
DEEP DRIVE BASEBALL
RULE BOOK

Rules Last Updated: August 1st, 2017
version 1.2.4

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Deep Drive Baseball Game
<http://www.deepdrivebaseball.com/>
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Introduction

Welcome to the Deep Drive Baseball Game. I've been developing games since the early 1980s, when I got my 8-year-old hands on my first cards and dice-based baseball simulation. Since then, I've played dozens of different baseball sims in various formats. Each has had something I really liked about them, and something that I thought could use fixing. I don't believe there's any such thing as a "perfect" game. Deep Drive Baseball is no exception! What I wanted to do was offer something light-weight... something that played fast and true... something that wasn't necessarily feature-dense, but was easily accessible. I believe I have accomplished those goals with this game. I hope folks will find Deep Drive Baseball to be a nice addition to their game shelves.

These rules are intended to get you up and running as quickly as possible. In some cases, advanced suggestions are made available. These are called out within highlighted text. It is suggested that you first become comfortable with the basic game mechanics before implementing advanced suggestions.

Cards

Each player in Deep Drive Baseball is represented by a card.

Every player who made an appearance as a pitcher has a Pitcher Card. Every player who made an appearance as a batter has a Batter Card.

Batter and Pitcher Cards have similarities, with both including the team and player name across the top.

However, there are several visual differences between Batter and Pitcher Cards.

Batter Cards have a series of number in the upper-left hand area which run from 00 to 49, while Pitcher Cards run from 50 to 99.

Batter Cards have other sections on them such as **Deep Drive**, **Steal** and **Run**. On the other hand, Pitcher Cards have **Usage**, **Endurance**, **WP**, **BK** and **PO**.

Batter Cards have batting statistics in the footer. Pitcher Cards have pitching statistics.

Beneath the player's name are the positions which they appeared at most often. Positions they played at most often appear first. Following each position is a number between 1 and 5 which reflects the player's overall defensive abilities. Players with lower numbers are more likely to allow a ball to get past them for a hit or to misplay a ball and commit an error. Players with higher numbers are less likely to do those same things. (Note that the fielding rating for a pitcher will always appear on their Pitching Card, even if they also have a Batter Card.)

In addition, catchers receive a Passed Ball rating shown in parenthesis following their fielding rating. This is shown as "PB:" followed by a letter grade of A, B, C, D or F. A catcher with a **PB** rating of A allows relatively few Passed Balls while an F allows many.

A catcher may also impact the base-stealing abilities of opponents. Look for an "T" followed by a number. This number, which will be above (or below) 0, is added to (or subtracted from) the **STEAL** rating of a would-be base stealer. Catchers with a negative T allow fewer stolen bases while catchers with a positive T allow more.

Similarly, a pitcher may also impact the base-stealing abilities of opponents. Look for an "H" followed by a number within parenthesis following their fielding rating. This number, which will be above (or below) 0, is added to (or subtracted from) the Steal rating of a would-be base stealer. Pitchers with a negative H allow fewer stolen bases while pitchers with a positive H allow more.

If circumstances force a player to appear at a position not listed on their card, assume they are a 0. If they are appearing at catcher, give them a T+2. If they are a pitcher, give them an H+2.

Batter Cards include a Steal rating. This is a number between 0 and 10. Most modern players will have a 0, denoting that they almost never attempt to steal bases. Players who attempt steals more frequently will have numbers of 1 or higher. In addition, players who were successful at a high percentage of their stolen bases attempts will have a ▲ following their number. Players who were less successful will have a ▼. Players who were extremely successful will have ▲▲ while those who were extremely unsuccessful will have a ▼▼.

Batter Cards include a Run rating. If this area is left blank, the player is an average base runner. Other possible listings are VS (Very Slow), S (Slow), F (Fast) and VF (Very Fast).

Pitcher Cards include a **Usage** box. This will list STARTER for pitchers who should be used primarily as starting pitchers. (In addition, a number will appear in parentheses. See **Starting Pitcher Rest** below.) Pitchers who should be used primarily as relief pitchers will have the word RELIEVER. (If the pitcher made some starts, they will also have a number in parentheses related to rest.) In the modern era, some pitchers will have the word CLOSER if they were primarily used as the final pitcher in close games which their team's led.

Pitcher Cards include an **Endurance** box. This will include a number that roughly reflects how long they remain in a game. (See **Pitcher Endurance** below.) Relief pitchers who are occasionally used as starting pitchers will have a second number shown following a slash. This number is to be used as their Endurance if they are starting. (For example, a RELIEF pitcher with an Endurance of 3 / 5 uses 3 when relieving and 5 when starting.)

Pitcher Cards include ratings for **WP**, **BK** and **PO**. Like catcher Passed Ball ratings, these reflect the frequency with which a pitcher throws wild pitches, balks or picks base runners off.

Both Batter and Pitcher Cards include an Injury Rating in the top right-hand corner of their card. Players with an AA will never be injured. If a player with an F is injured, they will likely miss many games.

Dice

The game is played with three 10-sided dice which are colored red, white and green.

When the directions call you for to roll the dice for the result of a plate appearance, you will roll all three dice but it's the red and white dice together which count as the "roll". (The green die is only used to clarify certain play results.)

The red die will also be referred to as the "10s die", the white die as the "1s die" and the green die as either the "modifier die" or "mod die". For example, if the red 10s die is a "7" and the white 1s die is a "3", you would read this roll as a "73". Similarly, a red "0" and white "4" is read as "04".

Charts

The game is distributed with charts that are to be used in every game.

In addition, each season has its own set of charts to reflect characteristics of that particular season. These are the **DEF Chart**, **Error Chart**, **On-Base Event Chart**, **Pitcher/Catcher Chart**, **Stolen Base Chart**, **In-Game Injury Chart**, **Training Room Chart**, and **Deep Drive - Ballpark Effects Chart**. When the rules call for you to check on one of these charts, you'll want to consult the Season Handbook that came with the teams you are playing with.

How to Play

When in doubt, all rules from the sport apply. You're still playing 9 innings, 3 outs per side, and 9 men in the lineup. This rule booklet assumes the player of the game has basic understandings of the fundamentals of baseball.

Note that this game can be played either solitaire or against another opponent. The rules will be written with the assumption that there are two separate people playing.

Each manager begins the game by choosing a team.

Next, each manager selects a starting pitcher and hands the Pitching Card to their opponent.

After each manager has seen who they will be facing in the game, they will select their other starting fielders - catcher, first baseman, second baseman, third baseman, shortstop, left fielder, center fielder and right fielder. (If playing with a designated hitter, now would be the time to select that as well.)

Now that all the starting player cards have been selected, arrange them into a batting lineup deck. A lineup consists of 9 players. (If pitchers will be batting for themselves, you will either use a generic "Pitcher At Bat" card for their place in the batting order or an individual batting card for the pitcher.) Place the 1st batter in the lineup at the top of your Lineup Deck, the 2nd batter below that one, and so forth, all the way down to the 9th spot in the lineup.

Each manager should now have a Lineup Deck as well as the Pitching Card for the pitcher they are facing.

The first team at bat will roll the dice and check either the Batter Card or Pitcher Card. If the roll is between 00 and 49, they will check the Batter Card; if it is between 50 and 99, they will check the Pitcher Card. Find the number within any of the ranges listed along the left-hand side of the Card you are referencing. From there, you'll get one of the following results: DD, SI+, SI, BB, HBP, SO, DEF or OUT.

Reading the Results

DD (i.e. "Deep Drive") - The batter hits a Deep Drive. Re-roll the dice and find the number within the ranges listed in the Batter Card's DEEP DRIVE section.

HR - The batter hits a home run. All runners on base score.

TR - The batter hits a triple. All runners on base score.

DO - The batter hits a double. Any runners on 2nd and 3rd base score. If there is a runner on 1st, he may score; see the **Baserunner Advancement Chart**.

