STATIS-PRO BASEBALL

AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF MAJOR LEAGUE BASEBALL

THE GAME OF PROFESSIONAL BASEBALL

RULES OF PLAY   SECOND EDITION!

ONE: INTRODUCTION

STATIS-PRO BASEBALL is one of the most accurate simulations of the sport of baseball ever produced. This game will enable you to recreate all of the subtleties and intricacies of baseball right on your dining room table—and in only a fraction of the real time consumed by an actual baseball game! Moreover, STATIS-PRO BASEBALL comes in two varieties: first, the Basic Game— a simple, fast, and accurate treatment of baseball oriented towards beginners in the world of sports gaming. Second, the Advanced Game—the ultimate simulation of baseball for those of you with gaming experience and the dedication to take just a little more time for each game.

TWO: GAME EQUIPMENT

1. Rules of Play
2. Mounted board (2 pieces), including game charts
3. Out Charts (3)
4. Fast Action Cards set
5. Player cards set
6. Scorepad
7. Pawns for baserunners (3)

THREE: SETTING UP THE GAME

Lay out the two board sections properly, placing the three baserunning pawns nearby. Pick up the deck of **Fast Action Cards** (FAC) and shuffle it thoroughly. Then, place this deck in the box marked "FAST ACTION CARDS" on the lower board section. Next, the players should choose two teams, designating one as the Home Team and the other as the Visiting Team. Each player should choose a lineup and a pitcher, placing the appropriate player cards in the boxes corresponding to the team's designation on the lower board section. The game is now ready to be played!

THE BASIC GAME

FOUR: HOW TO PLAY

The core of STATIS-PRO BASEBALL is its use of **FAST ACTION CARDS** (hereafter referred to as "FAC"). Each play that takes place in the game is resolved by the flipping of one or more FAC into the box on the lower board section labeled "FAST ACTION DISCARD PILE". Depending on what is being resolved, various sections of the FAC will be referred to by the players,

yielding instructions concerning the result of the play. When using the FAC, the players should pick the top-most card from the FAC deck, flip it over (i.e., turn it to its other side), and place it on the Fast Action Discard Pile. *The readings on the left-hand side of the card (only) are referred to.* Usually, only a single reference is made to a FAC, after which a new one will have to be flipped and referred to in a similar manner. When the entire deck of FAC is used up, shuffle it again thoroughly, turn the pile around so that the readings which were upside down before are now face-up, and place it in the Fast Action Card box. Continue to flip the cards as described above, reading off the left-hand side of the card only, until the deck is used up again. At this point, the deck should be shuffled again and flipped over, as previously stated. An entire game may require this process to be repeated three or four times.

A. Lineups, Scoring, and Abbreviations

After lineups are chosen, you may choose to record this information on one of the scoresheets included in STATIS-PRO BASEBALL. Note that these scoresheets are specifically designed for STATIS-PRO—allowing you to record certain key player card information directly on the sheets themselves for handy reference. Also note that the playing board lists the traditional numerical numbering system used in baseball for designating each position (e.g., 3: first base; 9: right field, etc.).

The following information is abbreviated on the player cards:

1Bf:	Infield single (always one base advance for runners)
1B7:	Single to left field
1B8:	Single to center field
1B9:	Single to right field
2B7:	Double to left field
2B8:	Double to center field
2B9:	Double to right field
3B8:	Triple to center field
BD:	Power with men on
BK:	Balk
CD:	Clutch Defense ability
Cht:	Two letter abbreviation indicating how batter bats (L: Left; R: Right), followed by power ability (P: Power; N: Normal)
HR:	Home run (when listed on bottom of batter card) or Hit and Run (when listed at top of batter card)
HPB:	Hit by pitched ball

Inj:	Injury rating
K:	Strikeout
OBR:	On-base running speed
Out:	Out range of batter or pitcher
PB:	Control factor of pitcher; or, when the result of a play, a passed ball
RR:	Relief rating
SAC:	Sacrifice rating
SR:	Starting rating
SP:	Stolen base rating
W:	Base on balls
WP:	Wild pitch

NOTE: Pre-1980 editions of STATIS-PRO BASEBALL list a Pitcher's Batting Card Number for use when National League pitchers come to the plate. However, new editions simply provide a single Pitcher Batting Card for each National League team and a single American League Pitchers Batting Card. Only these cards should be used when a pitcher comes to bat. Individual pitchers' batting ratings are no longer provided.

B. Reading the Fast Action Cards

Each FAC consists of a series of information, usually in numerical form. STATIS-PRO BASEBALL uses a BASE 8 numbering system, which means that no "9" or "0" digits ever appear on the cards as random numbers. The basic numbering system runs from 11 to 88, yielding 64 possible numerals.

C. Basic Play Steps

As each batter steps to the plate, the top most FAC should be flipped and its "PB" result (usually a number, in the upper left-hand corner of the card) should be consulted.

1. If the PB result is a number, check the pitcher's PB (control factor) value at the top of his card. If the FAC PB number is within the range of PB numbers listed on the pitcher card, the ensuing player result (see Step D) is taken **FROM THE PITCHER'S CARD.** If the FAC PB number is not within the range of PB numbers listed on the pitcher card, the ensuing play result is taken **FROM THE BATTER'S CARD.**

2. If the PB result is "BD", flip a new FAC and consult its RANDOM NUMBER while referring to the Clutch Batting (BD) Charts on the board. This random number should be cross-referenced with the BD value of the current batter (0, 1, or 2) and a result determined. This result should be applied immediately. **NOTE:** This procedure should

only be implemented when there are men on base. If the bases are empty, simply flip a new FAC in order to obtain a new PB number.

3. If the PB result is "CD", flip a new FAC and determine the position indicated next to the CD listing on this card. Then, *using the same FAC*, determine that card's RANDOM NUMBER and consult the CD (Clutch Defense) Charts on the board, cross-referencing the number with the CD value of the fielder playing the indicated position (0, 1, or 2). A result should be determined and applied immediately. **NOTE:** This procedure should only be implemented when there are men on base. If the bases are empty, simply flip a new FAC to obtain a PB result.

4. If the PB result is "Z", stop play at once and consult the UNUSUAL PLAYS Chart (listed on the back of Out Chart C). Flip a new FAC and determine its RANDOM NUMBER. Apply this number to the chart, following its instructions carefully.

D. Basic Play Results

If the PB result was a number (see Section C, Number 1), the play result is determined through the pitcher's or batter's card. When the proper card to consult has been determined, flip a new FAC and determine its RANDOM NUMBER. Find the appropriate location of this number on the player (batter or pitcher) card. Apply the result listed next to this random number immediately (most of the time the result will be a hit, walk, or out). For the meanings of the abbreviations on the player cards, see Section A. When the random number falls under the OUT listing on the pitcher's or batter's card, it means that the batter has been put out by some as yet undetermined means. To determine how the batter was put out, determine the batter's CHT value (LN, LP, RN, RP, SN, SP, or P) while consulting the OUT SEQUENCE information on the same FAC that was just used to obtain a random number. The Out Sequence will list an abbreviated result next to the proper CHT value of the batter. The meaning of this abbreviated result is determined by consulting the Out Chart applying to the number of runners (if any) on base at this time (e.g., "Bases Empty", "Man on First", "Bases Loaded", etc.). The Out Chart will explain how the batter has been put out as well as explaining what happens to any runners that were on base. **NOTE:** Sometimes the Out Sequence will simply state "ALL GO OUT:" by so-and-so means. This means that no matter what the CHT value of the batter, he will go out by the abbreviated result listed.

E. Errors

1. Whenever an asterisk appears next to the abbreviated result under the Out Sequence

on an FAC (i.e., indicating how a batter was put out), the players must flip a new FAC in order to determine if an error has been made on the play. On the next FAC, the players should consult the area simply labeled "Error" near the top of the card. If the word "None" appears in this location, no error is committed and the batter is put out according to the instructions of the preceding card's Out Sequence. If instead a number or series of numbers (e.g., "3 to 10" or "7 to 10") appears in this location, it means that there is a possible error on the play. Immediately consult the "E" (Fielding) value of the defensive player to which the ball has been hit (the preceding card's Out Sequence told you this) and determine if this value falls within the range of error numbers just read off the FAC. If the fielder's value *does* fall within this range of error numbers, an error has been made. A new FAC should be immediately flipped and the area labeled "ERROR ON INFIELDER/OUTFIELDER" should be immediately consulted. The position of the player committing the error will yield a type of error (1,2,3,4, or 5). The type of error committed is then referenced to the appropriate Out Chart (depending on the number of bases occupied at this moment). The Out Chart will tell the players what has happened. If, on the other hand, a player's fielding value *does not* fall within the range of error numbers on an FAC, an error *has not* been made and the batter is put out according to the instructions of the original Out Sequence. **EXAMPLE:** A batter is put out by a reading of G4* off the Out Sequence. The next FAC is flipped and the error area states "3 to 10". The defensive player checks the fielding value of his second baseman and determines that it is "5". An error has been made. The next FAC is flipped and it states "2B—Error 1". The bases are empty, so Out Chart A is consulted. Error 1 states, "Fielder bobbles ball. Batter safe at first."

2. An error is also checked for each and every time a single, double, or triple is obtained off the Batter's card (*never* when off the Pitcher's card). In order to perform this check, the next FAC is flipped and the "Error" area is consulted. If the word "None" appears, no error has been committed. If a number or series of numbers appears, the fielder who has fielded this base hit must be checked in order to see if he has committed an error. This check is performed in exactly the same manner as described in #1 above. If an error has been committed, the next FAC should be flipped and the error-type number determined. A quick reference to the appropriate Out Chart will yield the meaning of this error.

F. Infield Positioning

The defensive player must maintain his in-

field either "Back" or "In" at all times during the game (two appropriately-labeled boxes are provided for this indication on the board). Normally, the infield is almost always kept back. However, in certain circumstances in which the defensive player may wish to "cut a run off at the plate" when there is a critical runner on third base, he may declare aloud that the infield is being positioned "In". There is no difference between infield "Back" or "In" unless the Out Chart *specifically* states a different play result. For example, with the bases loaded a "G3A" result occurs. If the infield was In, a single would take place. If the infield was Back, the result would be an out at first, runners advancing one base.

G. Balks, Wild Pitches, and Passed Balls

Whenever a "BK" (Balk), "WP" (Wild Pitch), or "PB" (Passed Ball) occurs as a result off a pitcher's card, there is only a possibility of this result occurring *if there are men currently on the bases*. If there are none, then ignore the result and normal play is continued with the same batter at the plate (flip a new FAC and determine a new PB number). If there are men on bases and any of these results occur, flip a new FAC and refer to the area labeled "Pitch" at the top of the card. If the word "NO" appears, there is no Balk, Wild Pitch, or Passed Ball and play is resumed normally. If the word "YES" appears, a Balk, Wild Pitch, or Passed Ball occurs. All runners advance one base. Then, play is resumed normally with the same batter at the plate.

