

Hit & Run

- 1B Runner takes an extra base
- 2B Runner scores
- K Runner out at second, double play
- FO Runner goes back to original base
- GO Runner safely advances to next base
- GO Runner safely advances to next base

Steal

- 2-5 Runner out
  - 6 Runner safe on bad throw, advance 1 base
  - 7-12 Runner safe
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- Double Steal
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- 2-4 Lead runner out
  - 5 Trailing runner out
  - 6 Runners safe on bad throw, advance 1 base
  - 7-12 Runners safe

Sacrifice Bunt

- 2 Error on throw to first, runners advance 1 base
- 3 Bunt unsuccessful, lead runner out
- 4-12 Bunt successful, all runners move up 1 base

Bunt for Hit

- 2 Error on throw to first, runners advance 1 base
- 3 Batter out, double play at 2nd if runners on
- 4-6 Third baseman makes the out at first
- 7-9 Second baseman makes the out at first
- 10-12 Batter safe at first, all runners move up 1 base

Tag Up

- 2 Error on throw, runners advance 1 base
- 3-6 Lead runner out, no advance
- 7-10 Lead runner safe, no advance
- 11 Lead runner safe, all advance 1 base
- 12 Throw cut off. 1st trailing runner out in rundown

Extra Base

- 2 Error on throw, runners advance 1 base
- 3-6 Lead runner out, no advance
- 7-10 Lead runner safe, no advance
- 11 Lead runner safe, all advance 1 base
- 12 Throw cut off. 1st trailing runner out in rundown

Squeeze Bunt

- 2 Throw is late, all runners safe
- 3-6 Batter misses bunt, runner out at home
- 7-11 Successful bunt, runner safe at home
- 12 Right back to pitcher, runner out at home

Substitution

## Infield In

Ground Ball to Infielder (reroll)

- 2 Error on throw, runners advance 1 base
- 3-6 Runner safe at home
- 7 Single to LF
- 8-12 Runner out at home, runners advance 1 base
- If diving stop, runner scores, batter out at first

## Infield Shift Left

Ground ball to left side (reroll)

- 2 Single to left field
- 3-8 Ground out to first base
- 9-10 Double play, if runner on first
- 11 Error on second baseman
- 12 Error on shortstop
- Any ground ball to second base becomes a hit

## Infield Shift Right

Ground ball to right side (reroll)

- 2 Single to right field
- 3-8 Ground out to first base
- 9-10 Double play, if runner on first
- 11 Error on shortstop
- 12 Error on second baseman
- Any ground ball to third base becomes a hit

## Double Play Depth

Ground ball to second or shortstop (reroll)

- 2 Error on play, all runners safe
- 3-10 Double play
- 11-12 Runner out at second, no double play
- Runner on third scores if 0 outs or no double play

## Pick Off Attempt

- 2 Error on throw, runners advance 1 base
- 3-11 Runner safe
- 12 Runner picked off

## Hold Runner

Runner steals

- 2-6 Runner out
- 7 Runner safe on bad throw, advance 1 base
- 8-12 Runner safe
- Double Steal
- 2-5 Lead runner out
- 6 Runners safe on bad throw, advance 1 base
- 7-12 Runners safe

## Outfield In

- Runners advance only 1 base on a ground ball hit
- Fly outs to the warning track become doubles
- No sacrifice fly on normal fly outs
- Bloop and line drive hits become outs
- Deep fly outs become doubles

## Outfield Left

- No extra base attempts for hits down the LF line
- Hits down the LF line advance 1 extra base
- Foul out down RF line, no out and reroll
- Fly out down RF line becomes bloop single

Outfield Right

- No extra base attempts for hits down the RF line
- Hits down the LF line advance 1 extra base
- Foul out down LF line, no out and reroll
- Fly out down LF line becomes bloop single

Outfield Back

- Diving catches in the outfield become singles
- Doubles become fly outs
- Triples become doubles
- Short fly balls (reroll)
- 2-6 Ball caught for an out
- 7-12 Ball drops for a single

Guard Lines

- Fly balls to the gaps become doubles
- Fly balls down the lines become outs
- Ground balls down the lines become outs at first

Corners In

- 2 Error on throw, all runners safe
- 3 Third baseman can't field cleanly, makes out at first. Runner on third scores
- 4 First baseman can't field cleanly, makes out at first. Runner on third scores
- 5-7 Third baseman makes the play. If contact play, runner out at home, else batter out at first.
- 8-10 Third baseman makes the play. If contact play, runner out at home, else batter out at first.
- 11 Single past third baseman
- 12 Single past first baseman

Pitch Around

- 2-3 Ground ball
- 4-7 Walk
- 8-10 Strikeout
- 11-12 Fly ball

Intentional Walk

Substitution