| Bunt | $11+$ $\square$ + Bunt rating |  |
| :---: | :---: | :---: |
| Total |  |  |
| 1-6 | L5/Rx! | Soft lineout. <br> Lead forced runner doubled up. |
| 7 | L1/Rx! |  |
| 8 | DP? (C) | Lead forced runner out. <br> 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) | Fielder's Choice (see below) |
| 16 | FC (1B) |  |
| 17 | FC (P) |  |
| 18 | SAC (1-3) | Batter out. <br> Forced runners advance. |
| 19 | SAC (5-3) |  |
| 20-21 | SAC+ (3-4) | Batter out. <br> All runners advance. |
| 22-23 | SAC+ (5-3) |  |
| 24 | 2-3? | All runners advance. Batter out if:$\begin{aligned} & \text { Arm }+\infty+ \\ & \geq 10+\text { Batter Speed } \end{aligned}$ |
| 25 | 5-3? |  |
| 26 | 1-3? |  |
| 27+ | 3U? |  |

DP? (P), DP? (C) = Unforced runners hold. Defense puts out any one forced runner, and can complete double play by challenging trailing runner's Speed with Arm rating of pivot man:

| Runner Forced Out: | R1 | R2 | R3 |
| :---: | :---: | :---: | :---: |
| Trailing Runner: | $B$ | R1 | B |
| DP? (P) | 163 DP? | 154 DP ? | 123 DP ? |
| DP? (C) | 263 DP? | 254 DP? | n/a |

FC = Fielder's choice. Unforced runners hold.
Defense may take automatic out at first or challenge any forced runner's Speed with fielder's Arm:


Miss/Foul = Batter reaches 2 strikes without putting ball in play. Batter now has two options:

## 1) Keep the Bunt On

Re-roll on bunt table. Foul or Miss = strike out.
2) Swing Away (with two strikes)

- Rolls of 600-699 result in a strikeout (K).
- Subtract 3 from batter Power on Deep rolls.
- 'BB' creates full count (see 'Two Strike Flowchart' in next column).

Going on Contact. Bunting team may send unforced runners "On Contact":

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



## Hit \& Run

With runner on $1^{\text {st }}$, offense may put on Hit \& Run. Roll normally, but change the following results:

| BB | $\rightarrow$ | Two Strikes |
| :---: | :---: | :---: |
| K | $\rightarrow$ | Batter Misses |



| 163 DP or 143 DP or 1-6 | $\rightarrow$ | $1-3$ |
| :---: | :---: | :---: |
| 363 DP or 361 DP or 3-6 DP or 3-6 | $\rightarrow$ | $3 U$ |
| 463 DP or 4-6 | $\rightarrow$ | $4-3$ |
| 543 DP or 5-4 | $\rightarrow$ | $5-3$ |
| 643 DP or 6-4 | $\rightarrow$ | $6-3$ |

$$
\begin{array}{|ccc|}
\hline 1 \mathrm{~B} & \rightarrow & 1 \mathrm{~B}++ \\
\hline 1 \mathrm{~B}+ & \rightarrow & 1 \mathrm{~B}++ \\
\hline \text { Bloop } 1 \mathrm{~B} & \rightarrow & 1 \mathrm{~B}++ \\
\hline 2 \mathrm{~B} & \rightarrow & 2 \mathrm{~B}+ \\
\hline \text { Bloop } 2 \mathrm{~B} & \rightarrow & 2 \mathrm{~B}+ \\
\hline
\end{array}
$$

| $L 1 / R 2!$ | $\rightarrow$ L1/R1! |
| :--- | :--- | :--- |
| L3/R2! | $\rightarrow$ L3/R1! |
| L4/R2! | $\rightarrow$ L4/R1! |
| L5/R2! | $\rightarrow$ L5/R1! |
| L6/R2! | $\rightarrow$ L6/R1! |

Two Strikes $=$ Batter fouls off two pitches. Continue with Two Strikes (see 'Two Strike Flowchart' above).

Batter Misses = R1 must steal without a lead. After steal attempt, batter has Two Strikes.

Hit \& Run with Two Strikes or Full Count

## 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. (With bases loaded, R3 always goes on contact.)

With infield in, change these ground ball results:


For above results, R3 scores only if they go on contact (and are not put out). Otherwise, they remain at 3B.

Note: R3 scores on rolled results of 4-3 and 6-3, regardless of infield depth.

| 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 <br> from 'No' column above (and R3 scores). |
| If defense throws home, R3 is out if: |
| Arm $+4+\square+\square$ |
| (Add +3 to Arm if R3 is forced) |
| All runners other than R3 advance one base. |

On the Stadium Card only, change these outs to hits:

| $3-6$ | $\rightarrow$ | $1 \mathrm{~B}+$ |
| :--- | :--- | :--- |
| $4-6$ | $\rightarrow$ | $1 \mathrm{~B}+$ |$\quad$| $5-4$ | $\rightarrow$ | $1 \mathrm{~B}+$ |
| :---: | :---: | :---: |
| $6-4$ | $\rightarrow$ | $1 \mathrm{~B}+$ |

Results not listed above are unaffected by infield depth.
Infield In (Bases Loaded)

| Possible Double Play |
| :---: |
| With bases loaded, results with an |
| exclamation point (!) are a double play if: |
| Catcher Arm + |

## Bunt Defense ("Corners In")

The corner infielders ( 1 B \& 3B) can move in to defend against the bunt. If so, add 3 to their $\operatorname{Arm}$ rating for any challenge rolls on the Bunt Table.

If the batter swings away against the bunt defense, change these outs on the Stadium Card to hits:


## Guarding The Lines ("No Doubles")

The defense reduces the number of doubles allowed by moving their corner infielders and outfielders closer to the foul lines.

Change the following results:

| Bloop 2B | $\rightarrow$ | Bloop 1B |
| :---: | :---: | :---: |
| F7 | $\rightarrow$ | $1 B+$ |
| F9 | $\rightarrow$ | $1 B+$ |

## 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 changes the following result on the Stadium Card:

$$
3-6 \quad \rightarrow \quad 1 \mathrm{~B}+
$$

If the defense chooses to not hold the runner:

- Batting results are not affected.
- R1 may automatically establish a lead.
- R1 gains +3 Speed to advance on any hits.


## Pitching Around the Hitter

| 600-699 | $\rightarrow$ | BB |
| :---: | :---: | :---: |
| Bloop 1B | $\rightarrow$ | BB |
| Bloop 2B | $\rightarrow$ | BB |
| Deep (LF/CF/RF) |  | -3 Power |

## Pitching Around \& Infield Positioning

Infield positioning overrides the effects of pitching around the hitter. Purple results on the Stadium Card (3-6, 4-6, 5-4 \& 6-4) always result in a single (1B+) for any infielders that are playing in or holding the runner.