H. Miscellaneous Results

STATIS-PRO BASEBALL assumes that the players have the basic foundation of baseball knowledge to comprehend all of the meanings and results of the plays described on the Out Charts, FAC, and the playing board. Unless otherwise contradicted, all baseball rules apply to this game. In this vein, there are a number of charts and tables positioned on the playing board that regulate various strategies that may be employed by the players during the play of the game. These charts are self-explanatory; they are referred to when the situation arises during the game. They are:

a. **Stolen Base Charts:** used when runners attempt to steal second, third, or home bases (**NOTE:** On any attempted steal where the result says "Runner cannot get jump . . . Normal play continues," you may not attempt another steal until after the current batter has completed his turn at bat.)

b. **Sacrifice Chart:** Used when the batter attempts to advance baserunners. Use the SAC value of the batter involved.

c. **Defense Option Play Chart:** Used when called for by the Out Charts (usually when

there is a man on third base and a ground ball has taken place; in this instance, the defensive player must decide whether to put the batter out and let the run score or to ignore the batter and attempt to get the runner out at home).

d. Squeeze Play: Used only with less than two outs and a runner on third base. The batter employs his SAC value in order to attempt to get the runner home.

e. Advancing on Fly Ball Option: Most often, the Out Charts will state whether runners advance or hold on fly ball outs. However, the offensive player may wish to attempt to advance any runner that the Out Chart states will hold. Follow the instructions of the chart, using the runner's OBR value and the outfielder's T (throwing) value.

f. Runners Advancing on Base Hits: After any base hit obtained with men on bases, the offensive player has the option of attempting to advance his runners one more base than their normal permissible advance. Follow the instructions of the chart, using the outfielder's T value and the runner's OBR value.

g. Hit and Run Chart: The offensive player may declare that any batter is attempting a Hit and Run rather than batting normally. This may only be performed when there is a man on first or a man on first and third. Follow the instructions of the chart, using the batter's HR (Hit and Run) value.

h. Bunting for a Base Hit (Optional): A batter may bunt for a base hit *once* per game and never when there is a runner on third base. The batter must have an OBR value of A or B.

I. Pitcher Reduction

All pitchers have an SR (starting) and an RR (relief) value. A pitcher that has a zero SR value may never start and a pitcher that has a zero RR value may never relieve. The SR value of a starting pitcher or the RR value of a reliever is reduced by one when any of the following events occur: any base hit, a base on balls, a run is scored, a wild pitch, a passed ball, a hit batter, or any error. When a pitcher yields any of these results, his value is reduced by one by adjusting the marker on his Pitcher Reduction Chart (situated on the board). Of course, a pitcher begins his appearance in the game with his original SR or RR value. When a pitcher's SR or RR value reaches zero, he is no longer effective. When this occurs, all results are read off the batter's card (i.e., no PB number determination is necessary and the first FAC flipped simply is for a random number, which is immediately applied to the batter's card). Pitcher reduction is cumulative so that, for example, a home run yields two points deducted (one for the hit and one for the run scored).

J. Questions on Play
Questions on the play of this game can only be answered if they are phrased so that they can be answered in a "yes" or "no" format. In addition, the customer must include a stamped, self-addressed envelope with current first-class postage. Otherwise, you won't hear from us. For complete information on Avalon Hill games and parts, write: Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214.

The Advanced Game

I. RUNNERS ADVANCING ON BASE HITS

If this option is employed, ignore the appropriate chart on the playing board. Instead, substitute TABLES ONE through FIVE included in this article. These Tables are used in the same fashion as in the original verson, but they take the batter's HIT TYPE into consideration as well. If a batter achieves a base hit with men on base, this hit must be immediately classified into one of four types: 1. *Texas Leaguer;* 2. *Bloop;* 3. *Normal;* 4. *Smash.* This determination is performed as follows: The random number that was referenced to the pitcher's or batter's card that produced the base hit is examined. If it is evenly divisible by *12*, the hit is a Texas Leaguer (#1). If it is evenly divisible by *4*, it is a Bloop (#2). (Exception: If a number is evenly divisible by both 4 and 12, the hit is considered to be a Texas Leaguer.) If the random number is *odd*, the hit is Normal (#3). If the random number is even but not divisible by 4, the hit is a Smash (#4). (Note: Runners may never make an extra advance on infield singles.) Each type of hit that is achieved has a corresponding column of numbers on the five Tables.

When runners are attempting to make an extra advance on a base hit, the column corresponding to the type of hit achieved should be consulted in order to determine if the runner is safe or out (the two digit numbers below these columns are the determinants—the new random number on the next Fast Action Card that is flipped must be equal to or lower than this figure for the runner to be safe; otherwise, he is out). Note that extra advances are modified if there are two outs at the time the base hit is achieved (see Table VI).

Cut Offs

When a base hit is obtained with men on bases that are eligible to make an extra advance, the following sequence should be followed:

A. The offensive player must declare if any or all of his eligible runners are going to attempt to make an extra base advance.

B. If any runners are attempting an extra base advance, the defensive player must state the base to which he is throwing the ball. If no runners are making an extra advance, nothing further is done.

C. The offensive player must state whether his batter is going to attempt to take an extra base on the defensive player's throw. (*Note:* The bater may not take an extra base on a single if the defensive player is throwing to second base; he may not take an extra base on a double if the defensive player is throwing to third base.)

D. If the defensive player is throwing to a base in order to attempt to put an advancing runner out, he flips the next Fast Action Card and determines its random number while consulting the appropriate Table in order to see if this runner is safe or out. If he is throwing to a base to which a runner is not attempting to make an extra advance, nothing further is done. If, in Step C, the offensive player stated that the batter was attempting to advance an extra base, the defensive player may state that is "cutting off" the ball in order to attempt to put out the batter (see Step E). By so doing, all runners *automatically* advance safely to the bases indicated by the offensive player in Step A. If a throw is not cut off and the offensive player stated in Step C that his batter was attempting to take an extra base, this extra base advance is automatically achieved.

E. If a ball is cut off, the defensive player flips the next Fast Action Card in order to see if the batter is put out attempting to take an extra base:

BATTER'S OBR	SAFE	OUT
A	11-66	67-88
B	11-58	61-88
C	11-52	53-88
D	11-44	45-88
E	11-36	37-88

Of course, use the Fast Action Card's random number in order to perform this calculation. *Note:* If a batter is put out trying to take an extra base and this out is the third out of the inning, all runs that crossed the plate on this same play count—the tag on the batter was made *after* any runners scored.

II. GOOD AND BAD "STUFF" FOR PITCHERS

It is an axiom in major league baseball that a pitcher never has the same "stuff" in each of his successive outings. Some days his fast

ball will be humming while his curve is "dropping off a table." On other days, his fast ball may not be moving and his breaking ball may not be breaking. Whatever the reasons behind this phenomenon, the MAJOR LEAGUE BASEBALL game as it now stands is unable to simulate pitchers' "on" and "off" days. Of course, some pitchers are "on" far more often than others, but this is the reason behind the PB values. Instead, this rule is meant to simulate days when certain pitchers are unhittable (as Len Barker was when he pitched his perfect game in May, for example) and others when they can't get a man out.

A. Before the start of the game, each player must flip a Fast Action Card for his starting pitcher and consult the card's random number in order to determine what kind of "stuff" that pitcher has. A number from 11-14 indicates that he has *Great* stuff, 15-18 indicates *Good* stuff, 21-78 indicates *Normal* stuff, 81-84 indicates *Bad* stuff, and 85-88 indicates *Terrible* stuff. (See Step C.)

B. Each and every time a new pitcher is brought into the game, the owning player must flip a new Fast Action Card in order to determine this pitcher's stuff. This is performed exactly as in Step A, except that

numbers 11-14 indicate Good rather than Great stuff.

C. If a pitcher has Great stuff, his PB range is increased by two numbers. If he has Good stuff, his PB range is increased by one number. Normal stuff does not influence a pitcher's PB range. If a pitcher has Bad stuff, his PB range is decreased by one. If he has Terrible stuff, his PB range is decreased by two.

D. Unless changed by the new Pitching Effectiveness rules (see Section III), a pitcher's PB range as determined by the aforementioned procedure is in effect for the duration of his appearance on the mound.

E. A starting pitcher that is determined to have Bad or Terrible stuff at the beginning of the game may not be replaced by another pitcher (except for injury) before the seventh inning unless he has gone below his Point of Effectiveness (see Section III).

III. POINTS OF EFFECTIVENESS FOR PITCHERS

This rule is intended to replace the **SR, RR,** and **Pitcher Reduction** rules in the original MAJOR LEAGUE BASEBALL Game. Instead, each pitcher in the game receives a

Point of Effectiveness value against which points are allocated when the offensive team fulfills certain tasks. When the Point of Effectiveness is reached and exceeded, the pitcher's PB range will be reduced.

A. All pitchers with an SR Value of 13 or more are considered to have a Point of Effectiveness Value of **14**; All pitchers with an SR Value of less than 13 have a Point of Effectiveness Value of **12**; All pitchers with a 0 SR Value and an RR Value of 6 or more have a Point of Effectiveness Value of **10**; All pitchers with a 0 SR Value and an RR Value of less than 6 have a Point of Effectiveness Value of **8**.

B. Points are allocated against a pitcher for a variety of reasons (see Step D). These points are added together during each inning in which they are received, but they are *not* accumulated from inning-to-inning. For example, if a pitcher gives up seven points in the first inning, these points are totally ignored at the start of the second inning. Instead, each pitcher begins every inning with *zero* points allocated against himself no matter how effective or ineffective his performance has been earlier in the game.

