

Dog Days Baseball

What you need

- 2 d10 dice
- Action cards
- Manager cards
- Counts cards
- Manager charts
- Action charts
- Counts chart
- Scorecard or scorekeeping software

How to play

Flip the top card of the action card deck and take note of the type of action card you turned over. Roll 2 d10 dice, combining the two numbers to get a roll result from 1-100. Consult the chart that matches the Action card type. Cross reference the roll result with the play outcome. If the chart includes variations from A-D cross reference the player's grade with the roll result to find the outcome. Continue the game—following traditional baseball rules--until there is a winner.

Action Cards

Out

If you flip an Out card then you will consult the Outs chart for the outcome. Roll the 2 d10 dice and read the appropriate outcome, which becomes the result of the at-bat.

Hit

If you flip a Hit card then you will consult the Hits chart for the outcome. Roll the 2 d10 dice and read the appropriate outcome, which becomes the result of the at-bat.

Error

If you flip an Error card then you will consult the Errors chart for the outcome. Roll the 2 d10 dice and read the appropriate outcome, which becomes the result of the at-bat.

Walk

If you flip a Walk card then the result of the at-bat is a walk. The batter takes first base and all forced runners move up one base.

Count

If you flip a Count card then you will consult the Counts chart for the outcome. Roll the 2 d10 dice and read the appropriate outcome from the count you turned over. The result on the chart is the result of the at-bat.

Batter

If you flip a Batter card then you will consult the Batter chart for the outcome. Roll the 2 d10 dice and read the appropriate outcome, which becomes the result of the at-bat. The Batter chart is generally advantageous to the offense.

Pitcher

If you flip a Pitcher card then you will consult the Pitcher chart for the outcome. Roll the 2 d10 dice and read the appropriate outcome, which becomes the result of the at-bat. The Pitcher chart is generally advantageous to the defense.

Manager Cards

Steal

To steal a base the manager should play the Steal card. After the card is played roll 2 d10 dice and consult the Steal chart for the outcome of the steal attempt. Players are graded A-D as baserunners. Cross reference the player's grade with the roll result to get the outcome of the stolen base attempt.

Hit & Run

To perform a hit and run play the manager should play the Hit & Run card. After the card is played roll 2 d10 dice and consult the Hit & Run chart for the outcome of the hit and run attempt. Batters are graded A-D as hitters. Cross reference the player's grade with the roll result to get the outcome of the at-bat.

Infield In

To bring the infield in the manager should play the Infield In card. After the card is played roll 2 d10 dice and consult the Infield In chart for the outcome of the at-bat. Batters are graded A-D as hitters. Cross reference the player's grade with the roll result to get the outcome of the at-bat.

Sac Bunt

To perform a sacrifice bunt the manager should play the Sac Bunt card. After the card is played roll 2 d10 dice and consult the Sac Bunt chart for the outcome of the bunt attempt.

Bunt for Hit

To bunt for a hit the manager should play the Bunt Hit card. After the card is played roll 2 d10 dice and consult the Bunt Hit chart for the outcome of the bunt attempt.

Squeeze

To perform a squeeze bunt the manager should play the Squeeze card. After the card is played roll 2 d10 dice and consult the Squeeze Bunt chart for the outcome of the bunt attempt.

Chart Legend

This is the guide to the abbreviations on the game play charts.

Ld = Line Drive

Fb = Fly Ball

Gb = Ground Ball

Po = Pop Out

Fo = Foul Out

Gr = Ground Rule Double

K = Strikeout

K Swing = Strikeout Swinging

K Look = Strikeout Looking

BB = Walk

HR = Home Run

HBP = Hit by Pitch

WP = Wild Pitch

Foul = Foul Ball

E = Error

Th = Throwing

Fi = Fielding

FC = Fielder's Choice

3u = First baseman tags first base for the out

2u = Catcher tags runner at home for the out

DP = Double Play

* = All runners move up one base

** = All runners move up two bases

SB = Stolen Base

CS = Caught Stealing

1B = First Base or Single

2B = Second Base or Double

3B = Third Base or Triple

SS = Shortstop

C = Catcher

P = Pitcher

1 = Pitcher

2 = Catcher

3 = First Baseman

4 = Second Baseman

5 = Third Baseman

6 = Shortstop

7 = Left Fielder

8 = Center Fielder

9 = Right Fielder

Pull = Batter pulls the ball to RF for left-handed batters and LF for right-handed batters

Cent = Batter hits the ball to the middle of the field

Oppo = Batter hits the ball to LF for left-handed batters and RF for right-handed batters

LF = Left Field

DLF = Deep Left Field

LCF = Left-Center Field

CF = Center Field

DCF = Deep Center Field

RCF = Right-Center Field

RF = Right Field

DRF = Deep Right Field

Player Grades

Batters

Batters are given grades from A to D. These grades are based on the batter's Batting Runs value. Batting Runs are league and park adjusted versions of wRAA (Weighted Runs Above Average). The value is based on wOBA (Weighted On Base Average), one of the best catch-all values by which to judge a hitters—especially in comparing hitters across eras. [Learn more about Batting Runs](#). Here is how each grade is determined:

A = 30+

B = 10 to 30

C = -5 to 10

D = < -5

To provide some perspective on each type of hitter, here is a breakdown of what type of players are found at each level:

A = Perennial MVP candidates; Top 10 players; Perennial All-Stars

Examples: Babe Ruth, Barry Bonds, Ted Williams, Mickey Mantle, Lou Gherig, Willie Mays

B = Good to very good batters; Occasional All-Stars

Examples: Willie Randolph, Boog Powell, Tim Lincecum, Ted Simmons, Cap Anson, Joe Rudi

C = Slightly below average to slightly above average batters; Most of the league

D = Below average to poor batters; Defensive specialists

Examples: Mark Belanger, Juan Pierre, Ron Hansen, Bill Mauer

Pitchers

Pitchers are given grades from A to D. These grades are based on the pitcher's FIP (Fielding Independent Pitching) value. FIP measures a pitcher's performance by stripping out the role of defense, luck, and sequencing in the pitcher's results. Here is how each grade is determined:

A = 0.00-3.50

B = 3.50-4.25

C = 4.25-4.75

D = 4.75+

To provide some perspective on each type of hitter, here is a breakdown of what type of players are found at each level:

A = Perennial Cy Young candidates; Top 10 players; Perennial All-Stars

Examples: Sandy Koufax, Bob Gibson, Randy Johnson, Steve Carlton, Pedro Martinez

B = Average to above average pitchers; Occasional All-Stars

Examples: Kerry Wood, Bob Friend, Mark Langston, Chuck Finley

C = Poor to average pitchers

Examples: Todd Stottlemire, Kyle Lohse, Roger Craig, Kenny Rogers

D = Awful pitchers; the worst pitching performances in the league