

Manager's Decision (Blue Numbers, in sequence)

Runner's Ratings	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
Safe + Error	11	11	11	11	11-12	11-12	11-12
Safe*	12-13	12-14	12-16	12-23	13-26	13-31	13-32
Safe	14-22	15-31	21-44	24-54	31-56	32-62	33-63
Error	23	32	45	55	61	63	64-65
Out*	24-36	33-43	46-51	56-61	62-63	64-65	66
Out	41-66	44-66	52-66	62-66	64-66	66	NA

A cut off throw allows lead runner to advance but holds all other runners.

Out* - All runners, behind the one thrown out advance 1 base.

Error - Runner safe on an error, runners not trying to run, hold.

Safe + Error - All runners advance two bases.

Safe* - All runners behind the lead, advance 1 base.

Z Chart (Add Blue Numbers)

2 - 7 Wild Pitch = Runners advance 1 base
8, 12 Hit By Pitch = Batter goes to 1st
9, 11 Passed Ball = Runners advance 1 base
10 Balk = Runners advance 1 base, 2 balks is a walk

Infield Rating Chart

+5	2 - 11	GO+	
+4	2 - 10	GO+	-1 3 - 5 GO+
+3	2 - 8, 12	GO+	-2 6 GO+
+2	2 - 7, 12	GO+	-3 2 GO+
+1	2 - 6, 10	GO+	-4 All Singles
0	3, 6, 7	GO+	

All other results = 1B INF must be decided prior to all Defense picks.
If infield is stopped by a Defense (D) pick, the result is a GO+

NK Chart

When pitcher gets a NK number in an even inning, use the following:

Batter's RR	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
GO+			X	X	X	X
FC		X				
DP	X					

Use running rating of runner on 1st base when pitcher is batting.

Hit and Run

- K** - Runners must steal (-1 to Running Rating); defense chooses which base to throw to.

Outfield Defense Rating	Red Number Drawn	Runner Rating Change
-3	All	+1
-2	1 – 4	+1
-1	1 – 2	+1
0	No card	NA
+1	1 – 2	-1
+2	1 – 4	-1
+3	All	-1

Sacrificing (Add Blue Numbers)

Suicide Squeeze			Sacrifice Bunt		
GOOD	2 = FO(DP)	8 = SH	GOOD	2 = 1B	8 = SH
	3 = 1B	9 = foul		3 = PO	9 = SH
	4 = foul	10 = SH		4 = GO	10 = foul
	5 = SH	11 = error		5 = SH	11 = error
	6 = SH	12 = SH		6 = SH	12 = DP
	7 = S*			7 = SH	
BAD	2 = 1B	8 = S*	BAD	2 = 1B	8 = SH
	3 = PO(DP)	9 = foul		3 = SH	9 = foul
	4 = foul	10 = PO(DP)		4 = SH	10 = GO
	5 = SH	11 = S*		5 = GO	11 = DP
	6 = SO	12 = error		6 = foul	12 = error
	7 = SH			7 = SH	

GO Lead runner is out, batter is safe at 1st.

S* Strike, runner must steal home. Batter may now elect to bat normal but pitcher gets an automatic -1. Two S* = SO.

SO Strike out, runner must steal home on a suicide squeeze.

SH Sacrifice hit, batter is out, runners advance 1 base.

Foul Batter may elect to bat, if so the pitcher adds -1 to the result. On a squeeze the bunter now becomes a bad bunter. If batter get second foul or S* it is a SO. If batter SO's on a foul, runner does not need to attempt steal.

PO(DP) Pop out double play, lead runner and batter are out.

DP Follow rules for DP but lead runner is always out.

Error Bunt is good, defense can try to stop the error.

