

SCOREBOARD BASEBALL

What you need :

2 team charts

Red 1d20 and 1d10, White 1d20, Blue 1d20 and 1d10, Green 1d20 or some kind of random number sheet or auto dice roller.

Score sheet

Starting Pitchers:

First thing you need are starting pitchers for each team. You can pick your own, use actual starters if known or use the charts to determine a random starter.

For Picking Random Starting Pitchers:

Roll the RED 1d20 and 1d10. These should be read with the 1d20 number first then the 1d10 number. (Ex. 1d20 = 14 and 1d10 = 6 so the roll is 146)

This roll corresponds to the 10-209 range on the team sheets under ST (starts)

Do this for each team to get the starters.

Write the starting pitchers names in the lower part of the score sheet for the game under the team they will be pitching against.

RUNS	VISITING TEAM	H	RBI	2B	3B	HR	SB	RUNS	HOME TEAM	H	RBI	2B	3B	HR	SB
INN	R ER H K BB *							INN	R ER H K BB *						
1	Home Pitcher							1	Visiting Pitcher						
2								2							
3								3							
4								4							

Playing the game:

Every half inning of play all dice are to be thrown. Each color is used as a set that corresponds to the colors on the team charts as well. The red and blue die rolls of the 1d20 and 1d10 are read as shown before (see random starting pitchers) with the 1d20 being the first 1 or 2 digits and the 1d10 being the last digit.

Key Player: (red dice)

The RED dice are used to get the key offensive player for the inning. Using the red dice roll we check the ranges in the WHO section of the team hitting to see who the key player will be.

Getting a Pitcher as the key player:

1st inning: Even though this game doesn't attempt to recreate batting order if you get the pitcher as the key player in the first inning you need to roll again as the chance of a pitcher hitting in the 1st is extremely slim.

Later innings: If the pitcher is called on as the key player later in the game you can choose to reroll for another key player (other than the pitcher). This can be considered that the pitcher was removed for a pinch hitter to get a better scoring chance. You would need to replace the current pitcher in the next half inning.

Example:

A roll of a red 1d20 = 2 and a red 1d10 of 7 would be 27 so Jim Rice would be the key player for the inning.

HITTERS	WHO	SCORE	RBI -1	1B+SB	1B	2B	3B	HR?
Jim Rice	10-33	9		10-17	18-38	39-66	67-83	84-199
Fred Lynn	97-116	8	10-20	10-13	14-37	38-82	83-86	87-161

Once we know the key hitter for the inning we go on to the SCORING DIE.

Scoring Die: (white die)

Hitter: The WHITE 1d20 die is used for mainly the scoring of the inning but the same die roll is used to check for extra hits in the innings as well as how many walks were given up by the pitcher. In the above example we found Rice was our key player for the inning and he has a SCORE rating of 9. So any roll of 1-9 with the white 1d20 and there are run(s) scored in the inning. All rolls 10-20 would be considered non-scoring rolls.

Pitcher: The pitcher in the inning for the opposing team has ratings that may increase or decrease the chances of the key player scoring in an inning. We check the SCORE column of the pitcher in the inning to see what his rating is. The different samples of SCORE ratings for pitchers range from number in (), blanks and numbers without ().

With () *like Waits below:* A pitcher with a () reduces chances of scoring in an inning by making all numbers inside the () non-scoring rolls. So in the below example Waits does not allow a score in an inning if the scoring die (white 1d20) is a 1 no matter what the key hitters SCORE rating is. Rice would now only have scoring rolls of 2-9.

Blanks *like Paxton below:* These pitchers have no effect either increasing or decreasing the chances of the key player scoring in an inning. (ex. Paxton below) Rice would still have scoring rolls of 1-9.

Numbers without () *like Wise below:* A pitcher with a 20 or a range of numbers ending in 20 increase the chances of scoring in an inning. If the scoring die (white 1d20) is one of the numbers shown in the pitchers SCORE column then it becomes a scoring roll for the key hitter no matter what his original rating was. Wise with his 20 now makes Rice have scoring rolls of 1-9 and 20.

