
C	2-3	2-6	2-5	2U
P	1-3	1-6	1-5	1-2
1B	3U	3-6	3-5	3-2
3B	5-3	5-4	5-6	5-2

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

Foul / Miss

The batter fails to bunt the ball in fair territory. The batter now has **TWO STRIKES**.

With **TWO STRIKES**, the batter has two options:

1) Keep the Bunt On

The batter can try to bunt with two strikes. Roll again on the Bunt Table. However, another **Foul** or **Miss** results in a strike out.

2) Swing Away

The offense can swing away, using these rules for batting with two strikes:

Batting with Two Strikes

Roll the Result Dice as you would for a normal plate appearance, but make the following adjustments to the result:

- A roll of 600-699 results in a strikeout (**K**).
- Subtract 3 from all **Deep** rolls.
- If the Result Dice indicate a walk (**BB**), the batter does not walk. Instead, they work the pitcher to a full count:

Batting with a Full Count

If the batter succeeds in reaching a full count, roll the Result Dice again. As with two strikes, adjustments are made for certain die rolls:

- A roll of 600-699 results in a walk (**BB**).
- A wild pitch (**WP**) or passed ball (**PB**) results in a walk. Runners advance one base.
- With two outs, all runners add +3 **Speed**.

Squeeze Play

The squeeze play is a bunt with a runner on third in which the runner is either forced or *going on contact* (see description to the right).

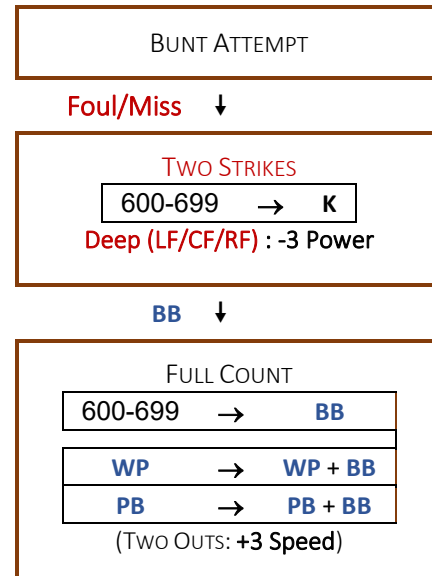
Suicide Squeeze

The suicide squeeze is a high-risk play in which R3 breaks for home as the pitch is thrown (as on a steal attempt or Hit & Run). If the batter gets the bunt down, R3 is automatically safe. However:

- R3 is doubled up on any lineout or popup.
- On a **Miss**, R3 must steal home without establishing a lead (see page 5).

The Two-Strike Flowchart

The following diagram shows how a plate appearance unfolds if the batter chooses to swing away after reaching two strikes.



Bunting for a Hit

Most bunt hits occur with the bases empty. These are already 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 a total roll of 24 or higher on the Bunt Table).

Going on Contact

Normally, *unforced* runners only advance on roll totals of 20 or higher. However, the offense may put additional pressure on the defense by signaling one or more unforced runners to break for the next base as soon as the ball is bunted. In this case:

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

Example of Going on Contact

The offense bunts with runners on 2nd and 3rd and chooses to send the runners on contact. This is how each of the following results are affected:

DP? (P)	R3 is tagged out at home. R2 advances to 3 rd . Batter is safe at first. <i>Because lead runner is tagged (not forced) defense cannot attempt a double play.</i>
FC (1B)	Defense may take the out at 1st or try to gun down R3 at home (if so, add 3 to R3's Speed).
SAC (5-3)	Batter is out and runners advance. <i>Runners would have held if not going on contact.</i>

Hit & Run

With a runner on 1st, the offense may put on the *Hit & Run*. The runner on 1st breaks for 2nd base with the pitch, and the batter tries to put the ball in play regardless of whether the pitch is a strike. This strategy has two primary goals:

- 1) **Prevent the double play.** With the runner in motion, a ground ball double play is rare.
- 2) **Open a hole in the defense.** Sending the runner causes a middle infielder to cover 2nd base (as on a steal attempt). This gap increases the batter's chance to get a hit.

To perform the Hit & Run, roll the Result Dice normally with the following adjustments:

1. A strikeout (**K**) *doesn't end the at bat*. Instead, the batter misses the pitch and the runner is forced to steal second base without a lead. The batter now has TWO STRIKES — use the *Bunt Flowchart* on page 8 to complete the at bat.
2. A walk (**BB**) indicates that the batter fouls off two pitches. Unlike a miss, the runner is not forced to steal, but the batter must complete the at bat with TWO STRIKES.
3. Because the batter is trying to hit the ball on the ground, use a Power Rating of zero for any **Deep Drives**.
4. Change ground ball outs (including most double plays) to a force at 1st. The batter is out and R1 advances to 2nd.
5. R1 advances an extra base on some hits to the outfield (**1B**, **1B+**, **Bloop 1B**, **2B** and **Bloop 2B**).
6. R1 is doubled up on any line out result.

Hit & Run with 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.

Hit & Run with Runners on 1st and 3rd

R1 goes with the pitch. R3 is unaffected.

Hit & Run with Bases Loaded

You cannot Hit & Run with the bases loaded.

Hit & Run Adjustments

These adjustments are summarized here:

K	→	TWO STRIKES and R1 must steal <i>without a lead</i>
BB	→	TWO STRIKES (foul balls)

Deep (LF/CF/RF)	→	Roll normally but use a 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

43 DP, 53 DP & 63 DP are unaffected by the Hit & Run

1B	→	1B++	L1	→	L1/Rx!
1B+	→	1B++	L3	→	L3/Rx!
Bloop 1B	→	1B++	L4	→	L4/Rx!
2B	→	2B+	L5	→	L5/Rx!
Bloop 2B	→	2B+	L6	→	L6/Rx!

The *Hit & Run* may be kept on with TWO STRIKES. However, all '**BB**' results are changed to strikeouts (and the runner is forced to steal without a lead).

Hitting to the Right Side

With no outs and a runner on 2nd base (and 1st base empty) batters can try to hit the ball on the ground to the right side of the infield, making it more likely that the runner advances to 3rd base.

If this strategy is declared, roll normally and make the following adjustments:

1. Use a Power Rating of zero for any **Deep Drives**.
2. Change the following results:

543 DP	→	4-3
643 DP	→	3-1
Bloop 1B	→	3U

Run & Hit

A normal steal attempt (page 5) assumes the batter takes the pitch, allowing the steal attempt to be resolved before determining the result of the at-bat. The *Hit & Run* (previous page) demands that the batter try to put the ball in play, even on a bad pitch.

The middle ground between these is the *Run & Hit*. The runner attempts a steal *if they get a good jump*. And the batter swings *if they get a good pitch to hit*.

The *Run & Hit* is a normal steal attempt, with one change: the *Run & Hit* adds the possibility that the ball is put into play on the steal attempt.

The Steal Attempt Roll

If the roll doesn't include *doubles* (two or more matching dice) then the attempt occurs normally.

With no doubles on the steal attempt, the Run & Hit is identical to a standard steal attempt.

If the steal attempt roll includes *doubles*, the attempt occurs on the final pitch of the at-bat.

Examples of Doubles:



First, note if the steal attempt is successful. Then, roll the Result Dice to get the outcome of the at-bat:

1. On a strikeout (**K**), the batter strikes out and the runner(s) attempt to steal on the third strike. Use the previous steal attempt roll (above) to determine if the runner is safe or out.
2. On a walk (**BB**), the runner is automatically safe if they are forced (and no stolen base is awarded). If the runner isn't forced, use the previous steal attempt roll to determine if the runner is safe.
3. If the ball is put in play, change the result as you would for a Hit & Run. (For example, **Bloop 1B** is changed to **1B++**). *Ignore the steal attempt roll.*
4. On a wild pitch (**WP**) or passed ball (**PB**), the runner is safe and no stolen base is awarded. *Ignore the steal attempt roll.* The runner **may try to advance an additional base by challenging the catcher's Arm**.

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).

Going on Contact

The rules for **Runner Advancement on Outs** (page 3) list groundouts on which R2 and R3 *only advance if they are forced*. The offense may choose to advance R2 and/or R3 *on all groundouts* by declaring that they are **going on contact**.

With **R3** going on contact, the defense may put them out (or try to) by changing any of the following results to the one shown after the arrow:

Result	Result
163 DP or 143 DP → 1-2!	1-6 → 1-2?
543 DP or 5-4 → 5-2?	2-3 → 2U!

Similarly, with **R2** going on contact, the defense may put them out (or try to) on the following results:

Result	Result
163 DP or 143 DP → 1-5!	1-6 → 1-5?
543 DP → 5U?	5-3 DP → 5U!
643 DP → 6-5?	

Results marked with a question mark (?)

Defense may get the runner out by challenging their **Speed** with fielder's **Arm**.

Any runner going on contact that is not put out advances to the next base.

Force Outs at Third and Home

If R2 and/or R3 are forced, they must go on contact.

This gives the defense the option to put them out using the above rules. Because the runner is forced, the defense adds 3 to the fielder's Arm rating on any challenges.

Double Plays with the Bases Loaded

With the bases loaded, results that put out R3 and end in an exclamation point (**1-2!**, **2U!**) create the possibility of a double play. R3 is forced out at home and the batter is out at first if the catcher successfully challenges the batter's **Speed**.

Defensive Strategies

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. (If bases are loaded, R3 must go on contact.)

Pand Care always treated as if they are playing in.

With the infield in, change ground ball results on the left to the new result to the right of the arrow (→):

Rolled 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!
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.

R3 scores on rolled results of 4-3 or 6-3, regardless of infield depth (even if they didn't go on contact).

Results marked with a question mark (?)

R3 tries to score. Defense may get out at home by 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:

$$\text{Arm} + \text{Catcher Arm} + \text{Infielder Arm} + \text{Outfielder Arm} \geq 10 + \text{R3 Speed}$$

(Add +3 to **Arm** if R3 is forced)

All runners other than R3 advance one base.

With the infield in, these four results on the Stadium Card are changed to hits:¹

3-6	→	1B+	5-4	→	1B+
4-6	→	1B+	6-4	→	1B+

Results not listed above are **unaffected** by playing the infield in.

Infield In (Bases Loaded)

With the bases loaded, results in the table (left) ending in an exclamation point (1-2!, 2U!, 3-2!, 4-2!, 5-2!, or 6-2!) add the possibility of a double play. R3 is forced out at home and batter is out at first if the catcher successfully challenges the batter's **Speed**.

With bases loaded, results with an exclamation point (!) are a double play if:

$$\text{Catcher Arm} + \text{Infielder Arm} + \text{Outfielder Arm} \geq 10 + \text{Speed}$$

Bunt Defense ("Corners In")

One or both corner infielders (1B/3B) can play in to defend against the bunt. If so, add 3 to their **Arm** rating for any challenges on the *Bunt Table*.

However, if the offense swings away against the bunt defense, these outs are changed to hits:¹

1B Playing In		3B Playing In	
3-6	→	1B+	5-4
			→
		1B+	

With the 1B playing in, the 2B covers first base on all bunts, changing the official scoring of the following plays:

1B Playing In			
1-3	→	1-4	3U
			→
		3-4	
2-3	→	2-4	5-3
			→
		5-4	

Guarding The Lines ("No Doubles")

Late in the game, with the tying or go-ahead run at the plate, the defense can reduce the chance that the batter gets into scoring position by playing closer to the foul lines. This increases the overall chance of a hit, but decreases the chance of a double.

"Guarding The Lines" changes the following results:

Bloop 2B	→	Bloop 1B
F7	→	1B+
F9	→	1B+

¹ This change only applies to the purple-shaded results on the Stadium Card. These results (3-6, 4-6, 5-4 and 6-4) are *not* affected if they occur on a roll below 600.

Outfield In

With the winning run on 3rd base and fewer than 2 outs, any deep fly ball will end the game. In these situations, the outfielders move in to increase the chance of throwing the runner out at home.

Bringing the outfield in changes the following:

F7+ → 2B+	F7/R3+ → 2B+
F8+ → 2B+	F8/R3+ → 2B+
F9+ → 2B+	F9/R3+ → 2B+
F7+/R2? → 2B+	F7+/R2?! → 2B+
F8+/R2? → 2B+	F8+/R2?! → 2B+
F9+/R2? → 2B+	F9+/R2?! → 2B+
F7++ → 2B+	1B(LF) → F7/R3?
F8++ → 2B+	1B(CF) → F8/R3?
F9++ → 2B+	1B(RF) → F9/R3?

Note that the batter will only be credited with a *single* if they drive in the winning run from 3rd base. However, the “actual” result (**2B+**) is shown, to allow for the rare situation where a defense might play the outfield in without the winning run on third base.

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 has the same effect as the first baseman playing in:

1B Holding Runner **3-6** → **1B+**

If the defense chooses to **not** hold the runner:

- **3-6** result is not changed to **1B+**.
- R1 may automatically establish a lead (page 5).
- R1 gains +3 **Speed** on balls in play.¹

There are no rules for holding the runner on 2nd base or 3rd base. Runners on these bases have no effect on defensive results.

Pitching Around the Hitter

The defensive team can choose to pitch around a good hitter. This increases the chance that the hitter will be walked but reduces the chance of a hit or home run. This is most often done with one or more runners on base and first base open.

600-699 →	BB
Bloop 1B →	BB
Bloop 2B →	BB
Deep LF/Deep CF/Deep RF	-3 Power

Pitching Around the Hitter & Infield Positioning

The defense may pitch around the hitter and bring the infield in for the same batter. However, infield positioning overrides the effects of pitching around the hitter. The purple results on the **Stadium Card** (**3-6**, **4-6**, **5-4** & **6-4**) always result in a single (**1B+**) for any infielder that is playing in or holding the runner.



¹ This includes hits, bunts and ground balls. It excludes steal attempts and attempts to tag up on fly outs.

Ratings-Based Defense

The player card includes the defensive result table for every player's *primary position*.

For other positions, use the player's Arm, Range (Rng) and Fielding (Fld) ratings at the position they are playing to determine the result.

Infielders (P, 1B, 2B, 3B, SS)

If the blue die is equal to or lower than the player's Range, the batter is out. If less than or equal to the player's Arm rating, the result is also a double play (if there's a runner on first and less than two out).

Results above the player's Range are singles through the infield — except for rolls greater than the Fielding rating, in which case the batter reaches first base on an error (and runners advance 1 base).

Infielder Results

	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

Outfielders (LF, CF, RF)

As with infielders, the batter is out if the blue die is equal to or lower than the fielder's Range.

Rolls above the fielder's Range are singles or doubles, depending on the number rolled.

Outfielder Results

♦	Range								
	1	2	3	4	5	6	7	8	9
0	<div style="text-align: center;"> <p>Fly Out (see below)</p> <p>Double (see below)</p> <p>Single (see below)</p> </div>								
1									
2									
3									
4									
5									
6									
7									
8									
9									

Fly Out

With runners on second or third and less than two outs, the outfielder's Arm also determines runner events associated with the fly out:

- If the blue die is equal to or lower than the fielder's Arm, R3 must try to tag up and advance.
- If the blue die is higher than the fielder's Arm, R2 and R3 tag and advance safely, with no risk of being thrown out.

