



## PLAYING THE GAME

Play is resolved by rolling the 2d6 first on the pitchers card for the pitch. Dice are read as column first then row. These numbers reference a box in the PITCHING MATRIX. The 1d20 is used to resolve rating checks by the hitters for K, W and HRs. Outcomes are as follows.

### PITCHERS matrix (2d6) read on die as column and one die as row

#### KEY:

- (S1)** Single past the pitcher only if pitcher is considered TIREd, otherwise consider it a blank
- \*\*** Auto out produced by the pitcher. Roll 1D6 and check the \*\* line of the pitchers card to resolve AB
- (??)** Split rating for \*\*/S1; roll 1d20 on pitchers card versus side of hitter in the ?? Section. If 1d20 is in range then treat as the result shown otherwise treat as a blank space and move to the hitters card
- @** Go to Ballpark card to resolve AB
- E?** Possible E proceed to batters card and resolve play, then use 1d20 to check for error on fielding player on all plays
- EG?** Possible E on a grounder (G) only. Proceed to batters card and resolve play then check for error ONLY if the play was a ground ball (G). DO NOT check for errors on all hits, flyouts, pop ups and line drives.
- ET?** Possible throwing E. Proceed to batters card and resolve play then check for error only if a throw was involved on the play, this includes ground outs (G). Check for a throwing error on all hits where runner advancement requires a throw from an outfielder or a hit to an infielder that is considered knock down but possibly thrown away.
- HP** Possible HBP; roll 1d20 versus batters HBP rate adjusted by pitchers HBP rate
- HR** Possible HOMERUN; roll 1d20 versus batters HR rate
- HR?** Possible HOMERUN; roll 1d20 on pitchers card versus side of hitter in the HR? section. If 1d20 is in range then treat as HR result (requiring a 1d20 roll for batter) , if either roll fails proceed as you would a blank space
- K** Possible K; roll 1d20 versus batters K rate
- K(W)** Possible K only if pitcher is NOT tired, if TIREd then possible W; resolve whichever applies
- K+** Possible K; roll 1d20 versus batters K rate BUT ADD 10 to the batters K rate.
- RP** Range Play: proceed to batters card and resolve play, then use 1d6 to check for success of fielding player
- RP@** Range Play: proceed to Ballpark card and resolve play, then use 1d6 to check for success of fielding player
- S1** Single past the pitcher
- W** Possible walk; roll 1d20 versus batters W rate
- W+** Possible W; roll 1d20 versus batters W rate BUT ADD 10 to the batters W rate.
- WLD** Possible wild pitch / passed ball; roll 1d20 and check pitchers WP and PB? Ranges

**SPECIAL K:** Any reading other than a hit taken from the batters/ballpark card is a strikeout instead if a 1d20 roll is within this range  
Takes precedent before all error, range and out checks

**All failed rating checks and blanks go to batters card to resolve at bat**

**All failed WLDs' or WLDs' with no runners on are considered foul balls, roll again on pitcher**

/ Split ratings versus lefty/ righty show up in some cells use the reading of the side of the hitter (left/right)

**If no direct outcome or a failed rating check comes up go to the batters card. Rolling 2d6 again with the dice read a column first then row for a box on the BATTERS MATRIX. The 1d20 here is used to resolve the split (?) hits and any error outcomes that need to be checked. Outcomes are as follows.**

### HITTERS matrix (2d6) read one die as column and one die as row

#### KEY:

- \*\*#** Check back to the pitchers \*\* section and use the number listed to show where the ball was hit to resolve AB
- ?** Split hit number; roll 1d20 on hitters ? Range versus pitchers hand, if above the ratings it is a fly out
- D** Double
- F** Fly out
- G** Ground out
- H** Home Run
- K** Strikeout
- L** Line Out
- P** Pop Out
- S** Single
- T** Triple
- W** Walk

# Number of the position ball was hit to. Single to infielders are considered singles through the infield past the numbered position player.

