# INSIDE PITCH BASEBALL RULES

**GETTING STARTED**

You will need 2 six-sided dice (2d6) of different colors and one twenty-sided die (1d20). I personally use red and white for the 2d6 and blue for the 1d20.

**READING THE CARDS (use these cards for reference later, not the actual cards)**

## BATTERS CARD SAMPLE

| | | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|---|
| | 1 | ?7 | F/T9 | S6 | S4 | F8 | S8 |
| | 2 | F7 | G3 | G4 | F9 | P3 | S7 |
| | 3 | G5 | G3 | F8 | G6 | ?7 | F7 |
| | 4 | F9 | F8 | ?7 | S/G5 | G6 | S3 |
| | 5 | F8 | G4 | P4 | S9 | D/F9 | F8 |
| | 6 | F9 | D9 | G4 | F8 | L1 | G6 |

NAME → **JIMMY ROLLINS**  SS - 3 (4) 0 ← POSITIONS / RANGE (ERROR #) ARM/PIVOT

TEAM AND YEAR → **1980 Philadelphia**  For C RANGE/PB RATE (ERROR #) ARM

HITTING SIDE → **S  INJ-0** ← INJURY RATING

? OUTCOMES VS. LEFTIES AND RIGHTIES → **LH?: S=1-4; D=5-10; T=11-13**  **RH?: S=1-6; D=7-10; T=11-15**

BATTING MATRIX

| | K | W | HR | |
|---|---|---|---|---|
| LHP | K | 4 | W | 7 | HR | 10 |
| RHP | K | 8 | W | 6 | HR | 11 |

K/W/HR RATINGS VS. LHP AND RHP / RATINGS LINES

| BR | BNT | ATT | SB | GDP | SF | HBP |
|---|---|---|---|---|---|---|
| 4 | 3 | 7 | 17 | 2 | 1 | 7 |

BASE RUNNING / BUNTING / JUMP / STEAL

HIT BY PITCH / SAC FLY / DOUBLE PLAY

| G | AB | R | RBI | HR | SB | AVG |
|---|---|---|---|---|---|---|
| 162 | 716 | 139 | 94 | 30 | 41 | .296 |

STAT LINE

## PITCHERS CARD SAMPLE

NAME → **JAKE PEAVY  ##**  P - 4 (0) ← RANGE (ERROR #)

## IF PITCHER HAS OWN HITTING CARD / POSITIONS

TEAM AND YEAR → **1980 San Diego**  *Special K LHB: 1-8* ← POTENTIAL SPECIAL K RATING

PITCHING SIDE → **R  INJ-0  HBP:  -3**  *Special K RHB: 1-5*

INJURY RATING

START/ RELIEF (GAMES PITCHED) → **START: (34) 26 / 10**  **RELIEF: (1) 3 / 1**

TIRED/ PULL RATE

HIT BY PITCH RATE

| ** | F7 | F8 | G3 | G4 | G6 | F9 |
|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | K | EG? | K+ | W | K+ | HR? |
| 2 | E? | W/ | RP | W | K+ | K |
| 3 | ** | WLD | HR/ | W | ET? | K |
| 4 | K | RP | /K+ | K/ | (S1) | @ |
| 5 | K+ | /K+ | K | @ | K | HBP |
| 6 | (??) | K(W) | W/** | /K+ | /K+ | RP@ |

** SECTION USED FOR AUTOMATIC OUTS AND FOR BALL LOCATION ON HITTERS AND BALLPARK CARDS / PITCHING MATRIX

ACTUAL HR GIVEN UP DURING THAT YEAR

| HR? | LHB | 1-7 | (??) | LHB | S1 | 1-4 |
|---|---|---|---|---|---|---|
| (23) | RHB | 1-18 | | RHB | ** | 1-6 |

HR? RANGES VS. LHB AND RHB

?? RANGES FOR LHB AND RHB

| WP | PB? | SB | GDP | BK | PO | POE |
|---|---|---|---|---|---|---|
| 1-8 | 9 | 0/+2 | 0 | | 1 | |

WILD PITCH/ PB RANGES / HOLD RATE / STEAL RATE

PICKOFF/ BALK / PICKOFF ERROR RANGES

| W-L | SV | ERA | IP | H | K | BB |
|---|---|---|---|---|---|---|
| 19-6 | 0 | 2.54 | 223.1 | 169 | 240 | 63 |

STAT LINE

DOUBLE PLAY RATE

## 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 form 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 NAME

TEAMS PARK AND YEAR

? OUTCOMES

BALLPARK MATRIX

BALLPARK ADJUSTMENTS FOR K, W AND HR (HR changes are rare)

BALLPARK STATS

## 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 balnk 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 he 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

| POS | # | G | P | L | F | S | D | T | # | 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 |

Header: E? FAILED ERROR CHECK ROLL

**ET?:** These are possible throwing errors only.  If a play does not involve a throw (fly outs, popups) then no error can occur.

| POS | # | G | P | L | F | S | D | T | # | 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 |

Header: ET? FAILED ERROR CHECK ROLL

**EG?:** These possible errors can only happen on a grounder (G) coming from the batters card to the infield or on hits to the outfield.

| POS | # | G | P | L | F | S | D | T | # | 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 |

Header: EG? FAILED ERROR CHECK ROLL

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 lineout.  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 base 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 reciever;  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.

