

STRATEGY ROLL (1d20)
* STEAL ATTEMPT= ATT+HLD (ATT divided by 2, round down stealing 3rd) (ATT divided by 5, round down stealing home and minus 10 from SB)
* H&R= +2 FROM ATT+HLD
* BUNT= CHECK CHART
* ROLL OF 20= PICKOFF ATTEMPT (roll 1d20 in pitchers B, PO, POE ranges)

RUNNER ADVANCEMENT				
	1/3*	2/H*		1/H*
S3	2-6	4-6		
S4	3-6	2-6		
S1	4-6	1-6		
S6	5-6	3-6		
S5	6	5-6		
S7	-2	+1	D7	-1
S8	-1	+2	D8	+1
S9	+2	+1	D9	-1
	1/3*	2/H*	1/H*	

* 2 out add 1 to BR

GROUND OUTS

On 1st (less than 2 out)

Roll vs hitters GDP + pitchers GDP + DP Pivot

- * Roll <= GDP then DP
- * Roll > runner on 1st BR then force at 2nd
- * Roll of 6 only play is on batter at 1st

On 2nd

- * Runners advance on balls hit to 1b, 2b or C.
- * Runners advance on balls hit to SS or P if BR of runner beats 1d6 roll, otherwise hold
- * Advance only on roll of 6 on balls hit to 3b.

On 1st and 2nd

- * 2nd to 1st DP try on all grounders except to 3b.
- * Grounder to 3b. Roll 1d6
1-2: Towards the line, if DP or force it would go 5-3
3-4: Right at 3b, choice of force ONLY at 3b or try 2nd to 1st DP
5-6: In the hole, DP chance will go 2nd to 1st

STEALING (1d20)	
SB RATE= Runners SB + Pitchers SB + Catchers ARM	
Roll	
1-2	Runner safe, check C for error
3-19	If roll <= SB RATE then safe, higher runner out
20	Runner thrown out

ABR (Adjusted Base running Rating)	
<1	NO need for throw as runner stops with no advance
6+	Ofer attempts no throw as the runner, runner advances the extra base

THROW CHART	
Roll	1ST RUNNER ADVANCEMENT DIE
1	Check 2nd die Roll of 1 chart
2-5	If roll is less then or equal to ABR then runner advance, otherwise they hold
6	Check 2nd die Roll of 6 chart

RUNDOWN (roll 1d6):

- 1 Runner out quickly, no others advance
- 2-5 If roll > BR then runner out no advance for others, if roll <= BR runner out others advance
- 6 Runner gets under tag at advance base

On 3rd

** P and C are always considered IN without any range penalties
 Infield IN : (DP chance can ONLY go home to 1st)
 -2 to BR rate of runner on 3rd
 Range rating of fielder -2**
 Only plays for the infielder are at home or 1st

Infield HALFWAY:

No change to BR rate of runner on 3rd
 Range rating of fielder -1**
 Infielder can make the play at any base

Infield BACK:

+2 to BR rate of runner on 3rd
 Range rating of fielder no change
 Infielder can make the play at any base

If runner heads for home:

If 1d6 higher than BR then out, otherwise safe
 Defense can choose automatic out at 1st or DP try

HIT & RUN
* All GDP ratings get a -2
* All BR ratings get a +2
* All HR and W rates for the batter are cut in half (round down)
* All line outs are double plays (exception of error on ET?)
* If the batter strikes out resolve play like you would a regular steal

BUNTING POSSIBLE		
RUNNER on 1st / 0-1 OUT		
BNT	REGULAR	PITCHERS
5	16-19	10-19
4	17-19	12-19
3	18-19	14-19
2	19	16-19
1	NO	18-19

2ND RUNNER ADVANCEMENT DIE	
Roll	ROLL OF 1 ON THROW CHART
<=BR	Lead runner advances, If trailing runners BR (no adjustments) is less than or equal to roll the trailing runners advances on the throw
>BR	Lead runner advances,If roll is higher the trailing runner holds
2ND RUNNER ADVANCEMENT DIE	
Roll	ROLL OF 6 ON THROW CHART
1	Lead runner advances, ball cutoff and the trailing runner is thrown out
2-5	Lead runner thrown out but if the trailing runners BR (no adjustments) is greater or equal to the roll then he advances on the throw
6	Lead runner advances, ball cut off, trailing runner is caught in : rundown (rundown chart)

** if more than one trailing runner consider it the lead one

FLY OUTS

Runners on 2nd (less than 2 out):

F7: no advance
 F8: subtract 3 from BR rating
 F9: BR rating
 If 1d6 less than or equal to ADJ BR advance to 3rd otherwise hold

Runners on 3rd (less than 2 out):

1. Roll 1d6 is less than SF rating of batter then runner scores otherwise
2. If failed SF roll then use THROW CHART with only BR and OF ARM coming into play

S+# RESULTS (all runners advance 2 bases regardless)

Roll 1d6 versus BR + OF arm
 Roll <= adjusted BR then batter safe with Double
 Roll > adjusted BR then batter holds with Single
 Roll of 6 batter thrown out at 2nd

