

BOX SEAT BASEBALL

II

Board Game Manual

(Revised 12/09)

Table of Contents

INTRODUCTION	3
GAME CONTENTS	4
ABBREVIATIONS	5 - 7
PLAYER CARDS	7 - 12
BATTER CARDS	7 - 8
PITCHER CARDS	8-12
<i>Pitcher Fatigue</i>	9 - 11
PREGAME SET-UP	12 - 13
<i>Game Tips</i>	12 - 13
ACTUAL GAME PLAY	13 - 23
<i>Hit Check Routine (red play results)</i>	14 - 18
<i>Flip Card Usage For Regular Play</i>	18 - 19
<i>Game Examples</i>	19 - 23
MISC PLAYS	23 - 33
<i>Errors</i>	23 - 24
<i>Range Plays, OF CK routine and Optional Ballpark Effects</i>	24 - 29
<i>Deep Flys</i>	29
<i>Stolen Base Routine</i>	29 - 30
<i>Auto Steal Option</i>	30 - 32
<i>Hit and Run</i>	32
<i>Sacrifice Bunt</i>	32 - 33
<i>Passed Ball/Wild Pitch Routine</i>	33
HITS AND OUTS BASE ADVANCE	33 - 36
CHART RE-ROLLS	36
WEATHER EFFECTS	36 - 38
OPTIONAL RATINGS AND ROUTINES	38 - 41
<i>Double Play Ratings</i>	38
<i>Wild Pitch Ratings</i>	39
<i>Pickoff / Balk Ratings</i>	39
<i>Run On Contact</i>	39
<i>Guarding The Lines</i>	39
<i>Team Base Running Styles</i>	40 - 41

INTRODUCTION

Welcome to Box-Seat Baseball! I've tried to combine the components that I enjoy the most in a board game: 1) pitcher/batter interaction with variability and depth; 2) fun and interesting to play; 3) depth to other important components (variability to play results and to base runner advance, fielding involvement); 4) the latest in situational stats; 5) not getting drowned in miniscule effects (turf on base advance, weather on base advance, umpires etc.). I believe no other board game more accurately simulates each unique batter/pitcher confrontation and simulates the "feel" and "flow" of Big League Baseball! I hope you will make Box Seat your baseball "sim" of choice and please feel free to contact me at my e-mail address below or through our forum as your comments and suggestions are always welcome. Now lets get prepared to Play Ball!

Sincerely,

Tom Downing & Bill Downing

Contact us at:

Box Seat Baseball

7445 Auburn Oaks Ct

Unit C

Citrus Heights, CA 95621

Email:

t Downingca@cs.com

Your game should include the following:

- 1) Flip Cards (100 cards)
- 2) 3 Dice (2 six sided, 1 ten sided)
- 3) Tri-Fold Game Charts, 3 Individual Chart Pages
- 4) Individual Season Weather book or Pregame book
- 5) Box Seat Baseball Scoresheets (10 pages)
- 6) Ballpark Cards (number depends on season)

Abbreviations Used

/	=	Pitcher results separated by “/” are read as bases empty / runners on results. Batter results separated by “/” use red 10 sided die if (0-4) use result preceding “/” if (5-9) use result following “/”
*	=	Used as a suffix on a BB play result number (i.e. BB(3)*) if no net walk result from pitchers card reference then it is a strike out.
A	=	Doubles flip card symbol for runner on 1 st rated of “A” scoring while a “B” or “C” has Coaches Decision
aa	=	Fly ball single description for outfielder angling away from the infield when he fields the single
av	=	Fly ball single description for outfielder fielding single that was hit average distance away from him
B	=	Doubles flip card symbol for runner on 1 st rated of “A” or “B” scoring while a “C” has Coaches Decision
BB	=	Player card symbol for base on balls
bl	=	Fly ball single description for bloop single
BTR	=	Pitchers card result meaning to use the batters original play result
C	=	Flip card symbol representing the Catcher as the fielding player or Doubles flip card symbol representing a runner on 1 st having a Coaches Decision for a possible attempt to score
cd	=	Game charts symbol to represent the appropriate Coaches Decision chart
CF	=	Flip card symbol representing the Center Fielder as the fielding player
DB	=	Batters card symbol representing a double
DFH	=	Perform hit check routine and if pitcher does not block perform Deep Fly check
DFL1	=	Use red 10 sided die for play result: (0-2) DFO1 (3-9) LF1
DFL2	=	Use red 10 sided die for play result: (0-2) DFO2 (3-9) LF4
DFM1	=	Use red 10 sided die for play result: (0-6) DFO1 (7-9) LF1
DFM2	=	Use red 10 sided die for play result: (0-6) DFO2 (7-9) LF4
DFO	=	Perform Deep Fly Check
dpc	=	Double play check (refer to HG or RG DP Check charts)
dtl	=	Description for double hit down the line
FP	=	Player card symbol representing a foul pop up
gb	=	Description for single hit on the ground thru the infield
HBP	=	Batters card symbol representing a hit by pitch
HG	=	Player card symbol representing a hard grounder
Hm	=	Game charts symbol representing home plate (base runner scores)
HR	=	Home Run
hs	=	Fly ball single description for outfielder fielding hard single that was hit a close distance to him

II	=	Batter card symbol representing the inner infield fielding positions (second baseman and shortstop)
iihc	=	Game charts symbol representing the need for an infield in hit check to be performed
InBk	=	Game charts symbol representing infielder (s) playing back
inf	=	Single fielded by infielder. Re-roll 10 sided die for infielder: (0) 1B (1-4) 2B (5-7) SS (8-9) 3B . Note optional descriptions page on Hits Tri Fold Charts page
InIn	=	Game charts symbol representing infielder (s) playing in
itg	=	Description for double hit into the gap. Note optional expanded description available on Hits Tri Fold Charts page
K	=	Player card symbol representing a strike out
LF	=	Player card symbol representing a long fly. Also represents the position of left field when used as a flip card symbol or player position
LO	=	Player card symbol representing a line out
NF	=	Player card symbol representing a normal depth fly ball
O	=	Doubles flip card symbol representing the need for the OF CK routine to be performed
otw	=	Descriptions for double hit directly off the wall or one bounce to it
OI	=	Batter card symbol representing the outer infield fielding positions (first baseman and third baseman)
OO	=	Batter card symbol representing the outer outfield fielding positions (left field and right field)
PU	=	Player card symbol representing a pop up
RG	=	Player card symbol representing a ground ball hit at regular velocity
RF	=	Flip card symbol representing the Right Fielder as the fielding player
RNG	=	Player card symbol representing the need to perform an out range check
R1	=	Game charts symbol representing the base runner on first base
R2	=	Game charts symbol representing the base runner on second base
R3	=	Game charts symbol representing the base runner on third base
RP/+WP	=	Batter card symbol representing the need for a Rare Play Chart
play		result and with runners on base this should be preceded by a Wild Pitch / Passed ball check
SF	=	Flip card symbol representing a short depth fly ball
SG	=	Player card symbol representing a slowly hit ground ball
SN	=	Symbol representing a single
SP	=	Represents runner (s) in scoring position

SPH batters	=	Batters card symbol representing a scoring position hit. Use Scoring Position Hit Chart when base situation is runners in scoring position. If not then use out play result symbol given before “-“
SS	=	Flip card symbol representing the shortstop as the fielding player
TP	=	Symbol representing a triple
UT	=	Fielder plays multiple positions (see Pregame "Total Fielders Positions Played" guide)
1B	=	Flip card symbol representing the first baseman as the fielding player
2B	=	Flip card symbol representing the second baseman as the fielding player
3	=	Doubles flip card symbol representing a runner on 1 st advance to third base only
3B	=	Flip card symbol representing the third baseman as the fielding player

PLAYER CARD RATINGS

Batter Cards:

Row 1:

Player Name

Bats (Left, Right, or Both)

GB, FB, or Norm: This is the predominant type of out the player hits into.

