

## **ONE: INTRODUCTION**

STATIS-PRO BASEBALL was one of the most accurate simulations of the sport of baseball ever produced in the 1970s. The new Advanced Game takes this 70s design into the 21st Century with modifications allowed by the terrific research of groups like STATS, Retrosheet, Baseball Prospectus, and sabermetricians from around the country. The main improvements come from the addition of LH and RH pitching and batting splits (1957 on), a totally revamped and more accurate pitching formula, revised and expanded ratings for stealing, base-running, defensive ratings, clutch hitting, and ballpark effects. If you liked the original you'll love the Advanced version, if you never played the original, you'll discover a very accurate game that is quick and easy to play. Thanks to Jim Barnes (who has allowed Stasis-Pro to thrive in the public domain), Avalon Hill, and all those hard-core baseball gamers.

## **TWO: GAME EQUIPMENT**

1. Revised Rules of Play
2. Out Chart
3. Z Chart
4. New Fast Action Cards
5. Base stealing chart
6. Fast Action Cards
7. New CD chart
8. Game Tracking Chart
9. Season Cards and Ballpark Charts (if purchased)
10. Dice Conversion Chart

## **THREE: SETTING UP THE GAME**

Pick up the deck of Fast Action Cards (FAC) and shuffle it thoroughly.

Next, the players should choose two teams, naming one as the Home Team and the other as the Visiting Team. Each player should select a lineup and a pitcher, fill out a score sheet and draw a Random Number (RN) from the FAC to determine the starting pitchers "stuff". The home team pitcher and the visiting team pitcher have different "stuff" charts.

Mark the appropriate PB and SR boxes on the Game Track Chart (Pennies will work).

## **FOUR: HOW TO PLAY**

### **A. Fast Action Cards**

The core of STATIS-PRO BASEBALL is its use of FAST ACTION CARDS (from now on referred to as "FAC"). Each play that takes place in the game is resolved by flipping of one or more FAC. Only ONE reading or result is taken from a single Fast Action Card (FAC)! If you wish to play with dice, see the Dice Game Chart.

Depending on what is being resolved, various sections of the FAC will be referred to by the players, yielding directions concerning the result of the play. When using the FAC the players should pick the top-most card from the FAC deck and flip it over (i.e.. turn it to its other side. 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 the readings which were upside down are now face-up.

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 several times.

## FAC Card sections.

PB - The first reading on most plays, gives a single number, 2 through 12, that refers a play to the pitcher's card, the batter's card, or a letter, CD (Clutch Defense), BD (Clutch Batting), or Z (Rare Plays).

RN - Random Number, is used to resolve plays on the player cards and game charts. They run from 11 to 88 on a base-8 system (no 9s or 0s, so consecutive numbers would be 17, 18, 21, 22).

Error: After an out result is obtained, check the next FAC to determine if the fielder has made an error. If the result is a range (1-10, 3-10, etc) that includes the fielders "e" rating, he has made an error. If reading is "No", there is no error on the play.

Pitch: If a play result is BK?, WP?, or PB? Check this area to determine if the result is a balk, wild pitch, or passed ball (Pitch:Yes) or an Out (Pitch:No).

Error Type: When a player makes an error off an Out result, check the appropriate position for the type of error. P-Pitcher, C-Catcher, IF-Infielder, OF-Outfielder.

Out/CD: When an out is generated off a pitcher or batter card, check here for the type of Out. When the PB generates a "CD" result, check here for the position of the defensive player to be referenced on the CD Chart. Different batter types (found on their card next to Cht:;) will have different readings. RP-Right Power, RN-Right Normal, LP-Left Power, LN-Left Normal, P-Pitcher.