## RANGE PLAYS

After a range play (RP) from the pitchers card is given all outcomes on the hitters or ballpark cards are considered
to be a range attempt for the position listed.

Roll 1d6 versus position listed players range number. Less than or equal and the player makes the out.
Possible outs can become hits and possible hits can become outs.

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)
INFIELD BACK: No changes to RANGE rating

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

| #: Roll 1d6 | 1-4 | Single (S) |
|-------------|-----|------------|
| | 5-6 | Double (D) |

Using Rollins' card his range rating is a 3. So on any RP outcomes that get directed to position 6 (SS) then you
roll a 1d6 versus his range rating. Rolls of 1-3 are outs while a 4-6 would be a hit.

## ADVANCING ON BASE HITS

Runners advancement on base hits start with their BR rating.

All singles through the infield (S1-S6) use only the BR rating of the runners. Depending on where the ball was
hit and where the runner is trying to advance use the chart below. If the runners BR rate is in the range shown
on the chart he advances otherwise he holds. (notice the +1 to BR with 2 out)

All hits to the outfield (7,8,9) may require adjustments to the BR of the advancing runners. Using the chart below
adjustments need to be made to the runners BR rating depending on the field hit to and the base being tried for.
Also all hits to the outfield require the outfielders arm to be added to the BR rating.

So all hits to the outfield where a runner may try to advance extra bases require;
BR + runner advancement chart + outfielders arm + (1 if 2 out) = adjusted BR rating (ABR)

If the ABR is below 1 then the runner does not even consider advancing no need for even a roll
If the ABR is 6 or higher then the runner advances and the fielder does not even consider throwing at him not requiring a roll

When the ABR is between 1-5 you will need to roll 2d6 and check the THROW CHART. Read the 1st die (red) one
against the 1ST RUNNER ADVANCEMENT DIE chart. Rolls of 1 and 6 require you to check the 2nd die result.

### 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 | -1 | D7 |
| S8 | -1 | +2 | +1 | D8 |
| S9 | +2 | +1 | -1 | D9 |

**\* 2 out add 1 to BR**

| 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 |

### 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

### 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 |

| 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

## GROUND OUTS

The depth of the infield can be set before any batter. All infielders can be set at separate depths.

Below are just suggestions on where to play the infield based on where runners are at. The chart to the right shows how different depths effect different ratings.

| 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 | | RANGE | -2 | -1 | n/c | n/c | n/c |
| E | P | GDP | n/c | +1 | n/c | +1 | n/c |
| G | L | BR/ 1st on GB | n/c | -1 | n/c | -1 | n/c |
| U | A | BR/ 3rd | -2 | -1 | +2 | -2 | -2 |
| L | Y | | | | | | |
| A | | Plays to: | Home (DP?) or 1st | Any base | Any base | Any base | Any base |
| R | | | | | | | |

| | | 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 |

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

Runners on first (less than 2 out): depending on depth on infielder hit to it can effect the GDP and runner on 1st BR
  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 ABR (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.

| 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 |

Runners on second (less than 2 out):
  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

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 (based on infield position)
  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)
  Only plays for the infielder are at home or 1st

## LINE OUTS

The chart is broken down by where runners were to start the play and who if any got nailed in on a DP. The expected line drive to the P and 1B doubling up a runner is pretty high. The goal here is to find the right roll chance to bring more of a possible LD-DP into the game without getting to complicated

In its simplest form breaking down each positions totals (yellow section) into a 1d6 roll could work. This would mean no matter the situation as far as where base runners are the one roll would say whether a guy was doubled up or not. If the roll mentions a base where there is no runner than there is no DP. The easiest thing about this is it allows the dice to make the choice of where to go with the ball for the fielder.

**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 |

So if the roll goes to an occupied base it is a LD-DP. If the roll goes to an unoccupied base or is out side all ranges then no DP.

## 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
                If 1d6 less than or equal to ADJ BR advance to 3rd otherwise hold
                Roll 6&6 runner thrown out trying to advance

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 (these are mostly just suggestions especially for bunting and Hit & Run)
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 including HBP and WLDs.
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.

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

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

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

### BUNT CHART

| BNT RATE | 0 | 1 | 2 | 3 | 4 | 5 | RESULTS |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 chance |
| 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) |

## 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.

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

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

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

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

### SQUEEZE BUNT CHART

| BNT RATE | 0 | 1 | 2 | 3 | 4 | 5 | RESULTS |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 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, 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 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 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