Row 2:

2B/3B etc: Players position or positions he is available to play.

F: The players range rating (for catchers measures his ability to prevent

wild pitches and passed balls). The ratings are from 1 (excellent) to 4 (poor). If two ratings are present (ie. 1 / 4) the second rating is for his second fielding position.

ARM (in parenthesis): The Catchers or Outfielders throwing ability.

Ranges from A (best) to D (worst) for outfielders, and from A (best) to E (worst) for catchers.

E: The players error rating. The ratings are from 0 (poor) to 20

(excellent). If two ratings are present (ie. 10 / 18) the second rating is

for his second fielding position.

DP: A middle infielders ability to turn a double play. For ratings breakdowns see the optional ratings and routines on page 38.

Year and Team Box: Season and team of player

Row 3:

B/R: The players base running ability. This encompasses the players speed and his base running savvy. Ranges from A+ (best) to C- (worst).

SBR: The players ability to successfully steal a base after getting a “jump”. Ranges from -3 (worst) to +3 (best) with 0 being average.

SBF: The player ability to get a “jump” to attempt a steal. Ranges from -2 (worst) to +8 (best).

Row 4 and Row 5:

These rows are for the batter's stats and ratings vs left handed pitchers. Listed on row 4 are his at bats followed immediately by his batting average, homeruns, runs batted in and finally by his power rating all vs lefties Line 5 contains the following:

H/R: The players ability to make contact on hit & run plays. Ranges from A (best) to D (worst).

BNT: This is the players ability to sacrifice bunt. For ratings

breakdowns

see the optional ratings and routines on page 38.

Hit Rating or Hit Range: Hit Range is the batter # range (see Hit Check Routine for complete detail and use) that results in either an automatic hit or scoring position out. Hit Chart is used for batters with extremely low hit ratings (approximately .125 bavg and below). This value (0.0 to 4.0) is used on the Low Avg Batter Hit Check Chart on the Hits Tri-Folds page to receive the pitchers symbol for the Hit Check routine.

Row 6 and Row 7:

These rows are for the batters stats and ratings vs right handed pitchers. The definitions are exactly the same as rows 5 and 6 above.

Play Result Columns

The bottom portion of the card that contain the black dice roll value columns (11 – 26, 31 – 46, and 51 - 66). To the right and across from each dice roll number are the actual play results. The left row is for vs left handed pitchers and the right row is for vs right handed pitchers.

Pitchers Cards:

Row 1:

Name

THR: Pitchers throwing arm.

FB, GB, or NORM: The predominant type of out the pitcher gets the batters to hit into.

Row 2:

P: Symbol for his fielding position (pitcher)

E: The pitcher's error rating. The ratings are from 0 (poor) to 20 (excellent).

Year and Team Box: Season and team of player

Row 3:

Bats: (Left, Right, or Both)

Hit: This tells you if the pitcher has a personal hitting card or whether the generic card would need to be used. Basically, pitchers who had 10 or more at bats have personal hitting cards. If "Card" is listed then he has a personal card. If "Generic" is listed you must use the generic card for any at bats.

Row 4 and Row 5:

Games: Total games pitched

GS: Total games pitcher was starting pitcher

IP: Total innings pitched

ERA: Earned run average

W/L: Win and loss record

Saves: Total saves

Row 7:

SB/R: The opposing teams ability to steal successfully off of the pitcher. Ranges from -2 (best) to +3 (worst).

SBF: The ability of the opposing teams to get a "jump" to attempt a stolen base. Ranges from -2 (best) to +4 (worst).

Lev 1 Fatg (not available for all seasons): A more basic pitchers endurance rating. This will decline as the game progresses. Simply deduct one from the pitchers value for each batter faced with the exception of intentional walks. Also, add 4 to

a starting pitchers fatigue if he completes 7 innings and allows 1 or fewer earned runs. When a pitchers fatigue rating reaches 0 then refer to the Level 1 portion of the Fatigued Pitcher chart (on the Misc Game Situations page) and the 3rd (red) die value to see if previously blocked hits or walks now become hits or walks. Note: If a pitchers fatigue rating is less than 20 and he is scheduled to start a game then make his fatigue rating 20. Also, if a pitchers fatigue rating is greater than or equal to 20 and you are bringing

him into a game as a reliever, make his fatigue equal to 15. This occurs when a pitcher rarely started, or if a pitcher started on any type of frequency then his fatigue rating is set up as a starter and thus needs this adjustment.

Lev 2 Fatg: The pitchers endurance rating. This fatigue system puts more weight on how a pitcher is performing in relation to how quickly he will tire. The following events affect the pitchers fatigue:

<u>Play Type</u>	<u>Fatigue Effect</u>
Base runners (hits, walks, errors that put new base runners on base, hit by pitches, <u>does not</u> include intentional walks)_____	-1.0
Outs _____	-.66
Double Play (cumulative affect of play taking into account outs & runners eliminated on the base paths)_____	-.33
Runners eliminated on the base paths _____	+1.0
Starting Pitcher Completes 7 Innings allows one or fewer earned runs _____	+3.0

When the pitchers fatigue reaches 0 or less than 0, then his ability to prevent walks and hits will decline progressively. When he reaches this point you'll need to refer to the Level 2 section of the **Fatigued Pitcher Chart** on the Tri Fold Charts and use the 3rd (red) die value and his fatigue rating before allowing a pitcher to "block" a hit or walk. If the 3rd die value falls between the given range on the Chart then use the batters original play result.

Note: Using this fractions system for keeping track of the pitchers fatigue may seem difficult to deal with but it really isn't when you use the following guideline:

- a) Until a pitcher is close to being fatigued (less than 3), don't figure the amount you need to deduct until after the inning is complete. Three outs (3 batters) subtracts 2 from a pitchers fatigue, so total the number of batters faced that inning and subtract 3 from that total, add that figure to 2 (the 3 outs figure) and that's the amount you need to deduct from his fatigue total. Example:

7 batters hit in the 3rd inning
Pitchers fatigue rating = 15

7 (batters faced) - 3 (batters required for 3 outs) = 4
4 (extra batters faced from above) + 2 (3 outs) = 6
Subtract 6 from pitchers fatigue rating
New fatigue rating: 15 - 6 = 9

Note: Be sure to not deduct one from pitchers fatigue

for intentional walks.

- b) When his fatigue gets close to 0, think of 1 out as subtracting .7, and 2 outs as subtracting 1.3 or easier way may be to think of one out as .2 representing $\frac{2}{3}$'s of 1 fatigue value) and two outs as 1.1 (representing 1 and $\frac{1}{3}$ of a fatigue value).

Again, this sounds cumbersome but once you've played a game or two it'll be a snap.

Note: If a pitchers fatigue rating is less than 15 and he is scheduled to start a game then make his fatigue rating 15. Also, if a pitchers fatigue rating is greater than or equal to 15 and you are bringing him into a game as a reliever, make his fatigue equal to 11. This occurs when a pitcher rarely started, or if a pitcher started on any type of frequency then his fatigue rating is set up as a starter and thus needs this adjustment.

Row 8:

EARLY: The starting pitchers ability in the first inning only. This rating will affect the pitchers ability to prevent hits and is referenced from the Flip card. Ranges from A (best) to E (worst).

LATE: The starting pitchers ability from the seventh inning on. This rating will affect the pitchers ability to prevent hits and is referenced from the Flip card. Ranges from A (best) to E (worst).