F7d, F8d, F9d - The batter hits a deep fly out. See the **Outs Chart**. If runners are on base, you may need to check the **Baserunner Advancement Chart**.

SI+ - The batter hits a single which is likely to advance any runners two bases. If there is a runner on 3rd base, they score. If there are any runners on 1st or 2nd base, they advance one base and *may* advance an additional base. See the **Baserunner Advancement Chart**.

SI - The batter hits a single which is likely to advance any runners one base. If there is a runner on 3rd base, they score. If there are any runners on 1st or 2nd base, they advance one base and *may* advance an additional base. See the **Baserunner Advancement Chart**.

BB - The batter walks.

HBP - The batter is hit by a pitch.

SO - The batter strikes out.

DEF - The ball is put into play. Either a player in the field will make the play, resulting in an out, or there will be a single or an error. Roll the dice again and check the **DEF Chart**. In most cases, you will be asked to check the defensive rating of a fielder and the result of the play will be dependent on that number.

OUT - The batter is out. Use the green mod die and check in the **OUTS** section of the card you are reading from (i.e. the Batter Card if the 10s die is 0 through 4; the Pitcher Card if the 10s die is 5 through 9). See the **Outs Chart**. If runners are on base, you may need to check the **Baserunner Advancement Chart**.

Strategies

Stealing Bases

If a base runner is on first base and 2nd base is empty, they may attempt to steal. (Base runners may attempt to steal 3rd base only if they have a superscript 3 next to the rating shown in the **STEAL** section of their Batter Card.)

There are two ways to use stolen base attempts in Deep Drive Baseball:

(1) Automatic - If the green modification die is less than or equal to the base runner's **STEAL** rating, they may be attempting to steal the open base ahead of them. Read the dice as if the green modification die is your 10s die and keep your white 1s die. Now check the season handbook's **Stolen Base Chart**.

(2) Manual - Base-stealing attempts are completely at the discretion of the Offensive Manager. Before rolling for the result of the plate appearance, roll the dice and check the result against the season handbook's **Stolen Base Chart**.

Add or subtract the pitcher's **H** rating and the catcher's **T** rating, if they have ones shown after their fielding ratings.

If this is the first batter of the game for either team, subtract an additional point off of the runner's **STEAL** rating. This applies only to the first batter at bat for each team in the first inning of play.

If playing with Automatic base stealing, consider not allowing base runners stolen base attempts if either team holds either a large lead late in the game.

Sacrifice Bunt

The Offensive Manager may call for a bunt in an attempt to move a base runner up while giving the batter up. Roll as usual and check the resulting play code on the **Bunt Chart**.

Hit and Run

The Offensive Manager may call for a hit and run in an attempt to get a base runner an extra base or to try and keep out of a potential double play situation. Roll as usual and check the resulting play code on the **Hit and Run Chart**.

Infield In

The Defensive Manager may bring their infielders in if trying to cut a runner down at home plate. When using this strategy, make the following adjustments:

- Play codes L1, L3, L4, L5 and L6 are instead singles with runners automatically advancing two bases. If the Offensive Manager is playing it safe, runners advance one base.
- Play codes G3s, G4s, G5s, G6s, G3h, G4h, G5h and G6h result in the runner on 3rd holding unless he is forced to move ahead, in which case he is out at the plate.
- Play codes G3, G4, G5 and G6 result in the runner on 3rd being thrown out at home. If the Offensive Manager is playing it safe, the runner holds at 3rd with other runners moving up one base unless he is forced to move ahead, in which case he is out at the plate.
- Add 1 to the Steal rating of a base runner on 1st base.

Infield In at the Corners

The Defensive Manager may bring their corner infielders in if they are trying to cut a runner down at home plate while still giving a chance to turn a double play on a grounder to the middle infielders. When using this strategy, make the following adjustments:

- Play codes L3 and L5 are instead singles with runners automatically advancing two bases. If the Offensive Manager is playing it safe, runners advance one base.
- Play codes G3s, G5s, G3h and G5h result in the runner on 3rd holding unless he is forced to move ahead, in which case he is out at the plate.
- Play codes G3 and G5 result in the runner on 3rd thrown out at home. If the Offensive Manager is playing it safe, the runner holds at 3rd with other runners moving up one base unless he is forced to move ahead, in which case he is out at the plate.
- Add 1 to the Steal rating of a base runner on 1st base.

Outfield In

If it is in the bottom of any inning from the 9th onward with the potential winning run on 3rd base, the Defensive Manager can choose to play their outfield shallow. When using this strategy, make the following adjustments:

- Deep fly outs are turned into game-winning singles.
- Normal fly outs are turned into deep fly outs.
- On DEF readings, add 1 to any outfielder's defensive rating.

Wild Pitches, Passed Balls, Balks and Pickoffs

After the Offensive Manager has resolved any attempts at stolen bases, roll the dice and check the Season Handbook's **On-Base Event Chart**. In most modern seasons, this will tell you nothing occurs. In some cases, you will be asked to do another roll with a lookup on the **Pitcher/Catcher Chart** to see if a wild pitch, passed ball, balk or pickoff occurs.

This roll should occur before any plate appearance that is about to occur with runners on base. So if the leadoff batter reaches base and there are three more batters which come up with that runner still on base, you will repeat this process for all three of those batters.

There are some special rules governing pickoffs. The Defensive Manager can specify which base they are trying to pick the runner off of. If it's 1st base, the pickoff is automatic. If it's 2nd base, a subsequent roll of 00-49 is required for the pickoff to take place. If it's 3rd base, a subsequent roll of 00-09 is required.

Rare Readings

If you roll up a reading and the opposing player has a "rare" or "never" reading in that section, you may need to take the result away. For example, if you roll up "DD" on the batter card, but the word "never" appears instead of numbers next to the "DD" reading on the Pitcher Card, the Deep Drive does not happen. Instead, treat the roll as if it were an Out from the Pitcher Card, using the Mod die to look up the results on their **OUTS** section.

If you had seen "rare 4" on the pitcher card, then the Deep Drive happens only if the mod die is between 0 and 4. If it's between 5 and 9, change the result to an Out from the Pitcher Card. Similarly, a "rare 0" only would be a Deep Drive if the mod die was a 0.

You can take "never" at face value and automatically take the event away. For an additional wrinkle, I'd recommend treating "never" to be the same as "rare 0". After all, cards are based on statistics accumulated during the regular season. There have been times when a player homered in the postseason despite having no homers during the regular season. Changing "never" to "rare 0" gives you the possibility of anything happening. This is a contentious point in the world of sport simulations, so I leave it up to the gamer as an optional rule.

This rule also applies to DEF checks. Say, for example, that you rolled up a DEF reading on the Pitcher Card and the result indicated a SI and the mod die was 4. If the batter has a SI rating of "rare 3" or lower, then it is no longer a single. Instead, take the mod die and check the **OUTS** section of the Batter Card. Similar rules would apply if you roll a **DEF** reading on the Batter Card and the pitcher has a rare SI rating. Always check the **DEF** Chart before rare. In other words, fielders get a chance to convert the play into an out first.

Pitcher Endurance

When a pitcher enters a game, either as a starting or reliever, enter their Endurance reading on your scorecard. (Remember that if they are a reliever being used as a starter, they may have a secondary Endurance reading following a slash.)

During the game, subtract 1 from this number when the following events occur:

- After a pitcher finishes an inning.
- After every 9th batter faced by a starting pitcher.
- After the 1st run allowed by a starting pitcher.
- For each hit or walk allowed over 5 in a given inning. (e.g. allowing 4 hits and 3 walks in an inning immediately costs the pitcher 2 additional Endurance points)

During the game, add 1 back to this number when the following events occur:

- After the pitcher throws 3 consecutive perfect innings. (i.e. No baserunners are allowed.)
- After a pitcher who entered mid-inning recorded the 3rd out having faced 2 or fewer batters and allowing no baserunners. (Exception: A relief pitcher with an Endurance reading of 0 may only pitch in the inning they entered and no further without being fatigued.)