C. When the number of points accumulated

RUNNERS ADVANCING ON BASE HITS

TABLE I

First to Third on Single to Left

OBR	T2 Hit Type 1+2/3/4	T3 Hit Type 1+2/3/4	T4 Hit Type 1+2/3/4	T5 Hit Type 1+2/3/4
A	36/56/26	32/52/22	26/46/16	22/42/12
B	32/52/22	26/46/16	22/42/12	16/36/11
C	26/46/16	22/42/12	16/36/11	12/32/11
D	22/42/12	16/36/11	12/32/11	11/26/11
E	16/36/11	12/32/11	11/26/11	11/22/11

TABLE II

First to Third on Single to Center

OBR	T2 Hit Type 1+2/3/4	T3 Hit Type 1+2/3/4	T4 Hit Type 1+2/3/4	T5 Hit Type 1+2/3/4
A	42/62/32	36/56/26	32/52/22	26/46/16
B	36/56/26	32/52/22	26/46/16	22/42/12
C	32/52/22	26/46/16	22/42/12	16/36/11
D	26/46/16	22/42/12	16/36/11	12/32/11
E	22/42/12	16/36/11	12/32/11	11/26/11

TABLE III

First to Third on Single to Right

OBR	T2 Hit Type 1+2/3/4	T3 Hit Type 1+2/3/4	T4 Hit Type 1+2/3/4	T5 Hit Type 1+2/3/4
A	52/72/42	46/66/36	42/62/32	36/56/26
B	46/66/36	42/62/32	36/56/26	32/52/22
C	42/62/32	36/56/26	32/52/22	26/46/16
D	36/56/26	32/52/22	26/46/16	22/42/12
E	32/52/22	26/46/16	22/42/12	16/36/11

TABLE IV

Second to Home on Single to any Outfield

OBR	T2 Hit Type 1+2/3/4	T3 Hit Type 1+2/3/4	T4 Hit Type 1+2/3/4	T5 Hit Type 1+2/3/4
A	46/66/36	42/62/32	36/56/26	32/52/22
B	42/62/32	36/56/26	32/52/22	26/46/16
C	36/56/26	32/52/22	26/46/16	22/42/12
D	32/52/22	26/46/16	22/42/12	16/36/11
E	26/46/16	22/42/12	16/36/11	12/32/11

TABLE V

First to Home on Double to any Outfield

OBR	T2 Hit Type 1+2/3/4	T3 Hit Type 1+2/3/4	T4 Hit Type 1+2/3/4	T5 Hit Type 1+2/3/4
A	22/54/42	16/48/36	12/44/32	11/38/26
B	16/48/36	12/44/32	11/38/26	11/34/22
C	12/44/32	11/38/26	11/34/22	11/28/16
D	11/38/26	11/34/22	11/28/16	11/24/12
E	11/34/22	11/28/16	11/24/12	11/18/11

TABLE VI

MODIFICATIONS TO RUNNERS' OBR WITH TWO OUTS

Hit Type	Modification
1 (Texas Leaguer)	+60
2 (Bloop)	+40
3 (Normal)	+20
4 (Smash)	+0

4

against a pitcher in a particular inning has exceeded his Point of Effectiveness Value, that pitcher's PB range is reduced by *one* for each point over his Value. For example, if a pitcher has a Point of Effectiveness of 14 and he has yielded 17 points in an inning, his PB range would be reduced by three. This reduction is in effect for the *remainder of the game*—not just the rest of the inning.

D. Points are accumulated by a pitcher in the following ways:

1. A pitcher automatically receives one point for each inning he has pitched (or is currently pitching in). For example, a pitcher starting a game automatically receives one point for pitching to at least one batter in the first inning. If he stays in the game, he starts the second inning with an automatic allocation of two points. If he lasts until the ninth, he starts the ninth inning with an automatic allocation of nine points. If a relief pitcher enters the game, he receives one point for the first inning he pitches in and another point for each successive inning in which he pitches. For example, if a reliever enters the game in the seventh inning, he automatically starts his appearance with an allocation of one point. If he pitches into the eighth inning, he starts this inning with an allocation of two points. If he pitches into the ninth inning, he starts this inning with an allocation of three points.

2. A pitcher receives one point for each base on balls, hit batsman, or single that he gives up.

3. A pitcher receives two points for each double or triple that he gives up.

4. A pitcher receives three points for each home run that he gives up.

5. A pitcher receives one additional point above and beyond the normal allocation if a batter achieves a base on balls, hit batsman, single, double, triple, or home run *immediately* after the previous batter had also achieved any of the above occurrences. For example, if the leadoff batter in an inning singled and the following batter walks, the pitcher would have *three* points allocated against him: one for the single, one for the walk, and one due to the fact that the walk immediately followed the single. Similarly, a pitcher receives two additional points above and beyond the normal allocation if a batter achieves any of the above occurrences immediately after the previous *two* batters also achieved any of these occurrences. This process continues indefinitely: If a pitcher yields a walk, hit batsmen, or hit after the previous *three* batters had achieved any of these results consecutively, the pitcher receives three points above and beyond the normal allocation (and four if the previous four batters did so, five if the previous five did so, etc.).

This computation may seem confusing at first, but it becomes second nature after a short while. Let's assume that a pitcher with a Point of Effectiveness of 14 is starting the game. He starts the first inning with an automatic allocation of one point against him. The first batter walks and the second batter doubles. Thus, the pitcher has accumulated *five* points so far (one for the inning, one for the walk, two for the double, and one for the fact that the double *immediately* followed the walk). The next batter strikes out, but the fourth batter homers, clearing the bases. The fifth batter walks and and the sixth batter is hit by a pitch. Thus, the pitcher has accumulated *13* points so far in this inning (five plus three for the homer, one for the walk, one for the fact that the walk immediately followed the homer, one for the hit batsman, and two for the fact that the hit batter immediately followed the homer and the walk—totalling thirteen). The next batter pops out, but the following batter triples (two points) raising the pitcher's point allocation to 15—one greater than his Point of Effectiveness, so his PB range is reduced by one. The manager decides to make a move at this time and takes the pitcher out of the game. A fresh pitcher with no points allocated against him (except for one point for the inning) will take the mound.

IV. ALTERNATIVE INFIELD POSITIONING

In the current MAJOR LEAGUE BASEBALL game, the infield may be positioned either Back or In. The positioning has no effect on either sacrifices or bunting for a base hit—just on plays at the plate on runners attempting to score from third on a grounder. This rule enables the defense to prepare for a bunt in an obvious sacrifice situation without the defensive disadvantages of bringing the infield totally in.

A. The defensive player must have his infield positioned in one of three modes at all times during the game: Infield Back, Infield In, or Corners (first and third basemen) In.

B. All normal rules apply with the Infield Back.

C. All normal rules apply with the Infield In, except that *ten* is added to the Fast Action Card's random number if a sacrifice or bunt for a base hit is attempted. All G3A, G4A, G5A, G6A results become singles, runners automatically advancing two bases.

D. With Corners In, *ten* is added to the Fast Action Card's random number if a sacrifice or bunt for a base hit is attempted. All G3A and G5A results become singles, runners automatically advancing two bases. In all other respects (such as plays at the plate against runners attempting to score on a grounder), all Infield Back rules apply.

V. PITCHING AROUND HITTERS

One of the subtleties of baseball is "pitching around" dangerous batters of the opposition. This is why the structuring of a lineup is so important to the offense: if a team possesses only a single dangerous hitter, there is not much danger of walking him to get to the next batter (or at least giving him nothing good to hit); a team with a wide assortment some of sluggers, however, cannot be treated in this manner by the pitcher—usually, he will face just as dangerous a task with one part of the lineup as any other.

If a player wishes to "pitch around" one of the opposition's batters, he states this fact aloud, specifying either Case 1 or Case 2 (see below) as his method:

1: If Case 1 is chosen as a player's method for pitching around a batter, his pitcher's PB range is increased by *one*. However, that pitcher's base on balls ("W") range is increased by *ten* (e.g., a range of 36-41 would be increased to 36-51). All results on the pitcher's card that were originally "PB", "WP", or "Out" that fall within this new increased walk range now become bases on balls.

2: If Case 2 is chosen as a player's method for pitching around a batter, his pitcher's PB range is increased by *two*. However, that pitcher's base on balls ("W") range is increased by *twenty* (e.g., a range of 36-41 would be increased to 36-61). All results on the pitcher's card that were originally "PB", "WP", or "Out" that fall within this new increased walk range now become bases on balls.

If pitching around is chosen as a player's tactic, play is resolved normally in all respects except for the above modifications.

VI. GUARDING THE 3RD BASE LINE

In certain late-inning situations, managers occasionally order their 3rd baseman to "guard the line". This is a precaution against extra-base hits that may sneak between the 3rd baseman and the bag. Of course, by guarding the line, a manager may be taking away some chance of a double down the line by the opposition, but he is also giving them a gap between the 3rd baseman and the shortstop that is easier to penetrate. This tactic should only be used by a player in late-inning situations where the game is close and the last thing you want is an opposing runner on second base with nobody out. This tactic may only be used if the infield is *back*.

If a player wishes his 3rd baseman to guard the line, he states this fact aloud before the resolution of each play. If, during the resolution of the play, the batter's card is referred to and the random number calls for a "2B7" result (double to left field), this result is converted to a "GX5" result if the random number that caused it is *odd*. For example, if a player's "2B7" range is 24-25 and a random number of 25 is picked during the resolution

of the play, what would normally have been a double is converted to a "GX5" result.

If the 3rd baseman is guarding the line and any batter is put out by a "GX5" result, this is automatically converted to a "1B7" (single to left field) result.

VII. LEFT-HANDED/RIGHT-HANDED PITCHING AND BATTING

One of the most important elements of baseball strategy is using the side of the plate from which a batter swings or the arm with which a pitcher throws to the best advantage for one's team. As a general rule of thumb, batting the *opposite* way from that which the pitcher throws is advantageous to the offense; batting the *same* way as the pitcher throws is advantageous to the defense. When using this rule, players should consult the "Variable Factor for Left Versus Right Element" Chart on the right-hand section of the lower game board:

1. If the pitcher and the batter are both left-handed, random numbers 11-15 (on either the pitcher or the batter card) are converted to the results shown on the chart. All other results are unchanged.

2. If the pitcher and the batter are both right-handed, random numbers 11-12 are converted to the results shown on the chart. All other results are unchanged.

3. If the pitcher is left-handed and the batter is right-handed *or* the pitcher is right-handed and the batter is left-handed, random number 87 is converted to a "1B7" result and random number 88 is converted to a "1B9" result. All other results are unchanged.

VIII. CENTER FIELDERS

Center field is the most taxing position for an outfielder. As a result, any player who is assigned to center must have an OBR value of "A" or "B". If a player with an OBR of "C" plays center, his "E" value goes up by one. A player with an OBR of "D" in center has his "E" value go up by two. A player with an OBR value of "E" has his "E" value go up by three.

IX. STEALS OF HOME AND DOUBLE STEALS

Ignore the "Steal Attempt of Home" chart on the upper half of the playing board. Only a runner with an "SP" value of "A" may attempt a pure steal of home from third base. To resolve such a steal, simply flip a FAC and determine its random number—*do not* consult the "Steal of Home" chart. If the pitcher is right-handed, the runner is safe at home on random numbers 11-14. If the pitcher is left-handed, the runner is safe at home on random numbers 11-16. On all other random numbers, the runner is out at home, with no possible advance by other runners.

