







Bunts

 +  +  + **Bunt** rating

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

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 +  +  +  → Runner Out
≥ 10 + runner **Speed**

Foul/Miss = 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.

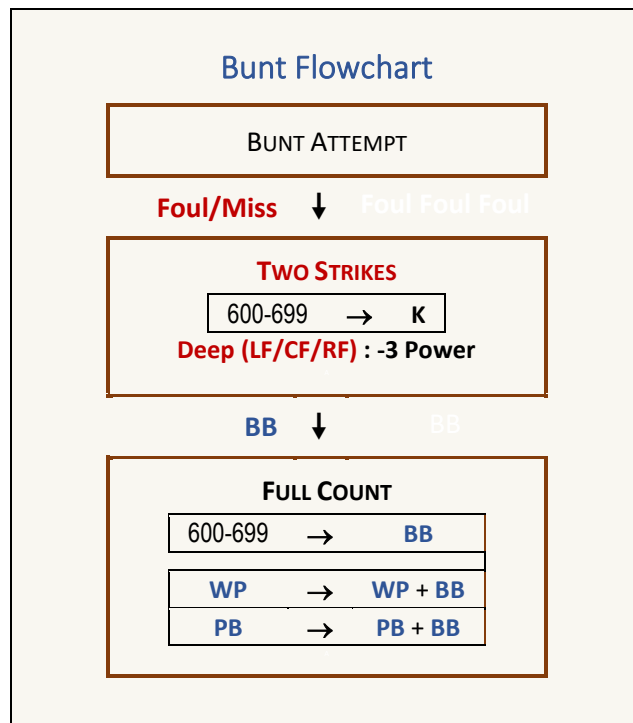
2) Swing Away (with two strikes)

- Rolls of 600-699 result in a strikeout (**K**).
- Subtract 3 from batter **Power** on **Deep** rolls.
- **BB** results in full count (see 'Bunt Flowchart').

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

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

Bunt Flowchart



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 3-6 DP or 3-6	→	3U
463 DP or 4-3 DP or 4-6	→	4-3
543 DP or 5-3 DP or 5-4	→	5-3
643 DP or 6-3 DP or 6-4	→	6-3

1B	→	1B++
1B+	→	1B++
Bloop 1B	→	1B++
2B	→	2B+
Bloop 2B	→	2B+

L1/R2!	→	L1/R1!
L3/R2!	→	L3/R1!
L4/R2!	→	L4/R1!
L5/R2!	→	L5/R1!
L6/R2!	→	L6/R1!

Two Strikes = Batter fouls off two pitches. Continue with **TWO STRIKES** (see 'Bunt 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

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:

Result	R3 goes on contact?	
	No	Yes
1-3 →	1-3*	1-2?
163 DP →	1-3*	1-2!
3-1 or 3U →	3U*	3-2?
363 DP or 3-6 →	3U*	3-2!
463 DP or 4-6 →	4-3*	4-2?
5-3 →	5-3*	5-2?
543 DP or 5-4 →	5-3*	5-2!
643 DP or 6-4 →	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 challenge R3's **Speed** with fielder's **Arm**.

If defense doesn't throw home, use result from 'No' column above (and R3 scores).

If defense throws home, R3 is out if:

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

(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:

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

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*.

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

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

3-1 →	1B(RF)
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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