When a pitcher's Endurance score reaches 0, they are considered fatigued. (Exception: A relief pitcher with an Endurance reading of 0 is not fatigued until either they complete the inning in which they entered or they face 3 batters, whichever comes first.)

When a fatigued pitcher is throwing, apply the following penalties:

- Any Deep Drive rolls that result in a Deep Fly Out (F7d, F8d or F9d) are changed to a single that automatically advances all base runners two bases..
- When using the **DEF Chart**, subtract one from all fielder ratings.
- If a strikeout is rolled off a batter card and the mod die is odd, convert the play result to a Walk.

It is suggested that pitchers are removed from games as soon as their Endurance falls to 0.

Outfielders and Deep Drives

When rolling off of the Deep Drive section, use the following rules.

If a HR comes up on a roll of 00, check the mod die. If it is a 0 through 2 and the left fielder is a 4 or higher, he robs a home run to left. If it is a 3 through 6 and the center fielder is a 4 or higher, he robs a home run to center. If it is a 7 through 9 and the right fielder is a 4 or higher, he robs a home run to right. (Do not use this rule if the park's walls are too tall to allow a home run to be robbed in that location.)

On a roll of 99, check the mod die. If it is a 0 through 2 and the left fielder is a 2 or lower, he fails to rob a home run and it goes over the wall instead. If it is a 3 through 6 and the center fielder is a 2 or lower, he fails to rob a home run and it goes over the wall instead. If it is a 7 through 9 and the right fielder is a 2 or lower, he fails to rob a home run and it goes over the wall instead.

If the roll is the highest number in the TR range, the hit may be downgraded to a double. If the mod die is 0 through 2 and the left fielder is a 4 or higher, change the result to a double. If the mod die is 3 through 6 and the center fielder is a 4 or higher, change the result to a double. If the mod die is 7 through 9 and the right fielder is a 4 or higher, change the result to a double.

If the roll is the lowest number in the DO range, the hit may be upgraded to a triple. If the mod die is 0 through 2 and the left fielder is a 2 or lower, change the result to a triple. If the mod die is 3 through 6 and the center fielder is a 2 or lower, change the result to a triple. If the mod die is 7 through 9 and the right fielder is a 2 or lower, change the result to a triple.

If the roll is the highest number in the DO range, the batter's hit may be robbed by a diving outfielder. If the mod die is 0 through 2 and the left fielder is a 4 or higher, change the result to an F7s. If the mod die is 3 through 6 and the center fielder is a 4 or higher, change the result to an F8s. If the mod die is 7 through 9 and the right fielder is a 4 or higher, change the result to an F9s.

If the roll is the lowest number in the F#d range, the outfielder may miss a diving attempt that gets past him for a double. If the mod die is 0 through 2 and the left fielder is a 2 or lower, change the result to a double. If the mod die is 3 through 6 and the center fielder is a 2 or lower, change the result to a double. If the mod die is 7 through 9 and the right fielder is a 2 or lower, change the result to a double.

Playing it Safe

Unless the bases are loaded, the Offensive Manager can choose to "play it safe" on the bases, keeping their base runners close to the bag. When using this strategy, base runners can only ever advance the minimum number of bases on singles and doubles. They cannot be picked off or advance on wild pitches, passed balls and balks. They can score from 3rd only if a ball goes through the infield for a hit. They can not be thrown out at the plate with the infield playing in unless the bases are loaded and they are forced ahead.

Closers

When playing with a team from the "Closer Era" (roughly 1969 to the present), consider using this rule. A relief pitcher who is pitching in the 9th inning or later who does *not* have a Usage listing of CLOSER on their card should pitch using the rules governing fatigued pitchers (see **Pitcher Endurance** above) if either of the following situations exist:

- At the start of the inning, his team leads by no more than 3 runs.
- The potential tying run is either on base, at bat or on deck.

If a team does not have any pitchers on their staff with a CLOSER reading, this rule does not apply.

Starting Pitcher Rest

After a pitcher starts a game, he will be required to rest before making his next start.

To find out how many games he should rest following a start, look at the number in parenthesis which follows the word "STARTER" or "RELIEVER" in the Usage box of his Pitcher Card.

If a pitcher has an asterisk (*) following the number, then add one to the number shown if his Endurance fell to 0 or lower at any point during his most recent start.

Using the Bench

If you want to make sure that bench players occasionally find their way into games as well as prevent players who excelled in limited playing time from being overused, see the **Bench Usage Chart**, using the following method to identify players who may need to sit.

After selecting your starting lineups, roll all three dice for each team.

Each number on the die is tied to a player in the starting lineup: 0 = DH (if this applies), 1 = P, 2 = C, 3 = 1B, 4 = 2B, 5 = 3B, 6 = SS, 7 = LF, 8 = CF, 9 = RF.

If you roll triples, the player at that position must sit out this game unless they have an Injury Rating of AA. (Example: a roll of 555 means the starting third baseman must sit out unless his Injury Rating is AA.)

If you roll doubles, the player at the position for those doubled numbers must sit unless they have an Injury Rating of AA or A. (Example: A roll of 771, 797 or 377 would mean the starting left fielder must sit out unless his Injury Rating is AA or A.)

If you have a number appearing on only a single green die, the player at the position for that number must sit unless they have an Injury Rating of AA, A or B. (Example: A roll of 992 or 162 would mean the starting catcher must sit out unless his Injury Rating is AA, A or B.)

If you have a number appearing on only a single red or white die, the player at the position for that number must sit unless they have an Injury Rating of AA, A, B or C. (Example: A roll of 612 or 677 would mean the starting shortstop must sit out unless his Injury Rating is AA, A, B or C.)

Note that if you roll doubles, then you will have either a single red, white or green die left over to check.

If the player who must sit out is the starting pitcher, then assume their turn in the rotation is being skipped and force them to rest the number of games indicated in parenthesis within their Usage box on their Pitcher Card.

This method is suggested when playing a short series, tournament or mini-season.

Post-Game Injuries

Similar to **Using the Bench** above, this method can be used after a game to determine if there are any players who may require "day-to-day" rest.

Following the game, for each team, roll the red and white percentile dice.

The red die is used to determine which position you will be looking at: 0 = DH (if this applies), 1 = P, 2 = C, 3 = 1B, 4 = 2B, 5 = 3B, 6 = SS, 7 = LF, 8 = CF, 9 = RF.

The white die indicates the inning number, with 0 meaning the 10th inning (if applicable).

Check the player who appeared at the rolled position at the start of the rolled inning, using their Injury rating and rolling against it on the **Training Room Chart**.

If the chart lookup shows a 0, the player is fine. Otherwise, the number indicates the number of games in which they should sit without being used.

This method is suggested when playing full-season replays.

Ballpark Effects

When a roll of 00-09 or 90-99 comes up on the **DEEP DRIVE** section on the batter's card, you may use Ballpark Effects.

If the batter's DEEP DRIVE section does not have a HR reading at 09 or does not have a deep fly out at 90, then keep the result as originally rolled. Their rolls are never adjusted due to a ballpark. Otherwise, continue.

On the Season Handbook's **Deep Drive - Ballpark Effects Chart**, find this batter's team within the **Batter Team** table and find your roll within the ranges listed. The number will appear in either the PARK, HR or FO column.

If the result is **HR**, keep the **HR** as originally rolled.

If the result is **FO**, change it to the deep fly out shown on the batter's card - either F7d, F8d or F9d.

If the result is **PARK**, use the **Ballpark** table and cross-reference your mod die against the ballpark in which this game is being played. The result will either be HR, F7d, F8d or F9d.