/ Split ratings versus lefty/ righty show up in some cells use the reading of the side of the pitcher (left/right)

*Only players with at least 40 at bats or batters faced from each side are given split ratings.*

**Ballpark cards and the K and BB factors:**

Each ballpark for every year has been given a card that represents that ballpark. Each card has possible adjustments to the K, W and HR ratings of the hitters. Whenever a K, K+, W, W+ or HR come up on the pitchers card use these adjustments to the hitters K, W and HR ratings to resolve the play

The Ballpark cards are referred to anytime a @ symbol comes up from the pitchers matrix roll.

**BALLPARK CARD SAMPLE**

**CITIZENS BANK PARK**

2007 Philadelphia

H?: D=1-8; T=9-10; [HR]=11-16

	1	2	3	4	5	6
1	S+9	D8		[HRp]	[HRp]	[HRp]
2	G6	G4	?7	[HRp]	G5	**1
3	**5	[HR8]	**6	G5	[HRo]	[HRp]
4		G3	S+7	S+8	?9	P2
5	[HRo]	S9	[HR8]	S8		D9
6	**3	**2	**4	G1	S7	[HR8]

**K**    +1    **W**    +1    **HR**    0  
 RUNS/ G                      5.38  
 BATTING AVG.                .277  
 SLUGGING PCT.               .474  
 HOME RUNS                    241

**BALLPARK CARD matrix (2d6) read one die as column and one die as row**

**KEY:**

- (blank) These are rare plays and require you to go to the rare play chart based on whether there are base runners or not to resolve the play
- \*\*# Check back to the pitchers \*\* section and use the number listed to show where the ball was hit to resolve AB
- ? Split hit number; roll 1d20 on H? Range, if above the ratings it is a fly out
- [HR] Possible HOMERUN to field shown in the ?; roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- [HR8] Possible HOMERUN to CF; roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- [HRp] Possible HOMERUN to batters pull field (RH=LF, LH=RF) roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- [HRo] Possible HOMERUN to batters opposite field (RH=RF, LH=LF) roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- D Double
- F Fly out
- G Ground out
- L Line Out
- P Pop Out
- S Single
- S+# Single to the position listed where the batter attempts to stretch it into a double. Roll 1D6 checking the hitters BR rate
- T Triple

The number of the position ball was hit to is shown after the letter key. Single to infielders are considered singles through the infield past the numbered position player.

[HR] results that come from a RP@ pitchers card result AND are NOT a home run become a range play to the field hit to with a failed range play becoming a double and a successful range play becoming a fly out with all runners on 2nd and 3rd advance

**EXAMPLES OF PLAY FROM THE CARDS**

**HR?**

It's a split HR possibility. Roll the 1d20 versus Peavys' HR? section against LHB (Rollins would be batting from the left side) We check Peavys' HR? section for LHB (1-7). A roll of 1-7 and it becomes a HR reading, a roll of 8-20 is a blank. If it becomes a HR reading then we roll 1d20 versus Rollins' HR rate vs. RHP (11). A roll of 1-11 is a HOMERUN, 12-20 proceed as a blank cell and roll on the batters card.

**??**

Split rating for the pitcher. Roll 1d20 versus Peavys' ?? section side of the LHB (Rollins would be batting from the left side) We check Peavys' ?? Section for LHB S1 (1-4). A roll of 1-4 and it is an automatic single, 5-20 is considered and balk and we proceed to the batters cards. If Rollins had been RHB and the roll was 1-6 resolve as \*\* otherwise blank.

**HR**

Possible HR. Rolling versus Rollins' HR rate against RHP we find a 11. So a 1d20 roll of 1-11 and it's a homer, a roll 12-20 and we proceed to roll on the batters card.

**HBP**

Possible HBP. Rollins has a HP rate of 7 and Peavy has a HP rate of -3. Adding these two together we get a 4 so a 1d20 roll of 1-4 would be a HBP while 5-20 is not a HBP. All failed HBP checks go to the batters card to resolve AB. If the combined ratings are less than 1 then no HBP can happen go to the batters card.