WP: The pitchers ability to prevent throwing a wild pitch. For ratings breakdowns see the optional ratings and routines on page 36.

PO/BK: The pitchers ability to both pick off potential base stealers and his propensity to commit a balk. For ratings breakdowns see the optional ratings and routines on page 36.

Row 9:

Pitcher's rating vs left handed batters

HR: The pitchers ability to prevent homeruns. Ranges from -10 (best) +30 (worst) with 0 being average.

Row 10:

Pitcher's rating vs right handed batters

HR: The pitcher's ability to prevent homeruns. Ranges from -10 (best) +30 (worst) with 0 being average.

Hits Ratings:

HIT: The left column is for vs lefties. The right column is for vs righties. This measures the pitcher's ability to prevent hits. If the pitcher has a play result across from the rating numbers (-3 to +3) then he will block (supercede) a batters play result with his result. Pitchers are valued from -3 (play results across from that heading) best to 4 (worst) and 0 being average. A pitcher with a rating of 4 would not have any play results listed across from any column (he would not block any hits). Pitchers are also rated for their ability with runners on base. These results are separated by a "/" (such as "BTR/SG2").

BB (Base on Balls) Ratings:

BB: The left column is for vs lefties. The right column is for vs righties. This measures the pitchers ability to prevent walks. Headings range from -2 (best) to 4 (worst). Again, a 4 would have no play results listed across from that column (he would not prevent any walks off of the batters card).

K (Strike Out) Ratings:

K's: The left column is for vs lefties. The right column is for vs righties. This is a measure of the pitcher's ability to strike out hitters. Headings range from -3 worse (play results across from that heading, it will turn strikeouts - K(...) - play results off of the batters cards into a fly or ground ball out) to 3 best (no play result across from any K's heading). A pitcher could also have additional K's under the Hits or Walks ratings heading if he was rated higher than a 3.

Pre-Game Set Up

Manually fill out a score sheet (or have the computer version provide you a completed score sheet).

For weather effects (if you are using a computer generated line-up sheet then the weather is provided on the sheet) refer to the Weather Effects (pg 36) further down in the manual. Write the wind effect and game time temperature in their appropriate boxes on the score sheet (Temp and Wind boxes).

If your season has a Pre-game guide it has suggested line-ups for vs left and vs right handed pitchers and a guide to pitchers roles (starting rotations etc) along with a complete listing of all the positions a player

played (this is in addition to the two most frequently played positions shown on the player cards). The positions are listed in the order of frequency of games played.

Important - Some things to remember while playing the game: 1) always make sure to refer to the appropriate column of the batters and pitchers card (left column for vs lefties and right column for vs righties) to obtain the appropriate play result; 2) always check the original dice roll to see if the 3rd die = "0E" as that signals an error check (page 23); 3) make sure you have made the appropriate fatigue adjustments (see pitcher card ratings above) by inning end at a minimum.

Actual Game Play

Game play is triggered by the roll of 2 six sided die and 1 ten sided die. The dice are read in the order of the white die and then the black die. They are read strictly as rolled and not added together (example: a white 3 and a black 2 are read as 32 not 5). The red die is used for some base runner advance situations, some special situations, and it also signals error checks.

The total of the white and black die is then taken to the batters card and are read from his black number columns to get a play result. There are 3 possible actions to take from this initial play result:

- 1) A **blue** play result and is **not** play results “K” or “BB” **with a suffix after it** (example: K(-1) or BB(0) would not fall in this category)

These play results are taken straight to the Tri Fold Charts for the play description (at least until the symbols are memorized then there would be no need to reference the Tri Fold Charts with the exception for possible base advance situations).

- 2) A **blue** play result off of the batters card that is “K” or “BB” and has a suffix after it (example: BB(-1) or K(0) would fall into this category)

These play result numbers are then referenced to the opposing pitchers columns (his BB columns if the result is BB(..) or his K’s columns if the result is K(..)). Use the suffix (-1,0,2 etc) to see if the pitcher contains a play result across from that column # heading. If the pitcher does have a play result then the pitchers play result overrides the batters and is used to obtain the play result description off of the Tri Folds Charts. If the pitchers card does **not** contain a play result, then the play result is either a “K” (strike out) or “BB” (base on balls) depending on which batters play result you

were using. Example: a K(0) would be read as the play result “K” (a strike out) if the pitchers card did not contain a play result across from his “(0)” heading in his K’s ratings section for the appropriate batter hitting side (vs. left or vs. right).

3) A **red** play result

This signifies a possible hit or hit by pitch. First reference the Batters card and see if he has either a “Hit Range” (the vast majority of players have this) or “Hit Chart”.

Hit Chart:

Only for batters with extremely low hit percentages basically around batting averages of .125 and below. The value shown here will be from 0.0 to 4.0 and you will take this value to the Hits Tri-fold Charts page and the Low Average Batter Hits Check Chart and re-roll the white and black six sided die to get a pitchers symbol to check the pitchers card for a possible over-riding or superseding play result (see Flip Card Red Pitcher Hit Check Symbol or Low Average Batter Hit Check Chart Symbol below for definition of symbols).

Hit Range:

A hit range can contain no numbers (is blank), contain a number not in parenthesis, a number in parenthesis, or both a number not in parenthesis and a number in parenthesis (ie. “77(85)”).

No Number – Immediately obtain pitcher hit check symbol

from flip card (see guide below).

Only Number Not In Parenthesis – this value represents the batters auto hit range and is compared to the blue # on the hitting side of the flip card in the upper left hand corner. If the blue flip card value is greater than or equal to this batters hit range # then you use the batters play result. If it is not (or if there is only a red hit check symbol) then use the red pitchers hit check symbol to see if pitcher blocks original batters hit result (see guide below).

Only Number In Parenthesis – this value represents the batters auto batter scoring position outs

(only batters who performed poorly when hitting with runners in scoring position receive these numbers). If there are runner (s) in scoring position then compare the blue

on the hitting / ball direction side of the next flip card and if this flip card value is greater than or equal to the batters # in parenthesis you would have a scoring position out and you would immediately refer to the Special Situations Outs chart and

re-roll the red 10 sided die to obtain the play

result. If the blue flip card value is not greater than or equal to the batter # (or if there is only a red hit check symbol) then use the red pitchers hit check symbol to see if pitcher blocks original batters hit result (see guide below).

Numbers Both Not In Parenthesis And One In

Parenthesis – the value in parenthesis (auto scoring position out) takes precedence over or overrides the value that is not in parenthesis (auto hit) in scoring position situations. Thus you'd first check for the "Only Number In Parenthesis" qualifier above and if not an auto scoring position out then you'd compare the value for the auto hit (Only Number Not In Parenthesis above). If neither qualifies use the red pitchers hit check symbol to see if pitcher blocks original batters hit result (see guide below).

Examples (note examples all are in context of flip card containing a Blue flip card value but if flip card only contains a red pitcher hit check symbol you would immediately use the red symbol) :

Blue flip card value = 85 and Batter Hit Range = 80

Read this as a batter auto hit and use original batters red play result

Blue flip card value = 78 and Batter Hit Range = 80

No auto hit and use the red pitchers hit check symbol

- Blue flip card value = 85 and Batter Hit Range = (80)
 Non scoring position situations use the red pitchers hit check symbol immediately since no auto hit range / #. Scoring position situations this is an auto scoring position out. Refer to Special Situations Out chart for play result.
- Blue flip card value = 85 and Batter Hit Range = 80(65)
 Non scoring position situations this is an auto hit (use batters original play result #). Scoring position situations this is an auto scoring position out.
- Blue flip card value = 66 and Batter Hit Range = 80(65)
 Non scoring position situation use the red pitchers hit check symbol for hit check. Scoring position situations this is an auto scoring position out.