		LF	CF	RF
♦ ≤ Range (Fly Out)	♦ ≤ Arm	F7/R3?!	F8/R3?!	F9/R3?!
	♦ > Arm	F7++	F8++	F9++
♦ > Range (Hit)	♦ ≤ 7	Double (see below)		
	♦ > 7	Single (see below)		

Single / Double

For hits, the exact result is also determined by the fielder's Arm rating:

	Arm Rating			
	0-2	3-4	5	6+
Single	1B++	1B+/R1?	1B+	1B/R2?
Double	2B+/B?	2B+	2B/R1?	2B

Catchers (C)

Catchers affect plate appearances in several ways:

1. Turning borderline pitches into strikes ("framing").
2. Catching pop flies in foul territory.
3. Preventing passed balls.

As with infielders and outfielders, the batter is out if the last digit is equal to or lower than the catcher's Range rating. If the die is also less than or equal to the catcher's Ump rating, the result is a strikeout.

Catcher Results

♦ ≤ Ump	K
♦ ≤ Range	F2
♦ ≤ PB	BB
♦ > PB	PB

Playing Out of Position

Hopefully, you never have to put a player at a position not listed on their card. But if you do, we have rules for that. Players can move from one of their listed positions to a similar position by applying a penalty to their ratings (**Arm**, **Rng** and **Fld**):¹

Listed Position	-3 Penalty to Ratings	-5 Penalty to Ratings
C		P
1B		P
2B	P	1B, 3B, SS
3B		P, 1B
SS	P	1B, 2B, 3B
LF	RF	CF
CF	LF, RF	
RF	LF	CF

If a player's new position is not shown above, make the following adjustments:

- Set **Arm**, **Rng**, **PB** and **Ump** equal to zero.
- Set **Fld** equal to five (5).
- Change the following results on the Batter, Pitcher and Stadium Cards:

New Position	Rolled Result	New Result
P	163 DP	1B(IF)
C	3xx	PB
1B	363 DP	1B+
2B	463 DP	1B+
3B	543 DP	1B+
SS	643 DP	1B+
LF	F7	2B+
CF	F8 or F8/R3+	2B+
RF	F9	2B+

The rolled result is only changed to the new result if it is an **exact match**. For example, putting a first baseman in right field changes all **F9** results to **2B+**, but has no effect on **F9+**, **F9/R3?**, etc.

Using Position Players as Pitchers

With a position player on the mound, use the following ratings and Pitching Table:

Stamina	0
Stuff vs. L/R	0/0
Hold	0
Pickoff	0

Pitching		VS LEFTY		VS RIGHTY	
100-09	HBP	200-29	BB	BB	
110-49	Bloop 1B	230-49	WP	WP	
150-99	Deep CF	250-99	Deep RF	Deep LF	

Example (Secondary Positions)

Marwin Gonzalez is playing third base and you roll a 553. That result would normally be on the third baseman's card, but Gonzalez' Defense Table only covers rolls from 590-599.

MARWIN GONZALEZ						RF/3B	
MINNESOTA TWINS (2019) AGE 29						SWITCH	
Power	5						
Contact	4	Arm	Rng	Fld	G	RF	
Eye	4	RF	5	3	6	44	590-3 F9/R3?!
Speed	3	3B	2	6	8	40	594 2B+
Steal	2	1B	2	5	8	21	595-8 2B/R1?
Bunt	3	LF	6	4	6	18	599 1B+
		2B	1	3	8	2	

We look at the **Infielder Results** table above and see that the result is determined by the blue die:

- Less than or equal to **Arm** is a **543 DP**.
- Above **Arm**, but less than or equal to **Rng**, is a **5-3**.
- Higher than **Rng**, but less than or equal to **Fld**, is a ball that gets through for a hit (**1B+**).
- Higher than **Fld** is an error (**E5**).

For Gonzalez, we can use these rules to construct tables for his other listed positions:

3B	1B	LF	2B
550-2 543 DP	530-2 363 DP	570-4 F7/R3?!	540-1 463 DP
553-6 5-3	533-5 3U	575-7 2B/R1?	542 4-3
557-8 1B(LF)	536-8 1B(RF)	578-9 1B+	543-8 1B(RF)
559 E5	539 E3		549 E4

Example (Playing Out of Position)

If Gonzalez moves to shortstop, where he has no ratings, then he is truly "out of position". We find '2B' in the Listed Position column and see that he can play 'SS', but with a '-5' penalty.

Doing this for all his unlisted positions gives us the following ratings and Defense Tables:

	Arm	Rng	Fld	G	
SS	0	0	5	-	In addition to these penalties, all 3xx results are changed to passed balls (PB) while Gonzalez is catching.
CF	1	0	5	-	
C	0	0	5	-	
P	0	1	5	-	

SS	CF	C	P
560 643 DP	580 F7/R3?!	520 K	510 163 DP
561-3 1B(LF)	581-7 2B+/B?	521-9 PB	511 1-3
564-9 E6	588-9 1B++		512-5 1B(CF)
			516-9 E1

¹ **Arm** and **Rng** can never be reduced below zero. **Fld** can never be reduced below five (5).

Optional Rules

The following rules add realism by creating additional variety. You can ignore these rules without sacrificing accuracy, or you can add these rules as you become more familiar with the game.

Rare Plays on Challenges

Rolling triples during any challenge (e.g. runner advancement, steal attempt, fielder's choice) indicates a rare play:

Die Roll	Result
1-1-1	Throw Off-Line. The throw is in time but pulls fielder off the bag. (For throw by an <i>infielder, pitcher or catcher</i> on a batted ball, record a throwing error.)
2-2-2	Collision. Use the die roll total (6) to determine if the runner is safe. Fielder suffers a Collision Injury (page 24).
3-3-3	Ejection. Use the die roll total (9) to determine if the runner is safe or out. If safe, the fielder is ejected for arguing the call. If out, the runner is ejected.
4-4-4	Sliding Injury. Use the die roll total (12) to determine if the runner is safe or out. Runner suffers a Sliding Injury (page 26).
5-5-5	Catching Error. Throw is on target but dropped. Advancing runner is safe. Any runners <i>ahead</i> of them advance 1 base.
6-6-6	Overthrow. Advancing runner is safe. All runners <i>ahead</i> of them advance one base. Advancing runner may advance an additional base by challenging the Arm rating of the <i>backup</i> fielder (see below). (If any runner advances on the overthrow, record an error on the original throw.)

Determining the Fielder on Challenges

For **Collision (2-2-2)**, **Ejection (3-3-3)** and **Catching Error (5-5-5)**: use the following table to find the player receiving the throw.

Thrower	Fielder by Target Base			
	1B	2B	3B	Home
P	1B ¹	2B	3B	C
C	1B ¹	2B ²	3B	P
1B	P ¹	SS	3B	C
2B	1B	SS	3B	C
3B	1B ¹	2B	SS	C
SS	1B	2B	3B	C
LF	1B	2B	3B	C
CF	1B	2B	3B	C
RF	1B	SS	3B	C

¹ For throws to first on bunt attempts, 2B receives the throw.

² On a stolen base attempt by a left-handed batter, SS receives the throw.

Determining the Backup Fielder

On an **Overthrow (6-6-6)**, use this table to determine the backup fielder:

Thrower	Backup Fielder by Target Base			
	1B	2B	3B	Home
P	2B	CF	LF	3B
C	RF	CF	LF	SS
1B	C	LF	LF	3B
2B	C	LF	C	P
3B	2B	RF	LF	1B
SS	2B	RF	C	P
LF	C	1B	P	P
CF	C	P	P	P
RF	C	3B	P	P

Weather

Use the Weather table on the Stadium Card to find the “Base Temp” for the current situation (e.g. a night game in April).¹ Determine the game-time temperature by rolling all 3 dice and adding them to this value.

The ‘Deep Drives’ table on the Stadium Card shows any modifier caused by the game-time temperature.

Precipitation

To determine precipitation, roll all 3 dice again. Add any ‘Rain Bonus’ listed for the current month and consult the ‘Rain’ table on the Stadium Card:

Clear/Clouds/Overcast

Game is played normally.

Light Rain

The game is playable, but wet conditions increase the likelihood of overthrows. Reduce Fielding ratings by 3 for all *challenges* (see Overthrows on page 4).

This penalty only applies to challenges. It does not affect Ratings-Based Defense (see page 13).

Heavy Rain

The game is delayed due to rain.

1. Roll a six-sided die and ten-sided die to generate a number between 10 and 69 (the six-sided die is the “tens” digit and the ten-sided die is the “ones” digit). This is the length of the rain delay in minutes.

2. Roll again. A 2nd consecutive “Heavy Rain” result indicates the game is rained out. Otherwise, play the game under the new conditions rolled.

Domed and convertible stadiums are not affected by temperature or precipitation. In extreme or inclement weather, convertible stadiums will close their roof.

Wind

Roll two ten-sided dice to determine if wind is a factor in today’s game. Wind blowing out increases the number of home runs; wind blowing in has the reverse effect.

Roll	Direction	
0-2	Blowing Out to Left Field	↖
3	Blowing Out to Center Field	↑
4	Blowing Out to Right Field	↗
5	Blowing from Left to Right	→
6-12	<i>No significant wind</i>	
13	Blowing In from Left Field	↘
14	Blowing In from Center Field	↓
15	Blowing In from Right Field	↙
16-18	Blowing from Right to Left	←

Effect of Wind

For any roll on a **Deep** table, adjust the roll according to the direction the ball was hit:

Roll		Deep LF	Deep CF	Deep RF
↖	Out to Left	+1	+1	+0
↑	Out to Center	+1	+1	+1
↗	Out to Right	+0	+1	+1
→	Left to Right	-1	+0	+1
↘	In From Left	-1	-1	+0
↓	In From Center	-1	-1	-1
↙	In From Right	+0	-1	-1
←	Right to Left	+1	+0	-1

The above tables are also included on the *Season Ticket Baseball Scoresheet*, available at SeasonTicketBaseball.com.

¹ Use ‘Apr’ for months before April and ‘Oct’ for months after October.

Changes in the Weather

A roll of 509 on any Result Roll triggers a possible change in the weather. Instead of consulting the Rare Play section, roll on the Rain Table on the Stadium Card.

A roll of “Heavy Rain” causes a rain delay:

1. Determine the length of the delay (in minutes). Roll a six-sided die for the “tens” digit and a ten-sided die for the “ones” digit.
2. Re-roll on the Rain Table. A 2nd “Heavy Rain” result causes a rain out (see Effect of Rainouts, below).

Effect of Rain Delays on Pitchers

Rain delays cause fatigue to each team’s current pitcher. For every 20 minutes of rain delay, add 1 Fatigue to each pitcher.

Effect of Rainouts

Games that are rained out before they start are postponed, usually by scheduling a double-header when the teams play again in the same stadium.

If a game is rained out after 4½ innings have been played, and the home team is leading, it is an official game. The home team is declared the winner.

If a game is rained out after 5 innings with either team leading, that team is declared the winner.

If the teams are tied after 5 innings, the game is *suspended*, with the game resumed at a future date (the next day, if possible).

If none of the above apply, the umpire crew chief declares “No Game” and the game is restarted from scratch at a later date. Any statistics “earned” are not counted towards the official record.

Advancing on the Throw

When a runner attempts to take an extra base on a hit by challenging an outfielder’s arm, there is a chance that the *trail runner* will advance on the throw. The trail runner is defined as the next runner behind the runner trying to advance. On hits, the batter might be the trail runner. (There cannot be more than one “trail runner” on any play.)

When a runner challenges an outfielder’s arm:

If two or more of the dice rolled are *below* the trail runner’s **Speed**, the trail runner advances safely on the throw.

It’s also possible that the trail runner gets thrown out trying to advance on the throw.

If two or more dice *equal* the trail runner’s **Speed**, the trail runner is out trying to advance.

*Remember that if **both** ten-sided dice exceed the outfielder’s Fielding, the outfielder commits a throwing error (see Overthrows on page 4). Overthrows take precedence over the rules for advancing on the throw.*

Getting “Blown Up”

Pitchers are often removed from the game if they give up several runs early in their outing. The manager assumes the pitcher just doesn’t “have it” for this start, so the pitcher gets the hook. *Season Ticket Baseball* simulates this with the following rule:

Starting pitchers become **vulnerable to Fatigue** after they have allowed five or more runs.

Relievers become **vulnerable to Fatigue** after they have allowed a number of runs equal to their Stamina rating.

- Runs allowed = runs charged to current pitcher.
- Runs allowed = both earned and unearned runs.

Example: Mike Timlin (Stamina 1) starts the 8th inning and gives up a solo homer to the first batter he faces. He is now **vulnerable** to Fatigue (although his actual Fatigue level stays at zero until he allows *another* baserunner).

Stamina Adjustments for Inter-Era Play

All *Season Ticket Baseball* cards are normalized to the league average for the season in which the results were accrued. However, one variable has not been historically adjusted: *Pitcher Stamina*.

If you move a starting pitcher from their “native” year to a different season, adjust their Stamina rating as shown. (Do not adjust relief pitchers.)

Player Year (on card)	Season Being Simulated			
	Before 1907	1907- 1978	1979- 2019	After 2019
Before 1907	+0	-1	-2	-3
1907-1978	+1	+0	-1	-2
1979-2019	+2	+1	+0	-1
After 2019	+3	+2	+1	+0

These adjustments can also be used if you would like to change the playing environment. For example, you are replaying the 2003 ALCS but you want starting pitchers to perform more like they did in the 1960s. This is accomplished by adding 1 to the Stamina rating of both starting pitchers.

Moonshot Home Runs

For **Deep Drives** rolls of 23 and higher, you can calculate the home run distance (in feet):

- Multiply the Stadium Card die roll by 10.
- Add distance according to the current season:

Season	Distance Bonus	Season	Distance Bonus
Before 1930	180'	1977 – 1993	200'
1930 - 1976	190'	After 1993	210'

- Add 10 feet if playing in Colorado.
- Roll all three dice and add them to the distance.

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	
3B	LF		CF					RF		
All Other Hits (1B, 2B, HR)		LF		CF				RF		

Scorekeeping Details

This section describes details you can add to your game record. These do not affect game results.



Foul Outs

Foul outs are not explicitly labelled on the cards. For fly outs to the catcher (**F2**), first baseman (**F3**) or third baseman (**F5**): if the blue die (last digit) is 5 or lower, record these fly outs as *foul outs*.



Line Outs

The 'F' notation includes both fly outs and line outs. Treat results ending in '9' as line outs, and the rest as a “fly out” or “pop-up”.

Infield Errors

Errors from the Defense Table are fielding errors. Errors on the Batting Table are throwing errors.

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) (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.

Strikeouts

Strikeout caused by redirection from the Pitcher Card (**3xx**) are the result of a *called third strike*. Record these with a backward 'K' (X). All other strikeouts are on a swinging third strike (including *all* strikeouts with the Hit & Run play on).

Pitch Counts

Calculate pitches thrown from the number of batters faced (BF), walks allowed (BB) and strikeouts pitched (K).

- Pitches Thrown = (BF + BB + K) × 3
- Strikes Thrown = (BF + K) × 2

Pitch counts have no effect on gameplay, but they do help tell the story of a pitcher's outing.

Auto Manager

Season Ticket Baseball includes algorithms for making strategic decisions. If you are playing solo, you can manage one team and use the Auto Manager to control your opponent. Or, if you are trying to conduct a true “simulation”, you can use the Auto Manager for both teams.



The 20-Sided Die (d20)

These rules require an additional die (a 20-sided die, referred to as a **d20**). You can roll the **d20** separately when the situation arises; or roll it with the other dice and only check the **d20** result when necessary.

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		No
Third	No	Yes	
Home			No

No

Hold at the current base.