**K**

Possible K. Rolling versus Rollins' K rate against RHP we find an 8 (using the +1 from the Citizens Bank ballpark card) we get a rating of 9. So a 1d20 roll of 1-9 is a strikeout and a 10-20 roll has Rollins fighting off a pitch and going to his batters card to resolve the AB

**K+**

Same as above except add 10 to the batters K rate. Using the above example Rollins would have a new rate of 19 for Ks versus RHP.

**W**

Possible W. Rolling versus Rollins' W rate against RHP we find a 6 (plus the Citizens Bank W rate of +1) so the adjusted W rate is 7. So a 1d20 roll of 1-7 is a walk while 11-20 means Rollins chased a bad pitch and is going to his batters card to resolve the AB.

**\*\***

Pitcher forces an automatic out. Roll 1d6 and check the pitchers \*\* section. A roll of 3 on Peavys' card is a G3.

**S1**

Single past the pitcher. At bat is over as Peavy has made a mistake and allowed a single. (Peavy doesn't have one in his matrix)

**WLD**

Possible wild pitch or passed ball. If no runners on disregard and roll again on pitchers card. If runners on roll 1d20 and check the roll against the pitchers WP/PB ranges. A WP is an instant wild pitch with runners advancing. A PB is a possible passed ball against the catcher. Roll a 1d6 versus the catchers PB rate (the number AFTER the / in his defensive ratings. If roll is higher than PB rate it is a passed ball. Failed PB or failure to roll in the PB/WP ranges are considered a foul ball roll again on the pitchers card. For Peavy a 1-8 roll is a wild pitch while a 9 is a possible passed ball.

**(S1)**

Single if pitcher is considered tired (lookup tire rule). If pitcher not tired then consider box a blank.

**K(W)**

With a pitcher that is not tired it requires a K check as above. If the pitcher is tired it becomes a W check as above. In Peavys' case he is not tired (explained later) until after he has faced 26 batters in the game.

**S+# (position number)**

Singles where the batter could be attempting to get a double. If Rollins got one of these you would roll 1d6 versus his BR rating plus the Ofers ARM rate. Assuming the Ofers ARM rate was a 0 and using Rollins' BR rate of 4 Rollins would be safe on a double on rolls of 1-4 and thrown out at 2nd on a roll of 6. Any base runners would advance 2 bases.

**\*\*# (# is the reference number from pitchers card)**

If one of these come up on the ballpark or hitters card you would use the \*\* section of the pitchers card to determine where the ball was hit. The # is the column number to check. If you get a \*\*2 reading that would be a F8 from Peavys' card. These are not automatic outs but just a reference for the type of ball forced by the pitcher.

**[HR]**

Possible home run from the ballpark card. Roll 1d20 versus batters HR rating for the side of pitcher being faced. Rolls less than or equal to the batters HR rate and it is a HR. If higher then the rate it is just a fly out. If the [HR] result came from the ?# reading that is the position flown out to. [HR8] is either a HOMERUN or fly out to center. A [HRp] is either HOMERUN to the batters pull field (RHB=LF, LHB=RF). A [Hro] is either HOMERUN or fly out to the batters opposite field (RHB=RF, LHB=LF)

**SPECIAL K:**

If after rolling on the batters/ballpark card if the reading is not a hit result roll a 1d20 to determine if the at bat ends in a strikeout instead. If Rollins rolls a G6 on his card vs. Peavy but the 1d20 roll is 1-8 it is a strikeout, 9-20 it is a G6.

**ERROR PLAYS**

After a Error possibility (E?, EG?,ET?) is taken from the pitchers card all outcomes on the hitters or ballpark cards can have an error on the play. The charts below denote the type and bases for each type of error. If nothing is shown in the box then no error can occur so disregard any.

Roll 1d20 versus position listed players error rating. Less than or equal to the players error rating and an error occurs. Roll greater than the error rating and no error occurs complete play as usual.

Hits with errors are just that a hit with an advancement due to an error.  
 Outs with errors are considered an error with the runner getting on.

