



# Rules Supplement

*(Updated January 11, 2022)*

This document contains **optional rules** and **revisions** added between Version 1.00 and Version 1.20 of rulebook.

## Errata (Light Rain)

Under “Light Rain / Flurries” (page 15), replace “Reduce all Arm and Fielding ratings by 3.” with “Reduce all Fielding ratings by 3.” (Arm ratings are not affected.)

The effect of this Fielding penalty is to increase the chance of an overthrow on all challenges (e.g. runner advancement, steal attempts, rare plays, and some bunt results) by increasing the chance that both ten-sided dice will exceed the player’s Fielding rating (see Overthrows on page 4).

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## New Optional Rules

### Advancing on the Throw

When a runner attempts to take an extra base by challenging an outfielder's arm, there is a chance that the *trailing runner* will advance on the throw. The trailing runner is defined as the runner behind the runner trying to advance. On hits, the trail runner might be the batter.

Roll the challenge normally. Remember that if **both** ten-sided dice exceed the outfielder's Fielding, the outfielder commits a throwing error (see Overthrows on page 4).

If **one** of the ten-sided dice is *above* the outfielder's Fielding, the trail runner advances on the throw.

Note: No error is charged to the outfielder if the runner advances. (The advancement is usually due to the outfielder missing the cutoff man.)

### 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. This produces realistic results when players from different historical eras compete against each other. However, there is one variable that has not been historically adjusted: *Pitcher Stamina*.

If you ever transport a starting pitcher from their "native" year to a different season, adjust the player's 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 when you aren't pitting teams from different seasons against each other, but 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 and 1970s. This is accomplished by adding 1 to the Stamina rating of both starting pitchers.

### Design Notes (Stamina Adjustments)

Interviews of players in the 20<sup>th</sup> century show that they didn't throw their hardest on every pitch, letting them pitch more innings per game. Because this strategy isn't feasible in the 21<sup>st</sup> century, we assume that moving a player from 1920 to 2020 will reduce their Stamina rating (and vice versa).

### Getting "Blown Up"

Starting pitchers are often removed from the game if they give up several a bunch of runs in the early innings. 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:

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

- "Runs allowed" = runs charged to the current pitcher.
- "Runs allowed" refers to both earned and unearned runs.
- This rule applies to all pitchers, including relievers.

Example: Mike Timlin (Stamina 1) starts the 8<sup>th</sup> 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).

### Infield Errors (Alternate Rule)

The batting tables include some infield errors (**E3**, **E4**, **E5** and **E6**). These are calculated to reflect some batter's increased ability to reach base on an error. There is strong evidence<sup>1</sup> that this is a repeatable skill.

However, if you don't like the idea of an infielder committing an error without checking their defensive ability, you can use this rule:

1. Interpret all infield errors on batter cards as "error chances".
2. To resolve an *error chance*, use the batter's Speed to challenge the fielder's Arm rating. If the batter wins the challenge, they reach base on fielder error. Otherwise they are out (e.g. "6-3").
3. As with any challenge, remember that an overthrow occurs if both ten-sided dice are greater than the defender's Fielding. If you roll an overthrow, the play becomes a 2-base error (and all runners also advance 2 bases).





<sup>1</sup> [https://www.retrosheet.org/Research/RuaneT/error\\_art.htm](https://www.retrosheet.org/Research/RuaneT/error_art.htm)

Revised Rules

Bunting

Update [January 11, 2022]: The Bunt Table has been tweaked and text has also been added to clarify the “Squeeze Play” and “Suicide Squeeze”.

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 them to the player’s **Bunt** rating, and find the total on the following table:

Total		 +  +  + Bunt rating
1-6	L5/Rx!	Soft lineout.
7	L1/Rx!	Lead forced runner doubled up.
8	164 DP?	Possible double play.
9	264 DP?	
10	F2	Popup to catcher. Runners hold.
11-12	Miss	TWO STRIKES (SEE BELOW)
13-14	Foul	
15	FC (C)	Fielder’s Choice (see below)
16	FC (1B)	
17	FC (P)	
18	SAC (1-3)	Batter out.
19	SAC (5-3)	Forced runners advance.
20-21	SAC+ (3-4)	Batter out. All runners advance.
22	2-4?	All runners advance. Batter out if:   +  +  ≥ 10 + Batter Speed
23-24	5-4?	
25-26	1-4?	
27+	3-4?	

**L5/Rx!, L1/Rx!**  
Soft lineout/popup to the third baseman or pitcher. The fielder immediately throws behind the lead forced runner for a double play.

