DEEP DRIVE BASEBALL
RULE BOOK

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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. In addition, pitcher cards have a baseball watermark image to help identify them more quickly.

Batter Cards have other sections on them such as **Deep Drive**, **Steal** and **Run**. On the other hand, Pitcher Cards have **Endurance**, **Rest, Bat, 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 appear in order of how frequently the player player there. (Positions shown within a box are visual indicators of where that player usually played. It is encouraged to primarily use players at those positions.) 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 9 followed by a letter between A and F. 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. A player who with an A successfully steals bases more often those most while a player with an F is usually unsuccessful.

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 **Endurance** box. This will list SP for pitchers who should be used primarily as starting pitchers. Pitchers who should be used primarily as relief pitchers will have the word RP. (If the pitcher made some starts, they will also have SP listed.) In the modern era, some pitchers will have the word CL if they were primarily used as their team's closer. A number will follow SP, RP and CL listings. This reflects how long they remain in a game when used as a starter or reliever. (See **Pitcher Endurance** below.)

Pitcher Cards include a **Rest** box. See **Starting Pitcher Rest** below.

Pitcher Cards include a **BAT** rating. This tells you which generic **Pitcher Batting Card** to use when that pitcher is at bat. Some pitchers have individual Batting Cards, which can be used instead. (Note that the individual cards for pitchers are often based on small sample sizes, so the generic Pitcher Batting Card is a nice option.)

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".

(The combination of the red and white dice are often referenced as "percentile dice".)

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, Range (or Error) Chart, On-Base Event Chart, Pitcher/Catcher Chart, Stolen Base Chart, In-Game Injury Chart,** and **Training Room 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 Batting 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 to use the number following SP if they are being used as a starter and the number following RP or CL if they are being used as a reliever.)

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.)

(*) To better reflect eras where pitchers completed nearly all their starts, this rule does not apply to starting pitchers still in the game from the 10th inning onward. Instead, subtract 1 Endurance point for each run allowed in extra innings.

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.)

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 robs 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 robs 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 robs 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. On DEF Checks for a hit, they do not advance unless forced ahead. They can not be thrown out at the plate with the infield playing in unless the bases are loaded and they are forced ahead.

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 the **REST** 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.

If the player marked for rest was the starting pitcher, consider taking this number and *adding it* to the number of games they would have had to rest. For example, a pitcher with a REST rating of 4 comes up on the chart with a 2 - have them rest 6 games instead of 4. In other words, their next start has been pushed back.

This method is suggested when playing full-season replays.

Ballpark Effects

If you roll a **HR** or **F7d/F8d/F9d** from within the **DEEP DRIVE** section of the batter card, if a red dagger (**†**) appears next to the listing, check above the box. A range of numbers will appear after a label which begins "**† Park**".

If your roll falls within the ranges of numbers shown, use your Mod Die and check the **Ballpark Card** for the stadium in which this game is being played. This will give a final reading of either **HR**, **F7d**, **F8d** or **F9d**.

Batter/Pitcher Advantages

To help reflect player usage trends and add an additional strategic element to Deep Drive Baseball, we have implemented rules called Batter Advantage and Pitcher Advantage.

A Batter Advantage occurs when any of the following situations occur:
    1. The pitcher is fatigued
    2. A left-handed specialist batter faces a right-handed specialist pitcher *
    3. A right-handed specialist batter faces a left-handed specialist pitcher *
    4. (a) The team at bat trails with the potential tying run either on base or at bat and (b) there is a relief pitcher on the mound who does not have a CL rating and (c) a pitcher with a CL rating is on the pitching team's roster and his Endurance rating is high enough that he could pitch the remaining inning(s) in the game.

A Pitcher Advantage occurs when any of the following situations occurs:
    1. A left-handed specialist batter * batter faces a LHP
    2. A left-handed specialist pitcher * pitcher faces a LHB
    3. A right-handed specialist batter * batter faces a RHP
    4. A right-handed specialist pitcher * pitcher faces a RHB

* Specialists are denoted with a circle around the player's batting or throwing side. In previous card sets, this could also appear as an L-, R-, L+ or R+.

(Note: these ratings do not necessarily reflect player *performance* and are meant more to reflect players who likely made platoon starts, were likely used as pinch-hitters or defensive subs only, or were pitchers who tended to face just one or two batters before leaving a game.)