**E?:** These are possible errors that come from the batters cards. There can be a possible error on just about any kind of play with these types.

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

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

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

Using Rollins' card his error rating is 4. So if an E? is the result from the pitchers card and the resulting play involves the SS then a roll of 1-4 and Rollins makes an error while 5-20 and play resolves as normal with no error.

**ET?:** These are possible throwing errors only. If a play does not involve a throw (fly outs, popups) then no error can occur. On hits to the outfielders you would only need to check for an error when there are base runners and the the Offers ARM rating is used.

		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>I</u>
P	1	throwing (2)		throw(1)/DP #		S inf/throwing(1)		
1B	3	throwing (2)		throw(1)/DP #		S inf/throwing(1)		
2B	4	throwing (2)		throw(1)/DP #		S inf/throwing(1)		
3B	5	throwing (2)		throw(1)/DP #		S inf/throwing(1)		
SS	6	throwing (2)		throw(1)/DP #		S inf/throwing(1)		
LF	7					S/throwing(1)	D/throwing(1)	T/throwing(1)
CF	8					S/throwing(1)	D/throwing(1)	T/throwing(1)
RF	9					S/throwing(1)	D/throwing(1)	T/throwing(1)

#: ball caught, error only if runners are on and less than 2 out. It is a throwing error 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?:** These possible errors can only happen on a grounder (G) coming from the batters card.

		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>I</u>
P	1	boots ball(1)						
1B	3	boots ball(1)						
2B	4	boots ball(1)						
3B	5	boots ball(1)						
SS	6	boots ball(1)						
LF	7							
CF	8							
RF	9							



## GROUND OUTS

With no runners on the ball is just a ground out.

Runners on first (less than 2 out):

For a double play possibilities roll a 1d6 and compare the roll to the combined GDP ratings of the batter, pitcher and DP pivot player (Rollins 2 + Peavy 0 = 2). Roll less than or equal to combined GDP and it's a double play.  
*The DP pivot player (determined from the table below) can add or subtract from the overall GDP rate.*

Using the same roll result, if it is a 6 that are not a DP the only play is on the batter at first.

Using the same roll result if not a DP then compare the roll to the runner on firsts BR (base running) rating.  
If the roll is greater than the runners BR rating the runner is out at second on the force. Less then or equal to the BR rating and the runner is safe at second with the out being taken at 1st on the batter.

If Rollins were on 1st and there was no DP on a ground ball from the batter Rollins would be forced at 2nd on a roll of 5 because his BR rate is 4. He would be safe at second on rolls of 1-4 and 6.

Runners on second (less than 2 out):

Runners advance on balls hit to 1b, 2b or C.

Advance only on roll of 6 on balls hit to 3b.

Balls hit to SS or P, roll 1d6, if roll is less then or equal to BR rating of runner on 2nd then he advances to 3rd otherwise he holds at second.

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

Runners on third (less than 2 out):

You decide if the runner heads for home, if a play is being made on the runner this is simply a 1d6 roll versus his adjusted BR, higher then that number and the runner is out

adjusted BR, higher then that number and the runner is out

\*\* Pitcher is always considered to be IN but can make the play at any base.

Infield IN: (DP chance can ONLY go home to 1st)

-2 to BR rate of runner on 3rd

Range rating of fielder -2 (no adjustment to P or C)

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 (no adjustment to P or C)

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

DP Pivot table		
Hitters side		
	LHB	RHB
G1	SS	2b
G2	SS	2b
G3	SS	SS
G4	SS	SS
G5	2b	2b
G6	2b	2b

## FLY OUTS

With no runners on or runner only on first it is just a fly out.

Runners on second (less than 2 out):

Roll 1d6; if roll is less then or equal to adjusted BR rating (BR rating of runner plus Ofers ARM) runner advances to 3rd.

F7: no advance

F8: subtract 3 from BR rating

F9: BR rating

Runner on third (less than 2 out):

Roll 1d6; if roll is less than or equal to batters SF rating the runner scores on a deep fly.