**164 DP?, 264 DP?**  
Bad bunt to the pitcher or catcher. Unforced runners hold. The lead *forced* runner is out. (With no runner on 1<sup>st</sup>, the batter is out and all runners hold.)

If R1 or R2 is forced out, the shortstop can complete a double play by challenging the batter’s Speed:

SS Arm +  +  + 

→

164 DP  
or  
264 DP

≥ 10 + Batter Speed

Remember: As with any challenge, the SS commits a throwing error if both ten-sided dice are higher than their Fielding (see Overthrows on page **Error! Bookmark not defined.**).

**FC (1B), FC (3B), FC (P)**  
A bunt easily fielded by the pitcher, first basemen or third baseman. The fielder must choose one of the following:

**1) Take the Automatic Out at First Base**  
The batter is out and all runners advance one base.

**2) Try to Get a Forced Runner**  
The fielder may force out a runner other than the batter by successfully challenging their Speed with the specified fielder’s Arm rating:

Arm +  +  + 

→

Runner Out

≥ 10 + Runner Speed

Add 3 to the fielder’s Arm if they are playing in (see page **Error! Bookmark not defined.**).

If the fielder succeeds, the runner is put out as shown below. The batter is safe at first and all other runners advance 1 base.

	Runner put out		
Fielder	R1	R2	R3
P	1-6	1-6	1-2
1B	3-6	3-6	3-2
3B	5-4	5-6	5-2

**SAC (1-3), SAC (5-3)**  
The batter drops down a good bunt. The batter is out and all *forced* runners advance one base.

**SAC+ (3-4)**  
A great bunt down the first base line. The batter is out and *all* runners advance one base.

**2-4?, 5-4?, 1-4?, 3-4?**  
The batter makes a perfect bunt near the specified fielder (**2-4?** = C, **5-4?** = 3B, **1-4?** = P, **3-4?** = 1B). All runners advance one base and the batter has a chance to reach first base safely on an infield hit.

Use the fielder’s Arm to challenge the batter’s Speed. Remember to add 3 to the fielder’s Arm if they are playing in (see Bunt Defense on page **Error! Bookmark not defined.**).

Success means batter is out as indicated (e.g. **5-4**). Failure means batter is safe at first. (*The defense may choose to hold the ball to avoid an error.*)

Because the first baseman charges on bunts, most putouts at first base are made by the second baseman (e.g. **1-4, 5-4, 3-4, 264 DP**).

### Miss / Foul

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 and the batter is awarded first base.

#### 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

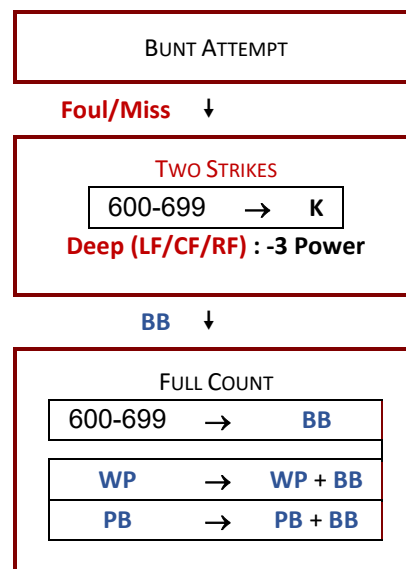
The suicide squeeze is a high-risk play in which R3 breaks for home as the pitch is thrown (as they would on a steal attempt or Hit & Run).

If the batter gets the bunt down, R3 is automatically safe. However:

- R3 is doubled up on any lineout or popup.
- On a **Miss** result, R3 must steal home without establishing a lead (see page **Error! Bookmark not defined.**).

### The Bunt Flowchart

The following diagram shows how a plate appearance unfolds if the batter attempts to bunt and fails, and then chooses to remove the bunt sign with two strikes.



### Bunting for a Hit

Use the Bunt Table on page 2. To get a hit, the batter must roll 22 or higher and successfully challenge the fielder's Arm.

### Going on Contact

On a normal bunt attempt, *unforced* runners only advance on good bunts (roll totals of 20 or higher).

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 the unforced runner as if they were forced* when resolving the bunt attempt.

