

Game Engine Chart

BATTERS					PITCHERS				
wRAA Range					SIERA / FIP Range				
	< -5	-5 - 10	10 - 30	30+		4.75+	4.25 - 4.75	3.50 - 4.25	0.00 - 3.50
11	Single	Ground Out	Double	Double	11			Strikeout	Strikeout
12	Ground Out - Adv	Ground Out - Adv	Ground Out - Adv	Ground Out - Adv	12				
13	Ground Out	Ground Out	Ground Out	Ground Out	13				
14	BB or HBP	BB or HBP	Single	Single	14	Double	Double		
15	Single	Single	Ground Out	Ground Out	15				
16	Fly Out - Adv	Fly Out - Adv	Fly Out - Adv	Fly Out - Adv	16				
22	Triple	Triple	Triple	Triple	22	Home Run		Double	
23	Ground Out +	Ground Out +	Ground Out +	Ground Out +	23				
24	DP or K	DP or K	DP or K	DP or K	24				
25	Fly Out +	Fly Out +	Fly Out +	Fly Out +	25				
26	Ground Out	Ground Out	Single	Single	26				Strikeout
33	Ground Out	Home Run	Double	Double	33				Single
34	Double	Double	Home Run	Fly Out	34				
35	Strikeout	Strikeout	Strikeout	BB or HBP	35				
36	Fly Out	Fly Out	Fly Out	Fly Out	36				
44	Single	Single	Walk	DP or K	44	Walk	Walk		
45	Fly Out	Fly Out	Fly Out	Home Run	45				
46	DP or K	DP or K	DP or K	Strikeout	46				
55	Line Out	Line Out	Line Out	Line Out	55				
56	Strikeout	Strikeout	BB or HBP	BB or HBP	56			Strikeout	Strikeout
66	Home Run	Single	Single	Single	66				

+ Error Check

-- Roll D9
--If player Df value is negative then error on a roll of 1 or 2. If player Df value is positive then error on a roll of 1.

Steal / Tag / Extra Base

-- Roll D9
--If roll is higher than player's Sp value then he is out. To steal 3B, -1.0 from player Sp value before rolling. To steal Home, -2.0 from player Sp value before rolling.

Sac Bunt

-- Roll D9
--If roll is a 1 or 2 the bunt is unsuccessful

Squeeze Bunt

-- Roll D9
--If roll is a 1-3 the bunt is unsuccessful

Splits

--Use the outcome in parentheses against left-handed pitchers (for batters) or left-handed batters (for pitchers).

With 2 outs runners advance one extra base on a hit

BB or HBP
--If D9 roll is
1 = HBP
2-9 = BB

Fly Outs

--If D9 roll is
1-3 = LF
4-6 = CF
7-9 = RF

Strikeouts

1-6 = Strikeout Swinging
7-9 = Strikeout Looking

Ground Outs

--If D9 roll is
1-6 = Match to position #
7-9 = SS

Line Outs

--If D9 is a 2, then change play outcome to Pop Out to Catcher