If failed SF roll then check use the Throw Chart with only the BR and ARM ratings being used.

## S+#

Possible stretched double to the field #. Roll 1d6 and check the BR + Ofers ARM rating.

Roll <= adjusted BR then batter safe with Double

Roll > adjusted BR then batter holds with Single

Roll of 6 batter thrown out at 2nd

All runners advance 2 bases regardless of outcome with hitter

**STRATEGY ROLLS**

When a runners are on base you use a 1d20 for a strategy roll. These rolls should be made anytime a runner is on base as long strategy is still considered relevant in the game based on score and inning. Anytime the score differential in the game plus the inning is greater than 10 ALL strategy rolls cease. (Ex. Score 5-2 in the 8th inning is 3(5-2) + 8=11 strategy off)

This roll compared to the runners ATT rating for attempting a steal. This rating is adjusted by the pitchers HLD rating.

If the runner is on 2nd the adjusted ATT of the runner is cut in half for a steal attempt of 3rd.

If the runner is on 3rd the adjusted ATT of the runner is divided by 5 (round down) for steal of home. Also minus 10 on SB rate.

Whatever the adjusted ATT rating is if the 1d20 roll is less then or equal to the roll the runner attempts to steal.

ATT readings of N means the runner can NEVER attempt to steal or Hit and Run while a H means the runner can only go on a Hit and Run.

All rolls that are within 2 higher of the adjusted ATT rate are considered a Hit and Run with a runner on first.

Higher rolls 10 and above could be a sacrifice bunt attempt. Check the chart, if roll is equal or higher then the number on the chart based on the hitters BNT rating it's a sacrifice attempt.

A roll of 20 exactly is considered NO STRATEGY but instead a pickoff attempt by the pitcher. Roll the 1d20 again and compare the number to the ranges on the pitchers card under BK (balk), PO (pickoff) and POE (pickoff error). If the roll falls in any of these ranges those events happen otherwise go ahead to the pitch.

**POE:** ball thrown away on pickoff attempt, all runners advance 1 base.

Using Rollins (ATT=7) and Peavy (HLD=0) we will say Rollins is on first, no out, with a 3 rated bunter the batter.

- 1-7 Rollins will attempt to steal 2nd
- 8-9 Rollins is going on a hit and run
- 10-17 No strategy
- 18-19 Sacrifice attempt by the batter
- 20 Pickoff attempt

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

**STEALING**

If a runner attempts to steal use his SB rate + the pitchers SB rate + the catchers arm to get an adjusted SB number. Rolling a 1d20, if the roll is less then or equal to the adjusted SB number the runner is safe.

ALL rolls of 20 are a caught stealing no matter what the adjustment goes to.

ALL rolls of 1-2 are subject to a catchers error check on the throw. Roll 1d20 and check against the catchers error rating.

**HIT AND RUN**

All GDP ratings get a -2

All BR ratings get a +2

All HR and W ratings for batter executing H&R are halved (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

**SACRIFICE BUNT ATTEMPT**

Resolve the pitch using the pitchers card.

If any kind of K or K+ comes up resolve it like those plays but cut the end rating of the batter in half

Disregard all other outcomes but the E?'s and RP's.

RP require a range check like any other. A failed range check is a single, successful range check is a sacrifice.

Any E? requires you to resolve the sacrifice then you need to do an error check on the fielder.

Roll 1d6 giving you the player fielding the ball based on the chart.

Bunt Fielder	
1-2	P
3-4	1B
5	3B
6	C

Roll a 1d20 to get the result of the bunt attempt

*\*Subtract 1 from the BNT rating if infielder playing in*

BUNT CHART							RESULTS
BNT RATE	0	1	2	3	4	5	
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
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
Pop-up-DP?	19-20	19-20	20	20			Popped up for out, roll 1d6 versus lead runners BR (if roll higher than BR runner out)

**SQUEEZE BUNT ATTEMPT**

Resolve the pitch using the pitchers card.