When a Batter Advantage exists, two things occur:
    1. After a roll of 50-99, the Offensive Manager may choose to subtract 50 from that roll and change the reading to come off of the batter's card.
    2. All fielders suffer a 1 point subtraction from their fielding rating.

When a Pitcher Advantage exists, two things occur:
    1. After a roll of 00-49, the Defensive Manager may choose to add 50 to that roll and change the reading to come off of the pitcher's card.
    2. All fielders gain a 1 point addition to their fielding rating.

This table summarizes when a Batter or Pitcher Advantage exists.

		PITCHER HANDEDNESS			
		Ⓛ	L	R	Ⓡ
BATTER HANDEDNESS	Ⓛ	PITCHER	PITCHER	-	BATTER
	L	PITCHER	-	-	-
	R	-	-	-	PITCHER
	Ⓡ	BATTER	-	PITCHER	PITCHER

Contact

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

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 most 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.

Roll	Description
00-14	If the runner thrown out is not VS, then he buys time for all trailing runners to advance one base.
15-29	If the runner thrown out is not S/VS, he buys time for all trailing runners to advance one base.
30-49	If the runner thrown out is F/VF, then he buys time for all trailing runners to advance one base.
50-69	If the runner thrown out is VF, then he buys time for all trailing runners to advance one base.
70-99	Runner is thrown out quickly and no trailing runners are able to advance.

Roll	Result
01	Runner called safe on a close play. Fielder covering bag argues with umpire and is ejected from the game.
02	Runner called safe after collision at base. Roll dice again to see if there are any injuries to players involved.

Roll	Description
00-19	The base runner is injured.
20-39	The fielder covering the base is injured.
40-49	Both the runner and fielder covering the base are injured.
50-99	Both players are shaken up but neither is injured.

Roll	Result
03	If fielder covering bag is rated 1 or lower, they drop throw and runner is safe on error. Otherwise, tagged out.
04	If fielder covering bag is rated 2 or lower, they drop throw and runner is safe on error. Otherwise, tagged out.
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.

	VS	S	()	F	VF
SAFE	--	42-51	42-60	42-69	42-78
OUT	42-78	52-78	61-78	70-78	--

Roll	Result
79-97	Base runner is out. See **Outfielder Assignment Chart** for responsible outfielder.
98	Runner called out after collision at base. Roll dice again and use chart shown at roll **02**.
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 rating. If tied, CF.	LF or CF - fielder with better rating. If tied, CF.
6-7	LF or RF - fielder with worse rating. If tied, RF.	LF or RF - fielder with better rating. If tied, RF.
8-9	CF or RF - fielder with worse rating. If tied, RF.	CF or RF - fielder with better rating. 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	**Batter Card:** Pop out and lead runner is doubled up. **Pitcher Card:** Fielder handles bunt quickly. If any runners are being forced ahead, the lead runner is out. Otherwise, runners hold and batter is out.
SI+ SI	**Batter Card:** Possible single. Re-roll white die and check this chart:

White Die	Result
0	VS batter is out on a sacrifice. Otherwise, infield single and runners advance one base.
1-2	If batter is VS or S, sacrifice. Otherwise, infield single and runners advance one base.
3-4	If batter is F or VF, infield single and runners advance 1 base. Otherwise, sacrifice.
5-6	If batter is VF, infield single and runners advance one base. Otherwise, sacrifice.
7-9	Batter out on a sacrifice.

Pitcher Card: See **OUT** below.

Play Code	Result
BB	Ball. If he already has three balls on him, he walks. Runners hold.
HBP	Hit By Pitch.
SO	2 strikes. If batter already has any strikes on him, he strikes out.
DEF	**Batter Card:** Blooper off the bat. Check fielding rating of fielder handling the bunt and re-roll white die. If roll is less than or equal to fielder's rating, they catch the ball for a pop out. Otherwise, the ball bounces first and it's a sacrifice. **Pitcher Card:** Tough play. Check fielding rating of fielder handling the bunt and re-roll white die. SUBTRACT FOUR FROM ROLL. If roll is less than or equal to fielder's rating, they play it cleanly for a sacrifice. Otherwise, they misplay it for a one-base error.

Play Code	Result
OUT	Look at the white die and check the following table.

White Die	Fielding Rating
0	Pop out. Runners hold.
1	Lead runner thrown out.
2-4	Fielder can attempt a play on the lead runner or retire the batter. If making a play on the lead runner, cross-reference the runner's speed and the fielder's fielding rating. Re-roll the white die for the final play result.