Bunt Fielder		BUNT CHART							
1-2	P	BNT RATE	0	1	2	3	4	5	RESULTS
3-4	1B	Good bunt	1-6	1-8	1-10	1-12	1-14	1-16	Successful sacrifice bunt, if bunting for hit roll 1d20. Resolve by adding BNT rate + BR rate - fielders RANGE rate. Roll less than or equal batter safe for single
5	3B								
6	C								
		Foul	7-9	9-10	11-12	13	15		Fouled off; redo attempt or do regular AB
		Lead runner	10-13	11-14	13-15	14-16	16-17	17-18	Lead runner thrown out, hitter safe at 1B
		Safe			16	17	18-19	19-20	Great bunt, everyone safe with a single
		G-DP	14-18	15-18	17-19	18-19	20		Bunted to hard proceed as you would any GDP
		Popup-DP?	19-20	19-20	20	20			Popped up for out, roll 1d6 versus lead runners BR (if roll higher than BR runner out)

		E? FAILED ERROR CHECK ROLL								
POS	#	<u>G</u>	<u>P</u>	<u>L</u>	<u>F</u>	<u>S</u>	<u>D</u>	<u>T</u>	#	POS
P	1	boots ball (1)	drops ball (\$)			S inf/throwing(1)			1	P
C	2	boots ball (1)	foul ball			S inf/throwing(1)			2	C
1B	3	boots ball (1)	drops ball (\$)			S inf/throwing(1)			3	1B
2B	4	boots ball (1)	drops ball (\$)			S inf/throwing(1)			4	2B
3B	5	boots ball (1)	drops ball (\$)			S inf/throwing(1)			5	3B
SS	6	boots ball (1)	drops ball (\$)			S inf/throwing(1)			6	SS
LF	7				drops ball (2)	S/boot ball(1)	D/boot ball(1)	T/boot ball(1)	7	LF
CF	8				drops ball (2)	S/boot ball(1)	D/boot ball(1)	T/boot ball(1)	8	CF
RF	9				drops ball (2)	S/boot ball(1)	D/boot ball(1)	T/boot ball(1)	9	RF

\$: one base if less than 2 out, otherwise 2 base error

S inf: infield single even if no error (1 base only all runners)

		ET? FAILED ERROR CHECK ROLL								
POS	#	<u>G</u>	<u>P</u>	<u>L</u>	<u>E</u>	<u>S</u>	<u>D</u>	<u>T</u>	#	POS
P	1	throwing (2)		throw(1) or DP #		S inf/throwing(1)			1	P
1B	3	throwing (2)		throw(1) or DP #		S inf/throwing(1)			3	1B
2B	4	throwing (2)		throw(1) or DP #		S inf/throwing(1)			4	2B
3B	5	throwing (2)		throw(1) or DP #		S inf/throwing(1)			5	3B
SS	6	throwing (2)		throw(1) or DP #		S inf/throwing(1)			6	SS
LF	7					<i>S/throwing(1)</i>	<i>D/throwing(1)</i>	<i>T/throwing(1)</i>	7	LF
CF	8					<i>S/throwing(1)</i>	<i>D/throwing(1)</i>	<i>T/throwing(1)</i>	8	CF
RF	9					<i>S/throwing(1)</i>	<i>D/throwing(1)</i>	<i>T/throwing(1)</i>	9	RF

#: ball caught, error only if runners are on and less than 2 out. It is a throwing error (1) trying to double off runner otherwise just lineout. If no error then double up closest baserunner to position hit to.

throwing: only applicable if rolling for runner advancement, otherwise no error.

S inf: infield single even if no error (1 base only all runners)

		EG? FAILED ERROR CHECK ROLL								
POS	#	<u>G</u>	<u>P</u>	<u>L</u>	<u>E</u>	<u>S</u>	<u>D</u>	<u>T</u>	#	POS
P	1	boots ball (1)							1	P
1B	3	boots ball (1)							3	1B
2B	4	boots ball (1)							4	2B
3B	5	boots ball (1)							5	3B
SS	6	boots ball (1)							6	SS
LF	7								7	LF
CF	8								8	CF
RF	9								9	RF

INFIELD IN: Subtract 2 from RANGE rating (no adjustments for P or C)

INFIELD HALFWAY: Subtract 1 from RANGE rating (no adjustments for P or C)

		FAILED RANGE CHECK ROLL								SUCCESSFUL RANGE CHECK ROLL									
POS	#	<u>G</u>	<u>P</u>	<u>L</u>	<u>F</u>	<u>S</u>	<u>S+</u>	<u>D</u>	<u>T</u>	<u>G</u>	<u>P</u>	<u>L</u>	<u>F</u>	<u>S</u>	<u>S+</u>	<u>D</u>	<u>T</u>	#	POS
P	1	S1	S1	S1		S1				G1	P1	L1		G1				1	P
C	2	S2	foul ball							G2	P2							2	C
1B	3	#3	S3	#3		S3				G3	P3	L3		G3				3	1B
2B	4	S4	S4	S4		S4				G4	P4	L4		G4				4	2B
3B	5	#5	S5	#5		S5				G5	P5	L5		G5				5	3B
SS	6	S6	S6	S6		S6				G6	P6	L6		G6				6	SS
LF	7				#7	S7	S+7	D7	T7				F7	F7	F7	F7	F7	7	LF
CF	8				#8	S8	S+8	D8	T8				F8	F8	F8	F8	F8	8	CF
RF	9				#9	S9	S+9	D9	T9				F9	F9	F9	F9	F9	9	RF

#: Roll 1d6

1-4

Single (S)

5-6

Double (D)