If any kind of K or K+ comes up resolve it like those plays but cut the end rating of the batter in half

Disregard all other outcomes but the E?'s and RP's.

RP require a range check like any other. A failed range check is a single, successful range check is a squeeze.

Any E? requires you to resolve the squeeze then you need to do an error check on the fielder.

Roll 1d6 giving you the player fielding the ball based on the chart.

Bunt Fielder	
1-2	P
3-4	1B
5	3B
6	C

Roll a 1d20 to get the result of the bunt attempt

If K (strikeout) runner attempts steal of home using SB rating - 10

*\*Subtract 1 from the BNT rating if infielder playing in*

SQUEEZE BUNT CHART							RESULTS
BNT RATE	0	1	2	3	4	5	
Good bunt	1	1-2	1-4	1-6	1-8	1-10	Successful squeeze attempt only play is on batter at first
Foul	2-5	3-6	5-7	7-8	9		Fouled off; redo attempt or do regular AB
Lead runner	6-11	7-11	8-11	9-11	10-11	11	Lead runner thrown out, hitter safe at 1B (FC)
?? Bunt	12-16	12-16	12-17	12-17	12-18	12-18	Bunted: defense choice 1. retire batter or 2. attempt to get runner from 3rd; roll 1d6 vs BR of runner on 3rd, higher and the runner is out (subtract 1 from BR if infielder in)
Rundown	17	17	18	18	19	19	Bunted hard runner gets caught in rundown (use rundown chart)
Popup-DP	18-20	18-20	19-20	19-20	20	20	Popped up for out runner at 3rd out as well

**RARE PLAYS**

These charts are used when a blank box comes up from the ballpark cards. There is a men on and a bases empty chart, use the one that is applicable. Play out the play as described.

**INJURIES**

Injury checks can come about from some rare plays. Use the INJ rating from the fielder/batter that is mentioned in the rare play and roll a 1d6 on the INJURY CHART under the players INJ rate to determine length of possible injury.

**PITCHERS TIRING**

Pitcher are considered tired once they have reached the number of batters faced shown on their cards next to START or RELIEF.

When a pitcher becomes tired all (S1) and K(W) on his card have the tired meanings.

**PITCHER REMOVAL (optional)**

Pitchers are given a number to the right of / on their START/ RELIEF lines. These are their pull numbers.

Once all hits, runs and walks added together go above this number the pitcher should be pulled.

**EXHAUSTED PITCHER (optional)**

Anytime when a tired pitcher gets a (??), (S1) or K(W) result from their card finish that batter and the pitcher becomes exhausted and must be replaced immediately

**ROUNDING PURPOSES**

When using 1/2 ratings always round down

**OTHER INCIDENTS**

We have tried to cover every type of happening in a game. If something comes up that isn't covered hopefully using the base 6 rating system deployed in the game you can work through a solution.