		Fielding Rating					
	RUN	5	4	3	2	1	0
	VF	0-4: Safe 5-9: Out	0-5: Safe 6-9: Out	0-6: Safe 7-9: Out	0-7: Safe 8-9: Out	0-8: Safe 9: Out	Safe
	F	0-3: Safe 4-9: Out	0-4: Safe 5-9: Out	0-5: Safe 6-9: Out	0-6: Safe 7-9: Out	0-7: Safe 8-9: Out	0-8: Safe 9: Out
		0-2: Safe 3-9: Out	0-3: Safe 4-9: Out	0-4: Safe 5-9: Out	0-5: Safe 6-9: Out	0-6: Safe 7-9: Out	0-7: Safe 8-9: Out
	S	0-1: Safe 2-9: Out	0-2: Safe 3-9: Out	0-3: Safe 4-9: Out	0-4: Safe 5-9: Out	0-5: Safe 6-9: Out	0-6: Safe 7-9: Out
	VS	0: Safe 1-9: Out	0-1: Safe 2-9: Out	0-2: Safe 3-9: Out	0-3: Safe 4-9: Out	0-4: Safe 5-9: Out	0-5: Safe 6-9: Out

White Die	Fielding Rating
5-9	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.
SI	Single. All runners automatically advance two bases.
BB	<table><tr><th>Mod Die</th><th>Result</th></tr><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></table>
HBP	Foul ball.
SO	<table><tr><th>Mod Die</th><th>Result</th></tr><tr><td>0-1</td><td>Strike. Base runner is thrown out attempting to steal.</td></tr><tr><td>2-4</td><td>Strike. 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>5-9</td><td>Foul Ball.</td></tr></table>
DEF	See the Season Handbook's **DEF Chart**.
OUT	<table><tr><th>Out Code</th><th>Result</th></tr><tr><td>L1, L3, L4, L5, L6</td><td>Line out. Lead runner in motion is doubled off.</td></tr><tr><td>G1, G2, G3, G4, G5, G6, G1h, G3h, G4h, G5h, G6h</td><td>Change to a slow ground out. (i.e. G1 becomes G1s, G4h becomes G4s, etc.)</td></tr><tr><td>F7d, F8d, F9d</td><td>Runners in movement are not allowed to advance a base.</td></tr><tr><td>F7s, F8s, F9s</td><td>Lead runner in motion is doubled off.</td></tr><tr><td>All Other Outs</td><td>Treat as normal.</td></tr></table>

ROLLING THREE OF A KIND

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 all three dice and check the result here.

Roll	Result
00 - 07	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:

Play Code	Injured Player	
HR	Outfielder injured running into the wall. Check mod die to identify the injured player.	

Mod Die	Outfielder
0-2	LF
3-6	CF
7-9	RF

Play Code	Injured Player	
TR DO	Outfielder injured diving for ball. Check mod die to identify the injured outfielder.	

Mod Die	Outfielder
0-2	LF
3-6	CF
7-9	RF

Play Code	Injured Player	
SI+ SI	Liner goes off of fielder, injuring them. Use mod die to identify the injured infielder.	

Mod Die	Infielder
0-1	P
2-3	1B
4-5	2B
6-7	3B
8-9	SS

Play Code	Injured Player	
SO BB HBP	A foul tip injured the catcher at some point during this plate appearance.	

Roll	Result
08 - 23	Re-roll and carry out a normal play. After the conclusion of the play, check for an injury to the batter.
24 - 39	Re-roll and carry out a normal play. After the conclusion of the play, check for an injury to the pitcher
40 - 99	Re-roll and look up resulting Play Code in the **Odd Play Book**.

OUTS CHART

Out Code	Description
F7	Fly out to the left fielder. If there is a base runner on 2nd or 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. | 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 or fielder is a **5**, 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.	