If a double steal with runners on first and second is attempted, the defense must reveal which base is being thrown to and resolve

that particular steal normally. There is no possible play on the other runner.

If a double steal with runners on first and third is attempted, conduct the following procedure:

1. The defensive player must declare if he is throwing the ball to second base or not. If not, the runner on third holds and the runner on first automatically steals second. If so, proceed to Step 2.

2. The offensive player states if the runner on third is "breaking" or not. If not, the steal of second base is resolved normally and the runner on third base holds. If so, proceed to Step 3.

3. The defensive player states if he is "throwing through" to second base or not. If so, the steal of second base is resolved normally followed by an immediate resolution of the steal of home. In this case, the runner stealing home is safe on a *new* random number draw of 11-61 and out on a draw of 62-88. If the defensive player does not throw through to second base, the runner on first base automatically steals second and a random number is drawn in order to resolve the steal of home. On numbers 11-25, the runner is safe at home; on numbers 26-88, the runner is out at home. (**Special note:** If an 11 is drawn, a wild pitch has occurred and the runner stealing second may reach third base.)

A triple steal (or a double steal with runners on second and third) is only permitted with a runner on third base with an OBR value of "A". It is resolved exactly as if the man on third base were stealing home with the bases empty (see first paragraph of Section IX). That is, only the steal of home is resolved and all other runners safely reach the next base.

How to Rate the Players Yourself

The following pages outline the scientific method by which James Barnes, designer of Statis-Pro games and consultant to Avalon Hill, transfers the hard data onto the Player Cards. We provide them to you so you can rate teams and players yourself, if you wish, from seasons not yet covered by our game, and also replace any cards you may have lost without having to buy an entire new set.

For your convenience, BLANK PLAYER CARDS are available direct from Avalon Hill. In each set you get approximately 80 Pitcher Cards and 160 Batter Cards per 240-card set—enough for ten teams. To order, send $3.00 plus 30¢ for postage and handling.

PLAYER RATING METHOD

As is the case with any writing on baseball, or any other sport, certain evalua-

tion techniques are available to bring about a visual comparison and baseball is an exact science in that statistics can bring about impact comparison and allow one player to be weighed against another at a momentary glance. Baseball, by passage of time, has been computed into a per cents sport and you must realize that the difference between one player and another is not great although it might appear to be. As an example, John Smith bats .344 and Tom Jones, not the singer, hits .289. This may seem to be a wide variance in batting skills, but is less than five percent. Only through many, many times at bat does the five per cent difference begin to take shape and luck alone could account for three per cent of the difference in variation.

For our evaluation methods, we do not rely on percentages, but run each player through a constant FACTORIAL BASE which has the same overall effect as percentiles. Our hitters and batters go through a base 8 marriage that results in each claiming 64 numbers and a total partnership of 128. Using our systems to do one team is not all that bad, but if you want to rate a whole league it will take considerable time and effort, but the guidelines to do it are herein contained.

BASEBALL BATTERS

Classification OBR: This is a player's ability to run on base and can be measured both by runs scored and times on base. The easiest method is to divide runs scored by times on base for each player in the game or season to be rated and then break them down into five categories. (As a quick method, this can almost be done by common sense.)

OBR: A Very fast and runs bases perfectly.

OBR: B Strong, mobile runner, makes few mistakes

OBR: C Average runner and where most should be rated

OBR: D Slow and moves mostly on two out hits and extra base hits

OBR: E Very slow. Painfully slow. Almost never gets there.

Classification SP: This is steal ability and is measured by steals per times on base and computed over full season. To get players on same level, multiply steals by games played . . . then rate:

SP: A Usually steals 30 or more bases in a season

SP: B Ends up with between 20 and 29 steals per person

SP: C About average with 10 to 19 steals per season

SP: D Has only a few steals, 1 to 9

SP: E Never, never steals.

Classification HR: Here is where bat control speaks and herein lies hit and run ability. Hit and Run is simply making contact and the rating is based on STRIKE-OUT times. The

key is the number of strike-out numbers allotted to the player card:

HR: 2 No strikeouts appear next to K rate on card
HR: 1 One or two strikeout numbers next to K rate on card
HR: 0 Everyone else

Classification BD: This relates to getting runs with men on and measures home run ability. Note that when a player is rated BD-2, you must deduct one Home Run number from his regular card rating. BD-1 and BD-0 have no change next to HR number on card.

BD: 2 Hits 30 or more home runs in season
BD: 1 Hits between 25 and 29 home runs per season
BD: 0 Everyone else

Classification CD: This measures a man's ability to turn double play. Study each position and rate those who made a lot of double plays per games played:

CD: 2 High double play involvement
CD: 1 Good double play involvement
CD: 0 Everyone else

There is no limit on how many players may get either a BD or a CD rating. The first is quantitative and the second, usually qualitative.

Classification SAC: This is based on actual number of sacrifices in a season. Sliding scale adjustment needed for those with few times at bat, but not necessary for most players.

SAC: AA Eight or more sacrifices in season
SAC: BB Five to seven sacrifices
SAC: CC Two to four sacrifices
SAC: DD None or one sacrifice

Classification INJ: This relates to how the man was used and his ability to stay in lineup. We call them injuries although games missed probably were not for that reason.

INJ: 0 Played in every game
INJ: 1 Played in all but one game
INJ: 2 Missed only a few games
INJ: 3 Missed four or five games
INJ: 4 Missed six to ten games
INJ: 5 Missed eleven to 20 games
INJ: 6 Missed 21 to 30 games
INJ: 7 Missed about half the season
INJ: 8 Did not appear very often

Classification Cht: This rates a batter for his hitting power. As noted previously, batters rated "P" have power, and batters rated "N" are normal, while pitchers have their own category. The first initial (L, R or S) merely informs you whether the batter is right-handed, lefthanded, or a switch hitter.

Cht: P All batters who have at least 4 home run numbers (Ex: 27-30) or who hit at least 15 home runs in the season. It is possible for this rating to be *somewhat* subjective, so if

the batter is a borderline case use your own judgement.

NUMERICAL SEQUENCE

Our range of 64 numbers is base 8, 11 to 18, 21 to 28, etc. When allotting numbers to cards for hits, rotate according to how a hitter swings. If a left handed batter has seven singles, allot two to left, two to center and remainder to right field. This is a common sense valuation.

CREATING THE BATTING CARDS

Add the number of walks and times hit by pitched ball to the actual number of at bats. Take this sum and divide by 128 to get the evaluation factor. This FACTORING number is used constantly when figuring the data for this batter.

As an example, if a hitter was at bat 450 times, walked 37 times and was hit by three pitched balls, he would have a total of 450 +37 +3 or 490. To get his factor, divide 490 by 128 and the result is 3.8. This means that each of the 128 numbers that come into play when he bats is worth 3.8.

Say our hitter had 100 singles, 12 doubles, one triple and three home runs. You divide each by 3.8 and his basic card is:

100 Singles divided by 3.8 = 26.3
12 Doubles divided by 3.8 = 3.1
1 Triple divided by 3.8 = 0.26
3 Home Runs divided by 3.8 = 0.78

NOW FOR PLACEMENT ON THE ACTUAL CARD. Our evaluation method in pitching takes into consideration the inability of singles to produce an instant run and, therefore, we use singles as a pitching variant to show more realistically the value of good pitching. To all batters, to fit our standard pitching charts, you must deduct the following:

SINGLES ON BATTER CARDS: Deduct 11.0 (Our man does not get 26 singles, but 15)

REMEMBER . . . Deduct 11 Singles from all batter cards once the factoring has been completed.

Therefore, our hitter would have 15 singles on his card, three doubles, no triples (0.26 is not a value of 1.0) and one home run. Using our numerical scale of 11 to 88, our hitter would have singles from 11 to 27, doubles 28-32, no triples and a home run number of 33.

To get the number of walks and strikeouts and times hit by pitched ball, repeat the same as above, dividing each by the constant factor. Then, to fit the pitching charts, deduct as follows:

WALKS: Deduct 7 from the batter
STRIKEOUTS: Deduct 11 from the batter

FIGURING THE PITCHER CARDS

PB MEASUREMENT: This is a pitcher's ability to control a game and ratings vary from a low of 2-5 to a high of 2-9. The PB is measured through ERA and a standard model has been created for ease in figuring the cards. Take all the pitchers to be rated and rank them according to ERA and then allot the rankings to the various classes through the following model:

2-9: FIVE PER CENT OF PITCHERS FALL INTO THIS CLASSIFICATION
2-8: TEN PER CENT OF PITCHERS FALL INTO THIS CLASSIFICATION
2-7: THIRTY PER CENT OF PITCHERS FALL INTO THIS CLASSIFICATION
2-6: FORTY PER CENT OF PITCHERS FALL INTO THIS CLASSIFICATION
2-5: FIFTEEN PER CENT OF PITCHERS FALL INTO THIS CLASSIFICATION

If you have 100 pitchers to be included in your season, five would be 2-9, ten would be 2-8, etc.

NOW . . . A WARNING. There are some variables that change a pitcher classification and watch for these situations.

2-5 PITCHERS: If the pitcher has won 12 games, up grade to 2-6
2-6 PITCHERS: If the pitcher has won 20 games, up grade to 2-7
2-7 PITCHERS: If the pitcher has lost 20 games, down grade to 2-6
2-8 PITCHERS: If the pitcher has lost 10 games, down grade to 2-7

SR MEASUREMENT: This measures his ability to finish a game and can be computed with ease. Simply, multiply the ERA by 1.75. Retain this sum. Secondly, add walks and hits and divide by games played. Add both sums and you get the proper SR rating.

RR MEASUREMENT: This is the relief rating. Common sense is important and usually you can divide the SR by 2 and get a good rating. Here are the guidelines to follow:

2-5 Pitchers: Starters, divide SR by 2
2-6 Pitchers: Starters, divide SR by 2
2-7 Pitchers: Starters, divide SR by 2
2-8 Pitchers: Starters, divide SR by 2

Relief only: Use 8 as a standard
Relief only: Use 7 as a standard
Relief only: Use 4 as a standard
Relief only: Use 2 or 3 as a standard; 2 if on pennant contender, 3 if not

WILD PITCHES, BALKS, PASSED BALLS: This rating is simple to use:

Wild Pitches: If had 1 to 5, give one rating on card? Right. If 6 or more, give two numbers to card.

Balks: The same as wild pitches

Passed Balls: Based on walks on card:

1-3 walk numbers = 0 wild passed balls on card

4-5 = passed ball
6-up = 2 passed balls on card
HITS, STRIKOUTS, WALKS on PIT-CHER CARDS

Now, the rest of the data for pitchers is simple to do.