PITCHER	PULL	SCORE	R ADJ
Rick Waits (1-17)	18/6	(1)	+3
Rick Wise (1-12)	18/14	20	0
Mike Paxton (1-8)	17/7		0

Hit Type Dice: (blue dice)

The BLUE dice rolls are used to find out how/if the key player contributed in the inning. All rolls that fall in the 1B+SB, 1B, 2B and 3B ranges of the key hitters line are scored as such whether the player had a successful run scoring roll or not. Rolls that fall in the HR? section of the players ranges only becomes a HR if the player had a successful run scoring roll. If the player had a successful run scoring roll and his HIT TYPE roll is above the HR? range the player gets credit for a 1B. Non-scoring rolls with a HIT TYPE roll above the 3B range becomes no hit whatsoever for the key hitter in the inning.

Ex.1 HIT TYPE roll for Rice equals 123. If his run scoring roll was successful it is a HR. Failed run scoring = no hit.

Ex 2 HIT TYPE roll for Rice equals 202. If run scoring success = 1B. Failed run scoring = no hit.

Ex 3 HIT TYPE roll for Rice equals 45. If run scoring is successful or failed = 2B.

Ex 4 HIT TYPE roll for Rice equals 14. If run scoring is successful or failed = 1B+SB.

HITTERS	WHO	SCORE	RBI -1	1B+SB	1B	2B	3B	HR?
Jim Rice	10-33	9		10-17	18-38	39-66	67-83	84-199
Fred Lynn	97-116	8	10-20	10-13	14-37	38-82	83-86	87-161

For non-scoring hits we just record the hit on the score sheet and the inning is over for the offensive team. Using example #4 for Rice above with a non-scoring inning would look like this.

EX #3 2B

Boston	H	RBI	2B	3B	HR	SB
Rice	I		I			

EX #4 1B + SB

Boston	H	RBI	2B	3B	HR	SB
Rice	I					I

For successful run scoring innings we use the HIT TYPE to determine what column to roll on to find out how many runs the team scored in the inning.

RUNS SCORED					
	RUNS	1B	2B	3B	HR
R ADJ	1	1-12	1-9	1-8	1-8
	2	13-16	10-15	9-13	9-13
	3	17	16-17	14-16	14-16
	4		18	17	17
	5				
	6				
	7				
	R/A	18-20	19-20	18-20	18-20
(R/A) ROLL AGAIN	RUNS	1B	2B	3B	HR
	1	1-6	1-5	1-4	1-2
	2	7-8	6-8	5-9	3-6
	3	9-13	9-15	10-13	7-9
	4	14-18	16	14-17	10-16
	5	19	17-18	18	17-18
	6	20	19-20	19-20	19-20
	7				
KEY		1 RBI	2 RBI	3 RBI	4 RBI

If Rice had a successful run scoring roll we use the HIT TYPE to determine which column to roll in. We need to do a RUN AMOUNT roll using the GREEN 1d20 to get a number from 1-20 to lookup in the chart. If the roll falls in the R/A range you would need to reroll the 1d20 and check the ROLL AGAIN (R/A) chart in the same column as the original HIT TYPE.

In the examples from before for Rice we assume successful run scoring rolls for all the examples. So for each example we check:

Ex #1 = HR column Ex #2 = 1B column Ex #3 = 2B column Ex #4 = 1B column

You will also notice that each range is color coded. These correlate to how many RBIs the key hitter gets depending on the HIT TYPE and runs scored in the inning.

RBI count: Depending on the type of key hit and the number of runs scored in an inning we can determine RBIs by the key player. The runs scored section of the team chart is color coded to show how many RBIs the key player gets for his key hit. There may be more runs scored in the inning than the key player drives in. These other RBIs will be determined after the game.

Minus RBI guys: There are players that through the course of playing the game could end up with too many RBIs if played straight up. These players have a range of numbers in the RBI-1 column. If the key HIT TYPE roll falls in this range then no matter how many RBIs the player is supposed to get when rolling on the runs scoring chart he gets one less.

Ex Lynn gets a successful run scoring inning with a HIT TYPE roll of 16. 16 for Lynn is a 1B. If we roll a 9 for the number of runs scored for that inning it falls in the 1-12 range for 1 run under 1B. Normally a player would get 1 RBI for this but the 16 fell in Lynn's 10-20 RBI-1 range so he still gets a 1B but no RBI. If Lynn during the runs scoring 1B roll we get an 17, meaning 2 RBIs and 3 runs scored Lynn would only get credit for 1 RBI.