Maybe

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

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

Yes

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

Remember to update the base-out status before using the above table. For example, you roll **F7/R3?** with one out and a runner on third. Because R3 decides whether to challenge LF’s **Arm** after the out has been recorded, consult the ‘Two Outs’ column (R3 will always try to score in this situation).

Steal Attempts

If the base in front of a runner is unoccupied, roll to establish a lead according to the following table:

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

Attempt to establish a lead if either of the following are true:

- **Speed** rating equals or exceeds catcher’s **Arm**.
- The **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.
- The **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
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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.

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.

Hit-and-Run

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

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

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

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

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**.

If this number equals or exceeds the **Bunt Threshold** in the chart below, the batter bunts (and continues to bunt with two strikes if necessary).

Bunt Threshold

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

Never bunt in situations marked with '—'.

Gong on Contact (Runner on 3rd)

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

Pinch Runners

If the score is tied in the 8th inning or later with less than 2 outs, replace the lead runner if the 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 page 21, below).

2) Also, pinch hit if either of the following are true:

- The batting team trails and the current pitcher is vulnerable to fatigue; or
- The game is tied and the current pitcher has incurred fatigue.

Defensive Strategies

Use the following rules to determine which strategies the defense employs.

Fielder's Choice

Results such as "FC" on the Bunt Table give the defense a choice between an automatic out at first base, or a chance to get the lead runner.

- Always try to get the lead runner at home.
- For other bases: try to get the lead runner if fielder's **Arm** is equal to or greater than runner's **Speed**. Otherwise, take the out at first.

Holding the Runner

- Hold the runner at first base if their speed rating is 3 or higher.
- If the batting team trails in the 9th inning or later, only hold the runner if they represent the tying or go-ahead run.

Bringing the Infield In

Bring the infield in if there is a runner on 3rd with less than two outs and the score is tied or the batting team is ahead.

Bunt Defense ("Corners In")

Bring the corner infielders in if the Auto Manager rules for Sacrifice Bunts (at left) would call for a bunt in the current situation.

Guarding The Lines ("No Doubles")

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

Pitching Around the Hitter

Consider issuing an intentional walk or pitching around the hitter if:

- There is a runner on second and/or third and
- 1st base is empty and
- Neither team leads by more than 3 runs.

1) Calculate current batter’s “Hitting” rating by adding their *Contact* and *Power*. (If the go-ahead run is on base, use twice the batter’s *Contact* rating instead.)

2) Subtract the pitcher’s *Stuff* rating versus this batter (according to the batter’s handedness).

3) Do the same calculation for the on-deck batter. (**Hitting** = *Contact* + *Power* - *Stuff*).

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

- Number of Outs
- Runners on Base

Look up the total on the following table:

Difference + Outs + Runners	Strategy
4 to 6	Pitch Around (pg. 12)
7 or more	Intentional Walk

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 “Short Reliever” is any reliever with a Stamina of 0 in their first inning of work.

Injuries

Injuries are simple if you are simulating a single game: remove the player from the game. But if you are playing multiple games, you want to know how long the player will be out of action.

For the Injury Tables starting on page 24:

1) **Determine the modifier added to the roll.** Players with fewer games played will have a higher modifier (resulting in longer injuries).

Batters

Games Played (162 games)	Games Played (154 games)	Roll Modifier
160+	152+	+0
150-159	144-151	+5
140-150	135-143	+10
120-141	120-134	+15
100-119	100-119	+20
60-99	60-99	+25
30-59	30-59	+30
Less than 30	Less than 30	+35

Before 1962, use the column for 154 games.

For pitchers, choose the stat ('G' or 'GS') that provides the smallest bonus to the die roll.

Pitchers

Games Pitched (‘G’)	Pitching Starts (‘GS’)	Roll Modifier
65+	32+	+0
60-64	30-31	+5
55-59	28-29	+10
50-54	25-27	+15
40-49	20-24	+20
30-39	15-19	+25
20-29	10-14	+30
Less than 20	Less than 10	+35

2) Roll all three dice and add the modifier.

Days Injured indicates the number days the injury persists after the current day. Thus, a player that suffers a “0-day injury” must be removed from the current game, but will be able to play tomorrow.

Batting Helmets

Injuries marked with an asterisk (*) are prevented by the use of a batting helmet. If the player is wearing a helmet, reduce these head injuries to “Mild Concussion”.

The first batting helmet was worn by Jackie Hayes on August 22, 1940. Before this date, you can assume all players are helmetless. After this date, determine if a player is wearing a helmet as follows:

- 1) Roll two ten-sided dice.
- 2) Add the current year.
- 3) If this equals or exceeds 1955, the player is wearing a helmet.

Concussion Protocol

Starting in 2011, Major League Baseball requires that all players who suffer a concussion are placed on the 7-day disabled list. This applies to all “Mild Concussion” results.

Injury Recovery

Most players will miss the number of days listed on the chart. However, *Season Ticket Baseball* includes rules for getting back on the field before an injury has completely healed.

For every day that the player rests (doesn't play), reduce the number of days left in their injury by 1.

Once this number is 5 or less, the player can “play hurt” using the rules on the next page.

If the total length of an injury is 5 days or less (e.g. a broken nose), the player can play the following day. However, they still suffer the penalties below.

Playing Hurt

Players with 5 or fewer days left in their recovery can play hurt. Apply the following penalties for **each injury day** remaining:

- 1) Subtract 1 from each of the player's ratings.
- 2) For pitchers, add one level of fatigue, applied as the pitcher enters the game. Thus, a pitcher with 3 days remaining on their injury would add 30 to all rolls of 600 or higher.
- 3) For batters, subtract 10 from rolls below 200. If this reduces the roll below 100, the result is a strikeout, and the batter suffers a Batting Injury (page 24).
- 4) Add +5 to any rolls on the Injury Table.

For players with multiple injuries, apply these penalties for each injury.

Finally, add one to the number of days remaining on an injury for every game in which a player plays for 5 or more innings.

Example of Injury Recovery

October 10, 1988 — Kirk Gibson suffers an injury while stealing second base in Game 5 of the 1988 NLCS. Gibson played 150 games in 1988, meaning that he adds +5 to his injury roll.

We roll all three dice for a total of 12. Adding 5 gives us 17 — a pulled hamstring (2-day injury).

October 11th — Gibson is the starting Left Fielder for Game 6 of the NLCS. In the top of the 1st, Wally Backman bats with Lenny Dykstra on first. He rolls a '578' — on the defense section of Gibson's card. Because of Gibson's injury, we use the rules for **Ratings-Based Defense** on page 13. His 2-day injury reduces his Arm by 2 (from 4 to 2), changing the '578' result from **1B+/R1?** to **1B++**. With Gibson injured, Dykstra easily goes from first to third on the single.

After the game, Gibson's hamstring injury increases from a 2-day injury to a 3-day injury. (With a day off, it would have dropped to a 1-day injury.)

October 12th — Gibson plays in Game 7 of the NLCS and suffers another injury sliding into second base. For this roll, his modifier starts at +5 (because of his Games Played) but he adds an additional +15 because he has 3 days remaining on his hamstring injury (+5 for each injury day remaining = +15).

We roll an 8 and add +20 for a total of 28. This results in a twisted knee — a 4-day injury.

After the game, Gibson's hamstring injury increases from a 3-day injury to a 4-day injury.

October 13th — Gibson has a 4-day hamstring injury and a 4-day knee injury. Two full days off between the NLCS and the World Series allow each injury to improve from a 4-day injury to a 2-day injury.

October 15th — Gibson doesn't play in Game 1 of the World Series until the bottom of the 9th, when Tommy Lasorda inserts him as a pinch hitter with the tying run on first base. With a 2-day knee injury **and** a 2-day hamstring injury he suffers a 4-point penalty to all ratings, and a 40-point penalty on any die rolls below 200.

Gibson rolls a 295 on Eckersley's card. Because Gibson is a lefty, this yields a result of **Deep RF** on the stadium card. Gibson's *Power* is normally 7, but it is reduced to 3 by his injuries. He rolls two ten-sided dice for a total of 14, and adds his current *Power* rating for a final roll of 17 — a walk-off 2-run homer!

Injury Tables

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Injury Table: Batting / Foul Tips

Die Roll + Modifier	Injury	Days Injured
1-9	Bruised Shin	0
10-12	Broken Toenail	0
13-14	Strained Calf	1
15-17	Bruised Foot	1
18	Pulled Hamstring	2
19	Strained Neck	2
20-21	Strained Rib	2
22	Strained Back	3
23	Pulled Calf	3
24	Pulled Hip	4
25	Strained Forearm	4
26-27	Abdomen Strain	4
28-29	Strained Hamstring	6
30	Strained Wrist	6
31	Strained Lower Back	7
32	Strained Elbow Ligament	7
33	Sprained Shoulder	10
34	Strained Quadriceps	10
35	Strained Ankle	10
36	Sprained Knee	20
37	Mild Shoulder Separation	20
38	Sprained Ankle	20
39	Pulled Groin	20
40	Stretched Ankle Ligament	20
41	Strained Knee Ligament	20
42	Sprained Back	20
43	Sprained Finger	20
44	Broken Toe	30
45	Chipped Patella	30
46	Sprained Lower Back	30
47	Sprained Thumb	30
48	Broken Finger	40
49	Broken Foot	70
50	Torn Elbow Ligament	120
51	Ruptured Cervical Disc	120
52	Torn Knee Ligament	180
53+	Torn Ankle Ligament	180

Injury Table: Collisions

Die Roll + Modifier	Injury	Days Injured
1-6	Bruised Abdomen	0
7	Bruised Shin	0
8	Bruised Elbow	0
9	Strained Calf	1
10-12	Bruised Ribs	1
13-15	Mild Concussion	2
16	Broken Nose	2
17-19	Bruised Hip	2
20-22	Strained Neck	2
23-24	Strained Rib	2
28	Lacerated Eye	2
26-27	Bruised Ribs	6
28-30	Hip Pointer	7
31	Bruised Kidney	8
32	Bruised Spleen	9
33-34	Dislocated Collar Bone	10
35-36	Sprained Shoulder	10
37	Sprained Rib	10
38	Moderate Concussion	20
39	Mild Shoulder Separation	20
40	Sprained Neck	20
41	Hairline Wrist Fracture	30
42	Dislocated Shoulder	30
43	Shoulder Separation	40
44	Broken Collar Bone	50
45	Dislocated Hip	60
46	Severe Concussion	60
47	Severe Shoulder Separation	90
48	Broken Forearm	90
49	Broken Elbow	120
50	Broken Tibia	120
51	Ruptured Cervical Disc	120
52	Broken Fibula	180
53	Fractured Hip	180
54	Fractured Neck Vertebra	180
55	Fractured Back Vertebra	240
56+	Broken Wrist	240

Injury Table: Hit By Pitch / Line Drives

Die Roll + Modifier	Injury	Days Injured
1-6	Bruised Abdomen	0
7-9	Bruised Shin	0
10-11	Bruised Elbow	0
12-13	Bruised Back	0
14-15	Bruised Cheekbone	0
16-17	Bruised Foot	1
18-19	Bruised Rib	1
20-24	Mild Concussion	2
25	Broken Nose	2
26	Bruised Groin	2
27	Bruised Hip	2
28	Strained Rib	2
29	Lacerated Eye*	2
30	Bruised Ankle	4
31	Twisted Knee	4
32	Bruised Ribs	6
33	Hip Pointer	7
34	Broken Cheekbone*	8
35	Bruised Kidney	8
36	Broken Knuckle	9
37	Bruised Spleen	9
38	Hairline Wrist Fracture	30
39	Chipped Patella	30
40-41	Broken Finger	40
42	Fractured Eye Bone*	40
43	Broken Collar Bone	50
44	Broken Jaw*	50
45	Broken Foot	70
46	Skull Fracture*	90
47-48	Broken Forearm	90
49-50	Broken Ankle	120
51	Fractured Hip	180
52+	Broken Wrist	240

Injury Table: Pitching

Die Roll + Modifier	Injury	Days Injured
1-6	Pulled Shoulder	1
7-8	Strained Calf	1
9-10	Pulled Hamstring	2
11-12	Sore Triceps	2
13-14	Strained Rib	2
15-16	Strained Back	3
17-18	Sore Hamstring	3
19-20	Pulled Calf	3
21	Pulled Hip	4
22	Strained Forearm	4
23-24	Abdomen Strain	4
25-26	Finger Blister	5
27	Pinched Ulnar Nerve	5
28	Strained Hamstring	6
29-30	Elbow Inflammation	6
31	Strained Wrist	6
32-33	Strained Lower Back	7
34-35	Shoulder Tendonitis	10
36-37	Inflamed Rotator Cuff	10
38	Pulled Groin	20
39	Stretched Ankle Ligament	20
40	Strained Knee Ligament	20
41	Sprained Back	20
42	Hairline Wrist Fracture	30
43	Sprained Lower Back	30
44	Wrist Stress Fracture	40
45	Stretched Knee Ligament	40
46	Torn Hamstring	40
47	Torn Rotator Cuff	50
48	Torn Quadriceps	50
49	Torn Elbow Ligament	120
50	Ruptured Cervical Disc	120
51	Torn Knee Ligament	180
52+	Torn Achilles Tendon	240

Injury Table: Running / Fielding

Die Roll + Modifier	Injury	Days Injured
1-9	Charley Horse	0
10-13	Strained Calf	1
14-15	Bruised Foot	1
16-19	Pulled Hamstring	2
20-21	Sore Hamstring	3
22-24	Pulled Calf	3
25-26	Pulled Hip	4
27-28	Abdomen Strain	4
29-31	Strained Hamstring	6
32	Dislocated Toe	9
33	Twisted Ankle	10
34	Strained Quadriceps	10
35	Strained Ankle	10
36	Sprained Knee	20
37-38	Sprained Ankle	20
39	Pulled Groin	20
40	Stretched Ankle Ligament	20
41-42	Strained Knee Ligament	20
43	Stretched Knee Ligament	40
44-45	Torn Hamstring	40
46-47	Torn Quadriceps	50
48-49	Torn Knee Ligament	180
50-51	Torn Ankle Ligament	180
52+	Torn Achilles Tendon	240

Injury Table: Sliding

Die Roll + Modifier	Injury	Days Injured
1-4	Bruised Abdomen	0
5-6	Bruised Shin	0
7	Bruised Elbow	0
8-9	Strained Calf	1
10-11	Bruised Rib	1
12-14	Mild Concussion	2
15-17	Pulled Hamstring	2
18	Broken Nose	2
18-20	Bruised Hip	2
21-22	Strained Neck	2
23-24	Strained Rib	2
25	Lacerated Eye	2
26	Abdomen Strain	4
27-28	Twisted Knee	4
29-30	Bruised Ribs	6
31-32	Hip Pointer	7
33-34	Dislocated Collar Bone	10
35	Sprained Shoulder	10
36	Sprained Rib	10
37	Moderate Concussion	20
38	Mild Shoulder Separation	20
39	Sprained Neck	20
40	Hairline Wrist Fracture	30
41	Dislocated Shoulder	30
42	Broken Finger	40
43	Shoulder Separation	40
44	Broken Collar Bone	50
45	Dislocated Hip	60
46	Severe Shoulder Separation	90
47	Broken Forearm	90
48	Broken Elbow	120
50	Broken Tibia	120
51	Ruptured Cervical Disc	120
52	Broken Fibula	180
53	Fractured Hip	180
54	Fractured Neck Vertebra	180
55	Fractured Back Vertebra	240
56+	Broken Wrist	240



Injuries Caused By Overuse

Non-pitchers will incur a minor (1-day) injury if they play too many consecutive games without a day off.