Using the charts that follow, find out how many hits, walks and strikeouts each pitcher had per inning pitched. Divide hits, walks and strikeouts by innings pitched and get a ratio number, then use the tables based on the 2 to what grade and you get the number to be put on each pitcher card.

Make sure that you always use the proper columns.

Avalon Hill Games

4517 Harford Road,
Baltimore, Md. 21214

Basic Chart
WALKS, STRIKEOUTS TO PITCHER CARDS

BB, K per inn	2-9	2-8	2-7	2-6	2-5
.00 to .10	0	0	0	1	4
.11 to .15	1	1	1	2	5
.16 to .20	1	1	2	3	6
.21 to .25	2	2	3	4	7
.26 to .30	2	3	4	5	8
.31 to .35	3	4	5	6	9
.36 to .40	3	5	6	7	10
.41 to .45	4	6	7	8	11
.46 to .50	5	7	8	9	12
.51 to .55	6	8	9	10	13
.56 to .60	7	9	10	11	14
.61 to .65	8	10	11	12	15
.66 to .70	9	11	12	13	16
.71 to .75	10	12	13	14	17
.76 to .80	11	13	14	15	18
.81 to .85	12	14	15	16	19
.86 to .90	13	15	16	17	20
.91 to .95	14	16	17	18	21
.96 to 1.00	15	17	18	19	22
1.01 to 1.05	16	18	19	20	23
1.06 to 1.10	17	19	20	21	24
1.11 to 1.15	18	20	21	22	25
1.16 to 1.20	19	21	22	23	26
1.21 to 1.25	20	22	23	24	27
1.26 to 1.30	21	23	24	25	28
1.31 to 1.35	22	24	25	26	29
1.36 to 1.40	23	25	26	27	30
1.41 to 1.45	24	26	27	28	31
1.46 to 1.50	25	27	28	29	32
1.51 to 1.55	26	28	29	30	33
1.56 to 1.60	27	29	30	31	34
1.61 to 1.65	28	30	31	32	35
1.66 to 1.70	29	31	32	33	36

DEFENSE RATINGS
Rate according to actual fielding percentage. If a player did not have an error, rate E0.

THROWING RATINGS
(Common sense is the only factor employed as statistics are unreliable in arms as good arms get few assists as runners do not run on good arms)

OUTFIELDERS and CATCHERS

T5: Very strong arm	TA: Very strong arm
T4: Very good arm	TB: Average arm
T3: Average arm	TC: Poor arm
T2: Poor arm	

SINGLES TO PITCHER CARDS—Basic Chart

H per inning	2-9	2-8	2-7	2-6	2-5
.00 to .50	5	6	7	7	7
.51 to .61	6	7	8	8	8
.62 to .72	7	8	9	9	9
.73 to .83	8	9	10	10	10
.84 to .94	9	10	11	11	11
.95 to 1.05	10	11	12	12	12
1.06 to 1.16	11	12	13	13	13
1.17 to 1.27	12	13	14	14	14
1.28 to 1.36	13	14	15	15	15
1.37 to 1.49	14	15	16	16	16
1.50 to 1.60	15	16	17	17	17
1.61 to 1.80	16	17	18	18	19
1.81 to 1.90	17	18	19	20	20
1.91 to 2.00	18	19	20	21	22

Defense Ratings

FIRST BASEMEN	(2B, SS, C, P)	THIRD BASEMEN	OUTFIELDERS
.995 to .999 = E1	.985 to .999 = E1	.986 to .999 = E1	.990 to .999 = E1
.990 to .994 = E2	.975 to .984 = E2	.976 to .985 = E2	.980 to .989 = E2
.985 to .989 = E3	.965 to .974 = E3	.966 to .975 = E3	.970 to .979 = E3
.980 to .984 = E4	.955 to .964 = E4	.956 to .965 = E4	.960 to .969 = E4
.975 to .979 = E5	.945 to .954 = E5	.946 to .955 = E5	.950 to .959 = E5
.970 to .974 = E6	.935 to .944 = E6	.936 to .945 = E6	.940 to .949 = E6
.965 to .969 = E7	.925 to .934 = E7	.926 to .935 = E7	.930 to .939 = E7
.960 to .964 = E8	.915 to .924 = E8	.916 to .925 = E8	.920 to .929 = E8
.955 to .959 = E9	.905 to .914 = E9	.906 to .915 = E9	.910 to .919 = E9
.000 to .954 = E10	.000 to .904 = E10	.000 to .905 = E10	.000 to .909 = E10

OUT CHART A

BASES EMPTY Out Chart

G1:	Ground out pitcher to first.
G2:	Ground out catcher to first.
G3:	Ground out to first, unassisted.
G4:	Ground out second to first.
G5:	Ground out third to first.
G6:	Ground out shortstop to first.
GX1:	Ground out pitcher to first.
GX2:	Ground out catcher to first.
GX3:	Ground out to first, unassisted.
GX4:	Ground out second to first.
GX5:	Ground out third to first.
GX6:	Ground out shortstop to first.
G1A:	Ground out pitcher to first.
G2A:	Ground out catcher to first.
G3A:	Ground out to first, unassisted.
G4A:	Ground out second to first.
G5A:	Ground out third to first.
G6A:	Ground out shortstop to first.
G3-1A:	Ground out first to pitcher covering bag.
F7:	Fly out to left field.
F8:	Fly out to center field.
F9:	Fly out to right field.
FD7:	Fly out to deep left field.
FD8:	Fly out to deep center field.
FD9:	Fly out to deep right field.
L1:	Line out to pitcher.
L3:	Line out to first.
L4:	Line out to second.
L5:	Line out to third.
L6:	Line out to shortstop.
F1:	Pop out to pitcher.
F2:	Foul out to catcher.
F3:	Foul out to first.
F4:	Pop out to second.
F5:	Foul out to third.
F6:	Pop out to shortstop.

ERROR SEQUENCE

Error 1:	Fielder bobbles ball. Batter safe at first.
Error 2:	Wild throw to first. Batter to second if OBR A or B.
Error 3:	Booted ground ball. Batter safe at first.
Error 4:	Hit gets past outfielder.
	SINGLE: Batter to second.
	DOUBLE: Batter to third. OBR A scores.
	TRIPLE: Batter scores.
Error 5:	Outfielder cannot pick up ball. Batter takes one extra base. No error if batter is OBR D or E as he does not advance, but holds base hit to.

MAN ON FIRST Out Chart

G1:	Double play grounder, pitcher to second to first. OBR A batter is safe at first.
G2:	Double play grounder, catcher to shortstop to first. OBR A or B batter is safe at first.
G3:	Double play grounder, first to shortstop back to first. OBR A or B batter is safe at first.
G4:	Double play grounder, second to shortstop to first. OBR A or B batter is safe at first.
G5:	Double play grounder, third to second to first. OBR A batter is safe at first.
G6:	Double play grounder, shortstop to second to first.
GX1:	Force out at second, pitcher to second. Batter safe at first.
GX2:	Force out at second, catcher to shortstop. Batter safe at first.
GX3:	Force out at second, first to shortstop. Batter safe at first.
GX4:	Force out at second, second to shortstop. Batter safe at first.
GX5:	Force out at second, third to second. Batter safe at first.
GX6:	Force out at second, shortstop to second. Batter safe at first.
G1A:	Ground out pitcher to first. Runner to second.
G2A:	Ground out catcher to first. Runner to second.
G3A:	Ground out to first, unassisted. Runner to second.
G4A:	Ground out second to first. Runner to second.
G5A:	Ground out third to first. Runner to second.
G6A:	Ground out shortstop to first. Runner to second.
G3-1A:	Ground out first to pitcher covering bag. Runner to second.
F7:	Fly out to left field. Runner holds.
F8:	Fly out to center field. Runner holds.
F9:	Fly out to right field. Runner holds.
FD7:	Fly out to deep left field. Runner holds, but OBR A runner to second.
FD8:	Fly out to deep center field. Runner holds, but OBR A or B runner to second.
FD9:	Fly out to deep right field. Runner holds, but OBR A, B or C runner to second.
L1:	Line out to pitcher. Runner holds.
L3:	Line out to first. Runner holds. If first is CD:2, runner doubled off first.
L4:	Line out to second. Runner holds.
L5:	Line out to third. Runner holds.
L6:	Line out to shortstop. Runner holds.
F1:	Pop out to pitcher. Runner holds.
F2:	Pop out to catcher. Runner holds.
F3:	Pop out to first. Runner holds.
F4:	Foul out to second, back of first. Runner holds.
F5:	Pop out to third. Runner holds.
F6:	Foul out to shortstop, back of third. Runner holds. (On grounders to first with TWO OUTS, he makes play at first unassisted.)

ERROR SEQUENCE

Error 1:	Grounder mishandled. Batter safe and runner to second.
Error 2:	Bad throw. Batter safe and runner to third.
Error 3:	Muffed ground ball. Batter safe and runner to second.
Error 4:	Outfielder kicks ball. Runner scores and batter gets extra base.
Error 5:	Ignore. No error occurs.

MAN ON SECOND Out Chart

G1:	Ground out pitcher to first. Runner holds. OBR A runner to third.
G2:	Ground out catcher to first. Runner holds.
G3:	Ground out to first, unassisted. Runner to third.
G4:	Ground out second to first. Runner to third.
G5:	Ground out third to first. Runner holds.
G6:	Ground out shortstop to first. Runner holds.
GX1:	Ground out pitcher to first. Runner holds. OBR A runner to third.
GX2:	Ground out catcher to first. Runner holds.
GX3:	Ground out to first, unassisted. Runner to third.
GX4:	Ground out second to first. Runner to third.
GX5:	Ground out third to first. Runner holds.
GX6:	Ground out shortstop to first. Runner to third.
G1A:	Ground out pitcher to first. Runner to third.
G2A:	Ground out catcher to first. Runner to third.
G3A:	Ground out to first, unassisted. Runner to third.
G4A:	Ground out second to first. Runner to third.
G5A:	Ground out third to first. Runner to third.
G6A:	Ground out shortstop to first. Runner to third.
G3-1A:	Ground out pitcher covers first base, 1B to P. Runner to third.
F7:	Fly out to left field. Runner holds.
F8:	Fly out to center field. Runner holds. OBR A runner to third.
F9:	Fly out to right field. Runner holds. OBR A or B runner to third.
FD7:	Fly out to deep left field. Runner holds. OBR A or B runner to third.
FD8:	Fly out to deep center field. Runner holds. OBR A, B, C to third.
FD9:	Fly out to deep right field. Runner to third.
L1:	Line out to pitcher. Runner holds.
L3:	Line out to first. Runner holds.
L4:	Line out to second. Runner holds. CD:2 at 2B doubles off runner.
L5:	Line out to third. Runner holds.
L6:	Line out to shortstop. Runner holds.
F1:	Soft pop fly to pitcher. Runner holds.
F2:	Foul out to catcher. Runner holds.
F3:	Foul out to first. Runner holds.
F4:	Pop out to second. Runner holds.
F5:	Pop out to third. Runner holds.
F6:	Pop out to shortstop. Runner holds.