Red Flip Card Pitcher Hit Check Symbol or Low Average Batter Hit Check Chart Symbol:

- R:**
 Use the batters play result to get the type of play and the flip card for the fielder attempting to make the play. A range check will then be performed (see page 24)
- 3:**
 The pitchers Hit ratings will be checked to see if it contains a play result across from his "-3" heading. If his card does contain a play result then you will use that pitchers play result (remember left column is for vs left handed batters and the right column is for vs right handed batters). If his card does not contain a play result then you will use the original batters play result
- 2:**
 Refer to (-3) above and following the same routine but check the pitchers "-2" heading
- 1:**
 Refer to (-3) above and following the same routine but check the pitchers "-1" heading
- 0:**
 Refer to (-3) above and following the same routine

but check the pitchers “0” heading

1:

Refer to (-3) above and following the same routine but check the pitchers “1” heading

2:

Refer to (-3) above and following the same routine but check the pitchers “2” heading (note only referenced from Batter Low Average Hit Chart)

3:

Refer to (-3) above and following the same routine but check the pitchers “3” heading (note only referenced from Batter Low Average Hit Chart)

2D:

If the starting pitcher is in the game then his Early rating will be checked if it is the first inning or his Late rating will be checked if it is the 7th inning on. If the appropriate rating (Early or Late) is an D or E then you will use the batters play result. If it is inning 2 through 6 or the starting pitcher is not in the game or his rating is better than an D (A, B or C) then use the pitchers play result across from his "2" Hit Ratings heading or use the batters play result if the pitcher does not have a play result number across from his “2” Hit Rating heading

3E:

If the starting pitcher is in the game then his Early rating will be checked if it is the first inning or his Late rating will be checked if it is the 7th inning on. If the appropriate rating (Early or Late) is an E then you will use the batters play result. If it is inning 2 through 6 or the starting pitcher is not in the game or his rating is better than an E (A, B, C, or D) then use the pitchers play result across from his "3" Hit Ratings heading or use the batters play result if the pitcher does not have a play result number across from his “3” Hit Rating heading.

A:

If the starting pitcher is in the game then his Early rating will be checked if it is the first inning or his Late rating will be checked if it is the 7th inning on.

If the appropriate rating (Early or Late) is an A then you will use the **Special Situations Outs Chart** to obtain the play result. If his rating is worse than an A (B, C, D, or E), or if it is inning 2 through 6, or if the starting pitcher is no longer in the game then use the batters original play result.

B:

If the starting pitcher is in the game then his Early rating will be checked if it is the first inning or his Late rating will be checked if it is the 7th inning on. If the appropriate rating (Early or Late) is an A or B you will use the **Special Situations Outs Chart** to obtain the play result. If his rating is worse than a B (C, D, or E) or if it is inning 2 through 6, or if the starting pitcher is no longer in the game, then use the batters original play result.

Flip Card Usage For Regular Play (Non Fielding Range or Error Checks):

After receiving your final play result then you will use the hitters side (non range check side) of the flip card to obtain the batted ball direction / fielder and for singles and double a description code and base advance.

The upper left portion of the hitters side of the flip card can contain either a blue auto hit and auto scoring position out number to check against the batters hit range and a red pitcher hit check symbol or only a red pitcher hit check symbol.

The rest of the hitters side of the flip card represents the batted ball direction / fielder and the bottom portion represents the singles base advance. Across the top of the flip card are the column #'s 1 to 4 representing the batted ball direction and these numbers are suffixes on play results (obtained from both the player cards and certain game charts – thus for play result “SN2” the SN represents a single and the “2” represents the batted ball direction # that is taken to the flip card. Down the flip card are the rows for the different play result categories. You would cross reference your play result row with the batted ball suffix to get your field / fielder for your play result (and for singles and doubles an additional description and base advance code).

56 or 3E	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
HG/RG/SG	3B	SS	SS	2B
LF/NF/SF	CF	CF	RF	RF
PU/LO	2B	2B		
FP	1B	3B		
DF	LF	RF		
SN	LF-aa-1	CF-av-2	RF-hs-3	
DB	LF-itg-BB	CF-itg-OO	RF-dtl-OC	
TP	CF			

Singles Base Advance

<i>Runner 1st</i>		<i>Scoring Position</i>	
	<i>Rnr 1st</i>	<i>Rnr 2nd</i>	<i>Rnr 1st</i>
1	B>3rd (C>3rd)	Hm (Hm)	B>3rd (C>3rd)
2	A>3rd (B>3rd)	cd (Hm)	A>3rd (B>3rd)
3	B>cd (B>cd)	cd (cd)	2nd (A>3rd)

Example:

Using Flip card given above a play result of HG3 received off the batter or pitcher card would be read as a hard grounder to the SS (shortstop).

Game Play Examples

ROGER CLEMENS

T/Right [gb]
 P E: 8 1996 Bos
 B/Right Hit: Generic
 Games: 34 GS: 34 IP: 242
 ERA: 3.63 W/L: 10-13 SV's: 0
 SBR: 3 SBF: 0 Fatigue: 20
 Early: A Late: E
 Vs Lefties: HR: -5
 Vs Righties: HR: -4

HIT RATING

	<u>Vs L</u>	<u>Vs R</u>
-3	BTR/LO2	
-2	FP2	
-1	NF3	LO1
0	LF3	FP1
1	SG3	K
2	RG3	LF2
3	RG3	SG2

BB RATING

	<u>Vs L</u>	<u>Vs R</u>
-2		
-1		RG2
0		RG2
1	RG3	RG2
2	HG3	HG2
3	HG3	HG2

BERNIE WILLIAMS

B/Both [gb]
 F: 4 E: 17 Arm: C 1996 Nyy
 B/R: B SB/R: 1 SBF: 0
 Vs Right ab's: 378 .272 Norm
 H/R: B SP: 3 Hit Range: 70

	<u>Vs L</u>	<u>Vs R</u>
11	DBL1	DFH2
12	NF2-SPH	K(-3)
13	SN1	K(-1)
14	DFH1	K(1)
15	BB	BB(-1)
16	DFO1	SN1
21	DFO1	LF1-SPH
22	DFO1	DFL1
23	K(2)	DFO2

Examples: Using partial 1996 Roger Clemens card as the pitcher and the partial 1996 Bernie Williams card as the hitter with a runner on first in the 3rd inning (note play results have been changed from actual Williams card to allow a more thorough example):

Original dice roll: White die 2, Black die 2, Red die 8

Result: Blue Play Result DFL1 on Williams card vs righties (right column) would be a final play result of LF1 (using 10 sided die value of 8 and received from the abbreviations guide on the Tri Folds) Taking the LF1 to the flip card (given above) the play result is a long fly ball to center field (taken off flip card). There would be no base advance (taken from the Outs page of the Tri Folds since no advance is given – no table for long fly balls with only runners on first thus no advance). Note: if Williams was facing a left handed pitcher the play result would have been DFO1 (which would be a deep fly check with the ball hit to left field using the DF section of the flip card and the 1 batted ball type).