Sample Half Inning of Play

What follows is an example half-inning of play between 2016 Chicago (N) and Cleveland.

Dexter Fowler leads off for Chicago (N). Corey Kluber is pitching for Cleveland. The Offensive Manager rolls the dice and gets a 64. They find that on Kluber's card in the 60-75 range which gives an **SO**. Kluber strikes out Fowler. One out.

Kris Bryant is up next. The dice are rolled and it's a 76. This appears in the 76-79 range on Kluber's card which reads **DEF**. We go to the 2016 Season Handbook's **DEF Chart** and roll again. This time we get a 63. Looking that up on the chart we find "[Shortstop] G6 (0) SI+ (1) SI". Cleveland's shortstop is Francisco Lindor, who is rated a 3. This is a G6 - Bryant grounds out to Lindor.

Now Anthony Rizzo steps up to bat. A roll of 41 comes up and that is on Rizzo's card under 30-49, which reads OUT. We see the mod die is an 8 and look in the **OUTS** section on Rizzo's card to find F8 - Rizzo flies out to Rajai Davis in center field.

Kluber retires the side in order. He would lose 1 point off of his Endurance for this game on account of having just completed an inning of work.

Contact

Any questions or comments? Feel free to drop me a line!

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BASERUNNER ADVANCEMENT CHART

Find the Play Code in the table below to see whether or not a base runner can advance more than the minimum number of bases. On hits (SI+, SI and DO), this is based on the base runner's **RUN** Rating as well as the number of outs. On fly outs, this is based on the base runner's Run Rating and which base they are trying to advance from.

Play Code	Outs	RUN Rating				
		VS	S		F	VF
SI+	0 or 1	NO	NO?	YES?	YES	YES
	2	NO?	YES?	YES	YES	YES
SI	0 or 1	NO	NO	NO	NO?	YES?
	2	NO	NO	NO?	YES?	YES
DO	0 or 1	NO	NO	NO?	YES?	YES
	2	NO	NO?	YES?	YES	YES

Play Code	Bases	RUN Rating				
		VS	S		F	VF
DD-F7d DD-F8d DD-F9d	3rd to Home	YES?	YES	YES	YES	YES
	2nd to 3rd	NO	NO?	YES?	YES	YES
	1st to 2nd	NO	NO	NO	NO?	YES?
F7	3rd to Home	NO	NO?	YES?	YES	YES
	2nd to 3rd	NO	NO	NO	NO	NO?
F8	3rd to Home	NO?	YES?	YES	YES	YES
	2nd to 3rd	NO	NO	NO	NO?	YES?
F9	3rd to Home	NO	NO?	YES?	YES	YES
	2nd to 3rd	NO	NO	NO?	YES?	YES
F7d	3rd to Home	YES?	YES	YES	YES	YES
	2nd to 3rd	NO	NO	NO	NO?	YES?
F8d	3rd to Home	YES?	YES	YES	YES	YES
	2nd to 3rd	NO	NO	NO?	YES?	YES
F9d	3rd to Home	YES?	YES	YES	YES	YES
	2nd to 3rd	NO	NO?	YES?	YES	YES

NO = The base runner must hold.

YES = The base runner takes an extra base, giving him three bases on a double, two on a single, or one on a fly out.

NO?/YES? = If using Automatic baserunning, ignore the ? symbol and treat as NO or YES, accordingly. If using Manual baserunner advancement, the Offensive Manager decides whether or not to attempt to advance the runner. If they send the runner, see the **Choice Chart**.

CHOICE CHART

When playing with Manual baserunner advancement, if the **Offensive Manager** sends a base runner, roll the dice and find the result in the ranges shown below.

If chart is being checked on a single and the throw goes home, a runner who started from first moves up to third on the throw.

If the **Defensive Manager** decides to cut the ball off rather than try to throw the runner out at home, see the **Cut-Off Chart**.

Roll	Result																		
00	The base runner is caught in a rundown and eventually tagged out. Roll the dice again to see if any trailing runners (or the batter) are able to advance during a rundown.																		
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02	Runner called safe after collision at base. Roll dice again to see if there are any injuries to players involved.																		
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03	If fielder covering bag is rated 1 or lower, they drop throw and runner is safe on error. Otherwise, tagged out.																		
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05-41	Base runner is safe. See Outfielder Assignment Chart for responsible outfielder.																		
42-78	Check speed of base runner. See Outfielder Assignment Chart for responsible outfielder.																		
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79-97	Base runner is out. See Outfielder Assignment Chart for responsible outfielder.																		
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99	The base runner is called out on a close play. He argues with the umpire and is ejected.																		

CUT-OFF CHART

The Defensive Manager elects to not try and throw out a runner who is attempting to advance.

Roll the dice and find the result in the ranges shown below.

On singles and doubles, the mod die may be used to determine which outfielder is coming up with the throw. If the die is 0 through 2, use the left fielder; if the die is 3 through 6, use the center fielder; if the die is 7 through the 9, use the right fielder.

Roll	Result
00	The outfielder may make an error on the throw. Roll one die. If the number shown on the die is higher than the outfielder's defense rating, their throw goes off line and the batter and all other runners advance one base on an error.
01-04	The outfielder may make an error on the throw. Roll one die. If the number shown on the die is higher than the outfielder's defense rating, their throw goes over the head of the cut-off man. If this is coming off of a single and there was a man on 1st, he makes it to 3rd unless he is Slow or Very Slow, in which case he holds at 2nd. If 2nd base is open and the batter is not Slow or Very Slow, he moves up to 2nd.
05-94	An infielder cuts off the throw and all trailing runners hold.
95-99	An infielder cuts off the throw and catches either the trailing runner or the batter trying to move up a base. To determine the runner, roll a die to randomly pick one. (ex. If there are 2 runners to choose from, then a roll of 0 through 4 takes out the lead guy and 5 through 9 the 2nd guy.) On a ball thrown by the left fielder, the shortstop is the cut-off infielder. On a ball thrown by the right fielder, the second baseman is the cut-off infielder. On a ball thrown by the center fielder, roll a die to randomly pick a middle infielder.

OUTFIELDER ASSIGNMENT CHART

If the Offensive Manager tried to take an extra base on a hit and would like to know which outfielder to credit (or criticize) for the out (or advancement), use the following chart.

Mod Die	If runner was Safe...	If runner was Out...
0	LF	LF
1-2	CF	CF
3	RF	RF
4-5	LF or CF - fielder with worse range. If tied, CF.	LF or CF - fielder with better range. If tied, CF.
6-7	LF or RF - fielder with worse range. If tied, RF.	LF or RF - fielder with better range. If tied, RF.
8-9	CF or RF - fielder with worse range. If tied, RF.	CF or RF - fielder with better range. If tied, RF.

BUNT CHART

To determine who fields a successful sacrifice, check Mod Die. If 0 or 1, the pitcher fields the bunt. If it is 2 or 3, the catcher fields the bunt. If it is 4 through 6, the first baseman fields the bunt. If it is 7 through 9, the third baseman fields the bunt.