Pitchers R ADJ: Notice that the runs scoring rows 1 and 2 are black. If the RUN AMOUNT roll starts in the 1 or 2 run range we need to adjust this number based upon the pitchers R ADJ number. The adjusted number cannot go below 1 or above the high range in the 2 run row.

Ex. Using Rick Waits' R ADJ rating of +3 and assuming a 1B was they HIT TYPE, if the RUN AMOUNT roll was 11 the plus 3 would make it a 14 so a 2 run inning instead of 1 run inning without the adjustment.

To record a run scoring inning on the game score sheet we need to know who the key hitter was, the hit type and RBIs. We will use the examples from above and assume that the RUN AMOUNT roll (after pitcher R ADJ adjustment) equals 17.

Ex.1 HIT TYPE roll for Rice equals 123. If his run scoring roll was successful it is a HR.
 Ex 2 HIT TYPE roll for Rice equals 202. If run scoring success = 1B.

EX #1 HR, 4 runs and 3 RBI

EX #2 1B, 3 runs and 2 RBI

Boston	H	RBI	2B	3B	HR	SB
Rice	I	III			I	

Boston	H	RBI	2B	3B	HR	SB
Rice	I	II				

Computing the pitchers stats for an inning:

Once we have all the hitters run scoring and/or hits tallied for the inning we need to finish the pitchers line for the inning. To do so we need the number from the SCORING DIE (the white 1d20) that we used for the SCORE ratings check. This number is now used to check against the pitchers ranges for extra HITS and WALKS during the inning.

PITCHER	PULL	SCORE	R ADJ	2H	H	K	2K	3K	W	2W
Rick Waits (1-3)	18/6	(1)	+3	1	2-3	1-4	5-6		1-5	6
Rick Wise (1-2)	18/14	20	0	1	2-5	1-6	7-8		1-4	5
Mike Paxton (1-2)	17/7		0	1	2-4	1-6	7-8		1-5	6

Checking for unearned runs (optional) :

If runs were scored in the inning you have the option to check and track earned runs. The numbers next to the pitchers name (1-3) for Waits is his unearned runs range. If you want to track earned and unearned runs you would simple roll the 1d20 dice and check if it falls in the pitchers unearned runs range. You DO NOT roll for each run given up during the inning but one roll classifies all the runs as either earned or unearned. *You can even wait till the end of the game to check all run scoring innings to see if they were earned or not, your call.*

Ex. Waits gives up 3 runs in an inning and you want to check for unearned runs. You roll the 1d20 and a roll from 1-3 makes ALL 3 runs unearned while a roll of 4-20 means all runs were earned.

Hit and Walk Dice : (white dice)

To record hits given up by a pitcher during a run scoring inning we need to add all the runs given up during the inning plus any hits given up in the pitchers H column. Ex. If the pitcher gives up 2 runs but the SCORING DIE (white 1d20) falls outside the H column range for the pitcher then the pitcher gives up 2 hits in the inning.

If a team did not score any runs in an inning we add any hits given up from the pitchers H column plus any non-scoring hit the key hitter may have gotten in the inning. Ex. If the key hitter gets a non-scoring 2B in the inning plus the SCORING DIE (white 1d20) falls in the pitchers H column the pitcher gives up 2 hits in the inning (1 for the double and 1 for the H check)

It works the same as above but if the roll falls in the 2H range of the pitcher we add 2 hits in both run scoring and non-run scoring innings.

Walks use the same SCORING DIE (the white 1d20) to determine walks in an inning. The walk ranges may be broken up into two different columns. If the die falls in the W column range he walks one in the inning. If the die falls in the 2W range the pitcher walks 2 in the inning.

Pitchers with (##-##) results:

On occasion you will find a pitcher that has a H column which reads (18-20) or something of that nature. If the white 1d20 falls in this (##) range then the offense gets one LESS hit than would normally be given out in the inning. If this means that the key player in an inning where no runs are scored would have gotten a hit because of the HIT TYPE roll and that would have been the only hit it is taken away.