Out Code	Description
G1h	Hard ground ball to the pitcher.
	<table><tr><td>**Men On**</td><td>**Result**</td></tr><tr><td>1st</td><td>With two outs, batter is out. Otherwise, double play.</td></tr><tr><td>2nd</td><td>Runner holds. Batter out.</td></tr><tr><td>3rd</td><td>Runner holds. Batter out.</td></tr><tr><td>1st & 2nd</td><td>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>1st & 3rd</td><td>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>2nd & 3rd</td><td>Runner holds. Batter out.</td></tr><tr><td>Full</td><td>Runner forced out at home. Batter out on a double play.</td></tr></table>
G1s	Slow ground ball to the pitcher. Batter out. Runners advance one base.
G2	Ground ball to the catcher.
	<table><tr><td>**Men On**</td><td>**Result**</td></tr><tr><td>1st</td><td>Runner forced out at 2nd. Batter safe on fielder's choice.</td></tr><tr><td>2nd</td><td>Runner holds. Batter out.</td></tr><tr><td>3rd</td><td>Runner holds. Batter out.</td></tr><tr><td>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>1st & 3rd</td><td>Batter out. Man on 3rd holds. Man on 1st moves up to 2nd.</td></tr><tr><td>2nd & 3rd</td><td>Runners hold. Batter out.</td></tr><tr><td>Full</td><td>Runner forced out at home. Batter safe on fielder's choice.</td></tr></table>
G2s	Slow ground ball to the catcher. Batter out. Runners advance one base.

Out Code	Description
G3	Ground ball to the first baseman.

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.

Out Code	Description
G3h	Hard ground ball to the first baseman.

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.

Out Code	Description
G3s	Slow ground ball to the first baseman. Batter out. Runners advance one base.

Out Code	Description
G4	Ground ball to the second baseman.

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.

Out Code	Description
G4h	Hard ground ball to the second baseman.

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.

Out Code	Description
G4s	Slow ground ball to the second baseman. Batter out. Runners advance one base.

Out Code	Description
G5	Ground ball to the third baseman.

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.

Out Code	Description
G5h	Hard ground ball to the third baseman.

Men On	Result
1st	Double play.
2nd	Runner holds. Batter out.
3rd	Runner holds. Batter out.
1st & 2nd	If the 10s die is 0 or 5, runner forced out at 3rd; otherwise, runner forced out at 2nd. Either way, batter is out on the back end of a double play. The other runner advances.
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 who is not **Slow** or **Very Slow** to score from 3rd.
2nd & 3rd	Runners hold. Batter out.
Full	Runner forced out at home. Batter out on a double play.

Out Code	Description
G5s	Slow ground ball to the third baseman. Batter out. Runners advance one base.

Out Code	Description
G6	Ground ball to the shortstop.

Men On	Result
1st	Runner forced out at 2nd. Batter safe on fielder's choice.
2nd	Runner holds. Batter out.
3rd	Runner scores from 3rd. Batter out.
1st & 2nd	If fielder is a 5, man on 2nd forced out at 3rd. Otherwise, man on 1st forced out at 2nd. Non-forced runners advance. 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	Man on 3rd scores. Man on 2nd holds. Batter out.
Full	Runner forced out at 2nd. Other runners advance. Batter safe on fielder's choice.

Out Code	Description
G6h	Hard ground ball to the shortstop.

Men On	Result
1st	Double play.
2nd	Runner holds. 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 fielder can throw to 3rd to force a runner who is **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	Runner scores from 3rd and holds at 2nd. 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.

Out Code	Description
G6s	Slow ground ball to the shortstop. Batter out. Runners advance one base.

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, 3rd 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.
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 even, this is a P2. Otherwise, it's a P3.
Pm	Pop out over the middle infield. If the 1s die is even, 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.)

Note: Some batters very rarely ground into double plays. If a batter card has **DP** followed by some number above the OUTS section of their card, then a double play only occurs if the pivot man on the double play has that fielding rating or higher. Otherwise, the batter is safe on a fielder's choice.

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

HIT PLACEMENT

If you want to picture the batter ball type and the placement of a hit, use the following rules.

Hit Type	Batted Ball Type (Use White 1s Die) Batted Ball Type		
	Ground Ball	Fly Ball	Line Drive
SI+	0-7	8	9
SI	0	1	2-9
DO	0	1-2	3-9
TR	0	1-3	4-9
HR	-	0-7	8-9

Hit Type	Batter Handedness	Batted Ball Location (Use Green Mod Die)				
		Left Field	Left Center	Center Field	Right Center	Right Field
SI+ SI	Right	0-1	2-3	4-6	7-8	9
	Left	0	1-2	3-5	6-7	8-9
DO	Right	0-2	3-4	5-6	7-8	9
	Left	0	1-2	3-5	6-7	8-9
TR	Right	-	0-1	2-5	6-7	8-9
	Left	-	0-1	2-4	5-6	7-9
HR	Right	0-3	4-5	6-7	8-9	-
	Left	-	0-1	2-3	4-5	6-9

Example: A double is rolled by a right-handed batter on a 61 with a mod 4. This is a fly ball to left center.