Batter Card Explanations

G	Ground out.
G+	Batter out, all runners advance 1 base. If the infield is in, runner on third holds.
BB	Base on balls.
D	Double play.
SF	Batter flies out, runner on third scores (manager's decision -1 other runners).
(SF)	Batter flies out, runner on third scores, manager's decision on other runners. Double the runner rating for runner attempting to go to third base. If RR is 4 or more, runner on 2 nd goes to 3 rd . + OF defense can reduce a 4 to a 3
F	Batter flies out (manager's decision -1 third base). -2RR going from 2base to 3base.
(F)	Batter flies out, manager's decision on scoring runner on third (manager's decision -1 other runners).
L	Batter lines out.
INF	See INFIELD CHART.
1/G+ or 2/G+	See team infield defense rating.
3/F or HR/F	See team outfield defense rating.
2	Double, runners advance 2 bases, with 2 outs manager's decision for runner on first to score (manager's decision -1 with less than 2 outs).
2+	Double, all runners score.
(2)	Double, runner from 1 st can score on manager's decision. With 2 outs all runners score.
1	Single, runners advance 1 base, manager's decision -2 if runner tries to go from 1 st to 3 rd . With 2 outs manager's decision to score from 2 nd , manager's decision -1 with less than 2 outs.
1+	Single, all runners advance 2 bases.
1*	Single, runners on 2 nd and 3 rd score, runner on 1 st goes to 2 nd . Manager's decision -1 if runner on 1 st tries for 3 rd . Manager's decision for runner to go from 1 st to 3 rd with 2 outs.
(1)	Single, runners advance 1 base, manager's decision to score runner from 2 nd . Manager's decision -1 to send runner from 1 st to 3 rd . With 2 outs runners on 2 nd and 3 rd score.
(1*)	Single, runners on 2 nd and 3 rd score, runner on 1 st goes to 2 nd . Manager's decision for runner on 1 st to try for 3 rd . With 2 outs all runners advance 2 bases.
K	Strike out, check pitcher's card in lower right hand corner for NK number. If pitcher has this, pick a card and add the two blue numbers. If number drawn is within those listed on the pitcher's card, the batter does not strike out. He is either out by a FO (odd inning) or a GO (even inning). See NK chart if the out is a GO.

Pitcher Tired Factors

For use when a pitch draws defense

<u>NORMAL</u>		<u>NORMAL STARTERS WHO RELIEVE</u>		<u>RELIEVER</u>	
<u>Innings</u>	<u>Adjust</u>	<u>Innings</u>	<u>Adjust</u>	<u>Innings</u>	<u>Adjust</u>
8 on	-1 Def	7 on	-1 Def	0 - 2	0
				2+ - 6	-1 Def
<u>STRONG</u>				<u>RELIEVER 2</u>	
<u>Innings</u>	<u>Adjust</u>			<u>Innings</u>	<u>Adjust</u>
1 - 2	-1 Def			0 - 3	0
7	+1 Def			3+ - 8	-1 Def
8 - 9	+2 Def				
10	+1 Def				
11 on	-1 Def				

Pitcher Rest Ratings

<u>2 Rating</u>	<u>Games</u>	<u>3 - 4 Rating</u>	<u>Games</u>	<u>Reliever</u>	<u>Games</u>
0 - 1.3 innng	0	0 - 2 innng	1	0 - 2 innng	0
1.6 - 4 innng	1	2.3 - 4 innng	2	2.3 - 3 innng	1
4.3 - 12 innng	2	4.3 - 12 innng	3	3.3 - 4 innng	2
12.3 - 15 innng	4	12.3 - 15 innng	5	4.3 - 6 innng	3
<u>5 - 6 Rating</u>	<u>Games</u>			<u>Reliever 2</u>	<u>Games</u>
0 - 2 innng	2			0 - 3 innng	0
2.3 - 4 innng	3			3.3 - 5 innng	1
4.3 - 12 innng	4			5.3 - 6 innng	2
12.3 - 15 innng	6			6.3 - 8 innng	3

Ground Out Force Chart

<u>Position of Runner</u>	<u>Results</u>
1 st	Runner on 1 st is out at 2 nd , batter is safe.
2 nd	Runner holds, batter is out.
1 st and 2 nd	Runner is out at 2 nd , runner on 2 nd safe at 3 rd , batter is safe.
2 nd and 3 rd	Runners hold, batter is out.
1 st and 3 rd	Runner at 1 st goes to 2 nd , runner on 3 rd holds and batter is out OR runner from 3 rd scores, runner on 1 st out at 2 nd , and batter is safe.
3 rd	Runner holds, batter is out.
Bases Loaded	Runner at 3 rd in out at home, bases loaded.