## B. Reading the Player Cards

The following information is abbreviated on the player cards:

vsLH, vsRH - batter or pitcher's result vs left-handed or right-handed pitchers or hitters. (Not all seasons are rated for LH/RH splits)

### BATTERS CARDS

- **AB** - the number of At-Bats a batter had against each type of pitcher.
- **1Bf**: Infield single (always one base advance for runners, no error check)
- **1B7**: Single to left field (check LF for error, check for runner advance)
- **1B8**: Single to center field (check CF for error, check for runner advance)
- **1B9**: Single to right field (check RF for error, check for runner advance)
- **NOTE**: If the batter has a red out result in any of these single reading areas (F2, F9, etc>) any PITCHER CARD result that is the same results in that type of out. Example, batter has red "F7" in his 1B7 area, any 1B7 results off the PITCHER'S card is a F7 out, not a single to left.
- **2B7**: Double to left field (check LF for error, check for runner advance)
- **2B8**: Double to center field (check CF for error, check for runner advance)
- **2B9**: Double to right field (check RF for error, check for runner advance)
- **3B8**: Triple to center field (check CF for error, all runners score)
- **HR**: Home Run, all runners score. If # in parens, draw another RN. Even = Home Run, Odd = Out.
- **K**: Strikeout, runners hold. NOTE: A red "2ST" indication on the batter card results in any "K" result off the PITCHER'S card instead being a 2 Strike count. Draw a new FAC and refer to the PB#, if the PB# is within the pitcher's current PB range the play results in a strikeout, if not the result is a G4A. If Z, BD, or CD, resolve those plays normally.
- **BB**: Walk, runners advance one base if forced. NOTE: If a batter has a red "+" numeral in the batter's BB field, add that number to any BB result RN off the PITCHER'S card. If that forces the result outside of the pitcher's BB range the result is an OUT. This is for batters who hardly ever draw a walk.
- **HBP**: Hit By Pitch, runners advance one base if forced.
- **Out**: Batter is out, refer to the proper out sequence on the next FAC.
- **CHT**: Out Sequence Chart, determines where Outs and CD results are found on the FAC Out Section. The two letter abbreviation showing how a player bats; L: Left; R: Right; S: Switch; P: Pitcher, followed by power proficiency - P: Power (4 or more HR numbers); N: Normal; or bat hand for

pitchers: P(rh), P(lh), P(sh).

- **BD:** Clutch hitting with men on base. Chart at the bottom of batter's card will have RN ranges for 2B, 3B, HR, and Out. If runners on base, draw a new RN and consult this BD chart. Any hit will score all runners, do not check for error. If "Out", consult Pitcher's BD-Out reading. On some cards this reading is found between "Vs LH" and "Vs RH" in their pitching section. It will always result in a K, G4/G6, F2, or F8. If there are no runners on base, draw a new PB.
- **OBR:** On-base running speed, rated A, B, C, D or E. A is best, C is average. This rating is based on runs scored, stolen bases, per time on base, the number of triples and times grounded into a double play.
- **SAC:** Sacrifice rating. Based on the number of sacrifice hits a player executes successfully. Also effects bunting for a base hit. AA: batters will have about 10 sacrifices per 600 Abs. A pitcher will need to have 10% of his at-bats result in sacrifices to get an AA rating.
- **H&R:** Hit and Run Rating, "0" is typical, "1" is good, "2" is outstanding. Some will have two ratings vs LH/RH, i.e. 1/0. H&R will modify some events as noted on the "Hit and Run Chart".
- **TC** (Throwing Arm, catcher): A catcher's throwing rating, TA+, TA, TB, TC, TC-. Generally based on his CS%, 50% or more will be a TA+, <15% will be a TC-. However this rating can also be modified by the number of stolen bases attempted by the opposition.
- **TOF** (Throwing arm, Outfielder): Outfielder's throwing rating, from T1 to T6. Based on the percentage of runners who successful take extra bases on a player and the number or assists the Outfielder has. T6 and T1 players are rare. T3 is average.
- **INJ:** Injury rating. 0 to 8. 0 missed no games, 3 or 4 is typical, 8 missed 120+ games. See "Injury Chart".
- **POS:** The position the player is eligible to play and the total number of COMPLETE games the player played (Innings Played divided by 9) if season 1957 or later, otherwise the total is the number of games the player appeared at the position.
- **CD:** Clutch Defense, rated 0 to 5. 3 is league average, 5 is usually reserved for the top one or two defenders at a position. When a PB calls for a "CD" go to the CD Chart and cross reference the fielders CD rating and the RN of the next FAC.
- **E:** Error rating, based on fielding percentage. Lower E numbers are better.
- **Real life stats:** Batting Average, On-Base Percentage, Slugging Percentage, Home Runs, Runs Batted In, Stolen Bases, Runs, OPS+ (OBP+SLG relative to league average, higher is better, 100 is average). Some seasons will not have the latter three statistics.