Play Code	Result																					
DD	If reading is coming from Batter Card, he misses an attempted bunt. Lead base runner steals if he is F/VF and Mod Die is less than his STEAL rating. Otherwise, caught stealing. If reading comes from Pitcher Card, two strikes. If batter already has one or two strikes on him, he strikes out on a foul tip.																					
SI+	Successful sacrifice.																					
SI	Successful sacrifice.																					
BB	Ball. If he already has three balls on him, he walks. Runners hold.																					
HBP	Hit By Pitch.																					
SO	<p>If this reading is coming from Batter Card, successful sacrifice. (Exception: If this is a Suicide Squeeze (i.e. a runner is attempting to score from 3rd), then use the following chart for the play result:)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">Mod Die</th> <th style="text-align: center;">Infield In</th> <th style="text-align: center;">Infield Deep</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">0</td> <td>Pitcher fields bunt. If man on 3rd is Fast or Very Fast, he is safe and the batter is also safe on a Fielder's Choice. Otherwise, runner out at the plate.</td> <td>Pitcher fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.</td> </tr> <tr> <td style="text-align: center;">1</td> <td>Pitcher fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is also safe on a Fielder's Choice.</td> <td>Pitcher fields bunt and his throw home is late. Runner is safe and batter is also safe on a Fielder's Choice.</td> </tr> <tr> <td style="text-align: center;">2-3</td> <td>First Baseman fields bunt. If man on 3rd is Fast or Very Fast, he is safe and the batter is also safe on a Fielder's Choice. Otherwise, runner out at the plate.</td> <td>First baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.</td> </tr> <tr> <td style="text-align: center;">4-5</td> <td>First Baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is also safe on a Fielder's Choice.</td> <td>First baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.</td> </tr> <tr> <td style="text-align: center;">6-7</td> <td>Third Baseman fields bunt. If man on 3rd is Fast or Very Fast, he is safe and the batter is also safe on a Fielder's Choice. Otherwise, runner out at the plate.</td> <td>Third baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.</td> </tr> <tr> <td style="text-align: center;">8-9</td> <td>Third Baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is also safe on a Fielder's Choice.</td> <td>Third baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.</td> </tr> </tbody> </table> <p>If reading comes from Pitcher Card, two strikes. If batter already has any strikes on him, he strikes out.</p>	Mod Die	Infield In	Infield Deep	0	Pitcher fields bunt. If man on 3rd is Fast or Very Fast, he is safe and the batter is also safe on a Fielder's Choice. Otherwise, runner out at the plate.	Pitcher fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.	1	Pitcher fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is also safe on a Fielder's Choice.	Pitcher fields bunt and his throw home is late. Runner is safe and batter is also safe on a Fielder's Choice.	2-3	First Baseman fields bunt. If man on 3rd is Fast or Very Fast, he is safe and the batter is also safe on a Fielder's Choice. Otherwise, runner out at the plate.	First baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.	4-5	First Baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is also safe on a Fielder's Choice.	First baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.	6-7	Third Baseman fields bunt. If man on 3rd is Fast or Very Fast, he is safe and the batter is also safe on a Fielder's Choice. Otherwise, runner out at the plate.	Third baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.	8-9	Third Baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is also safe on a Fielder's Choice.	Third baseman fields bunt. If man on 3rd is Slow or Very Slow, he's out at the plate. Otherwise, he is safe and the batter is out at 1st.
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DEF	Roll on the Season Handbook's DEF Chart . (Change second baseman or right fielder to first baseman, shortstop or left fielder to third baseman and center fielder to catcher. <i>(Note: If the infield is playing in, add 1 to the first baseman and third baseman's defensive ratings.)</i> If the result of the play is a single, treat it as an infield single where runners advance one base.																					
OUT	If Mod Die is 0, pop out and lead runner doubled off. If Mod Die is 1, pop out and all runners hold. Otherwise, successful sacrifice.																					

HIT AND RUN CHART

Play Code	Result												
DD	Roll again on the batter's Deep Drive section. If it is a double, all runners automatically score. If it is a deep fly out (F7d, F8d or F9d) the lead runner is doubled up.												
SI+	Single. All runners automatically advance two bases.												
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BB	<table border="1"> <thead> <tr> <th>Mod Die</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td>0-3</td> <td>Ball. Re-Roll Mod Die. Base runner steals if he is Fast or Very Fast and Mod Die is less than his STEAL rating. Otherwise he is caught stealing.</td> </tr> <tr> <td>4</td> <td>Ball. Base runner is thrown out attempting to steal.</td> </tr> <tr> <td>5-9</td> <td>Foul Ball.</td> </tr> </tbody> </table>	Mod Die	Result	0-3	Ball. Re-Roll Mod Die. Base runner steals if he is Fast or Very Fast and Mod Die is less than his STEAL rating. Otherwise he is caught stealing.	4	Ball. Base runner is thrown out attempting to steal.	5-9	Foul Ball.				
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RARE CHART

When rolling for the start of a plate appearance, if you roll the same number on all three dice, either an Injury or Odd Play has occurred. Re-roll the percentile dice and check the result here.

Roll	Result																																																
00 - 09	Re-roll and carry out a normal play. After the conclusion of the play, identify every non-pitcher fielder involved in the play and randomly select one as injured. For example, if it's a 6-4-3 DP, then either the SS, 2B or 1B is injured. In the following non-fielder events, use this chart to identify the player:																																																
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10 - 29	Re-roll and carry out a normal play. After the conclusion of the play, check for an injury to the batter.																																																
30 - 49	Re-roll and carry out a normal play. After the conclusion of the play, check for an injury to the pitcher																																																
50 - 99	Re-roll and carry out a normal play. Once a Play Code is identified, look it up in the Odd Play Book .																																																