Find the number of Games Played (G) on the player card to determine the number of consecutive games that will trigger a fatigue-related injury:

Games Played	Games Played (Before 1962)	Consecutive Games
160+	152+	25
158-159	150-151	18
156-157	148-149	15
154-155	146-147	12
152-153	144-145	10
150-151	142-143	8
145-149	138-141	7
140-144	133-137	6
135-139	128-132	5
130-134	123-127	4
122-129	116-122	3
81-121	77-115	2
Less than 81	Less than 77	1*

Before 1962, use the 2nd column.

For counting consecutive games played:

- Playing 5+ innings counts as a game played.
- Fewer than 5 innings doesn't count as a game played, but also doesn't count as a day off.
- Playing 5 or more innings in both games of a double-header counts as **five** (5) games.
- A full day off resets a player's consecutive games count to zero.

At the end of the game in which a player reaches their consecutive game limit, they incur a 1-day "Fatigue" injury. This injury is treated exactly like a 1-day injury incurred during a game:

- If the player takes the next day off, the injury is healed (see *Injury Recovery* on page 22).
- If the player chooses to "play hurt" (page 23), they suffer in-game penalties for a 1-day injury and the injury worsens to a 2-day injury.

Shortened Seasons

Use the following table for seasons shortened due to labor strike or pandemic:

Games Played (1981, 1994)	Games Played (1995)	Games Played (2020)	Consecutive Games
102+	142+	59+	25
100-101	140-141	58	18
98-99	138-139	57	15
96-97	136-137	56	12
94-95	134-135	55	10
92-93	132-133	54	8
90-91	128-131	52-53	7
88-89	124-127	50-51	6
86-87	120-123	48-49	5
82-85	115-119	44-47	4
78-81	108-114	40-43	3
52-77	72-115	30-39	2
< 52	< 72	< 30	1

Part-Time Players

A player who played less than half a season suffers a 1-day fatigue-related injury immediately after any game in which they play. This injury rises in severity for players with even less playing time:

Games Played	(Shortened Season)			Injury Length
	1981, 1994	1995	2020	
54+	34+	48+	22+	1 day
40-53	26-33	36-47	16-21	2 days
32-49	20-25	28-35	13-15	3 days
27-32	17-19	24-27	11-12	4 days
23-26	14-16	20-23	9-10	5 days
20-22	12-13	18-19	8	6 days
< 20	< 12	< 18	< 8	7 days

Season Play

These rules cover the effects of playing multiple games in the same simulated “season”. Whether you are replaying the 1986 World Series or all 162 games of Seattle’s 2001 season, you need to know what happens to players from one day to the next — such as how pitchers recover from fatigue.

Pitcher Fatigue

When a pitcher leaves the game, their Fatigue level remains the same as it was in the game, with one exception:

Workload

A pitcher’s **Workload** equals the number of innings in which they pitched that day (to a maximum of 5). If a pitcher’s Workload is higher than their Fatigue when they leave the game, set their Fatigue equal to their Workload.

Example

Josh Hader pitches to last batter of the 7th inning and strikes out all three batters in the 8th inning. He walks the first batter in the 9th inning, raising his Fatigue to 1. He is then removed for another reliever. Because he pitched *in 3 innings* (the 7th, 8th and 9th), he leaves the game with a Fatigue of 3.

If this sounds confusing, use this table to find the pitcher’s Fatigue level upon leaving the game.

Innings*	Fatigue Level Reached in Game									
	0-1	2	3	4	5	6	7	8	9	10+
1	1	2	3	4	5	6	7	8	9	10
2	2	2	3	4	5	6	7	8	9	10
3	3	3	3	4	5	6	7	8	9	10
4	4	4	4	4	5	6	7	8	9	10
5+	5	5	5	5	5	6	7	8	9	10

***Innings** is the number of different innings in which the pitcher pitched that day (as opposed to the “Innings Pitched” statistic, which is calculated from outs pitched).

Pitching on Short Rest

Pitchers with more than 32 starts are capable of making some starts with only 3 days rest (i.e. every 4 days instead of every 5 days). Calculate the *Short Rest Factor* for such pitchers by subtracting 32 from their ‘GS’ stat.

Anytime a pitcher has a Workload of 5, roll a d10. If the result is less than their *Short Rest Factor*, reduce their Workload to 4.

Recovering From Fatigue

At the start of each day, before any games are played, reduce every pitcher’s Fatigue by one. This occurs regardless of whether the pitcher is used that day. (You can think of it as occurring during the previous night when the pitcher is sleeping.)

Pitching While Tired

If a pitcher enters a game before their Fatigue has returned to zero, they start their appearance with that Fatigue level, suffering the same penalty on rolls of 600 or higher as if they had accrued that Fatigue during the game. Their Stamina is unaffected.

Legal

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Rare Plays

Rolls of 500-509 trigger a re-roll on one of the Rare Play tables.

Cross-reference the current game situation with the die roll to determine which table (and page number) to use.

		500-502	503-504	505-509 ¹
Bases Empty	No Outs	Rare Plays (page 30-33)		
	1 Out			
	2 Outs			
Runner on 1B or Runners on 1B and 3B	No Outs	Runner on 1 st < 2 Out (page 34)	Runner on 1 st (page 35)	
	1 Out			
	2 Outs			
Runner on 2B	No Outs	Runner on 2 nd <2 Out (page 36)	Runner on 2 nd (page 37)	
	1 Out			
	2 Outs			
Runners on 1B & 2B or Bases Loaded	No Outs	1 st & 2 nd / No outs (page 38)	1 st & 2 nd / < 2 Out (page 39)	
	1 Out			
	2 Outs			
Runners on 2B & 3B or Runner on 3B	No Outs	Rare Plays (page 30-33)		
	1 Out			
	2 Outs			

Challenges

The word “challenge” describes an opportunity to pit one player’s rating against an opposing player’s rating. Challenger rolls all three dice, adds them together, and adds the player rating. If the total equals or exceeds the *opponent’s rating plus ten*, the challenge is successful.

Whenever a fielder challenges a runner’s **Speed**, use that fielder’s **Arm** rating.

Injuries

Injured players must be removed from the game. If you are replaying a series or season, roll on the appropriate injury table (pages 24-26) to determine the length and type of injury.

Challenge is successful if:

$$\text{Rating} + \text{D6} + \text{D8} + \text{D10} \geq 10 + \text{Opposing Rating}$$

¹ If using Weather (page 16) and playing in an “Open” stadium, a roll of 509 triggers a possible change in the weather (instead of a Rare Play). Re-roll the current level of precipitation using the Rain Table on the Stadium Card.

Rare Plays

Roll	Result	Description
100-109	1-6-3?	Hard ground ball deflects off the pitcher's leg, fielded by the shortstop. To reach base safely, batter must successfully challenge SS's Arm rating.
110-119	1-4-3?	As above [100-109] but ball deflects to the second baseman.
120-123	HBP	Batter is hit by the pitch and injured (roll on Hit By Pitch Injury Table on page 25).
124-136	HBP	Batter is hit in the head by the pitch (but not injured). Home plate umpire warns both teams. <i>For remainder of game, HBP by either team results in pitcher's ejection.</i>
137-139	HBP	As above [124-136] and batter is injured (use Hit By Pitch Injury Table on page 25).
140-157	[No Play]	Batter ducks to avoid an apparent beanball. Home plate umpire warns both teams. <i>For remainder of game, any HBP by either team results in pitcher's ejection.</i>
158-159	HBP	Batter is hit by the pitch, triggering a brawl. Batter and pitcher are both ejected.
160-179	HBP	Batter is hit by the pitch. If there has already been a Hit-By-Pitch in this game (by either team), this triggers a brawl. Batter and pitcher are both ejected.
180-224	[No Play]	Pitcher suffers a Pitching Injury (roll for Pitching Injury on page 25). After pitcher is replaced, roll again normally to resolve the plate appearance.
225-235	Injury	Batter suffers a Batting Injury (roll for Batting Injury on page 24). After batter is replaced, roll again to resolve plate appearance for new batter.
236-239	E7 (2) or F7	Fly ball to left. If blue die (ones digit) is higher than LF's Fld , batter is safe at second on a fielding error and runners advance 2 bases. Otherwise, ball is caught (F7).
240-245	K & Injury	Batter strikes out. Batter suffers a Batting Injury on swinging third strike.
246-249	E8 (2) or F8	Fly ball to center. If blue die (ones digit) is higher than CF's Fld , batter is safe at second on a fielding error and runners advance 2 bases. Otherwise, ball is caught (F8).
250-252	1B++ E7 (2) / B?!	Single to left. Ball rolls under left fielder's glove, all the way to the wall. All runners score. Batter reaches 3rd and must try to score by challenging LF's Arm.
253-254	1B++ E8 (2) / B?!	As above [250-252] but ball is hit to center field.
255-256	1B++ E9 (2) / B?!	As above [250-252] but ball is hit to right field.
257-259	1B/E7?	Line drive single to left. If blue die (ones digit) is higher than LF's Fielding , the batter advances to third on a 2-base fielding error (E7) and all runners score.
260-299	1B++/E7?	Single to left field. If white die (tens digit) is higher than LF's Fielding , the batter advances to second base on a fielding error by the left fielder (E7).
300-305	BB	Batter walks on a close pitch. Pitcher is ejected for arguing with the umpire.
306-309	E9 (2) or F9	Fly ball to right. If blue die (ones digit) is higher than RF's Fld , batter is safe at second on a fielding error and runners advance 2 bases (all runners score if there are 2 outs). Otherwise, ball is caught (F9).
310-315	BB	Batter walks on a close pitch. Catcher is ejected for arguing with the umpire.
316-319	E7 (2) or F7	Fly ball to left. If blue die (ones digit) is higher than LF's Fld , batter reaches 2nd on a fielding error and runners advance 2 bases (all runners score if there are 2 outs). Otherwise, ball is caught (F7).
320-332	K	Batter strikes out looking and is ejected from the game for arguing with the umpire.
333-335	[No Play]	A called strike brings the count to 0-2. Batter is ejected for arguing with the umpire. The batter's replacement must complete the current at-bat with <i>two strikes</i> (see rules on page 8). The final result of the at-bat is credited to the new batter.
336-339	E8 (3) or F8	Fly ball to center. If blue die (ones digit) is higher than CF's Fld , batter is safe at third on a fielding error and all runners score. Otherwise, ball is caught (F8).
340-345	E1 (2)	Batter is safe at second on throwing error by P. All runners advance 2 bases.

346-349	E9 (3) or F9	Fly ball to right. If blue die (ones digit) is higher than RF's Fld , batter is safe at third on a fielding error and all runners score. Otherwise, ball is caught (F9).
350-399	1B++/E8?	Single to center field. If white die (tens digit) is higher than CF's Fielding , the batter advances to second base on a fielding error by the center fielder (E8).
400-411	E1++/B?	Batter is safe at first on throwing error by P. Runners advance 2 bases. Batter may try to advance to second by challenging RF's Arm.
412-424	E4++/B?!	Batter is safe at first on a throwing error by the 2B. Runners advance 2 bases. Batter must try to advance to 2nd base by challenging C's Arm.
425-438	E5++/B?!	Batter is safe at first on a throwing error by the 3B. Runners advance 2 bases. Batter must try to advance to 2nd base by challenging RF's Arm.
439-449	E6++/B?!	Batter is safe at first on a throwing error by the SS. Runners advance 2 bases. Batter must try to advance to 2nd base by challenging 1B's Arm.
450-499	1B++/E9?	Single to right field. If white die (tens digit) is higher than RF's Fielding , the batter advances to second base on a fielding error by the right fielder (E9).
500-504	1B(IF)	Hard line drive hits the pitcher. Batter is safe at first and all runners advance one base. Pitcher is injured (roll on Line Drive Injury Table).
505-506	E2	Batter is safe at first on throwing error by C. All runners advance 1 base.
507-509	E2++/B?	Dribbler in front of home plate. Batter safe at first on throwing error by C. Runners advance 2 bases. Batter may try to advance to second by challenging RF's Arm.
510-511	E2 (2)	Batter is safe at second on throwing error by catcher. All runners advance 2 bases.
512-516	3B/B?!	Deep fly ball bounces off outfield wall and past the center fielder. Batter gets bases-clearing triple. Batter must try for inside-the-park home run by challenging CF's Arm. If thrown out, scoring is 8-4-2.
517-519	2B+/E7?	Bases-clearing double to left field. If blue die (ones digit) is higher than LF's Fld , batter advances to third base on a fielding error by the left fielder (E7).
520-522	E6++/B?!	Batter reaches first on throwing error by the shortstop. Runners advance two bases. Catcher fields overthrow. Batter must try to reach 2nd base by challenging C's Arm.
523-525	E5++/B?!	As above [520-522] but throwing error is committed by third baseman.
526	E4++/B?!	As above [520-522] but throwing error is committed by second baseman.
527-529	2B+/E8?	Bases-clearing double to center field. If blue die (ones digit) is higher than CF's Fld , batter advances to third base on a fielding error by the center fielder (E8).
530-535	Interference	Weak grounder to pitcher. Throw to first hits batter in the back as they are running <i>inside</i> the baseline. Batter is out for interference. Runners return to bases.
536-539	2B+/E9?	Bases-clearing double to right field. If blue die (ones digit) is higher than RF's Fld , batter advances to third base on a fielding error by the right fielder (E9).
540	E6 + E6	Batter reaches on a fielding error by the shortstop, and the shortstop then throws the ball over the first baseman. Runners advance two bases. Batter reaches second base safely. The shortstop is credited with one fielding error and one throwing error.
541	E5 + E5	As above [540] but errors are committed by the third baseman.
542-544	1-3	Hard line drive deflects off the pitcher. Pitcher grabs the ball and throws to first for the out, but is injured on the play (roll on Line Drive Injury Table).
545-546	1-6	Hard line drive deflects off the pitcher's back, caught in air by SS. Runners hold.
547-548	1-4	Hard line drive deflects off the pitcher's back, caught in air by 2B. Runners hold.
549-556	XI/E2	Batter is awarded first base on Catcher's Interference. Runners only advance if forced. Catcher is credited with an error.
557-559	E3++ or 3-1	Ground ball to first baseman. If 1B's Fld is less than blue die (ones digit), batter is safe at first on throwing error and runners advance 2 bases. Otherwise, result is 3-1.