#### Example

The offense bunts with a runner on 3<sup>rd</sup> and chooses to send R3 on contact:

**264 DP?**: R3 is thrown out at home (and R2 holds, and the batter is safe at first).

**FC(3B)**: The defense may take the out at first or try to gun down R3 at home.

**SAC (5-3)**: Batter is out and R3 scores. (R3 would have remained at first if they had not been going on contact.)

## Hit & Run

*Update [January 11, 2022]: The Hit & Run is essentially unchanged, but the result adjustments have been tweaked.*

With a runner on 1<sup>st</sup> (and 2<sup>nd</sup> base unoccupied) the offense may put on the *Hit & Run*. The runner on 1<sup>st</sup> breaks for 2<sup>nd</sup> 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 2<sup>nd</sup> base for 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 4 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** rolls on the Stadium Card.
4. Change ground ball outs (including double plays) to a force at 1<sup>st</sup>. The batter is out and R1 advances to 2<sup>nd</sup>.
5. R1 advances an extra base on certain hits to the outfield (**1B**, **1B+**, **Bloop 1B**, **2B** and **Bloop 2B**).
6. R1 is doubled up on any line out that would double up R2.

## Hit & Run Adjustments

These adjustments are summarized here:

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

<b>Deep</b> (LF/CF/RF)	→	Roll normally but use a <b>Power</b> rating of 0.
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<b>163 DP</b> or <b>143 DP</b> or <b>1-6</b>	→	<b>1-3</b>
<b>363 DP</b> or <b>3-6 DP</b> or <b>3-6</b>	→	<b>3U</b>
<b>463 DP</b> or <b>4-3 DP</b> or <b>4-6</b>	→	<b>4-3</b>
<b>543 DP</b> or <b>5-3 DP</b> or <b>5-4</b>	→	<b>5-3</b>
<b>643 DP</b> or <b>6-3 DP</b> or <b>6-4</b>	→	<b>6-3</b>

<b>1B</b>	→	<b>1B++</b>	<b>L1/R2!</b>	→	<b>L1/R1!</b>
<b>1B+</b>	→	<b>1B++</b>	<b>L3/R2!</b>	→	<b>L3/R1!</b>
<b>Bloop 1B</b>	→	<b>1B++</b>	<b>L4/R2!</b>	→	<b>L4/R1!</b>
<b>2B</b>	→	<b>2B+</b>	<b>L5/R2!</b>	→	<b>L5/R1!</b>
<b>Bloop 2B</b>	→	<b>2B+</b>	<b>L6/R2!</b>	→	<b>L6/R1!</b>

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).

*Update [January 11, 2022]: It has also been clarified that it is legal to keep the Hit & Run on with **TWO STRIKES**. (Whether it's a good idea is a different story).*

## Station-To-Station Baserunning

*Update: Rule changed slightly January 11, 2022.*

In order to reduce the chance of getting thrown out on the bases, the offense may specify that one or more runners are practicing “station to station” baserunning.

This is useful when the batting team is behind by several runs, or if the batting team trails in the 9<sup>th</sup> inning (or later) and the tying run hasn’t yet come to the plate.

“Station-to-station” baserunners:

- 1) Never tag up and advance on fly outs.
- 2) Only advance as many bases as the batter on hits (i.e. 1 base on all singles and 2 bases on all doubles).

*Station-to-station baserunning does not affect Rare Plays.*

Because some Rare Plays include runner events, it is still possible to get thrown out on the bases with this strategy (but it is much less likely).

### Taking Pitches To Help The Runner Steal (Optional Rule)

The batter can take pitches at the beginning of their at-bat to help the runner establish a lead for a steal attempt:

If a runner attempts to establish a lead and fails, the offense may instruct the batter to take pitches to give the runner another chance to establish a lead:

- 1) Change the count to 0-2. (Use the rules for *Batting with Two Strikes* on page 8).
- 2) Roll again to establish a lead. If this roll fails, the runner is unable to establish a lead during this plate appearance.

## New Rules

### Run & Hit

A normal steal attempt assumes the batter takes the pitch, allowing the steal attempt to be resolved before determining the result of the at-bat. The Hit & Run play (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 conducted like a steal attempt:

- Runner rolls to establish a lead.
- Runner steals.

However, the *Run & Hit* adds the possibility that the ball is put into play on the steal attempt. If the steal attempt roll includes *doubles* (two or more matching numbers) the plate appearance is resolved at the same time as the steal attempt. First use the steal attempt roll to decide if the runner is safe (this will matter if the ball isn’t put into play, such as if the batter strikes out). Then, roll the result dice and determine the result normally.

If the ball is put in play, change the result as for a Hit & Run (page 9). For example, **Bloop 1B** is changed to **1B++**.

On a strikeout (**K**), the batter strikes out and the runner is safe or out as determined by the steal attempt roll.

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 result from the steal attempt roll.

On a wild pitch (**WP**) or passed ball (**PB**), the runner is safe and no stolen base is awarded. The runner may try to advance an additional base by challenging the catcher’s Arm.

Examples of  
Doubles:

