

STRATEGY ROLL (1d20)	
* STEAL ATTEMPT= ATT+HLD (ATT divided by 2, round down stealing 3rd)	
* H&R= +2 FROM ATT+HLD	
* BUNT= CHECK CHART	
* ROLL OF 20= PICKOFF ATTEMPT (roll 1d20 in pitchers B, PO, POE ranges) All can be overridden based on game situation	

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

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

RUNNER ADVANCEMENT				
	1/3*	2/H*		1/H*
S3	2	4		
S4	3	2		
S1	4	1		
S6	5	3		
S5	6	5		
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 + Pivot + Depth

- \* 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
- \* Balls hit to 3b, only advance on 6 roll.

#### 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

#### On 3rd

If runner heads for home:

- \* Defense: try for runner going home or auto out at 1B  
If 1d6 higher than ABR then out, otherwise safe
- \* Loaded: Defense can choose automatic out at 1st or DP try

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

THROW CHART	
Roll	1ST RUNNER ADVANCEMENT DIE
1	Check 2nd die Roll of 1 chart
2-5	If roll is less than or equal to ABR then runner advances, 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

SUGGESTED DEFENSE DEPTH (each position can be set at different depths)							
0 or 1 out	1st	2nd	3rd	1st/2nd	1st/3rd	2nd/3rd	Loaded
1B	Half	Back	? /Back	Half	? /Half	? /Back	? /Back
2B	Half	Back	? /Back	Half	? /Half	? /Back	? /Back
SS	Half	Back	? /Back	Half	? /Half	? /Back	? /Back
3B	Half	Back	? /Back	Half	? /Half	? /Back	? /Back
2 out or not close game (4+ runs lead); ALL Back							
?: 0-1 run game In otherwise / ????							

		In	Half	Back	P	C
R E P L A C E M E N T	RANGE	-2	-1	n/c	n/c	n/c
	GDP	n/c	+1	n/c	+1	n/c
	BR/ 1st on GB	n/c	-1	n/c	-1	n/c
	BR/ 3rd	-2	-1	+2	-2	-2
	Plays to:	Home (DP?) or 1st	Any base	Any base	Any base	Any base
		In	Half	Back	P	C
BUNT	RANGE	+2	+1	n/c	n/c	n/c
	GDP	+1	n/c	-1	+1	+1
	BR of hitter	-2	n/c	+2	-2	-2

2ND RUNNER ADVANCEMENT DIE (No adjustments of BR)	
Roll	ROLL OF 1 ON THROW CHART
<=BR	Lead runner advances. If roll is less than or equal to the trailing runner(s) BR the trailing runner(s) advance on the throw
>BR	Lead runner advances. If roll is higher than the trailing runner(s) BR they hold
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; if the trailing runners BR 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 a rundown (rundown chart)

\*\* consider lead runner to be trailing, hitter can be trailing runner

#### LINE DRIVES (1d6, if in range at occupied base runner out)

Runners on	P	1B	2B	SS	3B
1st	1-4	1-4	1-2	1	1
2nd	5	5	3-4	2-3	2
3rd	6				3

#### FLY OUTS

##### Runners on 2nd (less than 2 out) roll 2d6:

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  
Roll 6&6 runner thrown out trying to advance

##### Runners on 3rd (less than 2 out) 1d6:

1. If 1d6 roll is less than or equal to hitters SF rating then runner scores otherwise step 2
2. Re-roll 1d6 on the THROW CHART with only BR + OF ARM

##### 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 (\$)			Infield S/throw(1)			1	P
C	2	Boots ball (1)	Foul ball/replay AB			Infield S/throw(1)			2	C
1B	3	Boots ball (1)	Drops ball (\$)			Infield S/throw(1)			3	1B
2B	4	Boots ball (1)	Drops ball (\$)			Infield S/throw(1)			4	2B
3B	5	Boots ball (1)	Drops ball (\$)			Infield S/throw(1)			5	3B
SS	6	Boots ball (1)	Drops ball (\$)			Infield S/throw(1)			6	SS
LF	7				Drops fly "odd" (+)	S/Boots ball(+)	D/Boots ball(+)	T/Boots ball(+)	7	LF
CF	8				Drops fly "odd" (+)	S/Boots ball(+)	D/Boots ball(+)	T/Boots ball(+)	8	CF
RF	9				Drops fly "odd" (+)	S/Boots ball(+)	D/Boots ball(+)	T/Boots ball(+)	9	RF

		ET? 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	Throwing (2?) &		Throw(1) or DP #		Infield S/throw(1)			1	P
C	2	Throwing (2?) &				Infield S/throw(1)			2	C
1B	3	Throwing (2?) &		Throw(1) or DP #		Infield S/throw(1)			3	1B
2B	4	Throwing (2?) &		Throw(1) or DP #		Infield S/throw(1)			4	2B
3B	5	Throwing (2?) &		Throw(1) or DP #		Infield S/throw(1)			5	3B
SS	6	Throwing (2?) &		Throw(1) or DP #		Infield S/throw(1)			6	SS
LF	7					S/Throwing(1)	D/Throwing(1)	T/Throwing(1)	7	LF
CF	8					S/Throwing(1)	D/Throwing(1)	T/Throwing(1)	8	CF
RF	9					S/Throwing(1)	D/Throwing(1)	T/Throwing(1)	9	RF

		EG? 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)							1	P
C	2	Boots ball (1)							2	C
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					S/Boots ball(+)	D/Boots ball(+)	T/Boots ball(+)	7	LF
CF	8					S/Boots ball(+)	D/Boots ball(+)	T/Boots ball(+)	8	CF
RF	9					S/Boots ball(+)	D/Boots ball(+)	T/Boots ball(+)	9	RF

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

Drops fly "odd" (+): Fly ball dropped if error check fails and that 1d20 roll is odd;

Roll 1d6 versus ABR of runner, if less than or equal to rate than the runner/hitter advances 2 bases otherwise only 1

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

#: 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 lineup. If no error then double up closest baserunner to position hit to.

+: Roll 1d6 versus ABR of runner, if less than or equal to rate than the runner/hitter advances 2 bases otherwise only 1

(1): On hit error with one extra base advancement. If (G) then everyone only gets one base.

Infield S/throw (1): Infield single with 1 extra bas advancement on bad throw, otherwise everyone only gets 1 base

&: if possible DP chance check for throwing errors on the fielder first then the pivot man

2?: throwing error with potential for advancing another base on bad throw; go through steps below

1. Roll 1d6: check against the range of the throw receiver; if less than or equal to his range he kept the poor throw from getting by him thus making it only a 1 base error, otherwise step 2

2. Roll 1d6: check against the all runner (including hitter) BR rate; if less than or equal to runner/hitter gets an extra base, if higher they stay. There must be a base available to move up or they stay as well.

		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)