ERROR SEQUENCE

Error 1:	Ground ball through fielder legs. Batter safe. Runner to third. OBR A runner on second scores if two men are out.
Error 2:	Ball thrown wildly. Batter to second and runner scores.
Error 3:	Ball rolls up infielder arm, cannot make play. Batter safe. Runner holds. If two outs, runner advances to third.
Error 4:	Outfielder drops ball. Cannot find it. Batter takes extra base and runner scores.
Error 5:	Outfielder bobbles ball. Runner scores. Batter takes extra base, but is thrown out if outfielder is rated T5.

MAN ON THIRD Out Chart

G1: INFIELD IN: Ground out pitcher to first. Runner holds.
INFIELD BACK: Ground out pitcher to first.
Runner holds.

G2: INFIELD IN: Ground out catcher to first. Runner holds.
INFIELD BACK: Ground out catcher to first.
Runner holds.

G3: INFIELD IN: Consult DEFENSE OPTION PLAY CHART.
INFIELD BACK: Ground out to first unassisted.
Runner holds.

G4: INFIELD IN: Consult DEFENSE OPTION PLAY CHART.
INFIELD BACK: Ground out second to first.
Runner holds.

G5: INFIELD IN: Consult DEFENSE OPTION PLAY CHART.
INFIELD BACK: Ground out third to first.
Runner holds.

G6: INFIELD IN: Consult DEFENSE OPTION PLAY CHART.
INFIELD BACK: Ground out shortstop to first.
Runner holds.

GX1: INFIELD IN: Ground out pitcher to first. Runner holds.
INFIELD BACK: Ground out pitcher to first.
Runner holds.

GX2: INFIELD IN: Ground out catcher to first. Runner holds.
INFIELD BACK: Ground out catcher to first.
Runner holds.

GX3: INFIELD IN: Ground out to first unassisted.
Runner holds.
INFIELD BACK: Same as in, except OBR A
runner scores.

GX4: INFIELD IN: Ground out second to first. Runner holds.
INFIELD BACK: Same as in, except OBR A or B
runner scores.

GX5: INFIELD IN: Ground out third to first. Runner holds.
INFIELD BACK: Same as in, except OBR A or B
runner scores.

GX6: INFIELD IN: Ground out shortstop to first.
Runner holds.
INFIELD BACK: Same as in, except OBR A, B or C
runner scores.

G1A: INFIELD IN: Ground out pitcher to first. Runner holds.
OBR A runner scores.
INFIELD BACK: Ground out pitcher to first.
Runner scores.

G2A: INFIELD IN: Ground out catcher to first.
Runner holds.
INFIELD BACK: Ground out catcher to first.
Runner holds.

G3A: INFIELD IN: Single through infield. Runner scores.
INFIELD BACK: Ground out to first unassisted.
Runner scores.

G4A: INFIELD IN: Single through infield. Runner scores.
INFIELD BACK: Ground out second to first.
Runner scores.

G5A: INFIELD IN: Single through infield. Runner scores.
INFIELD BACK: Ground out third to first.
Runner scores.

G6A: INFIELD IN: Single through infield. Runner scores.
INFIELD BACK: Ground out shortstop to first.
Runner scores.

G3-1A: INFIELD IN OR BACK: Ground out first to pitcher
covering bag. Runner scores. OBR E runner holds.

F7: Fly out to left field. Runner holds.

F8: Fly out to center field. Runner holds. OBR A
runner scores.

F9: Fly out to right field. Runner holds. OBR A or B
runner scores.

FD7: Fly out to deep left field. Runner holds. OBR A, B or C
runner scores.

FD8: Fly out to deep center field. Runner scores. OBR E
runner holds.

FD9: Fly out to deep right field. Runner scores.

L1: Line out to pitcher. Runner holds.

L3: Line out to first. Runner holds.

L4: Line out to second. Runner holds.

L5: Line out to third. Runner holds. CD:2 at third base,
doubles runner off base. Double play, third unassisted.

L6: Line out to shortstop. Runner holds.

F1 to 6: Infield pop fly outs. Runner holds.

ERROR SEQUENCE CHART

Error 1: Ground ball off fielder's chest. Batter safe.
Runner scores.

Error 2: Wild throw. Batter to second. Runner scores.

Error 3: Ball sticks in fielder's glove. Runner holds if less than
two outs. Scores from third with two outs.
Batter safe.

Error 4: Ball booted away. Batter to third on single; scores if
he hit a double or triple. Runner on third scores.

Error 5: Outfielder drops ball. Batter scores. Batter is out
trying for an additional base. OBR A or B batter is
safe in attempt.

RULES PERTAINING TO ERRORS

Errors 1 to 5: Explained on each base situation chart.
DROPPED OUTFIELD FLY: Runners advance one base, two
bases if two men out. Batter stops at first.
DROPPED INFIELD FLY: Batter safe at first. Runners hold
unless forced to advance by batter reaching first. With two
out, runners advance one base.
ERROR ON LINE DRIVE: Batter safe and runners hold. With
two outs, runners advance one base.
DROPPED POP UP BY CATCHER: Ball considered foul. Error to
catcher, but batter remains at bat.

MEN ON FIRST AND SECOND Out Chart

G1: Double play grounder, pitcher to shortstop, first.
Runner on second moves to third.

G2: Double play grounder, catcher to third to first.
Runner on first advances to second.

G3: Double play grounder, first to shortstop to first.
Runner on second moves to third.

G4: Double play grounder to second, steps on base, throws
to first. Runner on second to third.

G5: Double play grounder, third to second to first.
Runner on second moves to third.

G6: Double play grounder to shortstop, steps on second,
throws to first. Runner on second advances to third.

GX1: Force out at second, pitcher to second. Batter safe.
Runner on second to third.

GX2: Force out at third, catcher to third. Batter safe.
Runner on first to second.

GX3: Force out at second, first to shortstop. Batter safe.
Runner on second to third.

GX4: Force out at second, second to shortstop. Batter safe.
Runner on second to third.

GX5: Force out at third, third unassisted. Batter safe.
Runner on first to second.

GX6: Force out at second, shortstop to second. Batter safe.
Runner on second to third.

G1A: Ground out, pitcher to first. Runners advance.

G2A: Ground out, catcher to first. Runners advance.

G3A: Ground out to first, unassisted. Runners advance.

G4A: Ground out, second to first. Runners advance.

G5A: Ground out, third to first. Runners advance.

G6A: Ground out, shortstop to first. Runners advance.

G3-1A: Ground out, first to pitcher covering bag.
Runners advance.

F7: Fly out to left field. Runners hold.

F8: Fly out to center field. Runners hold.

F9: Fly out to right field. Runners hold. OBR A runner on
second moves to third.

FD7: Fly out to deep left field. Runners hold. OBR A runner
on second moves to third.

FD8: Fly out to deep center field. Runners hold. OBR A, B or
C runner on second moves to third.

FD9: Fly out to deep right field. Runners advance.

L1: Line out to pitcher. Runners hold. CD:2 pitcher
doubles runner off first base.

L3: Line out to first. Runners hold.

L4: Line out to second. Runners hold.

L5: Line out to third. Runners hold.

L6: Line out to shortstop. Runners hold. CD:2 at shortstop,
doubles runner off second base.

F1 to 6: Infield pop fly outs. Runners hold.

ERROR SEQUENCE CHART

Error 1: Fielder cannot control ball. Batter safe and
runners advance.

Error 2: Bad throw. Batter to second and runners advance
two bases.

Error 3: Muffled grounder. Batter safe and runners advance.

Error 4: Outfielder over runs ball. Batter gets extra base on
his hit and both runners score.

Error 5: No error. Ignore.

OUT CHART B

MEN ON FIRST AND THIRD Out Chart

G1: INFIELD IN: Runner on third out at home, pitcher to catcher. Runner on first to second. Batter safe.
INFIELD BACK: Double play, pitcher to shortstop to first. Runner on third scores.

G2: INFIELD IN: Batter out, catcher to second covering first. Runner on third holds. Runner on first to second.
INFIELD BACK: Batter out, catcher to first. Runners advance to second and third.

G3: INFIELD IN: Consult DEFENSE OPTION PLAY.
INFIELD BACK: Double play, first to shortstop to first. Runner on third scores. OBR A batter, however, is safe at first.

G4: INFIELD IN: Batter out, second to first. Runner holds third. Runner on first to second.
INFIELD BACK: Double play, second to short to first. Runner on third scores.

G5: INFIELD IN: Batter out, third to first. Runner on third holds. Runner on first to second.
INFIELD BACK: Double play, third to second to first. Runner on third scores.

G6: INFIELD IN: Batter out, shortstop to first. Runner holds third. Runner on first to second.
INFIELD BACK: Double play, shortstop to second to first. Runner on third scores.

GX1: INFIELD IN: Batter out, pitcher to first. Runner holds third. Runner on first to second.
INFIELD BACK: Batter safe, runner forced at second, pitcher to second. Runner on third scores.

GX2: INFIELD IN: Runner on third out in rundown, catcher to third to catcher. Runner on first to third. Batter to second.
INFIELD BACK: Batter safe, runner forced at second, catcher to shortstop. Runner on third scores.

GX3: INFIELD IN: Batter out, first unassisted. Runner holds third. Runner on first to second.
INFIELD BACK: Batter safe, runner forced at second, first to shortstop. Runner on third scores.

GX4: INFIELD IN: Runner out at home, second to catcher. Batter safe. Runner on first to second.
INFIELD BACK: Batter safe. Runner out at second, unassisted. Runner on third scores.

GX5: INFIELD IN: Batter out, third to first. Runner holds third. Runner on first to second.
INFIELD BACK: Batter safe. Runner out at second, third to second. Runner on third scores.

GX6: INFIELD IN: Batter out, shortstop to first. Runner holds third. Runner on first to second.
INFIELD BACK: Batter safe. Runner out at second, shortstop to second. Runner on third scores.

G1A: INFIELD IN: Batter out, pitcher to first. Runner on third scores. Runner on first to second.
INFIELD BACK: Batter out, pitcher to first. Runners advance.

G2A: INFIELD IN: Batter out, catcher to first. Runner holds third. Runner on first to second.
INFIELD BACK: Batter out, catcher to first. Runners advance.