OUTS CHART, page 1

Out Code	Description																
F7	Fly out to the left fielder. If there is a base runner on 3rd base, see the Baserunner Advancement Chart .																
F7d	Deep fly out to the left fielder. If there is a base runner on 2nd or 3rd base, see the Baserunner Advancement Chart .																
F7s	Shallow fly out to the left fielder. Runners hold.																
F8	Fly out to the center fielder. If there is a base runner on 2nd or 3rd base, see the Baserunner Advancement Chart .																
F8d	Deep fly out to the center fielder. If there is a base runner on 2nd or 3rd base, see the Baserunner Advancement Chart .																
F8s	Shallow fly out to the center fielder. Runners hold.																
F9	Fly out to the right fielder. If there is a base runner on 2nd or 3rd base, see the Baserunner Advancement Chart .																
F9d	Deep fly out to the right fielder. If there is a base runner on 2nd or 3rd base, see the Baserunner Advancement Chart .																
F9s	Shallow fly out to the right fielder. Runners hold.																
G1	Ground ball to the pitcher. <table border="1" style="margin-left: 20px;"> <thead> <tr> <th style="text-align: center;">Men On</th> <th style="text-align: center;">Result</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1st</td> <td>Runner forced out at 2nd. Batter safe on fielder's choice.</td> </tr> <tr> <td style="text-align: center;">2nd</td> <td>Runner holds. Batter out.</td> </tr> <tr> <td style="text-align: center;">3rd</td> <td>Runner holds. Batter out.</td> </tr> <tr> <td style="text-align: center;">1st & 2nd</td> <td>If the runner on 2nd is slower than the runner on 1st, he is forced out at 3rd. Otherwise, the runner on 1st is forced out at 2nd. Batter safe on fielder's choice. The non-forced runner advances.</td> </tr> <tr> <td style="text-align: center;">1st & 3rd</td> <td>Batter out. Man on 3rd holds. Man on 1st moves up to 2nd.</td> </tr> <tr> <td style="text-align: center;">2nd & 3rd</td> <td>Runners hold. Batter out.</td> </tr> <tr> <td style="text-align: center;">Full</td> <td>Runner forced out at home. Batter safe on fielder's choice.</td> </tr> </tbody> </table>	Men On	Result	1st	Runner forced out at 2nd. Batter safe on fielder's choice.	2nd	Runner holds. Batter out.	3rd	Runner holds. Batter out.	1st & 2nd	If the runner on 2nd is slower than the runner on 1st, he is forced out at 3rd. Otherwise, the runner on 1st is forced out at 2nd. Batter safe on fielder's choice. The non-forced runner advances.	1st & 3rd	Batter out. Man on 3rd holds. Man on 1st moves up to 2nd.	2nd & 3rd	Runners hold. Batter out.	Full	Runner forced out at home. Batter safe on fielder's choice.
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Out Code	Description																
G1h	<p data-bbox="329 237 659 268">Hard ground ball to the pitcher.</p> <table border="1" data-bbox="350 296 1401 814"> <thead> <tr> <th data-bbox="350 296 483 342">Men On</th> <th data-bbox="483 296 1401 342">Result</th> </tr> </thead> <tbody> <tr> <td data-bbox="350 342 483 394">1st</td> <td data-bbox="483 342 1401 394">With two outs, batter is out. Otherwise, double play.</td> </tr> <tr> <td data-bbox="350 394 483 447">2nd</td> <td data-bbox="483 394 1401 447">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 447 483 499">3rd</td> <td data-bbox="483 447 1401 499">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 499 483 590">1st & 2nd</td> <td data-bbox="483 499 1401 590">Defensive Manager can choose to (a) throw out the runner at 3rd, or (b) go to 2nd to turn a double play.</td> </tr> <tr> <td data-bbox="350 590 483 709">1st & 3rd</td> <td data-bbox="483 590 1401 709">Defensive Manager can choose to (a) hold runner on 3rd and retire batter, or (b) go to 2nd to turn a double play while allowing a runner to score from 3rd if they are not Slow or Very Slow.</td> </tr> <tr> <td data-bbox="350 709 483 762">2nd & 3rd</td> <td data-bbox="483 709 1401 762">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 762 483 814">Full</td> <td data-bbox="483 762 1401 814">Runner forced out at home. Batter out on a double play.</td> </tr> </tbody> </table>	Men On	Result	1st	With two outs, batter is out. Otherwise, double play.	2nd	Runner holds. Batter out.	3rd	Runner holds. Batter out.	1st & 2nd	Defensive Manager can choose to (a) throw out the runner at 3rd, or (b) go to 2nd to turn a double play.	1st & 3rd	Defensive Manager can choose to (a) hold runner on 3rd and retire batter, or (b) go to 2nd to turn a double play while allowing a runner to score from 3rd if they are not Slow or Very Slow .	2nd & 3rd	Runner holds. Batter out.	Full	Runner forced out at home. Batter out on a double play.
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G1s	Slow ground ball to the pitcher. Batter out. Runners advance one base.																
G2	<p data-bbox="329 909 613 940">Ground ball to the catcher.</p> <table border="1" data-bbox="350 968 1401 1486"> <thead> <tr> <th data-bbox="350 968 483 1014">Men On</th> <th data-bbox="483 968 1401 1014">Result</th> </tr> </thead> <tbody> <tr> <td data-bbox="350 1014 483 1066">1st</td> <td data-bbox="483 1014 1401 1066">Runner forced out at 2nd. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 1066 483 1119">2nd</td> <td data-bbox="483 1066 1401 1119">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 1119 483 1171">3rd</td> <td data-bbox="483 1119 1401 1171">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 1171 483 1308">1st & 2nd</td> <td data-bbox="483 1171 1401 1308">If the runner on 2nd is slower than the runner on 1st, he is forced out at 3rd. Otherwise, the runner on 1st is forced out at 2nd. Batter safe on fielder's choice. The non-forced runner advances.</td> </tr> <tr> <td data-bbox="350 1308 483 1360">1st & 3rd</td> <td data-bbox="483 1308 1401 1360">Batter out. Man on 3rd holds. Man on 1st moves up to 2nd.</td> </tr> <tr> <td data-bbox="350 1360 483 1413">2nd & 3rd</td> <td data-bbox="483 1360 1401 1413">Runners hold. Batter out.</td> </tr> <tr> <td data-bbox="350 1413 483 1486">Full</td> <td data-bbox="483 1413 1401 1486">Runner forced out at home. Batter safe on fielder's choice.</td> </tr> </tbody> </table>	Men On	Result	1st	Runner forced out at 2nd. Batter safe on fielder's choice.	2nd	Runner holds. Batter out.	3rd	Runner holds. Batter out.	1st & 2nd	If the runner on 2nd is slower than the runner on 1st, he is forced out at 3rd. Otherwise, the runner on 1st is forced out at 2nd. Batter safe on fielder's choice. The non-forced runner advances.	1st & 3rd	Batter out. Man on 3rd holds. Man on 1st moves up to 2nd.	2nd & 3rd	Runners hold. Batter out.	Full	Runner forced out at home. Batter safe on fielder's choice.
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G2s	Slow ground ball to the catcher. Batter out. Runners advance one base.																

Out Code	Description																
G3	<p data-bbox="326 239 675 268">Ground ball to the first baseman.</p> <table border="1" data-bbox="350 296 1403 768"> <thead> <tr> <th data-bbox="350 296 483 342">Men On</th> <th data-bbox="483 296 1403 342">Result</th> </tr> </thead> <tbody> <tr> <td data-bbox="350 342 483 401">1st</td> <td data-bbox="483 342 1403 401">Runner forced out at 2nd. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 401 483 459">2nd</td> <td data-bbox="483 401 1403 459">Runner advances to 3rd. Batter out.</td> </tr> <tr> <td data-bbox="350 459 483 518">3rd</td> <td data-bbox="483 459 1403 518">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 518 483 604">1st & 2nd</td> <td data-bbox="483 518 1403 604">Runner forced out at 2nd. Man on 2nd advances to 3rd. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 604 483 663">1st & 3rd</td> <td data-bbox="483 604 1403 663">Batter out. Man on 3rd holds. Man on 1st moves up to 2nd.</td> </tr> <tr> <td data-bbox="350 663 483 722">2nd & 3rd</td> <td data-bbox="483 663 1403 722">Runners hold. Batter out.</td> </tr> <tr> <td data-bbox="350 722 483 768">Full</td> <td data-bbox="483 722 1403 768">Runner forced out at home. Batter safe on fielder's choice.</td> </tr> </tbody> </table>	Men On	Result	1st	Runner forced out at 2nd. Batter safe on fielder's choice.	2nd	Runner advances to 3rd. Batter out.	3rd	Runner holds. Batter out.	1st & 2nd	Runner forced out at 2nd. Man on 2nd advances to 3rd. Batter safe on fielder's choice.	1st & 3rd	Batter out. Man on 3rd holds. Man on 1st moves up to 2nd.	2nd & 3rd	Runners hold. Batter out.	Full	Runner forced out at home. Batter safe on fielder's choice.
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G3h	<p data-bbox="326 819 727 848">Hard ground ball to the first baseman.</p> <table border="1" data-bbox="350 875 1403 1440"> <thead> <tr> <th data-bbox="350 875 483 921">Men On</th> <th data-bbox="483 875 1403 921">Result</th> </tr> </thead> <tbody> <tr> <td data-bbox="350 921 483 980">1st</td> <td data-bbox="483 921 1403 980">Double play.</td> </tr> <tr> <td data-bbox="350 980 483 1039">2nd</td> <td data-bbox="483 980 1403 1039">Runner advances to 3rd. Batter out.</td> </tr> <tr> <td data-bbox="350 1039 483 1098">3rd</td> <td data-bbox="483 1039 1403 1098">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 1098 483 1213">1st & 2nd</td> <td data-bbox="483 1098 1403 1213">Runner on 2nd advances to 3rd. Runner on 1st forced out at 2nd as part of a double play. A 5-rated fielder can throw across the diamond to force a runner if they are not Fast or Very Fast.</td> </tr> <tr> <td data-bbox="350 1213 483 1329">1st & 3rd</td> <td data-bbox="483 1213 1403 1329">Defensive manager can choose to hold runner on 3rd and retire batter or go to 2nd to turn a double play while allowing a runner to score from 3rd if they are not Slow or Very Slow.</td> </tr> <tr> <td data-bbox="350 1329 483 1388">2nd & 3rd</td> <td data-bbox="483 1329 1403 1388">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 1388 483 1440">Full</td> <td data-bbox="483 1388 1403 1440">Runner forced out at home. Batter out on a double play.</td> </tr> </tbody> </table>	Men On	Result	1st	Double play.	2nd	Runner advances to 3rd. Batter out.	3rd	Runner holds. Batter out.	1st & 2nd	Runner on 2nd advances to 3rd. Runner on 1st forced out at 2nd as part of a double play. A 5-rated fielder can throw across the diamond to force a runner if they are not Fast or Very Fast .	1st & 3rd	Defensive manager can choose to hold runner on 3rd and retire batter or go to 2nd to turn a double play while allowing a runner to score from 3rd if they are not Slow or Very Slow .	2nd & 3rd	Runner holds. Batter out.	Full	Runner forced out at home. Batter out on a double play.
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G3s	<p data-bbox="326 1491 1149 1520">Slow ground ball to the first baseman. Batter out. Runners advance one base.</p>																