#### PITCHERS CARDS

LEFT-HANDED or RIGHT-HANDED pitcher.

- **TBF:** the total number of batters faced by a pitcher against each type of hitter.
- **Inj:** 0 to 8. Rating varies by era.
- **Games** or **GS-GR:** Games started or pitched in relief.
- **SR-RR:** SR and RR ratings for pitchers.
- **IP/G:** The number of innings a pitcher averaged per appearance.
- **Rest:** Amount of rest a pitcher needs between games. See Pitcher Fatigue table.
- **Hold:** How well the pitcher holds base runners. A, B, or C. A is best.
- **PB:** Control factor of pitcher. The wider the range, the more often the pitcher will control the result of a play. 2-9 is most, 4-7 is average, 2-4 is worst. Range can be modified by "stuff" and fatigue.
- **1Bf:** Infield single (always one base advance for runners)
- **1B7:** Single to left field (check for runner advance)
- **1B8:** Single to center field (check for runner advance)
- **1B9:** Single to right field (check for runner advance)
- NOTE: If there is a red XBH in a single field, immediately check the

BATTERS XBH BD Chart any time the PITCHER'S CARD generates this result (i.e. 1b7, 1b8, or 1b9) and draw a new RN for the result. Any hit result will score all runners. If the result is OUT, resolve normally. This is for pitchers who give up a very high percentage of extra base hits in relation to total hits allowed. If the pitcher has a red out result in any of these single reading areas (F2, F9, etc>) any BATTER CARD result that is the same results in that type of out. Example, the pitcher has red "F7" in his 1B7 area, any 1B7 results off the BATTER'S card is a F7 out, not a single to left.

- **K:** Strikeout, runners hold.
- **BB:** Walk, runners advance one base if forced. NOTE: If a pitcher has a red + numeral in his BB field, add that number to any BB result RN off the BATTER'S card. If that forces the result outside of the batters BB range the result is an OUT. This if for pitchers who give up a very low number of walks.
- **BK?:** Possible balk result. If no runners on it is an "Out".
- **PB?:** Possible passed ball result. If no runners on it is an "Out".
- **WP?:** Possible wild pitch. If no on runners it is an "Out".
- **BD-Out:** When a batter makes an out on his BD draw, he will make the kind of out indicated in the pitchers BD-out field. Do not check for error. On some cards this reading is found between "Vs LH" and "Vs RH" in their pitching section. It will always result in a K, G4/G6, F2, or F8.
- **Clutch:Yes or a RED BD Out:** A pitcher who pitches exceptionally well with runners on base, turns all even numbered BD results into a BD-outs.
- **Real life stats:** Earned Run Average, Innings Pitched, Wins-Losses, Saves, Complete Games, ERA+ (ERA relative to the league average, higher is better, 100 is average), Hits, Walks, Strikeouts and Home Runs per 9IP.

Pitchers batting "cards" are on the far right side of their pitching card. They do not have their batting broken down by the handedness of the opposing pitcher and their batting handedness is indicated in parens (rh, lh, or sh). Some good hitting pitchers will have standard RN, LN, RP, LP readings.

### C. Basic Play Steps

1. As each batter steps to the plate, determine which side of the card the pitcher and hitter will use, vsLH or vsRH. If the season is not rated for LH and RH hitting, make sure you have the "Platoon Modifications" chart (bottom of the CD chart) handy. Some results will be modified by this chart. The top most FAC should be flipped and its "PB" result (A number 2-12, BD, CD, or Z) in the upper left-hand corner of the card) should be consulted. If the PB result is a number, check the pitcher's PB (control factor) value at the top of his pitching card column (use vs LH or vs RH if applicable). If the FAC PB number is within the range of PB numbers, inclusive, listed on the pitcher card, the play result 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 play result is taken FROM THE BATTER'S CARD.