Original dice roll: White die 1, Black die 1, Red die 0E

Result: Red Play Result DFH2 on Williams card vs righties, referencing Williams Hit Range of 70 this would be compared to the flip card upper left hand corner blue auto hit / score position out value which is “56 or 3E” (note if flip card value would have been 80 then it

would have been an auto hit and you would have immediately used the batter result of DFH1 and no need to roll pitchers die) thus no auto hit which means to use the red “3E” pitcher symbol for a hit check, checking Clemens's pitcher card vs LHB's (Williams being a switch hitter would be batting from the left side) for Clemens 3 row in his hits column we get play result RG3, and since we are in the 3rd inning we don't need to worry about the “E” portion of the pitcher symbol (for a starting pitcher's Early or Late rating in the 1st or 7th inning on), play result RG3 would be read as a regular grounder and using our flip card it would be hit to SS (shortstop) , since the red ten sided die = 0E you'd get the shortstop's error rating and flip another flip card to check for an error using the fielding side of the flip card (see page 23), if no error you'd refer to the Outs page of the Tri Folds for base advance and get the follow description of: R1 -> fo; Btr -> dpc and check for a possible double play further down the page (RG DP Check chart). Note: see Reading the Tri Fold Base Advance Charts on pg 31 to learn to read BSB base advance nomenclature. Also, if Clemens would have been facing a right handed batter the play result number would have been SG2.

Original dice roll: White die 1, Black die 6, Red die 6
Result: Red Play Result SN4 on

Williams card vs righties, referencing Williams Hit Range of 70 this would be compared to flip card upper left hand corner blue auto hit / score position out value which for sake of example is now “56 or -3” thus no auto hit which means to use the red “-3” pitcher symbol for a hit check, Clemens pitcher card vs LHB's we find that Clemens has play result BTR/LO2 since there is a runner on (again meaning comes from abbreviations guide) we use LO2 for the play result which reads as a line out to 2B (again using the batted ball direction 2 column and the LO row of the flip card). Note: if Clemens had been facing a right handed batter then he would not have had a play result across from his Hits "-3" column, and lets say for the sake of another example that Williams was actually hitting from the right side then SN1 (batters original play result) would have been used for the runner on first portion of the Play Results Charts to get play result of Single and off the flip card of “LF-aa-1” which would be read in total as a fly ball single to left field with a base advance code of 1 (which when referenced on the lower portion of the flip card the base advance for singles with a Runner on 1st and < 2 outs would be an “A+, A or B” runner on 1st advancing to 3rd – base advance further defined on pg 33 - 35)

Original dice roll: White die 1, Black die 5, Red die 2

Result: Blue Play Result BB(-1) off Williams card vs righties, checking Clemens vs LHB's in his BB'S card "-1" column we find he does not have a play result and thus Williams play result BB is used for a base on balls.

Original dice roll: White die 2, Black die 3, Red die 4

Result: Blue Play Result DFO2 off of Williams card vs righties, this is read as a a deep fly check with the ball hit to RF (right field) you'd reference the Deep Fly - Check Chart on Misc Charts page on the Tri Fold Charts to check for home run, if no home run use the base advance given Outs page of the Tri Fold Charts (in this instance no base advance is given for a DF to RF with a runner on 1st so the base runner does not advance)

Misc Plays

Errors

Error checks should be done when the red ten-sided die equals 0E on the original dice roll that is read off of the batters card or when referenced off the rare play chart. The error checks are done on all plays in which a fielder is involved except line drives, walks, strikeouts and Wild Plays. There are 5 different error categories that are referenced depending on the play result involved. A new flip card needs to be flipped and refer to the lower portion of the fielding side of the flip card and the appropriate category (GB for any ground balls, FB for any fly balls, POP for any pop ups or foul pop ups, HIT for any hit play results, STL for steal attempts) to find the error rating that the fielder must have at a minimum to not commit an error. If the error check is being performed on a GB or HIT and the error rating # on the flip card is followed by an "*" then the error is a 2 base error if an error is committed (his error rating was not greater than or equal to the number given). Note that the odds of committing errors vary depending on the type of

play that is being checked (ex. chances of errors on pop ups are much less than on ground balls). Error checks on hits should be referenced after the standard base advance is given (only auto advances - no managers decisions advances unless there is no error). Errors committed on fly balls are all 2 base errors.

There is an optional advanced error description individual chart page for ground ball errors. You'd reroll the 10 sided die and use the chart on the separate chart page to get a visual description of how the error was committed and a more advance base advance system.

Range Plays and Optional Ball Park Effects

There are two ways to resolve a range play: 1) by using the range rating number given in the middle of the fielding side of the flip card; or 2) using the green optional Ball Park "BP" rating given on some flip cards following the range rating number requirement in the middle of the flip card.

There is also an outfielder range check that reflects how quickly the fielder gets to singles and doubles and this is the OF CK routine that is only referenced off of the Tri Fold charts in the singles and doubles base advance charts (see below).

A Standard Range Check (no BP # on the flip card or electing to not use the optional Ball Park Effects):

Range Plays can be triggered by either the pitchers die (see above) or directly from the batters card. You'll need to flip a flip card and the appropriate fielders range rating is compared to the Flip Card rating (center of flip card) and if it is less than the Flip Card then the fielder makes the play. If the flip card reads "MP" then the fielder makes the play no matter what his range rating is. If the flip card reads "DNMP" then the fielder does not make the play no matter what his range rating is. Depending on where the range play originates from will determine how base advance is resolved.

A) Range Plays originating from the Pitchers Die (Red Play Results)

If the fielder makes the play refer to the Descriptions for Range Plays Made on Hit Play Results (red results) chart on the Range Plays page that gives you a description on how the hit was taken away and the base advance for any base runners. If the play is not made by the fielder then the play result and the base advance remain the same as the original play result (think of it as a hit that

wasn't taken away), and if it is on a Deep Fly – first check for a home run and if no home run then rule it a Double (otw). There are no range checks on HBP's. If the pitcher die indicates a range check (value of “R”) on a HBP then it is always a hit by pitch. On ground ball singles refer to the Fielder For GB Single Range Checks chart on the Range Plays page to get the infielder whose range should be checked by using the field that the single was hit to, the side of the plate the batter is hitting from, and the batters power rating.

**B) Range Plays originating from the Batters Card
(Blue results with the RNG prefix)**

If the play is made then the original play result is used and base advance (think of this as an out that remained an out or an out that wasn't turned into a hit by bad fielding).

If the play is not made refer to the Hits on Out Play Results Type Range Checks chart on the Range Plays separate charts page to get the type of hit the previous out result now becomes (example: a range check on a Normal Fly turns into a single if the play is not made).

Using the Optional Ball Park Effects (a BP # on the flip card following the standard range fielder number requirement):

If there is a green BP # following the range rating number requirement then the Ball Park ratings are used instead of the fielders range rating to resolve the play (except for Deep Flys since they take into account the ball parks separate left and right handed batters ratings on every Deep Fly so the optional effects are not necessary. You would resolve these with the standard range check routine above). To resolve the range play using the BP # you would take the value of the BP rating to the Ball Park card of the home team and refer to the appropriate column (determined by the type of play being checked – single, long fly etc.) to resolve the play.

Example: the BP rating from the flip card equals "1". The range check is originated from the hit check chart and originated from a "Single to CF" play result # from the batters card. You would refer to the "Singles/Normal Fly/Ground Balls" column on the Ball Park card and reference the “1” row to get the play result.

Once you have referred to the Ball Park Card you will either get a hit result (Single, Double, or Triple) or an "Out" result.

Hit Results

If the range play originated from the Pitcher Die (red play results) then use the original play result number for base advance. If the range play originated from the batters card (blue play results) then refer to the Hits on Out Play Result Type Range Checks chart on the separate Range Plays charts page for base advance.

Out Results

If the range play originated from the Pitcher Die (red play results) then refer to the Descriptions for Range Plays Made on Hit Results chart on the Range Plays page to get a description on how the hit was taken away and the base advance for any base runners. If the range play originated from the Batters card (blue play results) then use the original play result for the out description and base advance.