Out Code	Description																
G4	<p data-bbox="326 239 714 268">Ground ball to the second baseman.</p> <table border="1" data-bbox="350 296 1403 802"> <thead> <tr> <th data-bbox="350 296 485 346">Men On</th> <th data-bbox="485 296 1403 346">Result</th> </tr> </thead> <tbody> <tr> <td data-bbox="350 346 485 399">1st</td> <td data-bbox="485 346 1403 399">Runner forced out at 2nd. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 399 485 451">2nd</td> <td data-bbox="485 399 1403 451">Runner advances to 3rd. Batter out.</td> </tr> <tr> <td data-bbox="350 451 485 504">3rd</td> <td data-bbox="485 451 1403 504">Runner scores from 3rd. Batter out.</td> </tr> <tr> <td data-bbox="350 504 485 600">1st & 2nd</td> <td data-bbox="485 504 1403 600">Runner advances to 3rd. Man on 1st forced out at 2nd. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 600 485 688">1st & 3rd</td> <td data-bbox="485 600 1403 688">Runner scores from 3rd. Man on 1st forced out at 2nd. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 688 485 743">2nd & 3rd</td> <td data-bbox="485 688 1403 743">Runners advance. Batter out.</td> </tr> <tr> <td data-bbox="350 743 485 802">Full</td> <td data-bbox="485 743 1403 802">Runner forced out at 2nd. Other runners advance. Batter safe on fielder's choice.</td> </tr> </tbody> </table>	Men On	Result	1st	Runner forced out at 2nd. Batter safe on fielder's choice.	2nd	Runner advances to 3rd. Batter out.	3rd	Runner scores from 3rd. Batter out.	1st & 2nd	Runner advances to 3rd. Man on 1st forced out at 2nd. Batter safe on fielder's choice.	1st & 3rd	Runner scores from 3rd. Man on 1st forced out at 2nd. Batter safe on fielder's choice.	2nd & 3rd	Runners advance. Batter out.	Full	Runner forced out at 2nd. Other runners advance. Batter safe on fielder's choice.
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G4h	<p data-bbox="326 852 766 882">Hard ground ball to the second baseman.</p> <table border="1" data-bbox="350 909 1403 1478"> <thead> <tr> <th data-bbox="350 909 485 959">Men On</th> <th data-bbox="485 909 1403 959">Result</th> </tr> </thead> <tbody> <tr> <td data-bbox="350 959 485 1012">1st</td> <td data-bbox="485 959 1403 1012">Double play.</td> </tr> <tr> <td data-bbox="350 1012 485 1064">2nd</td> <td data-bbox="485 1012 1403 1064">Runner advances to 3rd. Batter out.</td> </tr> <tr> <td data-bbox="350 1064 485 1117">3rd</td> <td data-bbox="485 1064 1403 1117">Runner scores from 3rd. Batter out.</td> </tr> <tr> <td data-bbox="350 1117 485 1245">1st & 2nd</td> <td data-bbox="485 1117 1403 1245">Runner on 2nd advances to 3rd. Runner on 1st forced out at 2nd as part of a double play. A 5-rated fielder can throw across the diamond to force a runner if they are Slow or Very Slow.</td> </tr> <tr> <td data-bbox="350 1245 485 1333">1st & 3rd</td> <td data-bbox="485 1245 1403 1333">Runner forced out at 2nd as part of a double play. Runner scores from 3rd if there aren't now 3 outs.</td> </tr> <tr> <td data-bbox="350 1333 485 1386">2nd & 3rd</td> <td data-bbox="485 1333 1403 1386">Runners advance. Batter out.</td> </tr> <tr> <td data-bbox="350 1386 485 1478">Full</td> <td data-bbox="485 1386 1403 1478">Runner forced out at 2nd as part of a double play. Runner scores from 3rd if there aren't now 3 outs.</td> </tr> </tbody> </table>	Men On	Result	1st	Double play.	2nd	Runner advances to 3rd. Batter out.	3rd	Runner scores from 3rd. Batter out.	1st & 2nd	Runner on 2nd advances to 3rd. Runner on 1st forced out at 2nd as part of a double play. A 5-rated fielder can throw across the diamond to force a runner if they are Slow or Very Slow .	1st & 3rd	Runner forced out at 2nd as part of a double play. Runner scores from 3rd if there aren't now 3 outs.	2nd & 3rd	Runners advance. Batter out.	Full	Runner forced out at 2nd as part of a double play. Runner scores from 3rd if there aren't now 3 outs.
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G4s	Slow ground ball to the second baseman. Batter out. Runners advance one base.																

Out Code	Description																
<p>G5</p>	<p>Ground ball to the third baseman.</p> <table border="1" data-bbox="350 296 1403 835"> <thead> <tr> <th data-bbox="350 296 483 342">Men On</th> <th data-bbox="483 296 1403 342">Result</th> </tr> </thead> <tbody> <tr> <td data-bbox="350 342 483 401">1st</td> <td data-bbox="483 342 1403 401">Runner forced out at 2nd. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 401 483 459">2nd</td> <td data-bbox="483 401 1403 459">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 459 483 518">3rd</td> <td data-bbox="483 459 1403 518">Runner holds. Batter out.</td> </tr> <tr> <td data-bbox="350 518 483 636">1st & 2nd</td> <td data-bbox="483 518 1403 636">If runner on 2nd is slower than runner on 1st or fielder is a 5, then runner is forced out at 3rd. Otherwise, runner forced out at 2nd. Non-forced runner advances. Batter safe on fielder's choice.</td> </tr> <tr> <td data-bbox="350 636 483 724">1st & 3rd</td> <td data-bbox="483 636 1403 724">Runner forced out at 2nd. Batter safe on fielder's choice. Man on 3rd scores if fielder is a 3 or lower and this doesn't make 3 outs.</td> </tr> <tr> <td data-bbox="350 724 483 783">2nd & 3rd</td> <td data-bbox="483 724 1403 783">Runners hold. Batter out.</td> </tr> <tr> <td data-bbox="350 783 483 835">Full</td> <td data-bbox="483 783 1403 835">Runner forced out at home. Batter safe on fielder's choice.</td> </tr> </tbody> </table>	Men On	Result	1st	Runner forced out at 2nd. Batter safe on fielder's choice.	2nd	Runner holds. Batter out.	3rd	Runner holds. Batter out.	1st & 2nd	If runner on 2nd is slower than runner on 1st or fielder is a 5 , then runner is forced out at 3rd. Otherwise, runner forced out at 2nd. Non-forced runner advances. Batter safe on fielder's choice.	1st & 3rd	Runner forced out at 2nd. Batter safe on fielder's choice. Man on 3rd scores if fielder is a 3 or lower and this doesn't make 3 outs.	2nd & 3rd	Runners hold. Batter out.	Full	Runner forced out at home. Batter safe on fielder's choice.
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Out Code	Description
L1	Line out to the pitcher. If this doesn't make 3 outs, re-roll the dice. If the result is between 00 and 09, a the lead runner is doubled off.
L3	Line out to the first baseman. If this doesn't make 3 outs, re-roll the dice. If the result is between 00 and 09, the runner closest to the fielder is doubled off: use the order 1st, 2nd then 3rd. If a runner is doubled off and there still aren't 3 outs, it's a potential triple play. Roll the dice again and if the roll is 00-29, a triple play occurs.
L4	Line out to the second baseman. If this doesn't make 3 outs, re-roll the dice. If the result is between 00 and 09, the runner closest to the fielder is doubled off: use the order 2nd, 1st then 3rd. If a runner is doubled off and there still aren't 3 outs, it's a potential triple play. Roll the dice again and if the roll is 00-29, a triple play occurs.
L5	Line out to the third baseman. If this doesn't make 3 outs, re-roll the dice. If the result is between 00 and 09, the runner closest to the fielder is doubled off: use the order 3rd, 2nd then 1st. If a runner is doubled off and there still aren't 3 outs, it's a potential triple play. Roll the dice again and if the roll is 00-29, a triple play occurs.
L6	Line out to the shortstop. If this doesn't make 3 outs, re-roll the dice. If the result is between 00 and 09, the runner closest to the fielder is doubled off: use the order 2nd, 1st then 3rd. If a runner is doubled off and there still aren't 3 outs, it's a potential triple play. Roll the dice again and if the roll is 00-29, a triple play occurs.
P1	Pop out to the pitcher. Runners hold.
P2	Pop out to the catcher. Runners hold.
P3	Pop out to the first baseman. Runners hold.
P4	Pop out to the second baseman. Runners hold.
P5	Pop out to the third baseman. Runners hold.
P6	Pop out to the shortstop. Runners hold.
Pf	Pop out in foul territory. If the 1s die is odd, this is a P2. Otherwise, it's a P3.
Pm	Pop out over the middle infield. If the 1s die is odd, this is a P4. Otherwise, it's a P6.