Strikeout Dice : (green dice)

The green 1d20 that is used for checking run scoring for an inning is also used to determine strikeouts by the pitcher in the inning. The ranges for strikeouts can be from 1, 2 or 3 strikeouts in the inning. Whichever range the die falls in is how many strikeouts for the pitcher in the inning.

Pull Rating: Pull ratings for pitchers are used to show how long a pitcher can go in a game. From the team chart pitchers have pull ratings for starting and relieving. If a pitcher only appeared in one role during the year he will only have 1 number. If a pitcher both started and relieved his PULL rating will be split START/RELIEF. Use the appropriate number depending on his role in the game.

The final tally that needs to be made on the pitchers line for an inning is for his PULL rating. This is marked by the * on the score sheet. This is a cumulative number that is kept to see when the current pitcher is to be pulled. This total is the runs + hits + walks + 1 (for the inning pitched). This number should be totaled and carried over as the pitcher completes every inning. When the * number becomes greater or equal to the PULL rating of the pitcher he is removed before the next inning.

When player is removed draw a line under the inning number to show he is done.

All wins (W) , losses (L) or saves (S) can be recorded next to the pitchers name as shown with a L for Waits.

The final pitchers line should look something like this. For the PULL totals always use the total runs given up.

INN		R	ER	H	K	BB	*
1	Waits L	0	0	1	1	0	2
2		1	0	2	0	1	7
3		0	0	0	2	1	9
4		3	3	4	0	1	18
5	Reliever						

As you can see the * column is cumulative and when Waits has reached his 18 starter PULL rating he is done and does not pitch after the 4th.

Relief Pitching:

When a pitcher is to be replaced you need to roll the 2d10 dice (red and blue) to get a number from 1-100 (double 0 is 100). Columns are broken down by inning and if a team is ahead (tied) or behind. Depending on the situation in the game at the time the player is to come into the game check that column to get the relief pitcher.

PITCHER	SV	EI	AT8-9	B8-9	AT6-7	B6-7	5LESS
Jim Kern	21-50	13-37	36-54	34-49	40-72	27-52	22-50
Paul Reuschel	51-63	38-57	55-66	50-51			
Sid Monge	64-84	58-88	67-78	52-81	73-89	53-71	

SV: save situation. Anytime a game is in the 8th inning or later and the team is ahead from 1-3 runs this is the column check.

EI: all extra inning relievers (except if a possible save is possible)

AT8-9: 8th or 9th inning with the team ahead or tied (when not a save situation)

B8-9: 8th or 9th inning with the team behind

AT6-7: 6th or 7th inning with the team ahead or tied

B6-7: 6th or 7th inning with the team behind

5LESS: All relief appearances from the 5th inning or earlier

Finalizing the stats for the game:

When a game is complete you need to make sure the hits and runs equal out for a team.

RBIs: Figure out how many runs were scored in the game and how many RBIs that were tallied during the game. The difference between these 2 numbers is how many times you will need to roll on the H+RBI section of the team sheet. You should roll the 2 red dice reading them 1d20 then 1d10 together to get a number from 10-209. Whoever's range the die roll falls in get credit for a hit and an RBI on the score sheet.

Ex. A team scores 5 runs but during game play there were only 3 RBIs recorded. We need to roll twice on the H+RBI column.

Numbers in (): sometimes in this column there will be number(s) enclosed in parenthesis (). When this happens the player still gets credit for a hit and RBI but also for a HR (a solo shot).

Numbers above the H+RBI ranges: teams usually score more runs in a season than they get RBIs. That will happen in the game as well. If the roll is above any H+RBI range then the team loses an RBI for that roll. This does not affect the runs scored by the team in the game just the number of RBIs they got. Even though they didn't get an RBI we will still need to get the H in the next process.

HITS: After finishing the RBI tallies we now need to see how many hits we are short. Figure out how many hits a team had in a game and subtract the numbers that were tallied during the game as well as any from the RBI check. However many we are short is the number of times we need to roll on the H column for the hitters. Using the same red 1d20 and 1d10 we get a number from 10-209 and give a hit to whichever players range the roll falls. We continue until all needed hits have been given out and the score sheet is complete.