Pitcher's Batting Card

<u>Blue #'s Added</u>	<u>Results</u>	
2	LO	If pitcher has no hit listed on back of card, follow chart.
3	K	If a number does appear, follow that number as a hit. The
4	GO+	7 now becomes the result of the hit #.
5 -6	K	
7	K	If pitcher walks, draw a card. If 2 blue numbers added =
8	(FO)	6, 7, 9, or 10 it is a swing, no walk.
9	FO	
10	DP	
11	GO	
12	Error	If the pitching pitcher has a -1 and the batting pitcher gets
If a hit, draw a card:		a hit, check red number on card drawn. If it is a red 1, the
Red 1	Extra Bases Draw	batter must draw again. If the pitcher drew a -2, then a red
Red 2 - 3	1B	1 or a red 6 negates the hit. A -3 and a red 1, 3, or 6
Red 4 - 5	(1B)	negates the hit. Do the opposite when a pitcher picks a plus
Red 6	1B+	and the batter makes an out.
Extra bases draw:		
Red 1	Red 2 - 5	Red 6
3B	2B	1B+

Outfield In (can only be used with less than 2 outs, runner on 3rd base, from 9th ing. On)

① = Fly Out

SF, (SF) = Single, all runners advance 2 bases.

L = FC, runners safe everywhere. Runner on 3rd holds, out at home if bases are loaded.

Infield In (only used with runner on 3rd)

D = GO Force

G+ = GO Force. If bases loaded and batter's runners rating is 1, it's a double play (home to 1st).

L = 1B runners advance 1 base (cannot be affected by pitcher)

Ground Out - Double Play

<u>Position of Baserunners</u>	<u>Results</u>
1 st	DP
1 st and 2 nd	DP, runner on 2 nd goes to third
1 st and 3 rd	Manager's Decision: 1) DP, runner on 3 rd scores 2) No DP, batter out, runner on 1 st goes to 2 nd , man on 3 rd holds
2 nd	Batter out, runner holds
3 rd	Batter out, runner holds
2 nd and 3 rd	Batter out, runners hold
Bases Loaded	Manager's Decision: 1) DP, runner on 3 rd scores 2) Runner from 3 rd out at home but the bases are still loaded

Stolen Bases

SECOND BASE

Runner's Ratings	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
	11 P1-5 E6	11 P 1 -4 E5 BK 6	11 P1 - 3 E4 BK 5 - 6	11 P1-2 E3 BK 4 - 6	11 P 1 E2 BK 3 - 6	11 E 1 BK 2 - 6	11 E1 BK2-6
SB	12	12	12	12	12	12	12
SB & E			13	13	13-14	13-15	13-16
SB	13-23	13-32	14-42	14-51	15-55	16-61	21-63
Out	24-66	33-66	43-66	52-66	56-66	62-66	64-66

THIRD BASE

Runner's Ratings	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
11	ERR: 1-5 SB & E: 6	ERR: 1-4 5-6	1-3 4-6	1-2 3-6	1 2-6	1 2-6	SB & E
12	P	P: 1-5 BK: 6	1-4 5-6	1-3 4-6	1-2 3-6	1 2-6	BK
SB	13-16	13-24	13-31	13-36	13-44	13-46	13-53
Out	21-66	25-66	32-66	41-66	45-66	51-66	54-66

HOME

Runner's Ratings	<u>0 & 1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
11	SB & E: 1 BK: 2-4 E: 5 P: 6	1-2 3-4 5 6	1-3 4 5 6	1-4 5 6	1-5 6	SB & E
12			P: 1-2 BK: 3-4 E: 5-6	1-2 3-4 5-6	5-6 1-4	6 1-3 4-5
SB	12	12-14	13-22	13-24	13-31	13-33
Out	13-66	15-66	23-66	25-66	32-66	34-66

If RUNNER RATING goes above 6, offense gets two chances to steal base. The second attempt is done using a RR of 3.

P - Base stealer is picked off.

BK - Balk, runners advance 1 base.

ERROR - Base stealer gets base on error.

SB & E - Stolen base and error. Base stealer gets SB and advances an extra base on error. All other runners advance 1 base.

Pitcher Card Explanations

- Z** Refer to Z CHART.
- D** Defense, refer to team's defensive rating, draw card, if **blue numbers** (16 is sixteen, not 7) are within team's rating the batter is automatically out due to a great defensive play. Even innings = GO, odd innings = FO. If a team's defensive rating is a negative, then when the batter gets an out, check for a possible non-negatable error.
- BB** Walk, batter walks unless he has a walk rating (number at top right corner of batter's card). If the batter does have a rating draw a card. If the **blue numbers** added is one of the walk numbers, the batter does not walk and draws another card.
- 1** Pitcher's choice to go up or down 1 row or take the results pulled. Can only move if baserunning situation is changed. Cannot move onto or off of errors or splits.
- 2** Same as above with 2 block movement.
- +1** Batter's choice to go up or down 1 block.
- +2** Batter's choice to go up or down 2 blocks.
- K** If batter makes an out it is a strikeout. On Errors, add +4 to team defense when using error chart.