Note: Cards do not have L1 readings. To accommodate line outs to the pitcher, change all line outs on a roll of 49 or 99 to an L1. (i.e. For batters who have an out at 49, a roll of 490 will result in an L1. Similarly, for pitchers who have an out at 99, a roll of 990 will result in an L1.)

BENCH USAGE CHART

Determine which players may have to sit out a game or skip a turn in the starting rotation by rolling the three dice after having named the starting lineup.

Each die corresponds to a player in the starting lineup:

0 = Designated Hitter (if applicable), 1 = Pitcher, 2 = Catcher, 3 = First Baseman, 4 = Second Baseman,

5 = Third Baseman, 6 = Shortstop, 7 = Left Fielder, 8 = Center Fielder, 9 = Right Fielder.

If sitting a player would cause you to not have any available players rated to play a particular position, ignore the result and allow them to play.

If their position number is included in...	Then the player must sit/skip unless their Injury Rating is at least...
All Three Dice	AA
Two of the Dice	A
One Single Green Die	B
One Red or White Die	C

PLAY-BY-PLAY CHART

To help "visualize" the result off of the Season Handbook's **DEF Chart**, check the final result here and use the mod die to watch the play unfold.

SI followed by a position in parenthesis is used for singles that came off of failed checks on that position's defensive rating.

ERR followed by a position in parenthesis is used for errors on that position..

Play Code	Description										
SI+ (P)	Ground ball up the middle gets past pitcher.										
SI (P)	<table border="1"> <thead> <tr> <th>Mod Die</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td>0-2</td> <td>Pitcher can't get to a ground ball between the mound and home plate in time.</td> </tr> <tr> <td>3-5</td> <td>Pitcher can't get to a ground ball to the left of the mound in time.</td> </tr> <tr> <td>6-8</td> <td>Pitcher can't get to a ground ball to the right of the mound in time.</td> </tr> <tr> <td>9</td> <td>Pitcher unable to throw out batter after fielding a high chopper.</td> </tr> </tbody> </table>	Mod Die	Result	0-2	Pitcher can't get to a ground ball between the mound and home plate in time.	3-5	Pitcher can't get to a ground ball to the left of the mound in time.	6-8	Pitcher can't get to a ground ball to the right of the mound in time.	9	Pitcher unable to throw out batter after fielding a high chopper.
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	Mod Die	Result									
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SI (CF)	Looping liner falls in front of the center fielder.										
SI+ (LF) SI+ (RF)	Outfielder can't run down a fly ball in the gap.										
SI (LF) SI (RF)	Looping liner falls in front of the outfielder.										
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	7	Check 1s Die. 0-2: Fielder can't handle a throw from the pitcher. 3-4: Fielder can't handle a throw from the catcher. 5-9: Fielder can't handle a throw from the second baseman.													
	8	Check 1s Die. Odd: Fielder can't handle a throw from the third baseman. Even: Fielder can't handle a throw from the shortstop.													
9	Check 1s Die. (If the bases are empty or two outs, use Odd reading.) Odd: Fielder handles ground ball and his flip to the pitcher covering 1st base is off target, resulting in an error. Even: Fielder catches a line drive. If there is a runner on 2nd or 3rd and this doesn't make 3 outs, their throw attempting to double off the lead runner is wild and all runners advance one base.														

Play Code	Description	
ERR (2B)	Mod Die	Result
	0-1	Ground ball goes through fielder's legs.
	2	Check 1s Die. Odd: Fielder drops a foul ball. Even: Fielder drops a pop up.
	3-5	Fielder can't handle a ground ball.
	6	Fielder throws late to 1st after having trouble fielding a grounder.
	7-8	Fielder throws wide of first base and into the dugout for an error.
	9	Check 1s Die. (If the bases are empty or two outs, use Odd reading.) Odd: Fielder attempts to throw out the lead runner (ignoring any runner heading toward 3rd) and the throw pulls the man covering the bag off of it. Even: Fielder catches a line drive. If there is a runner on 1st or 2nd and this doesn't make 3 outs, their throw attempting to double off the lead of those runners is wild and all runners advance one base.
ERR (3B)	Mod Die	Result
	0-1	Ground ball goes through fielder's legs.
	2	Check 1s Die. Odd: Fielder drops a foul ball. Even: Fielder drops a pop up.
	3-5	Fielder can't handle a ground ball.
	6-7	Fielder throws late to 1st after having trouble fielding a grounder.
	8	Fielder throws wide of first base and into the dugout for an error.
	9	Check 1s Die. (If the bases are empty or two outs, use Odd reading.) Odd: Fielder attempts to throw out the lead runner (ignoring any runner heading toward 3rd) and the throw pulls the man covering the bag off of it. Even: Fielder catches a line drive. If there is a runner on 1st or 2nd and this doesn't make 3 outs, their throw attempting to double off the lead of those runners is wild and all runners advance one base.

Play Code	Description	
ERR (SS)		
	Mod Die	Result
	0-1	Ground ball goes through fielder's legs.
	2	Check 1s Die. Odd: Fielder drops a foul ball. Even: Fielder drops a pop up.
	3-5	Fielder can't handle a ground ball.
	6-7	Fielder throws late to 1st after having trouble fielding a grounder.
	8	Fielder throws wide of first base and into the dugout..
9	Check 1s Die. (If the bases are empty or two outs, use Odd reading.) Odd: Fielder attempts to throw out the lead runner (ignoring any runner heading toward 3rd) and the throw pulls the man covering the bag off of it. Even: Fielder catches a line drive. If this doesn't make 3 outs, their throw attempting to double off the lead runner is wild and all runners advance one base.	
ERR (LF) ERR (CF) ERR (RF)		
	Mod Die	Result
	0	Fielder makes terrible diving attempt. Ball gets past him for an error.
	1	Ball goes off outfielder's legs for an error.
	2-8	Fielder sprints in to make the catch but it goes off his glove for an error.
9	Fielder drops a fly ball.	