G3A: INFIELD IN: Single through infield. Runners advance two bases.
INFIELD BACK: Batter out, first unassisted. Runners advance.

G4A: INFIELD IN: Single through infield. Runners advance two bases.
INFIELD BACK: Batter out, second to first. Runners advance.

G5A: INFIELD IN: Single through infield. Runners advance two bases.
INFIELD BACK: Batter out, third to first. Runners advance.

G6A: INFIELD IN: Single through infield. Runners advance two bases.
INFIELD BACK: Batter out, shortstop to first. Runners advance.

G3-1A: INFIELD IN OR BACK: Batter out, first to pitcher covering bag. Runners advance.

F7: Fly out to left field. Runners hold. OBR A on third scores.
F8: Fly out to center field. Runners hold. OBR A or B on third scores.
F9: Fly out to right field. Runners hold. OBR A, B or C on third scores.
FD7: Fly out to deep left field. Runner on third scores. Other holds. OBR A on first moves to second.
FD8: Fly out to deep center field. Runner on third scores. Other holds. OBR A or B on first moves to second.
FD9: Fly out to deep right field. Runner on third scores. Other holds. OBR A, B, C or D on first moves to second.
L1: Line out to pitcher. Runners hold.
L3: Line out to first. Runners hold. CD:2 at first also doubles off runner for double play.
L4: Line out to second. Runners hold.
L5: Line out to third. Runners hold.
L6: Line out to shortstop. Runners hold.
F1: Soft pop fly to pitcher. Runner hold.
F2: Foul fly falls into stands, no play. However, CD:1 or CD:2 catcher makes spectacular catch for out. Runners hold.
F3: Foul out to first. Runners hold.
F4: Pop out to second. Runners hold.
F5: Pop out to third. Runners hold.
F6: Pop out to shortstop. Runners hold.

ERROR SEQUENCE CHART

Error 1: Ball not played. Bounces away. Batter safe. Runner on third scores. Other runner moves to second.
Error 2: Wild throw. Batter to second. Both runners score. OBR E on first, stops at third and does not score.
Error 3: Booted grounder. Batter safe. Runner on first to second. Runner on third holds, but he scores if TWO outs.
Error 4: Outfielder kicks ball. Batter and base runners advance one extra base.
Error 5: Outfielder relays wildly. Batter holds base hit to. Runners advance one extra base.

BASES LOADED Out Chart

G1: INFIELD IN: Runner on third out at home, pitcher to catcher. Batter safe. Other runners advance.
INFIELD BACK: Runner on third out at home, pitcher to catcher. Batter safe. Other runners advance.

G2: INFIELD IN: Runner on third out at home as catcher fields roller, steps on home. Batter safe. Other runners advance.
INFIELD BACK: Double play. Runner on third out at home as catcher fields roller, steps on home and throws to first to also get batter. Other runners advance.

G3: INFIELD IN: Runner on third out at home, first to catcher. Batter safe. Other runners advance. If batter is OBR E, he is also doubled out at first, catcher to first.
INFIELD BACK: Runner on third out at home, first to catcher. Batter safe. Other runners advance.

G4: INFIELD IN: Runner on third out at home, second to catcher. Batter safe. Other runners advance.
INFIELD BACK: Double play, second to shortstop to first. Runners on second and third advance.

G5: INFIELD IN: Runner on third out at home, third to catcher. Batter safe. Other runners advance.
INFIELD BACK: Double play, third to second to first. Runners on second and third advance.

G6: INFIELD IN: Runner on third out at home, shortstop to catcher. Batter safe. Other runners advance.
INFIELD BACK: Double play, shortstop to second to first. Runners on second and third advance.

GX1: INFIELD IN OR BACK: Double play. Runner on third out at home and batter out at first. Pitcher to catcher to first. Other runners advance.

GX2: INFIELD IN OR BACK: Double play. Catcher fields slow roller, steps on home to retire runner from third and throws to first to get batter. Other runners advance.

GX3: INFIELD IN: Runner on third out at home, first to catcher. Batter safe. Other runners advance.
INFIELD BACK: Batter out at first, unassisted. Runners advance.

GX4: INFIELD IN: Runner on third out at home, second to catcher. Batter safe. Other runners advance.
INFIELD BACK: Force out at second, second to shortstop. Batter safe. Runners on second and third advance.

GX5: INFIELD IN: Runner on third out at home, third to catcher. Batter safe. Other runners advance.
INFIELD BACK: Force out at second, third to second. Batter safe. Runners on second and third advance.

GX6: INFIELD IN: Runner on third out at home, shortstop to catcher. Batter safe. Other runners advance.
INFIELD BACK: Double play. Shortstop fields ball and throws to third to get runner from second. Third throws to first to complete double play. Runners on first and third advance.

G1A: INFIELD IN OR BACK: Runner on third out at home, pitcher to catcher. Batter safe and other runners advance. If catcher is CD:1 or CD:2, batter also out at first to complete double play.

G2A: INFIELD IN OR BACK: Batter out at first, catcher to first. Runners advance.

G3A: INFIELD IN: Single through infield. Runners advance one base.
INFIELD BACK: Batter out, first unassisted. Other runners advance.

G4A: INFIELD IN: Single through infield. Runners advance one base.
INFIELD BACK: Batter out, second to first. Other runners advance.

G5A: INFIELD IN: Single down left field line. All runners score. Batter stops at first.
INFIELD BACK: Batter out, third to first. Other runners advance.

G6A: INFIELD IN: Single through infield. Runners advance two bases.
INFIELD BACK: Batter out, shortstop to first. Runners advance.

G3-1A: INFIELD IN ON BACK: Batter out at first base, first to pitcher covering bag. Runners advance.

F7: Fly out to shallow left field. Runners hold.
F8: Fly out to center field. Runners hold. OBR A on third scores.
F9: Fly out to right field. Runners hold. OBR A or B on third scores.
FD7: Fly out to deep left field. Runner on third scores. Others hold.
FD8: Fly out to deep center field. Runner on third scores and any OBR A or B on second moves to third.
FD9: Fly out to deep right field. Runners on second and third advance. Runner on first holds. OBR A or B on first advances to second.
L1: Line out to pitcher. Runners hold. CD:2 pitcher also doubles runner off third.
L3: Line out to first. Runners hold.
L4: Line out to second. Runners hold.
L5: Line out to third. Runners hold.
L6: Line out to shortstop. Runners hold.
F1 to 6: Pop fly outs. Runners hold.

ERROR SEQUENCE CHART
Error 1: Fielder bobbles ball. Batter safe and runners advance one base. If two outs, OBR A or B runner on second base also scores.
Error 2: Wild throw is made. Batter to second and runners advance two bases. If two outs, OBR A or B runner on first also scores.
Error 3: Fielder cannot get ball out of glove. Batter safe and runners advance one base.
Error 4: Ignore. No error occurs.
Error 5: Hit gets through fielder, to wall. Runners and batter score. If outfielder is CD:1 or CD:2, he makes proper play and runners advance 1 or single, 2 for double and 3 for triple.

There is no DEFENSE OPTION PLAY when bases are full. Chart indicates all results.

There is no Fly Out Advantage Option either. Chart indicates all results.

OUT CHART C

MEN ON SECOND AND THIRD Out Chart

G1: INFIELD IN: Batter out, pitcher to first. Runners hold.
INFIELD BACK: Batter out, pitcher to first. Runners hold.

G2: INFIELD IN: Batter out, catcher to first. Runners hold.
INFIELD BACK: Batter out, catcher to first. Runners hold.

G3: INFIELD IN: Consult DEFENSE OPTION PLAY.
INFIELD BACK: Batter out, first unassisted. Runners hold. OBR A runner on third scores.

G4: INFIELD IN: Consult DEFENSE OPTION PLAY.
INFIELD BACK: Batter out, second to first. Runners hold. OBR A or B runner on third scores.

G5: INFIELD IN: Consult DEFENSE OPTION PLAY.
INFIELD BACK: Batter out, third to first. Runners hold. OBR A runner on third scores.

G6: INFIELD IN: Consult DEFENSE OPTION PLAY.
INFIELD BACK: Batter out, shortstop to first. Runners hold. OBR A or B runner on third scores.

GX1: INFIELD IN: Batter out, pitcher to first. Runners hold.
INFIELD BACK: Batter out, pitcher to first. Runners hold.

GX2: INFIELD IN OR BACK: Batter out, catcher to first. Runners hold.

GX3: INFIELD IN: Batter out, first unassisted. Runners hold.
INFIELD BACK: Batter out, first unassisted. Runners hold. OBR A runner on third scores.

GX4: INFIELD IN: Batter out, second to first. Runners hold.
INFIELD BACK: Batter out, second to first. Runners hold. OBR A or B runner on third scores.

GX5: INFIELD IN: Batter out, third to first. Runners hold.
INFIELD BACK: Batter out, third to first. Runners hold.

GX6: INFIELD IN: Batter out, shortstop to first. Runner on third scores. Runner on second holds.
INFIELD BACK: Batter out, shortstop to first. Runner on third scores. Runner on second holds.

G1A: INFIELD IN OR BACK: Batter out, pitcher to first. Runners hold. OBR A runner on third scores.

G2A: INFIELD IN OR BACK: Batter out, catcher to first. Runners hold.

G3A: INFIELD IN: Batter out, first unassisted. Runners hold. OBR A runner on third scores.
INFIELD BACK: Batter out, first unassisted. Runners advance.

G4A: INFIELD IN: Single through infield. Runners advance two bases.
INFIELD BACK: Batter out, second to first. Runners advance.

G5A: INFIELD IN: Batter out, third to first. Runners hold.
INFIELD BACK: Batter out, third to first. Runners advance.

G6A: INFIELD IN: Single through infield. Runners advance two bases.
INFIELD BACK: Batter out, shortstop to first. Runners advance.

G3-1A: INFIELD IN ON BACK: Batter out, first to pitcher covering bag. Runners advance.

F7: Fly out to left field. Runners hold. OBR A runner on third scores.

F8: Fly out to center field. Runners hold. OBR A or B runner on third scores.

F9: Fly out to right field. Runners hold. OBR A, B or C runner on third scores.

FD7: Fly out to deep left field. Runner on third scores. OBR A or B runner on second moves to third.

FD8: Fly out to deep center field. Runner on third scores. OBR A, B or C runner on second moves to third.

FD9: Fly out to deep right field. Runner on third scores. Runner on second moves to third.

L1: Line out to pitcher. Runners hold.

L3: Line out to first. Runners hold.

L4: Line out to second. Runners hold.

L5: Line out to third. Runners hold.

L6: Line out to shortstop. Runners hold.

