|  |  |
| --- | --- |
| Offensive Strategies | Season Ticket Baseball |

|  |  |  |  |
| --- | --- | --- | --- |
| Bunts | | U+ u+ U + ***Bunt*** rating | |
| Total |  | |  |
| 1-6 | **L5/Rx!** | | Soft lineout. Lead *forced* runner doubled up. |
| 7 | **L1/Rx!** | |
| 8 | **DP? (P)** | | Lead *forced* runner out. Possible double play (see below) |
| 9 | **DP? (C)** | |
| 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. *Forced* runners advance. |
| 19 | **SAC** (5-3) | |
| 20-21 | **SAC+** (3-4) | | Batter out. *All* runners advance. |
| 22 | **2-4?** | | All runners advance. Batter out if:  **Arm**+U+ u+ U  **≥** 10 + **Batter** **Speed** |
| 23-24 | **5-4?** | |
| 25-26 | **1-4?** | |
| 27+ | **3-4?** | |

**DP? (P)**, **DP? (C)** = Unforced runners hold. Lead *forced* runner is out. With runner on 1st, defense may instead get double play if **SS** successfully challenges batter **Speed**:

|  |  |  |
| --- | --- | --- |
| **SS *Arm*** +U+ u+ U  **≥** 10 + **Batter *Speed*** | **→** | **164 DP** or **264 DP** |

**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**:

|  |  |  |
| --- | --- | --- |
| **Arm**+U+ u+ U  **≥** 10 + runner**Speed** | **→** | Runner Out |

**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.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Two Strike Flowchart**  |  |  |  | | --- | --- | --- | | Bunt Attempt | | | | **Foul/Miss** | 🠛 | **Foul Foul Foul** | | **Two Strikes**   |  |  |  | | --- | --- | --- | | 600-699 | **→** | **K** |   **Deep (LF/CF/RF) : -3 Power**  a | | | | **BB** | 🠛 | BB | | **Full Count**   |  |  |  | | --- | --- | --- | | 600-699 | **→** | **BB** | |  |  |  | | **WP** | **→** | **WP** + **BB** | | **PB** | **→** | **PB** + **BB** |   a | | | |

# Hit & Run

With runner on 1st, offense may put on *Hit & Run*. Roll normally, but change the following results:

|  |  |  |
| --- | --- | --- |
| **BB** | **→** | **Two Strikes** |
| **K** | **→** | **Batter Misses** |
|  |  |  |
| **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** |
|  |  |  |  |  |  |  |
| **1B** | **→** | **1B++** |  | **L1/R2!** | **→** | **L1/R1!** |
| **1B+** | **→** | **1B++** |  | **L3/R2!** | **→** | **L3/R1!** |
| **Bloop 1B** | **→** | **1B++** |  | **L4/R2!** | **→** | **L4/R1!** |
| **2B** | **→** | **2B+** |  | **L5/R2!** | **→** | **L5/R1!** |
| **Bloop 2B** | **→** | **2B+** |  | **L6/R2!** | **→** | **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

|  |  |  |
| --- | --- | --- |
| **BB** or **K** | **→** | Strikeout (**K**) + Steal Attempt |

|  |  |
| --- | --- |
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# 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:

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | ***R3 goes on contact?*** | |
| **Result** |  | **No** | **Yes** |
| **1-3** or **1-6** | **→** | **1-3\*** | **1-2?** |
| **143 DP** or **163 DP** | **→** | **1-3\*** | **1-2!** |
| **3-1** or **3-6** or **3U** | **→** | **3U\*** | **3-2?** |
| **363 DP** or **361 DP** or **3-6 DP** | **→** | **3U\*** | **3-2!** |
| **463 DP** or **4-6** | **→** | **4-3\*** | **4-2?** |
| **4-3 DP** | **→** | **4-3\*** | **4-2!** |
| **5-3** or **5-4** | **→** | **5-3\*** | **5-2?** |
| **543 DP** or **5-3 DP** | **→** | **5-3\*** | **5-2!** |
| **643 DP** or **6-4** | **→** | **6-3\*** | **6-2?** |
| **6-3 DP** | **→** | **6-3\*** | **6-2!** |

**\*** = R3 holds **!** = R3 thrown out at home

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 **2-3**, **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 from ‘**No**’ column above (and R3 scores). | | |
| If defense throws home, R3 is out if:  ***Arm*** +u+U+U **≥** 10 + **R3 *Speed***  (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** | **→** | **1B+** |  | **5-4** | **→** | **1B+** |
| **4-6** | **→** | **1B+** |  | **6-4** | **→** | **1B+** |

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** +u+U+U **≥** 10 + **Speed** |

# Bunt Defense (“Corners In”)

The corner infielders (1B & 3B) can move in to defend against the bunt. If so, add 3 to their ***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:

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

# 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** | **→** | **Bloop 1B** |
| **F7** | **→** | **1B+** |
| **F9** | **→** | **1B+** |

# 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** | **→** | **1B+** |

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 | **→** | **BB** |
|  |  |  |
| **Bloop 1B** | **→** | **BB** |
| **Bloop 2B** | **→** | **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.