2. If the PB result is "BD" and there is at least one runner on base, flip a new FAC and consult its RANDOM NUMBER while referring to the Clutch Batting (BD) section of the batters card (at the bottom). If the pitcher is rated as "CLUTCH", any EVEN numbered result is an OUT (don't check for error), other wise, proceed normally. On a BD hit (BD:2b, BD:3b, BD:HR) all runners on base score.

If the newly obtained random number does not fall within the player's BD range, the batter is OUT. Draw a new FAC and consult the proper "Out" result, or consult the BD-Out section of the pitchers card if available (seasons published >2007). Do not check for error. If a pitcher is at the plate the result is automatically an out.

If there are no runners on base disregard the BD result and return to step 1.

3. If the PB result is "CD" flip a new FAC and determine the position indicated next to the CD listing on this card (next to the batters Cht rating on the FAC). Using the next FAC, determine that card's RN and consult the CD (Clutch Defense) Charts. Each player has a CD rating from 0 (worst) to 5 (best). Follow the

directions for the play result whether there are runners on base or not. If the result requires an Error Check, directly compare the fielder's E rating to the next FAC's "Error:" range. If the fielder's E rating is in that range, inclusive, he has committed the indicated error, if not, resolve the play as instructed.

4. If the PB result is "Z", consult the UNUSUAL PLAYS Chart. Obtain a new random number from the next FAC and apply this number to the chart. This is where strange plays will occur or players will be injured.

#### **D. Basic Play Results**

If the PB result was a number the play result is determined through either the pitcher or batter's card. When the proper card to consult has been determined, flip a new FAC and obtain its RN. Find the appropriate location of this number on the correct 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 either the pitcher or batter's card, it means that the batter has been put out by some as yet undetermined means. To find out how the batter is retired, use the batter's CHT value (LN, LP, RN, RP, or P) and refer to his batting category on the next FAC. If a RN equals a number in parentheses (32) for example, the result will stand if the next RN drawn is ODD. If the next RN drawn is even, the result is an OUT.

The Out Sequence will list an abbreviated result next to the proper CHT value of the batter. The meaning of this abbreviated outcome is determined by consulting the Out Chart, applying it to the "result" fitting runners (if any) on base at this time (e.g. Bases Empty, Man on First. Bases Loaded etc.).

The Out Chart will define how the batter has been put out as well as explaining what happens to any runner(s) that are on base. For example, with a runner on first a result of G4A would read "43(1-2)" (see Note) which means the batter put out 2B (4) to 1B (3), while the runner on first advances to second base. After a hit, consult the Base Running chart, and draw a new RN to resolve the base runner advance. See Below E1. After an Out on either card, or a hit off the batter's card, check for an error. See Below E3.

Note: The numbers before the parentheses indicate the out, and the numbers inside the parentheses refer to runner advancement.

**D1. Runners Advancing on Base Hits:** After any base hit obtained with men on base, the offensive player must consult the base running chart and draw a new RN. Follow the instructions of the chart, using the outfielder's "T" value and the runner's OBR value. If there are more than one runner on base, resolve the lead runner first, if he advances, use the same RN to resolve the trailing runners. The batter will not advance behind a runner except if the "CHALLENGE" chart is used. On a RN of 81-88, consult the CHALLENGE chart, this indicates the runner will challenge the outfielder to throw.

If the above RN was 81-86 the defense **may** cut off the throw in an attempt to get the trail runner. The trail runner is out on a new RN of 61-88.

If the above RN was 87-88, or the defense does not cut the throw, the throw goes through for the lead runner and all trail runners will advance one base. Check for "Error" on the throw. If there is no error on the throw, draw a new RN to determine if the runner is out or safe. If there is an error on the throw, the lead runner is safe, and all runners advance one extra base.

**D2. Advancing on Fly Ball to the Outfield Option:** The Out Chart 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 by using the "Challenge" chart. If the fly ball is NOT "FD" (i.e. F7, F8 or F9), add two to the outfielder's T rating to a maximum of T6.