560-561	2B+/B?!(RF) & Injury	Deep drive to the outfield. CF collides with the wall trying to make the catch. Roll on the Collision Injury Table (page 24). All runners score. Batter must try for a triple by challenging RF's Arm rating. If thrown out, scoring is 9-5.
562-563	2B+/B?!(LF) & Injury	As above [560-561] but LF retrieves the loose ball. If thrown out, scoring is 7-5.
564-566	2B+/B?!(CF)	As above [560-561] but RF is injured and CF fields ball. If thrown out, scoring is 8-5.
567-569	& Injury	As above [560-561] but LF is injured and CF fields ball. If thrown out, scoring is 8-5.
570-571	2B+ & Injury	Deep fly ball. LF collides with the wall but can't make the catch. Any runners score. LF is injured and must leave game. (Use Collision Injury Table (p. 24) for duration).
572-573	2B+ & Injury	Deep fly ball. RF collides with the wall but can't make the catch. Any runners score. RF is injured and must leave game. (Use Collision Injury Table (p. 24) for duration).
574	3B/B?!(LF) & Injury	Deep drive to the outfield. CF is injured in collision with wall (roll on Collision Table on page 24). Batter gets a bases-clearing triple and must try for an inside-the-park home run by challenging the LF's Arm. If thrown out, scoring is 7-6-2.
575	3B/B?(RF) & Injury	As above [574] but RF retrieves the loose ball after CF is injured. If batter is thrown out, scoring is 9-4-2.
576	3B/B?(CF)	As above [574] but LF is injured and CF fields ball. If thrown out, scoring is 8-4-2.
577	& Injury	As above [574] but RF is injured and CF fields ball. If thrown out, scoring is 8-6-2.
578	[No Play]	Foul tip hits batter in on deck circle. Roll on the Hit By Pitch Injury Table.
579-580	[No Play]	Pop fly in foul territory. 1B can't make the catch and is injured in a collision with the wall. Roll on Collision Injury Table (page 24).
581	F3	Popup caught by 1B in foul territory. 1B injured in collision with stands (see page 24).
582	F5	Popup caught by 3B in foul territory. 3B injured in collision with stands (see page 24).
583	[No Play]	Foul pop fly. 3B drops ball and is injured in collision with stands (see page 24).
584	F2	Pop fly caught by C in foul territory. C injured in collision with stands (see page 24).
585	[No Play]	Foul pop fly. C drops ball and is injured in collision with stands (see page 24).
586	F2	Foul out on 3 rd base side. 3B is injured colliding with C (use table on page 24).
587	F2	Foul out on 1 st base side. 1B is injured colliding with C (use table on page 24).
588	2B+/B!	Batter appears to hit a bases-clearing double over center fielder, but is ruled out on an appeal play for having missed 1st base. If 2 outs, any runs scored do not count. <i>Award a putout to the 1B (on the appeal) and RBIs to the batter for any runners that score. This counts as an at bat, but no hit or double is awarded.</i>
589		As above [588] and batter is ejected for arguing.
590	HR/B!	Batter hits a home run, but misses first base while rounding the bases. Batter is out on appeal. With less than two outs, all runners score. With two outs, inning ends and no runs score (none can score when the 3 rd out is recorded on a forced runner). <i>Award a putout to the 1B and RBIs to the batter for any runners that score. This counts as an at bat, but no hit or home run is awarded.</i>
591		As above [590] and batter is ejected for arguing.
592-596	1B(IF)+E6	Infield single and SS overthrows first. Batter reaches 2 nd and runners advance 2 bases.
597-599	E7 or F7	Line drive to right. If blue die (ones digit) is higher than LF's Fld , batter is safe at first on a fielding error and all runners advance 2 bases. Otherwise, ball is caught (F7).
600-606	1B(IF)+E5	Infield single and 3B overthrows first. Batter reaches 2 nd and runners advance 2 bases.
607-609	E8 or F8	Line drive to center. If blue die (ones digit) is higher than CF's Fld , batter is safe at first on a fielding error and all runners advance 2 bases. Otherwise, ball is caught (F8).
610-616	Bloop 2B	Batter hits a double and is injured sliding into 2nd. Roll for Sliding Injury on page 26.
617-619	E9 or F9	Line drive to right. If blue die (ones digit) is higher than RF's Fld , batter is safe at first on a fielding error and all runners advance 2 bases. Otherwise, ball is caught (F9).

620-634	4-3 & Injury	Batter grounds out 4-3. Runners advance 1 base. Batter suffers a Running Injury.
635-638	Interference	Weak chopper in front of home plate. Batter contacts the ball after leaving the batter's box and is ruled out for interference. Runners return to bases.
639-641	Interference	Dribbler up the first base line. Batter collides with pitcher before he can field the ball. Batter ruled out for interference (P is credited with a putout).
642-643		As above [639-641] and pitcher is injured (use collision table on page 24).
644		As above [639-641] and batter is injured (use collision table on page 24).
645-647	F2+++ & Injury	Foul pop up, caught by C as they fall into the dugout. Per Rule 5.09(a)(1), all runners are awarded one base when fielder catches ball and then leaves the field of play. ➤ C is injured on the play (Collision Injury Table is on page 24).
648-650	Fly Out & Injury	As above [645-647], but ball is caught by 1B as they fall into stands.
651-653		As above [645-647], but ball is caught by 2B as they fall into stands.
654-656		As above [645-647], but ball is caught by 3B as they fall into stands.
657-659		As above [645-647], but ball is caught by SS as they fall into stands.
660	K + PB	Batter swings at strike three but the pitch gets past the catcher. Runners advance one base. If first base is empty <u>or</u> there are two outs, batter is safe at first.
661-664	K + WP	Batter swings at strike three in the dirt and ball skitters to the backstop. Runners advance one base. If first base is empty <u>or</u> there are two outs, batter is safe at first.
665-666	9-3 or 1B	Hard line drive lands directly in front of right fielder. RF can get the force at first by successfully challenging batter's Speed . Otherwise, treat as a single (1B).
667	1B++/B!	On single down the right field line, batter takes wide turn at first. RF throws behind batter for the tag out (scoring: 9-3). <i>R2 and R3 score, even if this is the 3rd out.</i>
668	1B(IF) /B?!	Ground ball to the right side. 1B dives and makes the stop, tossing ball to pitcher just as batter reaches the bag. Batter is called safe , leading to an argument between the pitcher and umpire that allows R2 to score and R1 to advance to 3rd. Batter must try to advance to 2nd base by challenging P's Arm .
669		As above [668], and pitcher is ejected for making physical contact with the umpire.
670-671	1B+E7	Batter hits a line drive single to left. LF's throw to the infield is wild and high, allowing batter and any runners to each take an extra base.
672-673	1B+E8	As above [670-671], but throwing error is committed by the CF.
674-675	1B+E9	As above [670-671], but throwing error is committed by the RF.
676-679	E3	Ground ball fielded by 3B and thrown to first, but the throw is dropped and the batter is safe. Runners advance 1 base. 3B is awarded an assist. 1B charged with an error.
680-684	E3	As above [676-679] but ball is fielded by SS.
685-688	E3	As above [676-679] but ball is fielded by 2B.
689-690	1B+E9 /B?!(CF)	Batter hits single to right. Ball goes under RF's glove for an E9. All runners score and batter reaches 2nd base. CF picks up ball and throws to the cutoff man. Batter must try to reach 3rd base by challenging SS's Arm (if thrown out, scoring is 8-6-5).
691-692	Bloop 1B	Soft bloop behind second base falls for a hit. 2B injured in collision with SS.
693-694	Bloop 1B	Soft bloop behind second base falls for a hit. SS injured in collision with 2B.
695-699	3-1	Grounder to 1B, who flips to pitcher for the out. Batter runs into pitcher at full speed and knocks them to the ground. Batter is out. Add 3 to pitcher's Fatigue level.

Runner on 1st (or Runners on 1st & 3rd) / Less than Two Outs

Die Roll	Result	Description
100-249	6-3 DP?	Hard ground ball up the middle. SS fields and steps on second to force out R1. SS may complete the double play by successfully challenging batter's Speed.
250-299	4-1/R1?	Hard ground ball gets past the first baseman. The second baseman dives, fields it on the outfield grass, and throws to the pitcher to get the out at first. R1 is safe at 2 nd and may try to advance to 3rd by challenging P's Arm.
300-349	1B (and 9-6?)	Soft fly ball to shallow right field. R1 goes halfway, unsure if ball will be caught. 2B and RF converge but the ball drops in for a hit. RF may force R1 at 2nd base successfully challenging R1's Speed.
350-399	6-4/E4/B?!(1B)	Ground ball to short. R1 forced out at 2 nd base. 2B commits throwing error trying to complete double play; batter advances to 2B. First baseman fields the overthrow. Batter must try to advance to 3B by challenging 1B's Arm.
400-449	5-3 (or 5-4)	Ground ball down the third base line. 3B may take the automatic out at first base, or try to get the lead runner by successfully challenging R1's Speed.
450-499	1-3 (or 1-6)	As above [400-449] but the ball is hit to the pitcher.
500-599	263 DP?	Weakly hit in front of catcher, who throws to SS to force out R1. SS may complete the double play by successfully challenging batter's Speed.
600-611	361 DP?	Ground ball to first baseman who throws to SS to force out R1. SS may complete the double play by successfully challenging batter's Speed.
612-619	461 DP?	Ground ball between 1B and 2B. 2B throws to SS to force out R1. SS may complete the double play by successfully challenging batter's Speed.
620-639	3-1/R1+/R1?	Ground ball to left side. 1B makes a diving stop, tossing ball to pitcher just as batter reaches the bag. Batter is called out , leading to argument between pitcher, batter and umpire that allows R1 to reach third base. R1 may score by challenging P's Arm.
640-644		As above [620-639], and batter is ejected for bumping the umpire.
645-649	F9+++/R1?!	Deep fly ball. RF makes catch but crashes into wall and falls down. R1 tags and advances to second base. R1 must try to reach third by challenging RF's Arm.
650-654	F8+++/R1?!	As above [645-649], but ball is caught by CF.
655-659	F7+++/ R1?!	As above [645-649], but ball is caught by LF.
660-664	6-4 DP	Ground ball to SS, fielded and flipped to 2B. R1 slides into 2B, preventing double play. Umpire rules that R1 interfered with 2B. Both R1 and batter are ruled out.
665-669	6-4	To break up double play, R1 slides hard into 2B. Fight ensues. R1 and 2B are ejected.
670-679	6-4	To break up double play, R1 slides hard into 2B. 2B is injured in collision.
680-682	4-6	To break up double play, R1 slides hard into SS. Fight ensues. R1 and SS are ejected.
683-693	4-6	To break up double play, R1 slides hard into SS. SS is injured in collision.
694	143 DP	Line drive deflects off pitcher's back, caught in air by 2B. 2B doubles up R1.
695	E7/B!	Fly ball bounces out of LF's glove. Batter passes R1 on base path and is called out. R1 returns to 1 st safely. (LF is charged with an error; 1B credited with putout).
696	E8/B!	As above [695], but ball is hit to center field.
697	E9/B!	As above [695], but ball is hit to right field.
698	1B(LF)/B?!	Deep fly ball to left field but LF can't make the catch. Batter jogs toward second base with a standup double, only to find R1 standing on second (because R1 thought the ball would be caught). Batter must successfully challenge LF's Arm to return to first base safely. Otherwise, batter is tagged out (scoring: 7-3).
699	1B/B!	Deep drive lands in the CF's glove and bounces over the fence for a home run. R1 believes ball is caught and sprints back to first. Batter passes R1 on base path and is called out. R1 scores. Batter is credited with an RBI single.

Runner on 1st (or Runners on 1st & 3rd) / Any Number of Outs

Die Roll	Result	Description
100-379	BK	Balk. R1 is awarded second base. (R3 scores, if applicable.)
380-439	PB?!	Pitch in the dirt bounces away from the catcher. R1 must try to advance to second by challenging C's Arm. If runner is safe, score as a passed ball. (R3 holds, if applicable.)
440-469	E2/R1?(RF)	Catcher throws behind R1, but the throw sails into right field. R1 advances to second. (R3 scores, if applicable.) R1 may try to advance to third by challenging RF's Arm.
470-499	1B+/E7?	Single to left field. If white die (tens digit) is higher than LF's Fielding , R1 advances to 3 rd on a fielding error by the left fielder.
500-509	Pickoff!	Catcher throws behind R1, picking them off first base. <i>(Do not credit runner with CS.)</i>
510-519	Pickoff!	Pitcher throws to first and R1 is too late diving back. <i>(Do not credit runner with CS.)</i>
520-549	Pickoff?	If pitcher's Pickoff equals or exceeds R1's Steal , R1 is picked off. Otherwise, pitcher commits a throwing error and R1 advances safely to 2B.
550-564	Pickoff?	If catcher's Arm equals or exceeds R1's Steal , R1 is picked off by the catcher. Otherwise, catcher commits throwing error and R1 advances safely to 2B.
565-569	E1 /R1?(1B)	Pitcher's pickoff throw to 1B is in the dirt and bounces away from 1B. All runners advance one base. R1 may try to advance to 3rd base by challenging 1B's Arm.
570-599	1B+/E8?	Single to center field. If white die (tens digit) is higher than CF's Fielding , R1 advances to 3 rd on a fielding error by the center fielder.
600-609	E1 /R1?(1B)	Pitcher's pickoff throw to 1B is in the dirt and bounces away from 1B. All runners advance one base. R1 must try to advance to 3rd base by challenging 1B's Arm.
610-612	E1 /R1?(2B)	Pitcher's pickoff throw to 1B sails wide and is chased down by the second baseman. R1 advances to 2B and must try to advance to 3rd base by challenging 2B's Arm.
613-614	E1 /R1?(C)	Pickoff throw to first sails wide. R1 advances to 2B and must try to advance to 3rd base by challenging catcher's Arm.
615-621	E5 (2) /R1?(RF)	Batter is safe at second on a throwing error by the 3B. R1 advances to third and must try to score by challenging the RF's Arm rating. (If thrown out, scoring is 9-2.)
622-629	E6 (2) /R1?(1B)	Batter is safe at second on a throwing error by the SS. R1 advances to third and must try to score by challenging the 1B's Arm rating. (If thrown out, scoring is 3-2.)
630-644	E1	Pitcher's pickoff throw to 1B sails wide. R1 advances to 2B.
645-649	E1	Pitcher's pickoff throw sails into the stands. R1 is awarded second base.
650-659	BK	Balk. R1 is awarded second base. Pitcher is ejected for arguing the call.
660-662	1B(IF)/R1+ /R1?(P)	Hard grounder to right side. 1B makes diving stop, tossing ball to pitcher as batter reaches bag. Batter is called safe , leading to argument between pitcher and umpire that lets R1 advance to third base. R1 must try to score by challenging P's Arm.
663		As above [660-662], and pitcher is ejected for bumping the umpire.
664	Hidden Ball Trick	Batter hits a single to CF who throws the ball into 2B. R1 stops at second. 2B fakes the throw to the pitcher and tags the runner when he steps off the base. (CF gets assist.)
665		Pitcher throws pickoff throw to first. Runner dives back safely. As runner is standing up, 1B fakes the throw back to the pitcher. R1 steps off first base and is tagged out.
666		Pitcher fakes a pickoff throw to first. C, 1B and 2B all run into foul territory, pantomiming a wild throw. R1 tries to advance but P throws to SS for the easy out.
667-668	Steal Attempt	R1 misreads the sign and attempts to steal second (without establishing a lead).
669	1B++/R1!	Batter hits a single in the gap and R1 advances to third. However, R1 is ruled out on appeal when umpire rules that R1 missed second base. (Credit SS with a putout.)
670-699	1B+/E9?	Single to right field. If white die (tens digit) is higher than RF's Fielding , R1 advances to 3 rd on a fielding error by the right fielder.