F1: Foul fly, caught by pitcher near first base dugout. Runners hold.

F2: Foul out to catcher. Runners hold.

F3: Soft pop fly to first. Runners hold.

F4: Fly out to second near right field foul line. Runners hold. OBR A runner on third scores.

F5: Soft pop fly to third. Runners hold.

F6: Pop out to shortstop. Runners hold.

ERROR SEQUENCE CHART

Error 1: Booted ground ball. Batter safe and runners advance one base.

Error 2: Wild throw. Batter to second and both runners score.

Error 3: Muffed grounder. Batter safe. Runners hold if none or one out. Runners advance if two men out.

Error 4: Ball goes to wall. Batter and runners score.

Error 5: Ignore. No error on play.

45-48 Difficult grounder to short. E0 to E4 at SS: Batter out, SS to 1B, runners advance. E5 to E10 at SS: Infield single. Batter safe and runners advance one base.

51-54 Difficult grounder to third. E0 to E5 at 3B: Batter out, 3B to 1B, runners advance. E6 to E10 at 3B: Infield single. Batter safe and runners advance one base.

55-63 Difficult fly to left. E0 or E1 in LF: Batter out, runners hold. E2 to E10 in LF: Double to left center, runners score.

64-74 Difficult fly to center. E0 to E2 in CF: Batter out, runners hold. E3 to E10 in CF: Double to wall, runners score.

75-83 Difficult fly to right. E0 to E2 in RF: Batter out, runners hold. Man on third scores. E3 to E10 in RF: Double to right center, runners score.

84-87 Difficult pop foul near stands. E0 to E3 at catcher: Makes catch. Runners hold. E4 to E10 at C: Ball into stands. Foul. Batter remains at bat.

88 TRIPLE PLAY.

Men on First and Second:	Liner to SS to 2B and thrown to 1B
Men on First and Third:	Liner to 3B who steps on third and throws to 1B
Men on Second and Third:	Liner to 2B, steps on second and throws to 3B
Bases Full:	Liner to P who throws to third and then throw to 1B

IF LESS THAN TWO MEN ON WHEN TRIPLE PLAY IS CALLED FOR: Score as a lineout to first and all runners hold, but any runner on first is doubled off base for double play.

Z OUT CHART FIELDING PLAYS

This chart is used when referred to from UNUSUAL PLAYS chart on preceding page. Obtain a new random number and apply below. NOTE: Numbers 11 to 34 are used ONLY WHEN A RUNNER IS ON FIRST BASE. If first is not occupied, ignore and return to normal play.

11-14 Grounder to first. If 1B is CD:1 or CD:2, double play. First to short, back to first. Other runners advance. If first is not CD:1 or CD:2, batter out at first, unassisted. Runners advance.

15-18 Grounder to second. If 2B is CD:1 or CD:2, double play. Second to SS to 1B. Other runners advance. If 2B is not CD:1 or CD:2, batter out, second to first. Runners advance.

21-24 Grounder to shortstop. If SS is CD:1 or CD:2, double play. SS to 2B to 1B. Runners advance. If SS is not CD:1 or CD:2, batter out, shortstop to first. Runners advance.

25-28 Grounder to third. If 3B is CD:1 or CD:2, double play. 3B to 2B to 1B. Other runners advance. If 3B is not CD:1 or CD:2, batter out, third to first. Runners advance.

31-34 Grounder to pitcher. If P is CD:1 or CD:2, double play. P to SS to 1B. Other runners advance. If P is not CD:1 or CD:2, batter out, pitcher to first. Runners advance.

BELOW APPLY IN ANY BASE SITUATION

35-38 Difficult grounder to first. E0 to E3 at 1B: Batter out, runners advance. E4 to E10 at 1B: Infield single. Batter safe and runners advance one base.

41-44 Difficult grounder to second. E0 to E3 at 2B: Batter out, 2B to 1B, runners advance. E4 to E10 at 2B: Infield single. Batter safe and runners advance one base.

UNUSUAL PLAYS (Z Out Chart reference in prior editions)

When a .stop play at once. Obtain a new random number from the next Fast Action Card and look below to find a result or a reference to another table. Z is where the unusual events of baseball come into play.

11: Catcher argues over balls and strikes. Makes umpire very unhappy. Catcher is ejected from game.

12: Pitcher argues over balls and strikes. Umpire greatly angered. Pitcher sent to showers.

13: Batter had last straw on strike call. Voices displeasure to umpire. Batter given rest of game off.

14: Batter hits slow roller to first. Pitcher covers, but runner is safe on hit. Runners advance.

15: Argument results in pitcher, first baseman and catcher ejected from game.

16: Batter hits apparent home run down foul line. Umpire calls it a FOUL BALL, JUST FOUL. Batter argues and umpire rejects his opinion on eyesight. Batter kicked out of game.

16: Umpire warns pitcher about wetting down ball. Pitcher says, 'Not me, blind one.' Pitcher has rest of game to think about concealing new pitch. Pitcher ends up in locker room. Ejected.

17: On a full count, pitcher goes to mouth while on mound. Batter awarded a base on balls. Runners advance if forced to.

18: Umpire finds out that batter is using an illegal bat. Weighted improperly. Ruled out, catcher gets unassisted putout. Runners hold.

21: Skies break loose. Heavy downpour. Game halted at once. Called because of rain.

22: Storm warnings come out suddenly and for fan safety . . . . game is called.

23: April games only. Game called because of too cold. (Other month, ignore)

24: April games only. Game called because of rain. (Other month, ignore)

25: April games only. Game called because of rain. (Other month, ignore)

26: Rain delay. To get minutes of delay, obtain next random number and this is minutes game held up. When play resumes delay is over 28 minutes, each pitcher PB rating reduced by ONE.

27: Batter doubles to right center. Ball just missed being caught. If runner on FIRST, he held up to see result of play and is passed by runner, RUNNER OUT. Batter gets only a single.

28: Batter on two strike pitch swings at obvious wild pitch. Pitcher gets strikeout, but batter is safe at first. Error on pitcher and runners advance one base.

31: Batter doubles down right field line, but misses first base. Appeal is made an batter ruled OUT. He gets credit for a single. Runners score if not third out.

32: ONLY WHEN MAN ON FIRST. Runner steals second. Shortstop argues call and is ejected from the game.

33: ONLY WHEN MAN ON FIRST. Runner called out stealing second. Runner argues and is ejected from game.

34: ONLY WHEN MAN ON FIRST. Runner caught off first and out in rundown, 1-3-4-3. Any runner on third scores.

35: ONLY WHEN MAN ON FIRST. Runner picked off and is thrown out, 1-3-6. Any runners on second and third advance.

36: ONLY WHEN THIRD OCCUPIED. Runner picked off base. Catcher to third to catcher. Other runners hold.

37: Catcher drops third strike for error. Batter safe at first. Runners advance, but man on third holds unless forced to advance. Pitcher gets credit for strikeout.

38: Batter singles to right and runners advance to bases. But batter turns wrong way at first and is picked off, right fielder to first baseman.

41: Batter checks swing and hits slow roller to first, but runs into ball. Called out. Gets credit for single and putout to catcher. Runners hold unless man on first given second base.

42: ONLY WHEN MEN ON FIRST AND SECOND. Ground ball hits runner on first. Batter given single. Runner out. Runner on second base must hold base.

43: Catcher interference. Batter to first. Runners advance. Catcher charged with an error.

44: Fan interference on foul into stands. Batter ruled out. Shortstop caught ball. Runners hold.

45-78: CONSULT—Z CHART FIELDING PLAYS.

81-88: CONSULT—Z CHART INJURY PLAYS.

Z CHART INJURY OUT PLAYS-Referral from Basic Z Charts

Use this table when referred to from Basic Z Chart. Obtain a new random number and find out first, the desciption of injury, and secondly, the number of games to be missed. Pitchers are not included as the guideline for them is to follow ACTUAL INNINGS PITCHED and no pitcher, on a team, can surpass his actual innings pitched until ALL OTHERS on team have reached their limit also.

GAMES THAT ARE TO BE MISSED

INJURY RATING	GAMES THAT HE MUST REMAIN OUT OF ACTION
Injury Rating of 0	Remainder of this game only.
Injury Rating of 1	Remainder of this game and next game only.
Injury Rating of 2	Use first digit of next random number. Limit is five games.
Injury Rating of 3	Use first digit of next random number.
Injury Rating of 4	Add both random numbers to get total from 2 to 16. Limit is ten games.
Injury Rating of 5	Add both random numbers.
Injury Rating of 6	Use next random number. Limit is twenty games.
Injury Rating of 7	Use next random number. Limit is thirty games.
Injury Rating of 8	Use next random number. No limit involved.

DESCRIPTION OF INJURIES

11-12: Catcher runs into stands and is hurt. Use his injury factor. Foul ball. Batter still at bat.

13-14: First baseman runs into stands. Use injury factor. Ball is foul. Batter still at bat.

15-16: Secondbaseman runs into right field wall chasing foul. Use injury factor. Batter still at bat.

17-18: Third baseman runs into dugout, chasing foul. Use injury factor. Batter still at bat.

21-22: Shortstop runs into right field wall chasing foul. Use injury factor. Batter still at bat.

23-25: Left fielder crashes into wall. Double. Runners score. Use injury factor.

26-28: Center fielder crashes into wall. Inside park Home Run. Use injury factor.

31-33: Right fielder crashes into wall. Triple. Use injury factor.

34: Batter hit by pitched ball. Use injury factor. Pinch runner must be used.

35-36: Catcher hit by foul tip. Use injury factor.

37-41: First and right fielder collide. Both hurt. Use injury factors. Double. Runners score.

42-44: Second and center fielder collide. Both hurt. Use injury factors. Double. Runners score.

45-47: Short and left fielder collide. Both hurt. Use injury factors. Single. Runners advance 2 bases.

48: Batter hit by foul tip. Hurt. Use injury factor. Pinch hitter must be brought into game.

51-53: Third and pitcher collide chasing foul. 3B only one hurt. Use injury factor. Batter still at bat.

54-58: Left and center fielders collide. Both hurt. Use injury factors. Double. Runners score.

61-65: Center and right fielders collide. Both hurt. Use injury factors. Double. Runners score.

66-68: First hit by liner. Use injury factor. Single. Runners advance one base.

71-73: Second hit by liner. Use injury factor. Makes catch. Runners hold.

74-76: Third hit by liner. Use injury factor. Makes catch. Runners hold.

77-81: Shortstop hit by liner. Use injury factor. Makes catch. Runners hold.

82-84: Catcher hit by foul tip. Use injury factor. Batter still at bat.

85-88: Centerfielder hurt trying for diving catch. Use injury factor. Double. Runners score.