**PITCHERS matrix (2d6) read on die as column and one die as row**

**KEY:**

- (S1)** Single past the pitcher only if pitcher is considered TIRE, otherwise consider it a blank
- \*\*** Auto out produced by the pitcher. Roll 1D6 and check the \*\* line of the pitchers card to resolve AB
- (??)** Split rating for \*\*/S1; roll 1d20 on pitchers card versus side of hitter in the ?? Section. If 1d20 is in range then treat as the result shown otherwise treat as a blank space and move to the hitters card
- @** Go to Ballpark card to resolve AB
- E?** Possible E proceed to batters card and resolve play, then use 1d20 to check for error on fielding player on all plays
- EG?** Possible E on a grounder (G) only. Proceed to batters card and resolve play then check for error ONLY if the play was a ground ball (G). DO NOT check for errors on all hits, flouts, pop ups and line drives.
- ET?** Possible throwing E. Proceed to batters card and resolve play then check for error only if a throw was involved on the play, this includes ground outs (G). Check for a throwing error on all hits where runner advancement requires a throw from an outfielder or a hit to an infielder that is considered knock down but possibly thrown away.
- HP** Possible HBP; roll 1d20 versus batters HBP rate adjusted by pitchers HBP rate
- HR** Possible HOMERUN; roll 1d20 versus batters HR rate
- HR?** Possible HOMERUN; roll 1d20 on pitchers card versus side of hitter in the HR? section. If 1d20 is in range then treat as HR result (requiring a 1d20 roll for batter) , if either roll fails proceed as you would a blank space
- K** Possible K; roll 1d20 versus batters K rate
- K(W)** Possible K only if pitcher is NOT tired, if TIRE then possible W; resolve whichever applies
- K+** Possible K; roll 1d20 versus batters K rate BUT ADD 10 to the batters K rate.
- RP** Range Play: proceed to batters card and resolve play, then use 1d6 to check for success of fielding player
- RP@** Range Play: proceed to Ballpark card and resolve play, then use 1d6 to check for success of fielding player
- S1** Single past the pitcher
- W** Possible walk; roll 1d20 versus batters W rate
- W+** Possible W; roll 1d20 versus batters W rate BUT ADD 10 to the batters W rate.
- WLD** Possible wild pitch / passed ball; roll 1d20 and check pitchers WP and PB? Ranges

**SPECIAL K:** Any reading other than a hit taken from the batters/ballpark card is a strikeout instead if a 1d20 roll is within this range

**Takes precedent before all error, range and out checks**

**All failed rating checks and blanks go to hitters card to resolve at bat**

**All failed WLDs' or WLDs' with no runners on are considered foul balls, roll again on pitcher**

/ Split ratings versus lefty/ righty show up in some cells use the reading of the side of the hitter (left/right)

**If no direct outcome or a failed rating check comes up go to the hitters card. Rolling 2d6 again with the dice read a column first then row for a box on the BATTERS MATRIX. The 1d20 here is used to resolve the split (?) hits and any error outcomes that need to be checked. Outcomes are as follows.**

**HITTERS matrix (2d6) read one die as column and one die as row**

**KEY:**

- \*\*#** Check back to the pitchers \*\* section and use the number listed to show where the ball was hit to resolve AB
- ?** Split hit number; roll 1d20 on hitters ? Range versus pitchers hand, if above the ratings it is a fly out
- D** Double
- F** Fly out
- G** Ground out
- H** Home Run
- K** Strikeout
- L** Line Out
- P** Pop Out
- S** Single
- T** Triple
- W** Walk
  
- #** Number of the position ball was hit to. Single to infielders are considered singles through the infield past the numbered position player.
- / Split ratings versus lefty/ righty show up in some cells use the reading of the side of the pitcher (left/right)

**BALLPARK CARD matrix (2d6) read one die as column and one die as row**

**KEY:**

- (blank)** These are rare plays and require you to go to the rare play chart based on whether there are base runners or not to resolve the play
- \*\*#** Check back to the pitchers \*\* section and use the number listed to show where the ball was hit to resolve AB
- ?** Split hit number; roll 1d20 on H? Range, if above the ratings it is a fly out
- [HR]** Possible HOMERUN to field shown in the ?; roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- [HR8]** Possible HOMERUN to CF; roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- [HRp]** Possible HOMERUN to batters pull field (RH=LF, LH=RF) roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- [HRo]** Possible HOMERUN to batters opposite field (RH=RF, LH=LF) roll 1d20 versus batters HR rate, if no HR then play it like a fly out.
- D** Double
- F** Fly out
- G** Ground out
- L** Line Out
- P** Pop Out
- S** Single
- S+#** Single to the position listed where the batter attempts to stretch it into a double. Roll 1D6 checking the hitters BR rate
- T** Triple

\* The number of the position ball was hit to is shown after the letter key. Single to infielders are considered singles through the infield past the numbered position player.

\* [HR] results that come from a RP@ pitchers card result AND are NOT a home run become a range play to the field hit to with a failed range play becoming a double and a successful range play becoming a fly out with all runners on 2nd and 3rd advance