Optional Routine for Optional Ballpark Effects

To increase fielder involvement when using the optional ballpark effects adjust the the green BP # with the fielders fielding rating. Here is an adjustment chart:

<u>Fielders Fielding Rating</u>	<u>BP # Adjustment</u>
1	+2
2	+1
3	-1
4	-2

Ballpark Peculiarities

These are unusual characteristics of some ballparks and are referenced with an asterisk. These override the preceding "Hit Results" and "Out Results" descriptions and base advance and are used instead. These descriptions are located underneath the ballpark picture.

Triples in the Doubles Column

The "-4" row in the doubles/long flies column contains a split play result that uses the 3rd die to resolve whether

there

is a double or triple. If the 3rd die's value falls in the triples range only give the batter a triple if his B/R rating = "A" or "B". If his rating equals "C" then he has a double. The triple should be scored as a triple to right field.

OF CK Range Routine

You will find an OF CK base advance suffix on some singles and doubles flip card base advance. When they are encountered you should do the following:

- 1) Check the lower portion of the fielding side of the flip side labeled OF CK (underneath the regular Hit or Out Range Check portion of the flip card) and look for the section for the play result you are referencing (SNG for Singles or DBL for Doubles). To the right of the SNG or DBL header is either an F rating qualifier to see if the outfielder was successful on Singles in keeping a Single a Single (or if his rating is higher than the qualifier then a Single would be turned into a Double due to poor fielding) or on Doubles turning a would be Double into a Single (due to outstanding range and quickness by the outfielder in getting to the potential Double) or there could be an ARM listed in which case you would refer to the OF CK Arm section of the Tri Folds and use the outfielders arm and reroll the 10 sided die to determine the batters destination (single, double, or thrown out at second trying to advance) and any other base runner advance.

Example 1: A play result of SINGLE (fb) to CF (OF CK). Flip a flip card and the OF CK section of the flip card in the SNG section has a qualifier of “< 4”. Check the center fielders range rating and if it is less than or equal to 3 the single remains a single. However if the center fielders rating is 4 then the single is now a Double as the outfielder was late in getting to the hit or was unable to prevent it from getting past him.

Example 2: A play result of DOUBLE (dtl) to LF (OF CK). Flip a flip card and the OF CK section of the flip card in the DBL section has a qualifier of “< 2”. Check the left fielders range rating and if it is greater than or equal to 2 the Double remains a Double. However if the center fielders rating is 1 then the Double is now a Single as the outfielder was able to get to the potential Double quickly and also prevented it from getting past him.

Example 3: A play result of DOUBLE (dtl) to LF (OF CK). Flip a flip card and the OF CK section of the flip card in the DBL section has a qualifier of “ARM”. Check the left fielders arm rating and refer to the ARM chart on the Tri Folds in the OFCK section and reroll the 10 sided die to determine the plays final outcome. Always use the other base runners advance given in the ARM section for any ARM OF CK checks

2) For base advance on OF CK “F” rating checks:

Singles (whether off an initial Single or a Double that was turned into a Single) can have either “norm” or “Z” base advance codes. For “norm” base advance use the guide given off to the left on the OFCK section of the Tri Fold charts. For a “Z” result, if there is a runner on 1st (1st, 1st & 3rd, 1st & 2nd etc.) and if the runner on 1st has a BR rating of “A” then he scores from 1st on the single. For all other situations a “norm” base advance is used.

Doubles (whether off an initial Double or a Double that was originally a Single play result and turned into a Double) will always show a “Z” base advance code off the flip card but the only time this rare base advance will qualify is if the base situation is either runner on 2nd or runners on 2nd and 3rd and outs less than 2. If this base situation prerequisite exists and if the runner on 2nd has a BR rating = “C” then he only advances to 3rd due to his misreading of the fly ball / hit. For all other situations the base advance is a normal 2 base advance for the runner on 2nd and a Coaches Decision to attempt a score from 1st (1 -> cd) if that situation exists.

Important: Be sure to use the base advance for the final result of the hit on “F” rating checks. Example: If a single turns into a double because of poor outfield play then use the DBL base advance given or if a double turns into a single due to outstanding outfield play use the SGL base advance notation.

Deep Flys

On all deep fly checks you must first check to see if there is a home run. The following three items are added together for the figure that is used on the **Deep Fly Check Chart** (located on the **Tri Fold Charts**):

- Pitcher's Home Run Rating (vs lefties or righties batters)
- Ballpark Home Run Rating (for lefties or righties batters)
- Wind Effect (if wind is blowing in or out to the field that the deep fly is hit to)

Use the original value of the red 10 sided die (unless the original batter play result was a "DFL" or "DFM" in those cases a re-roll is needed for your deep fly HR check) to see if it is greater than or equal to value given under the HR #'s column (thus a "4" means any 10 sided die value of 4 thru 9 is a home run). If the value given in the HR #'s column has an "r" following the numerical value and if the 10 sided die equals this lower limit # then you must re-roll the 10 sided die. On the re-roll a (0-4) is a deep fly

out

(5-9) then it is a home run.

If there is no home run then reference the Outs Charts page to check for possible base runner advance.

Stolen Base Routine

There are 2 basic steps to the stolen base attempt: 1) go to the appropriate "Jump" chart on the Tri Fold Charts (either for a possible steal attempt of second or a possible steal attempt of third base); 2) if the base runner is able to attempt a steal (got the jump) then go to the Stolen Base chart on the same Misc Situations page.

1) "Jump" chart - Add together the base runners SBF rating and the pitchers SBF rating and use the chart to see if a steal can be attempted. If an error check is required (10 sided die value = "0e") and if black 6 side die has an even value (2,4, or 6) then use the "FB" error section of the flip card and the pitchers error rating to check for a possible errant pick off throw by the pitcher.

- 2) Stolen Base Chart
Add the pitchers steal rating to the catchers arm rating

and divide that total in half. For the catchers arm rating make the following conversion to convert the Catchers Arm alphanumeric rating to a numeral:

<u>Catchers Arm Rating</u>	<u>Numeral Value</u>
A	-2
B	-1
C	0
D	+1
E	+2

Add this combined figure to the base runners Steal rating and use that figure for the chart.

Example: Pitchers Steal Rating = 1
 Catchers Arm Rating = A
 Base Runners Steal Rating = 1

Defense: Pitcher +1
 Catcher -2
 = -1 divide by 2 = -.5
 Add to Base Runner $\frac{1}{2}$
 Total Steal Rating for chart = +.5

Important: If you are attempting a steal of third base then you'll need to add one to the total dice roll before reading the chart.

If there is an **error check** (3rd die = "0E") you need to flip a new flip card and use the STL flip card error rating. If he does make the error then rule the play as a stolen base and a one base error on the catcher. The base runner attempting the steal would end up either on 3rd base if he was attempting a steal of 2nd or he would score on the error if he was attempting a steal of 3rd.

Auto Steal Option

A new addition is an auto steal option. By using this method the rarely used basestealers will get their few attempts and this method also improves game flow and overall base stealing percentages. On the fielding side of the flip cards the green numbers following the "Steal ?" represent the combined (base runner + pitcher) SBF that is required for the base runner to be sent to steal. The first number is for a steal of second (only use with a runner on first base situation and not a first and third base situation as you'd need to manually attempt to steal using the "Jump" chart for those rare attempts) and the number in parenthesis is for a steal of third. You

should only use this system once you have decided it is a potential base steal situation. Note you do not need to flip the flip card once used for the Auto Steal check unless it is used on the same base runner for a new base steal situation (for example base runners steals second with 1 out so a new potential base steal situation exists for steal of third and a new card would be needed for SBF check).

Auto Steal Overrides Guide

To give accurate overall base steal attempts and success percentages I am providing the Auto Steal Overrides Guide. This is a guide to give you the times you should not use the auto steal.

Steal of 2nd

- Decide first if you want to bunt or hit and run
- The following score differentials:
 - Inn 1 - 6: Team leading by ≥ 5 or trailing by ≥ 4
 - Inn 7 - 8: Team leading by ≥ 4 or trailing by ≥ 3
 - Inn 9 on: Team leading by ≥ 3 or trailing by ≥ 2

Steal of 3rd

- Same as above except only attempt steal if one out

“” Suffixes*

When an * appears after the SBF requirement disregard all overrides and see if the base runner qualifies for the steal attempt (this will account for the low percentage of steal attempts that are made outside of the parameters listed above).

“E” Suffixes

A percentage of the SBF requirements also have an "E" suffix which indicates to first check for an error on the pickoff throw (see routine on Misc Charts Trifold page in Stolen Base section). Note only use if base runner qualified for the steal attempt.

Use Your Own Baseball Intuition as a Guide

This guide is for optimal results and you can stick to it as strictly as you wish. There will be times when you might not want to steal even when it falls within the above parameters (one instance might be when you are 1 run down and you have a power or gap hitter at the plate so in essence that runner on 1st is already in scoring position and you wouldn't want to risk taking the bat out of the hitters hands) so don't use the system for these spots. There will also be times you'd want to send the runner (great base stealer at 1st, late in the game, 2 outs, singles hitter at the plate) and the base runner didn't qualify for the attempt via the flip card. For these

situations along with any other that do not qualify due to the overrides above (steal of third with 0 or 2 outs, steal of second with runners on first and third etc.) You should use the manual "Jump" chart to try to earn the attempt. The fewer exceptions you make the closer your overall steal attempts and success percentage will mimic real life but the overall goal of this system is to keep it intelligent and to keep the attempts in context with the game situation and the pitcher they are trying to get the attempt off of but do not hesitate to use your own baseball intuition to guide you as well.

Hit and Run

A hit and run has the following effects (note a more advanced Listing is included on the Tri Folds):

On all K's :	Subtract 2.5 from base runners steal rating
On all GB's :	There is no double play and the batter is out at first.
On LO's :	The lead runner is doubled off.
On all Singles to Cf & Rf:	Auto 2 base advance for base runners
On all Singles to Lf	If base runner on 1st B/R = A and 3rd die = 3-9 or B/R = B and 3rd die = 7-9 goes to 3rd;
On all Doubles :	"C" only advance to 2nd Any runner on 1st scores

Sacrifice Bunts

You need to reference the appropriate chart Roll all 3 dice, check the 10 sided die to make sure no error check (10 sided die = "0E") then reroll the 3rd die to determine the fielder and if an error check is needed use the GB error chart. If an error is made add the extra base or bases to the original play result (example: if there is an error in which the sacrifice is successful add the one or two base advance to the base where the lead runner was sacrificed to and the batter would be either on 1st or 2nd depending on whether it was a one or two base error; if the error is made on failed sacrifice bunt a one base error would make the lead runner safe at the base he was attempting to be sacrificed to and a 2 base

error would move him and anyone other base runner up an extra base - batter would end up at 2nd).

Passed Ball/Wild Pitch Checks

Whenever a play result of “RP/+WP” is taken from the batters cards and if there are runners on base then you need to refer to the **Passed Ball/Wild Pitch Chart** and use the 3rd die and the defensive catchers “F” (fielding) rating to see if a passed ball/wild pitch has been committed (note if you are playing the 1995 season then refer to the 3rd die and if its value equals 0 - 6 or -7 - +6 if you are using the optional pitcher Wild Pitch ratings and have adjusted the 3rd die value then you have a wild pitch/passed ball and all base runners advance one base). If a wild pitch/passed ball was committed reroll the 10 sided die and refer to the chart directly below the Passed Ball/Wild Pitch Chart to see how the official scorer ruled the errant pitch (wild pitch or a passed ball).

Hits and Outs Base Advance

OUTS

Here's a list of the abbreviations used and some examples on how to read the Tri Fold charts for base advance on outs.

ABBREVIATION

->

Btr

R1

R2

R3

1st

2nd

3rd

Hm

Numbers in brackets

Black Letters (in brackets)

MEANING

Advance notation (thus R1 ->

2nd would mean runner on first advances to second base)

Batter

Runner on 1st

Runner on 2nd

Runner on 3rd

First Base

Second Base

Third Base

Home Plate (runner scores)

Minimum value of 3rd die necessary for base advance listed

B/R rating of base runner

(A+, A, B, C or C-)

(note: if followed by number then read as that B/R rating required along with that value of the

3rd die).

Example: R1(A+1,A3, B7) would be read as runner on first if B/R rating = 's A+ then 3rd die value must be ≥ 1 for the base advance etc).

cd

Coaches Decision: refer to appropriate coaches decisions chart for that situation (on that Tri Folds page)

fo

Force Out: runner is forced out at next base

dpc

Double Play Check: refer to the appropriate base adv double play check chart

(RG

or HG) on that Tri Folds page

InIn

Infield In

InBk

Infield Back

iihc

Infield in hit check chart: refer to the appropriate chart on the Tri Folds chart page to find if the out result # turned into a GB single due to the infield playing in.

Example:

InBk: R3 -> Hm; R2 ->3rd; R1 -> 2nd; Btr -> out at 1st

This would be read as with the infield back then runner on third scores, the runner on second advances to third, the runner on first advances to second the batter is thrown out at first base.

HITS

Base advance on hits is given directly on the flip cards. The base advance symbol(s) are given after the second “-“ (ie. “LF-hs-1” the “1” is the symbol used for base advance) and for singles there are is a possibility of 3 different symbols and the advance is given underneath the batted ball direction / fielder section of the flip card.

For singles, the 2 categories of base situations are separated first (Runner 1st and Scoring Position) and then the possibilities for base runners is given under each base situation category. The advance given in parenthesis represent 2 out situations.

Important: For flip card singles base advance you will see the lower level BR that will qualify to advance or for a coaches decision (as opposed to the Tri Folds where all levels that qualified are shown).

Examples:

B>3rd runner on 1st advance would be read as base runners with BR ratings of A+, A, and B advance to third base. C and C- BR ratings advance to 2nd only (any runners rated below the qualifying level advance only the minimum bases for the hit type ie. single is one base and double is two bases)

C>Hm runner on 2nd advance would be read as base runners with BR ratings of A+, A, B and C advance to home. C- BR ratings advance to 3rd only

B>cd runner advance would be read as base runners with BR ratings of A+, A, and B have coaches decision option to attempt an advance the extra base while C and C- BR rated runners only have a single base advance.

For doubles, two alpha numeric symbols are used to represent the two different base situations for a runner on first double advance. The first symbol represents the runner on 1st base situation only and the second symbol represents scoring position situations (1st and 2nd, 1st and 3rd and bases loaded). Thus a doubles base advance of “LF-

dtl-OC” would represent a symbol of “O” for a runner on first base situation and the “C” would represent the scoring position base situations. Here is a guide to the meanings for the symbols (also given on hits page of Tri Folds):

Code Meaning

O	OF CK routine
C	Coaches Decision (cd)
3	Advance to 3rd
B	"A+" "A" or "B" BR scores; "C" has cd; "C-" to 3rd
A	"A" BR scores; all others have cd

The same basic rule applies that is used for the singles above in that if no advance is listed for a BR type (A+,A, B, C or C-) then they are entitled to only the minimum advance (single – one base and double – two bases).