Runner on 2nd / Less Than Two Outs

Die Roll	Result	Description
100-149	2B/R2-	Soft fly ball behind third base. R2 goes halfway, unsure if ball will be caught. 3B and LF converge near the foul line but neither makes a play on the ball. Batter ends up at second with a double, but R2 only advances to third base.
150-199	1B(IF)/R2-	Sinking line drive near the shortstop. R2 dives back to 2nd base, but SS drops the ball. Batter credited with infield single. R2 holds at 2nd.
200-299	1-5?!	R2 tries to advance on a slow bouncer to right side, fielded by the pitcher. P must try to get lead runner by successfully challenging R2's Speed.
300-349	4-3 (or 4-5)	R2 tries to advance on a hard ground ball to second. 2B may throw to first for automatic out <u>or try to gun down lead runner by challenging R2's Speed.</u>
350-399	6-5?!	R2 tries to advance on a hard ground ball up the middle. SS must try to throw out the lead runner by challenging R2's Speed.
400-449	4-3/R2?!(1B)	Slow roller to the right side results in a 4-3 groundout. R2 advances to 3rd base and must try to score by challenging 1B's Arm.
450-499	Fielder's Choice	High bouncer to pitcher. R2 breaks for third and is caught in a rundown. (1-5-6-4). Batter reaches 1 st base safely on fielder's choice.
500-549	1B /R2?(2B)	Bloop single over the first baseman. 2B tracks it down in foul territory. R2 must try to score by challenging 2B's Arm.
550-599	L5/R2?!(RF)	Line drive caught by 3B, but his throw to second to double up R2 sails into right field. R2 must try to advance to third base by challenging RF's Arm.
600-649	L3/R2?!(LF)	Line drive caught by 1B, but his throw to second to double up R2 sails into left field. R2 must try to advance to third base by challenging LF's Arm.
650-664	F7+++/R2?!	Deep drive to left. LF makes the catch but crashes into wall and falls down. R2 tags and advances to 3 rd easily and tries to score. R2 must try to score by challenging LF's Arm. (If thrown out, scoring is 7-5-2.)
665-679	F8+++/R2?!	As above [650-664], but ball is caught by CF. (If thrown out, scoring is 8-6-2.)
680-694	F9+++/R2?!	As above [650-664], but ball is caught by RF. (If thrown out, scoring is 9-4-2.)
695	7272 DP	Batter hits a single to left field. LF throws to C, who catches ball just before being knocked flat by R2. R2 is out, but batter rounds second and heads for third. C throws from his knees but ball sails into left field. LF fields and throws home just in time for C to tag batter trying to score. C is injured in collision.
696	R2! (6546) B?!(SS)	Grounder to SS. R2 caught in rundown, out 6-5-4-6. Batter advances to 2nd during the rundown and sees that 3B is no longer covering 3 rd . Batter must try to advance to 3rd by challenging SS's Arm (if unsuccessful, batter is out 6-1).
697	92529 DP	Hard single to right. RF throws home and R2 is caught between 3rd and home. Catcher throws to 3B but ball hits R2. 3B gathers ball and throws to C for putout at home. By now, batter has overrun second base. Catcher throws behind runner to the RF covering 2nd base who makes the tag for a 9-2-5-2-9 DP.
698	9272 DP	R2 tries to score on a single to right. Throw from RF is in time, but catcher is knocked flat. C holds onto ball, but batter rounds second and heads for third. C throws from his knees but ball sails into left field. LF fields and throws home just in time for C to tag batter trying to score. C is injured in collision.
699	1-4-6 DP	Hard line drive deflects off pitcher. <u>Caught</u> by 2B who throws to SS to double up R2.

Runner on 2nd (any number of outs)

Die Roll	Result	Description
100-299	BK	Balk. R2 is awarded third base.
300-309	BK	Balk. R2 is awarded third base. Pitcher is ejected for arguing the call.
310-389	1B(IF)/R2-	Ground ball deep in the hole. SS can't field it cleanly. Batter safe with an infield hit, but R2 holds at 2nd.
390-419	WP/R2?!	Wild pitch goes to the backstop. R2 advances to third easily. R2 must try to score by challenging catcher's Arm. If thrown out, scoring is 2-1.
420-479	Fielder's Choice	High chopper to 3B. R2 caught in rundown. R2 is tagged out if SS successfully challenges R2's Speed (Scoring: 5-4-1-6-5). Otherwise R2 is safe at 3B. Either way, batter is safe at first on a fielder's choice.
480-519	PB?!	Pitch in the dirt bounces away from the catcher. R2 must try to advance to third by successfully challenging C's Arm. If runner is safe, score as a passed ball.
520-549	1B(IF)/R2?!(1B)	Batter reaches on infield single, beating out the throw from the shortstop. R2 advances to 3 rd base. R2 must try to score by challenging the first baseman's Arm.
550-599	E4/R2?!	Batter reaches on fielding error. R2 advances to 3 rd and must try to score by challenging 2B's Arm.
600-639	Pickoff	R2 is picked off second base.
640-649	BB+WP	Ball four bounces in front of home plate. Batter walks. R2 safe at third on a wild pitch.
650-659	E1/R2?	Pitcher's pickoff throw sails into center field. R2 advances to third. R2 may try to score by successfully challenging CF's Arm rating. If thrown out, scoring is 8-2.
660-669	E1/R2?!	Pitcher's pickoff throw sails into center field. R2 advances to third. R2 must try to score by successfully challenging CF's Arm rating. If thrown out, scoring is 8-2.
670-674	E6/R2?!	Ground ball booted by the shortstop. R2 advances to 3 rd and must try to score by successfully challenging SS's Arm.
675-678	1B+/B!	R2 scores on a single to CF, but the batter takes a wide turn at 1st. Pitcher cuts off the throw home and throws behind the batter for an 8-1-3 putout.
679	1B+/R2!	Batter hits a single to center that appears to drive in R2. However, R2 failed to touch 3rd base and is ruled out on an appeal by the 3B. (3B is credited with putout).
680-687	1B/R2!	Hard grounder to left side hits R2 in the foot. R2 is ruled out. Batter safe at first.
688-692	1B+/B?!(P)	Batter hits single to right field. R2 rounds third base as RF throws home. C is knocked on his butt, dislodging the ball and allowing R2 to score. P picks up the loose ball. Batter must try to advance to 2B by challenging the pitcher's Arm.
693	1B+/B?(P)	As above [688-692], but catcher is injured in collision.
694	E6 (2)/R2?!(3B)	Ground ball booted by SS into foul territory. Ball retrieved by 3B. R2 must try to score by challenging 3B's Arm. Batter safe at 2nd on a 2-base error.
695-697	1B+/B?!(LF)	Batter hits single to right. R2 rounds third as RF fields the ball and throws home. R2 collides with C, knocking him flat and dislodging the ball. Batter rounds 2 nd and heads for 3 rd base. P picks up loose ball and throws to 3B, but it sails into left field. Batter must try to score by challenging LF's Arm.
698-699	1B(IF)/R2?!(SS)	Baltimore chop bounces under the charging 3B's glove for an infield hit. Ball is fielded by the shortstop. R2 must try to score by challenging SS's Arm.

1st & 2nd (or Bases Loaded) / No Outs • If runners are going (as on a *Hit & Run*), add 300 to rolls on this table.

Roll	Result	Description
100-104	Triple Play (6-4)	Hard line drive to shortstop's left. He dives but the ball deflects off his left wrist and into the air. Runners see the deflection and try to advance, but 2B lays out and catches the ball before it drops. 2B gets up and tags second base to double off R2, then tags the confused R1 as he's jogging into second base.
105-109	Triple Play (4656534)	Batter hits a sharp one-hopper to 2B. 2B fields and throws to SS to force R1. Instead of completing double play, SS tries to get lead runner (R2). R2 is caught in rundown and tagged by 3B, who sees batter is now caught between first and second base. 3B throws to 1B, catching batter in another rundown where he's tagged sliding into second base.
110-459	54 DP or 543 TP	Hard ground ball to 3B who steps on third and throws to 2B for a double play. To complete the triple play, the 2B must successfully challenge the batter's Speed rating. Triple play completed if: 2B's Arm +  +  +  ≥ 10 + Batter Speed
460-469	6-4 or 6-5?	Ground ball to short. SS may flip the ball to 2B for the automatic out, or try to get the force at third by successfully challenging R2's Speed.
470-499	653 DP	Hard-hit ball to the right of the diving SS, who short hops the ball and flips to third. 3B forces out R2 and throws across infield for a rare 6-5-3 double play. R1 safe at 2B.
500-519	543 DP	5-4-3 double play. R2 advances to third and may try to score by challenging 1B's Arm.
520-539	543 DP	5-4-3 double play. R2 advances to third and must try to score by challenging 1B's Arm.
540-542	Triple Play (6543)	Pop fly to very short left field. Batter gives up on the play and returns to the dugout. Runners freeze. Ball drops between SS and LF. SS picks up the ball and throws to 3B to force out R2. 3B throws to the 2B to force out R1; 2B throws to 1B for the triple play.
543-544	Triple Play (643)	Pop fly to short left field. Batter gives up on the play and returns to the dugout. Runners freeze halfway. Ball drops between SS and LF. SS grabs the ball and throws to the 2B. He tags R2, steps on the base to force out R1, then throws to first for the triple play.
545-569	Triple Play (L3/36)	Hard line out to first baseman. He steps on first to double off R1 then throws to SS to double off R2 for the triple play. (3-6)
570-579	L3/R1! + E3/R2?!(LF)	Hard line out to first. 1B steps on first to double off R1. He throws to second for the triple play, but the throw sails into left field. ➤ R2 advances to third and must try to score by challenging LF's Arm.
580-629	Triple Play	Hard line out to pitcher. Caught and thrown to 2B to double off R2. Throw to 1B doubles off R1 for the third out. (L1/143)
630-684		As above [580-629] but line drive is to SS. (L6/643)
685-729		As above [580-629] but line drive is to 2B. (L4/463)
730-799		As above [580-629] but line drive is to 3B. (L5/543)
800-819		With the runners going, the batter strikes out. Catcher throws to 3B who chases R2 back to second base. With R2 standing on second, R1 tries to return to first. 3B throws to 1B who tags out R1. On the throw, R2 tries to advance to third, but 1B throws across the diamond to the pitcher covering third base — for a triple play! (2-5-3-1)
820-899	Unassisted Triple Play	With the runners going, hard line drive is caught by the SS. SS steps on second to double off R2 and then tags R1 for an unassisted triple play!
900-999		As above [820-899] but line drive is to second baseman.

1st and 2nd (or Bases Loaded) / Less than 2 Outs

Die Roll	Result	Description
100-299	BK	Balk. R2 is awarded third base. R1 is awarded second base. (R3 scores if applicable.)
300-329	F7/R2?!	Sinking line drive caught by diving left fielder. LF doubles up R2 if they successfully challenge R2's Speed rating. Otherwise, R2 returns to 2 nd base safely.
330-359	F8/R2?!	As above [300-329] but ball is hit to center fielder.
360-384	F9/R2?!	As above [300-329] but ball is hit to right fielder.
385-399	F3/R2?! or F3/R3?!	Pop fly caught by 1B in foul territory near the stands. Lead runner must tag up and try to advance by challenging 1B's Arm.
400-419	L5 + E5 R2?!(RF)	Line out to 3B, but the throw to double up R2 sails into right field. R3 scores. R1 advances to 2 nd . R2 advances to 3 rd and must try to score by challenging RF's Arm.
420-449	L3 + E3 R2?!(LF)	Line drive caught by 1B, but the throw to double up R2 sails into left field. R3 scores. R1 advances to 2 nd . R2 advances to 3 rd and must try to score by challenging LF's Arm.
450-479	5-3 or 5U?	Ground ball to third. Defense may take the automatic out at first base or try to get the force out at third by successfully challenging R2's Speed with 3B's Arm rating.
480-499	6-3 or 6-5?	Ground ball to short. SS may take the automatic out at first base or try to get the force at third by successfully challenging R2's Speed.
500-539	1-3 or 1-5? (or 1-2?)	Slow bouncer to the pitcher. P may take the automatic out at first base, or try to get the lead runner by successfully challenging their Speed.
540-549	6-5 or E5	Hard grounder to SS who tries to force out R2 at 3 rd base. If 3B's Fld is less than 9, 3B drops the throw (batter and runners are safe). Otherwise, R2 is forced out.
550-559	1-5 or E5	Chopper fielded by P who throws to 3 rd base to force out R2. If 3B's Fld is less than 8, 3B drops the throw (batter and runners are safe). Otherwise, R2 is forced out.
560-569	6-4/B!	Ground ball to SS, fielded and flipped to 2B. R1 slides hard, preventing the double play. Umpire rules that R1 <i>left the baseline</i> : both R1 and batter are called out. If this doesn't end the inning, R2 must return to second base.
570-579	9634 DP	Deep fly out to right field. R2 tags and advances. R1 tries to advance on the throw, but it's cut off by SS and R1 is tagged out in a rundown.
580-589	9-6	Sinking liner to right, trapped by RF. R1 returns to first, believing the ball was caught. RF throws to SS for force out. R2 is safe at third. Batter safe at first.
590-595	8-6	As above [580-589], but ball is hit to center fielder.
596-599	7-4	As above [580-589], but ball is hit to left fielder.
600-676	5U	Hard ground ball bounces off 3B's chest. Only play is tagging 3 rd to force out R2.
677-686	E4/R2?!(3B)	Ground ball to 2B who throws the ball <i>over</i> the shortstop. Batter safe at first and all runners advance 1 base. R2 must try to score by challenging 3B's Arm.
687-689	2B + 862 DP	Line drive to deep left-center. R1 advances to 2 nd , but R2 thinks the ball will be caught and returns to 2B (to tag up). Ball drops for a hit and both runners, now within a few yards of each other, round 3B and try to score. CF fields the ball and throws to SS who relays to the C in time to tag out <u>both</u> runners at the plate.
690-692	2B + 842 DP	As above [687-689] but the 2B takes the relay throw (from right-center).
693-695	2B + 942 DP	As above [687-689] but the ball is hit to deep <i>right</i> field.
696-698	2B + 762 DP	As above [687-689] but the ball is hit to deep <i>left</i> field.
699	Pickoff (R1!)	Pickoff throw catches R2 off 2 nd base. With R2 in rundown, R1 advances to 2 nd , but R2 also gets back "safely". With two runners on 2 nd base, 3B tags R2 who begins to walk off the field. However, the umpire rules that <u>R1</u> is out (as the base belonged to R2). Realizing he isn't out, R2 jogs to <i>first base</i> , where he is allowed to remain safely.

Player Cards

Player Ratings →

Player Ratings →

CURTIS GRANDERSON										
DETROIT TIGERS (2007) Age 25										
CF										
LEFTY										
Power	6	Arm	Rng	Fld	G	CF	580-4	F8/R3?!		
Contact	6	CF	4	7	7	157	585-7	F8++		
Eye	4	LF	2	5	6	2	—	2B		
Speed	7	588-9				1B+				
Steal	5									
Bunt	6									

← Batting Hand

Batting				vs LEFTY		vs RIGHTY	
300-59	K	400-06	BB	BB			
360-62	F9+/R2?	407-13	K	BB			
363-67	F4	414-27	463 DP	463 DP			
368-71	F8	428-30	F7	F7			
372	F7+/R2?	431-70	K	1B(CF)			
373-74	E3	471-82	2B	2B			
375-79	363 DP	483-84	3B	3B			
380-82	E4	485-86	F5	F5			
383-98	3B	487-91	F8++	F8++			
399	HR	492-99	K	Deep RF			

← Defense Table (for rolls of 510-599)

Season Stats										
G	AB	R	H	HR	RBI	SB	CS	AVG	OBP	SLG
158	612	122	185	23	74	26	1	.302	.361	.552

← Batting Table (for rolls of 300-499)

PEDRO MARTINEZ										
MONTREAL EXPOS (1997) Age 25										
SP										
RIGHTY										
Power	0	Stamina	6	P	510-1	163 DP				
Contact	1	Stuff vs. L/R	8/9	512-5	1-3					
Eye	3	Hold	4	516-8	1B(CF)					
Speed	1	Pickoff	3	519	E1					
Steal	3	Arm	1	BATS: RIGHT						
Bunt	8	Fielding	8							

← Pitching Hand

Pitching				vs L/SWITCH		vs RIGHTY	
100-31	3xx	200-08	4xx	4xx			
132-82	K	209-11	BB	K			
163-65	4-3	212-26	643 DP	643 DP			
166-68	F7	227-28	L4/R2!	HBP			
169	F9	229-33	1B+	543 DP			
170-82	BB	234-35	1B+(LF)	463 DP			
183	4-3	236-81	K	K			
184-94	K	282-86	463 DP	463 DP			
195-98	Bloop 1B	287-91	F8/R3?	Deep CF			
199	Bloop 2B	292-99	Deep RF	Deep LF			

← Defense Table

← Batting Hand

Season Stats									
G	GS	W-L	CG	ERA	IP	K	BB	HR	BA vs. L/R
31	31	17-8	13	1.90	241.1	305	67	16	.181/.182

← Pitching Table (for rolls of 100-299)

← Season Stats

Average offensive ratings
(position players):

Power	5	Speed	3
Contact	5	Steal	3
Eye	5	Bunt	4

Average pitcher ratings
(starting pitchers):

Stamina	5	Hold	5
Stuff	5/5	Pickoff	1

Average defensive ratings
(by position):

	Arm	Rng	Fld	Ump	PB
P	2	5	8		
C	5	4	7	2	7
1B	2	5	8		
2B	2	5	8		
3B	2	5	7		
SS	2	5	7		
LF	4	5	7		
CF	4	5	7		
RF	4	5	7		

Position

The player's position (or positions) are displayed in the upper right corner.