### **D3. Checking for Errors**

After every OUT result, or a hit (non-infield 1B, 2B, 3B) off of the BATTER'S card, refer to the "Error:" section of the next FAC to determine if an error has been made on the play. If the result is a range of numbers (1-10, 5-10, etc) it means there is a possible error on the play. Immediately consult the "E" value of the defensive player for the position to which the ball has been hit (the preceding card's Out Sequence told you this, G4 would be the second baseman, F7 the left fielder) and determine if this value falls within the range of error numbers just read off the FAC. If the fielder's value falls within this range of error numbers, an error has been made. A new FAC should be immediately flipped and the area labeled "ERROR TYPE" should be checked.

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 Error Number at the bottom of the Out Chart, which will indicate what happened due to the error.

If on the other hand, a player's fielding value does not fall within the range of error numbers on the FAC or the result was "No", there is no error on the play, resolve the play normally on the Out Chart.

EXAMPLE: A batter is put out by a reading of "G4" under the Out Sequence. The next FAC is flipped and the "Error:" area states "Error: 3-10." The defensive player checks the fielding value of his second baseman and learns 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 "empty" is consulted. Error 1 states: "Batter safe on error." If there was an OBR:A runner on second, and two outs, that runner would have scored and the batter would have been safe at first.

### **D4. 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 outcome occurring if there are men on base. If no runners are on, the batter is OUT, follow the normal procedure.

If there are men on base 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 the batter is OUT, resolve play 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 and by drawing a new PB number. You may also use the Optional BK WP PB charts which will take the catcher's defensive or runner's abilities into account. This is especially recommended when not doing a straight as played replay.

## **E. Strategies**

### **E1. Infield Positioning**

The defensive player must maintain his infield either "Back", "In", "Corners In", or "Guard Line" at all times during the game and indicate the present positioning on the Game Tracker Sheet. By default the infield is kept back. In certain circumstances the defensive player may wish to cut a run off at the plate when there is a critical runner on third base. Mark the Game Tracker chart with the appropriate box, "In", or "Corners In" (which affects the 1Bman and 3Bman). There is no difference between Infield "Back" or "In" unless the Out Charts section states a different play result, or if you are using the CD, Sacrifice, or Bunting charts.

**Infield back** is the default setting, and will result in more double plays with runners on first base.

**Infield In** should be used when you want to hold a runner at 3B, with less than two outs, at all costs.

**Corners In** is good for preventing sacrifices and bunts for hits, and holding runners at 3rd while allowing middle infielders to possibly turn a double play.

**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. By guarding the line, a manager is also giving them a gap between the 3<sup>rd</sup> baseman and the shortstop that is easier to penetrate. This tactic may only be used if the infield is back. If a player wishes his 3rd baseman to guard the line, he marks the proper box on the Game Tracker Sheet. 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 the random number of 25 is picked during the resolution of the play, what would normally have been a double is converted to a "GXS" 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.

The Defensive Positioning chart on the Game Tracking Sheet summarizes the effects of the above options.

**E2. Stolen Base Charts:** Used when runners attempt to steal second, third, or home. (NOTE: On any attempted steal where the result says "Runner holds" - Normal play continues and you cannot attempt another steal until after the current batter has completed his turn at bat.) Draw a RN and cross reference it with either the runner's SP rating (11-48), the pitchers Hold rating (11-58), or the catcher's arm rating (61-88). The Advanced Statis-Pro Base Stealing chart takes into account the catchers arm (TA+, TA, TB, TC, TC-), pitcher's hold (A,B,C) and the batter's steal rating (AA, A, B, C, D, E, sometimes modified by +/-). Follow the instructions on the stealing chart. If a double steal is being attempted, the steal chart (and results) apply to the lead runner only. However, once a steal is declared the defense can permit the lead runner to be successful and try for the trailing stealer who might be easier to throw out. On a K+steal result on the Hit and Run Chart, the lead runner must steal and all Hold, Pick-off, or Balk results are Caught Stealing.

**OPTIONAL:** Certain FAC Card PB read "SP:(rating) or better must STEAL". Lead runner must attempt to steal the next base if his rating is higher than indicated. You should always use this rule for pre 1941 seasons or with any teams with SB% <67%.