Chart Re-Rolls

After each chart heading in parenthesis there are the number of dice required for the reroll. If the chart has no amount or parenthesis and a 10 sided die value is referenced then it's an auto check of the red ten sided die (no re-roll).

Weather Effects

Use the individual ball park weather effects team by team sheets (in the Weather or Pregame book). You'll need to choose the month and time of day (day or night) of the game you are about to play. You first roll 3 dice for the game time temperature. Read the dice exactly as you would for a game (white then black die) to get your base temperature. Note: if the temperature is followed by "RC" or "Dome" then this means the roof is closed and there are no wind effects (no need to roll for wind direction or velocity). The base temperature (if no roof closure) is adjusted (added to or subtracted from) by your red 3rd die (see 3rd die adjustment chart below) and write this total for your game time temp on your score sheet. Next, roll for the wind direction. You only need to roll 2 dice for this figure. When you get the numeral value of the wind direction use the chart below to get your direction and write this on your score sheet. Finally, roll for the wind velocity. Use all 3 dice and read white die and black die for your base velocity and adjust this figure with your 3rd red die adjustment (use chart below) and write this value on your score sheet.

3rd Red 10 Sided Die Adjustment Values

Subtracted	Value Added To or
<u>Red Die Value</u>	<u>From Temp or Wind Velocity</u>
0	-4
1	-3
2	-2
3	-1
4 or 5	0
6	+1
7	+2
8	+3
9	+4

Note: If ball park chart base value has a "+" following it (i.e. 75+) then treat negative values as positive for red die adjustments. Also, if chart base value has a "-" following it (i.e. 10-) then treat all positive red die adjustments as negative (for example if you 3rd die roll was 7 then make your adjustment -2 instead of +2).

Wind Direction Guide

<u>Numeric Value From</u>	<u>Game Time</u>
<u>Ball Park Sheets</u>	<u>Wind Direction</u>
1	Out to Left Field
2	Out to Center Field
3	Out to Right Field
4	Left Field to Right Field
5	In from Left Field
6	In from Center Field
7	In from Right Field
8	Right Field to Left Field

Here is the effect your game time temperature has on the starting pitcher's fatigue. Again, if you used the program to generate your line-ups then whatever temperature it generated has taken this affect already into account, thus you'd need to add/subtract that adjustment back out of your starting pitchers fatigue given on your score sheet and then make whatever adjustment is necessary for your manual rolling of the weather effects. Deduct or add the following amounts given:

<u>Day/Night</u>	<u>Temp</u>	<u>Fatigue Affect</u>
Day	> 90	- 4
Night	> 90	- 2
Both	56 through 77	+ 2

For the wind conditions you'll need to write the adjustment that will be used on DF's (deep flies) on you score sheet. Use the following guide to get your adjustment to the field the wind is blowing in (subtract the given value) or out (add the given value):

<u>Wind Velocity</u>	<u>DFB Affect</u>
0 to 4 mph	no affect
5 to 9 mph	1
10 to 14 mph	2
15 to 19 mph	3
20 to 24 mph	4
> or = 25 mph	5

Note: A quick guide of these charts and how to use them is on the Tri Fold charts.

Optional Ratings and Routines

Double Play Ratings

All shortstops and second basemen are rated for their ability to complete a double play. The ratings range from -1 (excellent) to +1 (poor). These ratings can only be used when the "HG and RG DP Check" charts are referenced from the Play Result Charts. Simply add or subtract the double play attempts "middle man" (second baseman if ball is hit to the third baseman or shortstop or the shortstop if the ball is hit to the first or second baseman) DP rating from the 10 sided die value before referencing the HG or RG DP Check chart to obtain the correct play result.

Wild Pitch Ratings

All pitchers are rated for their propensity to throw a wild pitch. Ratings range from +5 (excellent) to -7 (poor). When there is a batters play result # of '0' then add or subtract the pitchers wild pitch rating to the 10 sided die before using the catchers rating and the 10 sided die new value on the "Passed Ball / Wild Pitch Check" chart.

Individual Pitcher Pickoff / Balk Ratings

All pitchers are rated for their pickoff move. The routine uses the chart located in the Stolen Base section on the Misc. Charts page of the Tri Fold charts and is referenced on actual steal attempts (after a “jump” has been successfully attained) on die rolls 11 and 12 for all pitchers and also die rolls of 13 for pitchers rated either “Pr” (an automatic balk occurs) or “Ex” (an automatic pickoff occurs).

Run On Contact Offensive Option

This offensive game strategy can be employed only in non force situations (runner on third or runners on 1st and 3rd or runners on 2nd and 3rd) with the infield in and less than 2 outs.

This strategy when employed has your runner on 3rd breaking for home immediately upon the batter making contact thus this allowing for the possibility of scoring on hard grounders and regular grounders that are played by the infielder where with the infield in this not normally possible (they are forced to hold). However, it also means the runner is committed to attempt scoring and depending on the type of ground ball hit it can increase the odds of him getting thrown out at the plate and also increases the odds of line out double plays. This strategy is a way for the offense to counteract the defensive option of bringing the infield in when they desperately (or just want to gamble) want the run to score. The different play results when this option is used are built into the game charts.

Guarding The Lines Defensive Option

This defensive game strategy can be employed as a late inning option in close games to reduce the chance of doubles down the line (note advise employing only from 8th Inn on in 1 run game).

Make the following adjustments when employed:

- On all DBs dtl check 10 sided die value (0-4) DB-dtl-5 (5-9) HG to either 3B or 1B depending on field hit to
- On all HGs to 3B or 1B check 10 sided die value (0-5) HG (6-9) SN-gb-8 to either LF or RF depending on infielder ball hit to.

Team Base Running Styles Option

You have an option of putting your team into 3 different base running styles:

Norm: the predominant style and the default mode if you do not wish to employ the new base running styles system.

Conservative: this style would be used for when a team falls behind to the point as to where you would not want to risk a single base advance due to the possibility of it ending or decreasing the chance of a multi run inning. When employed all base runner BR ratings are decreased 1 level. Thus a “C” BR rated runner becomes a “C-“ runner (note this does not apply to the batter – only runners already on base).

Aggressive: the most infrequently used style and would be used by a manager / team who depend primarily on the running game to generate their offense (as opposed to a power / extra base hitting team). Would recommend only employing sporadically (a few innings of a game for a team with a primarily high level of BR ratings). When employed all BR ratings are increased 1 level thus an “A” BR rated runner would become an “A+” runner (again, do not apply the adjustment to the batter as it only applies to runners on base). Also all coaches decisions must be attempted when in the aggressive base running style.

Here is how playing with these styles will impact your game play:

- On the flip cards some singles base advance code is now prefaced with an “*”. This asterisk signifies that if your team is in an aggressive base running mode then this base runner must attempt to advance to 3rd (using the 1st to 3rd cd chart). He would use his adjusted BR rating (increased 1 grade for being in the aggressive mode). If not in the aggressive mode or if not using the base running styles option then disregard the asterisk and treat the rest of the base advance code in a normal manner.
- On the Tri Folds in the Back Base runner Advance on Coaches Decision plays at the plate and in the OF CK Arm section you will also find situations where the base running styles are noted. Basically with the adjustments in these areas if you are in an aggressive mode you will find yourself advancing more frequently and also being thrown out on the bases more frequently as opposed to if you were in an conservative mode you will rarely be thrown out on the bases but will also rarely move up an extra base.

Please remember that the Base Running styles are purely optional and I’ve included them into both the flip cards and Tri Folds in a manner that will not affect the ease of play in a negative manner for those who choose not to use them.