Dashes

A '—' means that the listed result (e.g. '2B') is not a possible result on that player's Defense Table.

Season Stats

The bottom row shows stats commonly found on baseball cards, with one possible exception:

BA vs. L/R: batting average *allowed* by this pitcher versus batters of each handedness (left/right).

Cards show statistics earned *with the listed team* — except for "BA vs. L/R" which is calculated for the entire season (full-season splits more useful than values calculated for a short stint with one team).

Player Ratings

All ratings are designed such that a higher number is better than a lower number.

Offensive Ratings

Power	Ability to hit home runs.
Contact	Ability to hit for a high batting average.
Eye	Ability to draw walks.
Speed	Baserunning and stolen base success.
Steal	Frequency of stolen base attempts.
Bunt	Overall bunting skill.

When pitchers bat, their **Contact** and **Eye** ratings are used with the Pitcher Batting Card to determine the result (acting as a Batting Table for rolls of 300-499).

Contact and **Eye** ratings are included on Batter Cards for informational purposes but not used to determine results. (The ability to accrue hits and walks are already reflected in their Batting Table.)

Pitcher Ratings

Stamina	Number of innings pitched before becoming vulnerable to fatigue.
Stuff	Overall effectiveness versus left-handed and right-handed hitters.
Hold	Ability to prevent runners from attempting a stolen base.
Pickoff	Ability to pick off baserunners.

The “Stuff” Rating

Stuff does not affect play results. It is provided for informational purposes, condensing the pitcher’s overall effectiveness to two single-digit numbers.

The average Stuff rating is 1 point higher against same-handed batters than against opposite-handed batters. Gaps larger than 1 show pitchers that can be used as specialists against same-handed batters.

One point of **Stuff** also equates (roughly) to one level of Fatigue. For example, Pedro Martinez has a **Stuff** of **8** versus lefties. With 3 levels of Fatigue, he is roughly as effective as a pitcher with a **Stuff** of **5**.

Defensive Ratings

Arm	Throwing strength and accuracy. For infielders, this includes skill at fielding bunts, turning double plays, etc.
Range (Rng)	Converting batted balls into outs.
Fielding (Fld)	Ability to avoid committing fielding errors and throwing errors.

Each point of Range (**Rng**) converts a potential hit to an out on the player’s Defense Table to an out. For example, Curtis Granderson’s Range of 7 means that rolls on his Defense Table ending in 7 or less are outs (and rolls ending in 8 or 9 are hits).

Defensive ratings have different uses, depending on the position played. Thus, the average value for each rating varies with the position to which it applies.

Catcher Ratings

Ump	Pitch framing (the ability to elicit called strikes from the umpire).
PB	Ability to prevent passed balls.

The **Ump** rating uses pitch framing data where available. For seasons before 2008, we rely on other metrics like Catcher ERA (CERA) to determine a catcher’s impact on his pitching staff.

Challenges

A **Challenge** involves one player testing one of their ratings against an opposing player’s rating. This is used most often when trying to tag up or take an extra base, with the runner’s **Speed** pitted against the outfielder’s **Arm**.

The player initiating the challenge rolls all three dice, adds them together, and adds this total to the player’s rating (e.g. Speed for runner advancement).

The “target number” for this roll is the opponent’s rating *plus ten* — if the total equals or exceeds this number, the challenge is successful. Otherwise, the challenge fails (in the case of runner advancement, the runner is thrown out).

Playing the Odds

Challenge Success Chance (Approximate)

Player Rating	Opponent Rating								
	0	1	2	3	4	5	6	7	8
0	75%	67%	60%	50%	40%	33%	25%	20%	15%
1	80%	75%	67%	60%	50%	40%	33%	25%	20%
2	85%	80%	75%	67%	60%	50%	40%	33%	25%
3	90%	85%	80%	75%	67%	60%	50%	40%	33%
4	95%	90%	85%	80%	75%	67%	60%	50%	40%
5	97%	95%	90%	85%	80%	75%	67%	60%	50%
6	98%	97%	95%	90%	85%	80%	75%	67%	60%
7	99%	98%	97%	95%	90%	85%	80%	75%	67%
8	99%	99%	98%	97%	95%	90%	85%	80%	75%
9	99%	99%	99%	98%	97%	95%	90%	85%	80%

Example of Play

This describes a sample game between the 1986 World Series teams, played at Shea Stadium, using all of *Season Ticket Baseball's* optional rules.

We start with the left side of the Stadium Card to determine the weather. As a World Series replay, we assume an October night game, giving us a "Base Temp" of **45°**. We roll all three dice and add them to get the game-time temperature:

$$45^\circ + \mathbf{2} + \mathbf{6} + \mathbf{0} = 53^\circ$$

Looking over to right side of the Stadium Card, we see that **53°** is just cold enough to cause a modifier of **-1** to any rolls on the **Deep Drives** table.

We roll again and consult the Rain table, adding the **+0** Rain Bonus shown for October:

$$\mathbf{1} + \mathbf{6} + \mathbf{4} + 0 = 11 = \text{Clouds}$$

A cloudy night in Queens, but no rain. Finally, we roll the two ten-sided dice for wind:

$$\mathbf{3} + \mathbf{7} = 10 = \text{No significant wind}$$

It looks like wind won't be a factor in the game. It's time to set the lineups and throw the first pitch!

Starting Lineups

Red Sox		P	B	Mets		P	B
1	W. Boggs	3B	L	1	L. Dykstra	CF	L
2	M. Barrett	2B	R	2	W. Backman	2B	S
3	B. Buckner	1B	L	3	K. Hernandez	1B	L
4	J. Rice	LF	R	4	G. Carter	C	R
5	D. Evans	RF	R	5	D. Strawberry	RF	L
6	R. Gedman	C	L	6	R. Knight	3B	R
7	D. Henderson	CF	R	7	M. Wilson	LF	S
8	S. Owen	SS	S	8	R. Santana	SS	R
9	R. Clemens	P	R	9	B. Ojeda	P	L

Top of the First

Wade Boggs leads off against Bob Ojeda with a roll of 321:



Rolls from 300-499 are found on the Batter Card, where we find an infield single: **1B(IF)**.

Marty Barrett rolls a '486' for **F8+**: a fly out to center field.

Bill Buckner follows that up with a '638' — a fly out to center (**F8**) on the Stadium Card.

Jim Rice comes up with two out and rolls '403'. Rice walks (**BB**), putting runners on 1st and 2nd.

Dwight Evans comes to the plate and rolls a '693'. We check the Stadium Card again and see that Evans belts a double (**2B**), scoring Boggs and advancing Rice from first to third.

Rich Gedman rolls '282': a fly out to right (**F9** in the **VS LEFTY** column of Bob Ojeda's Pitching Table).

Bottom of the First (Red Sox lead 1-0)

Lenny Dykstra leads off with a roll of '145': a strikeout (**K**) on Roger Clemens' card.

Wally Backman rolls a '602' for a result on the Stadium Card. Home field advantage adds 10 to rolls of 600 or higher, but the new total (612) is a strikeout (**K**).

Keith Hernandez rolls '490' for a **F8++** — a deep fly out to center field to end the inning.

Top of the Second (Red Sox lead 1-0)

Dave Henderson rolls '498' for a **Deep LF** result, triggering a roll on the **Deep Drives** table on the Stadium Card (using just the two ten-sided dice).

Henderson rolls both dice, adds his Power (7), subtracts **1** for the temperature, and checks the **Deep LF** column:

$$\mathbf{4} + \mathbf{3} + 7 - 1 = 13 = \text{F7/R3?}$$

Spike Owen rolls '182' for a single on Bob Ojeda's card (**1B++**).

With a man on first and the pitcher coming to bat, the Mets bring the corners in to defend against the bunt. Clemens bunts by rolling all three dice and adds the total to his Bunt rating (**1**):

$$2 + \text{8} + \text{1} + 1 = 12 = \text{Miss}$$

Clemens misses the first two pitches, running the count to **TWO STRIKES**. Boston keeps the bunt on and rolls again:

$$5 + \text{0} + \text{8} + 1 = 14 = \text{Foul}$$

Clemens bunts the ball foul for strike three, leaving Owen at first base.

Wade Boggs comes up with one out. The Red Sox put on the Hit & Run (page 9). We roll the result dice normally, keeping in mind that some results are changed by the Hit & Run play:

$$1 + \text{8} + \text{7}$$

'187' is a **Bloop 1B** on Ojeda's Pitching Table. Normally, runners advance one base on a **Bloop 1B** hit with less than two outs. However, the Hit & Run table on the Strategy Card changes **Bloop 1B** results to **1B++**. Going with the pitch, Spike Owen advances easily from first to third.

Marty Barrett rolls '385' for a **1B+**. Spike Owen scores from 3rd and Boggs advances to 2nd.

Bill Buckner comes up and rolls a '594' — a defensive check on the right fielder's card (Darryl Strawberry). With a result of **F9/R3?!**, Buckner flies out to end the inning.

Bottom of the Second (Red Sox lead 2-0)

Gary Carter rolls a '480' for a fly out to center (**F8++**).

Darryl Strawberry walks (on a roll of '420').

With Ray Knight at bat, the Mets put on the Run & Hit (page 10). Strawberry attempts to establish a lead by rolling both ten-sided dice and adding his Steal rating:

$$\text{7} + \text{4} + 6 = \underline{17}$$

The target number for this roll is 10 + the pitcher's Hold rating (7). By tying this number, Strawberry gets a good lead, meaning that he must attempt a steal. The target number for his steal attempt is 16 (10 + the catcher's Arm rating of 6). He rolls all three dice and adds his Speed (4):

$$3 + \text{7} + \text{3} + 4 = 17$$

This roll indicates a successful steal. And, because the roll includes doubles (two 3's), the *Run & Hit* rules (page 10) state that the steal attempt occurs on the final pitch of the at bat.

We roll the result dice for Ray Knight and get a '306': a **strikeout (K)**. Strawberry successfully steals second, but Knight strikes out on the pitch.

Mookie Wilson comes up with two outs and a runner in scoring position. Alas, he rolls a '241' for Clemens' 4th **strikeout of the game**.

Top of the Third (Red Sox lead 2-0)

Jim Rice leads off with a roll of '308' for a **strikeout (K)** on his own card.

Dwight Evans rolls a '363' for a fly out to right (**F9++**).

Rich Gedman rolls a '400' for a **strikeout (K)**.

After a rough start, Ojeda has his first 1-2-3 inning.

Bottom of the Third (Red Sox lead 2-0)

Rafael Santana leads off with a roll of '211': a **strikeout (K)** on Roger Clemens' card.

Bob Ojeda comes to the plate and rolls a '388'. We find this roll on the Pitcher Batting Card in the column for Ojeda's Contact (1) and see that he becomes Clemens' 6th **strikeout victim (K)**.

Lenny Dykstra rolls a '563' for a hard ground ball to the shortstop. Spike Owen's card shows a **643 DP**. With the bases empty, this becomes a **6-3** groundout to end the inning.

Top of the Fourth (Red Sox lead 2-0)

Dave Henderson leads off with a roll of '637', a fly out to center field (**F8**).

Spike Owen reaches base with a '238' on Ojeda's Pitching Table: **1B+**.

Clemens is due up and the Mets bring the corners in to defend the bunt. Clemens bunts anyway, rolling all three dice and adding his Bunt rating:

$$3 + \text{5} + \text{1} + 1 = 10 = \text{F2}$$

Clemens pops up to the catcher. (Note: the *Scorekeeping Details* on page 18 clarify that this is a foul out because the blue die is between 0 and 5.)

Wade Boggs rolls a '566' to end the inning with a **6-3** groundout on Rafael Santana's Defense Table.

Bottom of the Fourth (Red Sox Lead 2-0)

Wally Backman rolls '397', a fly out to left (**F7+/R2?**).

Keith Hernandez rolls '455' for a fly out to the third baseman (**F5**).

Gary Carter rolls '513' for a **1-3** force out on Roger Clemens' Defense Table.

Top of the Fifth (Red Sox Lead 2-0)

Marty Barrett leads off the 5th inning with a roll of '555', a hard ground ball to the third baseman. Ray Knight's Defense Table shows **1B(LF)**: the ball gets past him for a single to left.

Bill Buckner comes to bat and rolls '160', a fly out to right field (**F9**).

Jim Rice rolls a '122'. This is a **3xx** on Ojeda's card that redirects to '322' on Rice's card: another fly out to right field (**F9++**).

Dwight Evans rolls '204' for a **4xx** result on Ojeda's card. This redirects to '404' on Evans' card: a walk (**BB**) that moves Barrett into scoring position.

Rich Gedman rolls '366' for the third fly out of the inning (**F7+**).

Bottom of the Fifth (Red Sox Lead 2-0)

Strawberry leads off with a '663'. We add 10 for home field advantage to get '673': a wild pitch (**WP**). With the bases empty, we ignore this result and roll again, getting a '691' this time. The +10 bonus changes this to a '701' and Darryl trots to first base with a leadoff walk (**BB**).

Trying to create some offense, Mets manager Davey Johnson puts on the steal sign. Clemens has a Hold rating of **7**, meaning that Strawberry will need to roll 17 or higher to get a good lead. He rolls both ten-sided and adds his Steal (**6**):

$$\text{Die 5} + \text{Die 9} + 6 = 20$$

Having established a lead, Strawberry must now attempt a steal. With Gedman's Arm rating (**6**), Strawberry will need to roll **16** or higher to succeed. He rolls all three dice and adds his Speed (**4**):

$$\text{Die 4} + \text{Die 6} + \text{Die 5} + 4 = 19$$

Darryl Strawberry is safe at second. With no outs, he would like to steal third, where he can score on a fly ball. He rolls again to establish a lead:

$$\text{Die 1} + \text{Die 7} + 6 = 14$$

This time, he falls short of his target number (17).

We return to the pitcher-batter confrontation, where Ray Knight rolls a '671'. Adding 10 for home field advantage gives us a '681': **1B++**. Knight lines a single to the outfield and Strawberry scores easily from second base.