**E3. Sacrifice Chart:** Used when the batter attempts to advance base runners. Draw a RN (no PB Draw needed) and reference that with the SAC value of the batter involved with the Sacrifice Bunts and Squeeze Chart. If the man on third is trying to be bunted home, the bunt is a SQUEEZE PLAY. If the infield is in, or corners are in, the batters SAC rating is reduced by one grade, to a minimum of DD. Any time the Sacrifice Chart gives the Defensive Option it means that the defense may automatically retire the batter and allow the lead runner(s) to advance. It may also indicate a Defensive Option with the runners OBR rating reduced.

**E4. Defensive Option Play Chart:** Used when called for by the bunting chart or the Out Charts, usually giving the option of an automatic out, or attempting to retire a lead runner by comparing the runners speed and fielder's CD. Also used on the Bunting for a Hit chart and the "Great Bunt" result on the Sacrifice Chart. If the Defensive Option RN draw is 11-18, subtract 10 from the RN (14 would become 4) and compare it to the Fielder's E rating. If the modified RN is less than, or equal to the Fielder's E rating, a throwing error has occurred and all runners advance two bases (the base the play is at, plus one additional), otherwise the runner is Out.

**E5. Hit and Run Chart:** The offensive player may declare that a batter is attempting a Hit and Run rather than batting normally. Follow the instructions of the Hit and Run chart, using the batter's H&R (Hit and Run) value. A hit will allow runners to more easily advance, but the batter will sacrifice power and walks in order to increase his batting average or hit the ball the other way. Some lineout results will be changed to hits, or become double plays. Some strikeouts will become G4As

or "K+SB" (runner must attempt steal, all non-SB results become CS, see Stolen Base Chart above). All "GX" results will become "GA" results allowing the runner to advance. See Hit and Run Chart for details.

**E6. Bunting for a Base Hit:** A batter may bunt for a base hit once per game and only when the bases are empty. The result will either refer you to the Defensive Option Chart, or become an automatic out. Use the last digit of the RN to determine the nature of the out.

#### **E7. Pitching Around Hitters**

If a player wishes to "pitch around" one of the opposition's batters, he specifies either Case 1 or Case 2 (see below) as his method.

**Case 1:** If **Pitch Carefully** 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), unless that player has ZERO walk numbers on his card, in which case his walks range is increased by five walks (his first five BK, PB, WP and Out numbers become walks). All results on the pitcher's card that were originally "PB", "WP", or "Out" that fall within this new increased walk range now become base on balls.

**Case 2:** If **Pitch Around**, 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 regardless of how many walks he has on his card (e.g. a range of 36-41 would be increased to 36-61). All results on the pitcher's card that were originally "WP", "PB" or "Out" that fall within this new increased walk range now become bases on balls.

Of course, a player can always intentionally walk an opposing batter automatically.

#### **F. Pitcher Reduction (Revised 8/2009)**

**Basic Reduction Phase:** All pitchers have a Stamina SR (starting) and an RR (relief) value. A pitcher that has a zero SR value may not start and a pitcher that has a zero RR value may not 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, or a hit batter. When a pitcher yields any of these results, his value is reduced by one.

**Extra Penalty Phase:** **After the FIFTH inning**, when a starting pitcher allows back to back hits, walks, or HBP, assess one extra point for each occurrence (three consecutive hits would result in five points reduced) **AND** one point for each Earned Run. A **relief pitcher with a "S" fatigue will incur these penalties after pitching one inning**; a **"M" relief pitcher after two innings pitched**, and an **"L" relief pitcher after three innings pitched**.

For purposes of this rule an Earned Run is any run that is not the result of an error (runner reached on an error, or scored on an error only). Inherited runners will never count against a relief pitcher.

**Fatigue Phase:** 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 will lose effectiveness. **For every additional BATTER HE FACES his PB will decrease by one.** Also, while pitching in this condition his injury rating is increased by two. When a relief pitcher is brought into a game, he must pitch to at least one batter before he can be replaced. Regardless of remaining SR or RR points a pitcher will automatically enter his fatigue phase as follows: Starting Pitcher - 10 innings; Long Reliever - 7 innings; Medium Reliever - 5 innings; Short Reliever - 3 innings.