Ex. A team got 10 hits in a game. They have already tallied 5 through the course of game play and got another during the RBI check phase. We still need 4 so you would roll 4 times on the teams H column to distribute the 4 hits to players.

Walk off hits to end games:

There will be times when the home team in the bottom of the 9th or in extra innings will score more than enough to win a game. In some situations the number of runs scored should be adjusted to the reasonable amount that would be needed to win the game depending on score and hit type.

An example would be with the score tied the home teams rolls a 3 run inning produced by a single. Since the home team only needed 1 run to win it you would disregard the extra 2 runs. An exception would be when the hit type was a HR which could get you as many as a 4 run win if the game were tied.

So in cases of walk off hits adjust the run scoring for that inning down to what is reasonably would have ended the game.

More recent seasons and interleague play:

If playing a more recent season AL team versus another AL team and you roll for the pitcher just roll again to get a different player. If playing a World Series game where the pitchers would hit for the AL team but they don't have a line on the chart give them the same ratings as the opposing NL team chart including the range.

Opposing team pitch adjustment ratings: (optional)

Some teams have pitching adjustments that can be used for more accurate stats. These adjustments are used when the opposing team is completing the pitching stats for an inning. These can affect the number of hits, strikeouts or walks given up in an inning by a pitcher.

A number without () is an addition of 1 for the category that number is under if that number(s) are rolled when checking for that stat.

A number with () is a subtraction of 1 for the category that number is under if that number(s) are rolled when checking for that stat.

OPP TEAM PITCH ADJUSTMENTS				
	<u>H</u>	<u>K</u>	<u>W</u>	
	20	19-20	(1)	

Ex. A team rolls a 20 with the white 1d20 Scoring die. Even if the 20 is outside the pitchers H range they still give up a hit to this team

Ex (not shown). A team rolls a 1 with the white 1d20 Scoring die. Even if the pitcher has an H rating of 1-4 and the TEAM ADJUSTMENT is a (1) they would NOT get that extra hit that inning. The numbers inside the (#) override the pitchers H rating.

Ex. A team rolls a 19 or 20 with the green 1d20 Strikeouts die. While this is probably above any K range for the pitcher he still gets a K for the inning based on this teams 19-20 rating.

Ex. A team rolls a 1 with the white 1d20 Scoring die. Even though this is probably in the pitchers W rating he does not give up a walk due to the (1) rating.

Checking for at bats: (optional)

The game does not try to recreate the number of at bats a player has in a game but it does provide a multiplier to use to get at bats for a player based on number of games the TEAM has played. Each hitter has an AB/G column that is a multiplier to use after so many games to figure out how many at bats a player has so you can do league batting leaders if you want.

To use the multiplier simply times the AB/G number by the number of games a team has played to that point. Ex. A player has a multiplier of 3.8 and the team has played 20 games so he would have 76 at bats to this point in the season ($3.8 \times 20 = 76$)

Not using a key player in back-to-back innings: (optional)

For more realism if you choose you can prohibit a hitter from being the key player in back-to-back innings. The game will work fine either way but it is obviously quicker if you don't worry about case where a key player is called upon in back-to-back innings.

Limiting hit opportunities for a player based upon team at bats (optional)

In cases where a player had a potential of 5+ hits in a game we could just use a simple math equation to figure if it were even possible for that game.

$(IP*3)+H+BB = \text{total plate appearances for a team in a game}$

10-18= max 2

19-27= max 3

28-36= max 4

37-45 = max 5

46-54 = max 6

55-63= max 7

64-72= max 8

This would be the max number of hits a player could get in a game. If you are rolling for hits or H+RBIs after the game and a player comes up that would go over the max simply reroll to get a new player.

Run scoring die reroll: (optional)

For speed in the regular game we use the same GREEN 1d20 for both run scoring in an inning and the K results for a pitcher. If you choose you can separate reroll when needed for checking for run scoring totals.

Suggestion for playing: (optional)

For ease of play you can either use a ruler or cut strips of paper to underline the pitchers and key hitters when they come up during the game. Since you are reading off one line at a time this makes it easier to track the players ratings and ranges across the chart. Four cut strips would cover everything you would need.