Mookie Wilson comes to the plate and rolls '503' — a Rare Play! With 1 out and a runner on 1st, '503' calls for a roll on the **Runner on 1st** table (page 35).

$$\text{Die 6} + \text{Die 8} + \text{Die 1}$$

'681' is a single to right field with a possible error:

670-699	1B+/E9?	Single to right field. If white die (tens digit) is higher than RF's Fielding, R1 advances to 3rd on a fielding error by the right fielder.
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Because the white die (8) is higher than Dwight Evans' **Fld (7)**, Knight advances to third on a fielding error by the right fielder (**E9**).

With runners on first and third, Johnson decides to bring in Danny Heep as a pinch hitter for Rafael Santana.

The Red Sox could bring the infield in to guard against the tying run scoring from third. But they choose to keep the defense at double-play depth, conceding the run in exchange for a higher chance to get an out or double play.

Heep rolls '564': a **643 DP** on Spike Owen's Defense Table. Knight scores on the play, but the Red Sox get two outs.

The Mets' pitcher, Bob Ojeda, comes to the plate with the bases empty and rolls '544'. This time he manages to put the ball in play, but it's an inning-ending groundout (**4-3**) to Marty Barrett.

Top of the Sixth (Game Tied 2-2)

The Mets insert Kevin Elster at shortstop, replacing the pinch hitter, Danny Heep.

Dave Henderson leads off for the Red Sox with a '563', immediately testing the 21-year-old Elster. He makes the play for a **6-3** groundout.

Spike Owen rolls a '313', reaching base on an infield hit: **1B(IF)**.

With Clemens coming up, the Mets bring the corners in to defend against the bunt. (The defense must announce their strategy before the offense.)

Even with the corners in, bunting is still Clemens' best option. He rolls all three dice and adds his Bunt rating (1):

$$\mathbf{3} + \text{7} + \text{5} + 1 = 16 = \text{FC (1B)}$$

Clemens bunts it to the first baseman for a fielder's choice: Keith Hernandez has the choice between an automatic out at first, or an attempt to gun down the lead runner. Spike Owen has a Speed of **3**, meaning that Hernandez will need to roll a 13 or higher to get him out ($10 + 3 = 13$).

Hernandez decides to throw to second base. He rolls all three dice (as with any challenge) and adds his Arm (**3**). He also adds +3 because he was playing in:

$$\mathbf{6} + \text{4} + \text{0} + 3 + 3 = 16$$

Hernandez' throw is in time. Owen is forced out **3-6**. Clemens is safe at first on the fielder's choice.

Wade Boggs rolls '545' for a **4-3** force out to end the inning.

Bottom of the Sixth (Game Tied 2-2)

Lenny Dykstra leads off with a roll of '242' for Clemens' 7th strikeout of the game.

Backman rolls a '325' for an infield single: **1B(IF)**.

The Mets put on the Hit & Run. Keith Hernandez rolls '218' for a **1B+**. The Hit & Run changes this from **1B+** to **1B++** and Backman easily goes from first to third.

Gary Carter comes up and rolls '414' for a strikeout.

Darryl Strawberry rolls '635' and adds 10 because the home team is batting. He grounds into a **4-6** force out to end the inning.

Top of the Seventh (Game Tied 2-2)

With Ojeda tiring and three right-handers due up in the next four batters, the Mets bring in Roger McDowell to start the 7th inning.

Marty Barrett rolls '696' for a leadoff walk.

The Red Sox put on the Hit & Run and Buckner rolls '280', a **54x** result on Roger McDowell's card. This redirects to '540': a ground ball to Wally Backman. Backman's Defense Table shows a **463 DP**, but the Hit & Run changes this to a **4-3** groundout, with Barrett moving up to 2nd base on the play.

Jim Rice rolls '559' – another defensive check. Ray Knight's card has an **E5** in that spot. Rice reaches base on an error, and Barrett advances to 3rd.

Dwight Evans rolls a '542' for a **4-3** result on Wally Backman's Defense Table. Rice moves up to 2nd base and Marty Barrett scores.

Rich Gedman comes up with two outs and rolls '557', a defensive check on Ray Knight's card. His Defense Table shows **1B(LF)**. Rice moves from 2nd to 3rd on the single, but the **(LF)** notation means that Rice can try to score by challenging Mookie Wilson's Arm (**3**). Rice is slow. But with two outs, it makes sense to give him the green light.

Rice's target number is 13 ($10 + 3$). He rolls the dice and adds his Speed (**1**):

$$\mathbf{4} + \text{4} + \text{2} + 1 = 11$$

Rice falls short of the target number and is gunned down at home (the official scoring is '**7-2**').

Bottom of the Seventh (Red Sox Lead 3-2)

The first batter, Ray Knight, rolls '591' to fly out to right field (**F9/R3?!)** on Dwight Evans' Defense Table).

Mookie Wilson rolls '410', a **463 DP** result that becomes a **4-3** groundout with no one on 1st base.

Kevin Elster rolls a '628' — plus 10 for home-field advantage — to end the inning with a fly out to center field (**F8**).

Top of the Eighth (Red Sox Lead 3-2)

Dave Henderson leads off with a roll of '566', a hard ground ball to Kevin Elster that gets through for a hit: **1B(LF)**.

Spike Owen squares to bunt, rolling the dice and adding his bunt rating (**6**):

$$5 + 5 + 2 + 6 = 18 = \text{SAC (1-3)}$$

Owen drops down a good bunt. McDowell fields and throws to Keith Hernandez at first for the out. Henderson advances to 2nd base.

Mike Greenwell pinch hits for Roger Clemens and rolls '326', a **strikeout (K)**.

With first base open, the Mets intentionally walk Wade Boggs.

Marty Barrett rolls '209', a **4xx** result on Roger McDowell's card that redirects to a **BB** on Barrett's card, loading the bases for Bill Buckner.

The Mets bring in lefty Jesse Orosco to get the platoon advantage against Buckner. Buckner rolls a '495' to fly out to center field (**F8+**).

Bottom of the Eighth (Red Sox Lead 3-2)

With Clemens removed for a pinch hitter in the top of the inning, the Red Sox call on their best relief pitcher, Calvin Schiraldi.

For the Mets, Lee Mazzilli pinch hits for Jesse Orosco and rolls a '394' to lead off with a single to the outfield: **1B+**.

With a Bunt rating of 6, Lenny Dykstra is a good choice to try to move the runner up:

$$6 + 4 + 1 + 6 = 17 = \text{FC (P)}$$

Dykstra bunts it back to the pitcher, giving Schiraldi the choice between taking the automatic out at first or trying to get the lead runner.

In an attempt to keep the tying run out of scoring position, Schiraldi turns and fires to 2nd base. His target number is 13 (10 + Mazzilli's Speed of 3) and his Arm rating is 1:

$$3 + 2 + 6 + 1 = 12$$

Schiraldi's roll just misses and Lee Mazzilli is safe at 2nd on a fielder's choice.

The next batter, Wally Backman, is an excellent bunter (Bunt = 9). With two on and no outs, Boggs and Buckner play in to defend against the bunt.

Backman bunts anyway:

$$1 + 7 + 0 + 9 = 17 = \text{FC (P)}$$

Another bunt back to Schiraldi. This time he takes the automatic out at first base (**1-4**).

Red Sox manager John McNamara decides to intentionally walk Keith Hernandez, to load the bases and create a force play at every base.

Gary Carter steps to the plate and lifts the ball to left field with a roll of '575'. Jim Rice's Defense Table shows that he makes the catch (**F7/R3?!**) but the runner event shown after the slash (**R3?!**) means that the runner on third (Lee Mazzilli) must try to tag up and score.

Mazzilli's target number is 15 (10 + Rice's Arm rating) and his Speed is 3:

$$2 + 6 + 4 + 3 = 15$$

Mazzilli scores! Additionally, because two of the dice rolled are below Dykstra's Speed (6), he advances to 3rd base on the throw.

Darryl Strawberry steps in with men on first and third and rolls '698'. Adding 10 for home-field advantage changes this to '708', a **Deep CF** result. Strawberry rolls the ten-sided dice, adds his Power (8) and subtracts 1 for cold weather:

$$0 + 6 + 8 - 1 = 13 = \text{F8/R3?}$$

Strawberry flies out to end the 8th inning.

Top of the Ninth (Game Tied 3-3)

The Mets bring Rick Aguilera in to pitch, inserting him in Darryl Strawberry's spot in the lineup. Lee Mazzilli moves to right field.

Jim Rice leads off the 9th with a roll of '497' and consults the "vs. RIGHTY" column of his card to find a **strikeout (K)**.

Dwight Evans rolls a '569' — a defensive chance for the Mets' shortstop, Kevin Elster. His Defense Table shows an **E6**, allowing Evans to reach base.

Rich Gedman rolls '422': an inning-ending double play (**463 DP**).

Bottom of the Ninth (Game Tied 3-3)

Calvin Schiraldi takes the mound for his 2nd inning. With a 1 Stamina, he is now vulnerable to fatigue.

Ray Knight rolls a '525', a defensive check for the Red Sox catcher. Gedman's card shows a **'BB'**,

granting Knight a leadoff walk. This baserunner increases Schiraldi's Fatigue level from 0 to 1.

Mookie Wilson gets in the batter's box, looking to bunt Knight over to 2nd base. The Red Sox bring the corner infielders in. Mookie rolls:

$$1 + 9 + 4 + 1 = 15 = \text{FC (C)}$$

Mookie drops a bunt right in front of home plate. With Gedman's Arm (6) and Knight's Speed (3), Gedman has about a 95% chance of winning the challenge and getting the lead runner. He rolls the dice and gets all 1's:

$$1 + 1 + 1$$

With the Optional Rules, any three-of-a-kind roll on a challenge is a Rare Play. This is the result for rolling three 1's on a challenge:

Die Roll	Result
1-1-1	Throw Off-Line. The throw is in time, but pulls the fielder off the bag. (For a throw by an <i>infielder, pitcher or catcher</i> on a batted ball, record a throwing error.)

Gedman's throw pulls Spike Owen off the bag: **E2**.

Howard Johnson pinch hits for Kevin Elster. He rolls a '354' and strikes out (**K**).

Lee Mazzilli rolls a '573' on Jim Rice's Defense Table: a fly out to left (**F7/R3?!**).

Lenny Dykstra rolls '576': another defensive check for Rice. He tracks it down for an inning-ending fly out (**F7++**). We are going to extra innings!

Top of the Tenth (Game Tied 3-3)

Dave Henderson leads off with a roll of '260': **Deep CF** on Rick Aguilera's Pitching Table. He rolls both ten-sided dice, adds his Power (7), subtracts 1 for the cold weather, and finds the result on the Stadium Card:

$$7 + 7 + 7 - 1 = 20 = \text{HR}$$

Henderson leads off with a solo home run to center!

Spike Owen digs in and rolls '607', a strikeout (**K**) on the Stadium Card.

Calvin Schiraldi comes to the plate and rolls '293'. The Pitcher Batting Card specifies that rolls of 250-299 result in a strikeout (**K**) for pitchers with a

Contact rating of 0 (taking precedence over the result listed on Aguilera's Pitching Table).

Wade Boggs rolls a '470' for a 2-out double (**2B+**).

Marty Barrett rolls '518' for a **1B(CF)** on Aguilera's Defense Table. Boggs advances from 2nd to 3rd on the single and may try to score by challenging Dykstra's Arm (**4**).

The third base coach sends Boggs. He rolls the dice and adds his Speed (0):

$$3 + 3 + 9 + 0 = 15$$

Boggs is safe at home. And because two of the dice are below Barrett's Speed of 4, Barrett takes 2nd base on the throw. (See Advancing on the Throw, page 17.)

Buckner steps up and rolls '176': **HBP**. Buckner is hit by the pitch and jogs to first base.

Jim Rice rolls '593', a defensive check on the right fielder's card:

$$5 + 9 + 3$$

Lee Mazzilli is the current right fielder (after entering the game in the 8th inning as a pinch hitter). However, his Defense Table only shows the results for his primary position (LF).

The rules for Ratings-Based Defense (page 13) show that the result is a fly out if the last digit (the blue die) is less than or equal to Mazzilli's Range (4). Mazzilli makes the catch to end the inning.

Because there are two outs, there is no need to compare the die to Mazzilli's Arm (2) to check for possible runner advancement.

Bottom of the Tenth (Red Sox Lead 5-3)

Wally Backman leads off with a roll of '398', a fly out to left (**F7+/R2?**).

Keith Hernandez rolls '488' for a deep fly out to center field (**F8++**).

Gary Carter rolls '382' for a single to the outfield: **1B+**. This raises Schiraldi's Fatigue from 1 to 2.

Kevin Mitchell pinch hits for Rick Aguilera and rolls '675'. Schiraldi's Fatigue causes us to add 20 to this roll, plus 10 more because the home team is batting:

$$6 \text{ (red square)} + 7 \text{ (white die)} + 5 \text{ (blue die)} + 20 + 10 = 705 = \text{Deep CF}$$

Mitchell rolls the ten-sided dice, adds his Power (7), subtracts 1 for the temperature, and checks the **Deep CF** column:

$$1 \text{ (white die)} + 7 \text{ (blue die)} - 1 = 9 = \text{1B+/R1?}$$

Mitchell hits a single to center. The runner notation (R1?) indicates that Gary Carter could try to advance to 3rd base. But with the Mets trailing by two, Carter decides to hold at 2nd base.

This hit raises Schiraldi's Fatigue level to 3.

Ray Knight rolls '637'. He adds 30 for Schiraldi's Fatigue and 10 because the home team is batting. $637 + 40 = 677$, a **Bloop 1B**. With two outs, a bloop single advances the runners two bases. Carter scores from 2nd and Mitchell advances from 1st to 3rd.

This hit raises Schiraldi's Fatigue to 4. The Red Sox bring in Bob Stanley to face Mookie Wilson.

Mookie rolls '664' and adds 10 for home-field advantage to increase the roll to '674'. Bob Stanley uncorks a wild pitch (WP) that allows Kevin Mitchell to score the tying run from 3rd base and moves Ray Knight into scoring position.

Mookie rolls again:

$$5 \text{ (red square)} + 3 \text{ (white die)} + 9 \text{ (blue die)}$$

'539' is a defensive check on the first baseman's card. Buckner's result for '539' is **E3/R2+**.

The ground ball rolls through Buckner's legs and Ray Knight scores from second base to win the game for the Mets!

Designer's Note: The "Rule of Three"

We've worked hard to minimize die roll modifiers in *Season Ticket Baseball*. It's tough to remember which modifier applies in which situation, and looking them up slows down the game.

The "Rule of Three" states that if you do need to add or subtract a number to a challenge roll or **Deep Drives** roll, that number is always 3.

Here's a quick rundown of those modifiers:

Bunts (pg. 7)

+3 **Arm** for all fielders playing in.

+3 **Speed** for unforced runners going on contact.

Plays at the Plate with the Infield In (pg. 11)

+3 **Arm** if R3 is forced.

Batting With Two Strikes (pg. 8)

Subtract 3 from rolls on **Deep Drives** table.

Pitching Around the Hitter (pg. 12)

Subtract 3 from rolls on **Deep Drives** table.

Holding The Runner (pg. 12)

+3 **Speed** on balls in play if R1 isn't held.

Full Count and Two Outs (pg. 8)

+3 **Speed** for all runners.

Light Rain (pg. 16)

-3 to all **Fielding** ratings.

Feedback

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