**Bad Innings:** Any time a pitcher allows five runs in any inning, his SR/RR is immediately reduced an additional 5 points.

#### **G. Ballpark effects and Good and Bad Stuff for Pitchers**

Before the start of the game each player must flip a Fast Action Card for EACH



starting pitcher and consult the cards RN and the appropriate ballpark chart to determine if the pitcher will have great, good, normal, bad, or terrible stuff. 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. If a player is pitching on one less day's rest than required, his "Stuff" RN should have ten added to it and is considered "Tired" (PB -1, SR -5, RR -3, Inj +2). A starting pitcher who has a "3/4" rest rating needs to add ten to his RN draw when pitching on three days rest, but IS NOT CONSIDERED "Tired", but pitching on "Short Rest". 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 sixth inning (five innings pitched) unless he has been reduced to "zero" SR or has allowed five runs. Relievers may be replaced anytime they after they pitch to one batter EXCEPT if the pitcher has a "CL" (Closer) rating next to his Rest number. A "CL" (closer/relief ace) reliever may not be replaced, under any circumstances, until he is reduced to "zero" RR, surrenders the lead, or pitches one inning.

The PB ratings scale for pitchers are as follows:

2-11, 2-10, 2-9, 4-9, 2-8, 4-8, 2-7, 4-7, 2-6, 4-6, 2-5, 2-4, 2-3

#### **H. Optional Closer Rule**

If a pitcher does not have a "CL" rating in their relief rest box, they will suffer a +20 stuff roll when entering the game in the 9th inning or later with a one run lead, or with the tying or go-ahead run on the bases, or at the plate. All teams have at least one CL pitcher if the season being used has the rating.

#### **I. Pitcher's Required Rest (Revised 8/2009)**

A starting pitcher must rest the number of days indicated next to his "Rest" row and under his "Start" column, between starts. If a player has two numbers, such as "3/4", he may start on four days rest normally or on three days rest if he incurs the "Short Rest" penalty of a +10 modifier to his "Stuff" roll. If a starting pitcher does not use over one-half of his SR rating he requires one less day of rest. If a starting pitcher pitches more than 9 innings OR uses more than %150 of his SR he must rest one extra day.

**Long Rest Relievers "L":** These are pitchers who rarely relieve, or generally pitch several innings at a time, and need extra rest between appearances. They need at least one day rest between games in relief, two if they pitch more than three innings, and must add one extra game of rest needed to their next start if they pitch more than one inning, two extra days if they pitch more than three innings. They have no limit on the number of innings they may pitch in relief during a game.

**Medium Rest Relievers "M":** These are generally long relievers, or possibly Throw back, multi-inning relief aces. They may pitch in back to back games as long as they do not exceed their RR rating. They need one day rest for every inning (fractions rounded up) they pitch in excess or three innings pitched and may never pitch more than two games in any three day period.

**Short Rest Relievers "S":** These are the modern bullpen work horses. They may pitch three consecutive games as long as they do not exceed their RR rating in any game. They need one day rest for every inning (fractions rounded up) they pitch in excess of two innings or one day's rest if they exceed their RR.

**Pitching On Short Rest:** A pitcher may pitch when required to rest, but they incur the "Tired" penalties outlined above. NOTE: Starting Pitchers may only pitch on one less day of rest than required. If a starter normally needs 3 days rest, he may pitch "Tired" on two days rest, but he may never pitch on zero or one day rest.

#### **J. Playing out of Position**

A player may play a position he is not rated for if no other rated player is available. A SS or 2B may play any infield position with a penalty of one CD rating and an increase of the E rating by two. A 3Bman may play 1B with a decrease of one CD and increase two E ratings. A CFer may play any outfield position with no decrease in effectiveness. A RF may play LF with no reduction, and play CF by reducing his CD by 1 and increasing his error rating by 1. A LF may play RF or CF with a reduction of 2 CD ratings and increase of 2 E ratings. Otherwise all players are rated CD0 E10 T1 or TC-.