

# Baseball Game Guide

Possible names:

Quick Pitch  
Southpaw  
Drop and Drive

## Setup

3 d10 dice (different colors)  
Player Cards  
*Fielding cards (optional)*  
*Outfield plays chart (optional)*  
*Scorecard (optional)*

Decide which dice will be read first, second, and third. Keep this order on all dice rolls. For each dice roll, the gamer should roll all three d10 dice.

Set your starting pitchers and starting lineups.

If using a scorecard to keep track of the game, fill out the scorecard with the player's in the game.

## Game Play

Each at bat starts on the pitcher card. Roll all three dice to start the at bat.

Each die should be read as its own number. Die 1 is the hundreds place, die 2 is the tens place, and die three is the ones place. So a roll of 1, 4, and 7 is a roll result of 147. A roll of 2, 9, and 1 is 291. One or two 0s or 10s count as 0s. Three 0s or 10s results in a roll value of 1000. A roll of 1, 0, and 8 is a roll result of 108. A roll of 0, 0, 7 is a roll result of 7.

Compare the roll result (left) to the roll ranges (right) on the starting pitcher's card under the At Bat table:

At Bat	
Out	1-544
Strikeout	545-673
Walk	674-753
Hit	754-973
HBP	974
WP	
Blk	975
HR	976-1000

Here's an explanation of the At Bat outcomes:

#### Out

This is an out made in the field after the batter makes contact with the ball. For this result, roll again and compare the roll result to the roll ranges on the Outs chart (found on the current batter's card).

#### Strikeout

The pitcher has struck the batter out. To find whether it was a strikeout looking or swinging, roll again and compare the roll result to the Strikeouts chart on the current batter's card. If the roll result is within the Swinging range the result of the strikeout was a swinging strikeout. If the roll result is out of that range then the result is a called strike three.

#### Walk

The pitcher has walked the batter. The batter takes first base.

#### Hit

The batter has safely hit the ball. To uncover the type of hit roll the dice again and compare the roll result to the Hits chart on the current batter's card. The hit type roll range that the roll result falls within is the type of hit on the play. (Note: If there is a blank space for a hit type then that batter had no hits of that type that season.)

#### HBP

The pitcher has hit the batter with the pitch. The batter takes first base.

#### WP

The pitcher has thrown a wild pitch. If there are runners on base they each move up one base. If there is a runner on third the runner scores on the play. After moving the baserunners roll again against the same batter.

Blk

The pitcher has committed a balk. If there are runners on base they each move up one base. If there is a runner on third the runner scores on the balk. After moving the baserunners roll again against the same batter.

HR

The batter gives up an automatic home run to the batter.

Although the pitcher's card determines the outcome of the at bat the batter's card often determines the quality of the outcome. For example, the pitcher card might indicate a base hit but it is the batter card that determines the type of base hit. Therefore, batter abilities and tendencies are preserved even if batters do not directly control the outcomes of the at bats.

Here are the batter tendencies and what they mean.

## Hit Types

Single

On a single the batter reaches first base safely and all runners on base move up one base.

Double

On a double the batter reaches second base safely and all runners on base move up two bases.

Triple

On a triple the batter reaches third base safely and all runners on base move up three bases.

Home Run

On a home run the batter touches all four bases, including home plate. The batter and all runners on base score a run on the play.

## Out Types

Fly

A fly ball is hit into the air to a player on the defense. If caught, the batter is out.

Ground

A ground ball is hit on the ground to a player on the defense's infield. The defender must catch the ball and either tag a player out or throw to a base where there is a force out.

#### Line

A line drive is a quality of hit with a trajectory between a ground ball and a fly ball. Lines drives are outs caught by infielders or outfielders. (Note: A catcher cannot catch a line drive so if the play calls for a line drive to the catcher play it as a pop-up to the catcher).

## Strikeout Types

#### Swinging

A swinging strikeout is a strikeout in which the batter has swung and missed strike three. If a player has struck out but did not swing at strike three then it is referred to as a called strike three. Any swing not in the batter's Swinging range is a called strike three.

## Baserunning

The batter cards have a chart to handle baserunning plays. There are two values: Green Light and Success.

#### Green Light

One of the difficulties in a simulation is determining frequency of stolen base chances. "How often should I run?" is a common question with gamers. This Green Light system attempts to automate the stolen bases of a player based on his actual stolen base attempts that season divided by the number of possible chances to steal (Singles + HBP + Walks). It is not a fool proof methodology but gets the player in the ballpark and provides the gamer with an automated base stealing option that is customized for each player.

The Green Light value should be rolled any time the batter reaches first base with no runner on second base. If the roll result is within the runner's Green Light range then the runner will attempt a stolen base. If the roll result is not in the Green Light range then the player will not automatically steal. However, the gamer is free to simply try a stolen base with the runner.

The Green Light feature can also be used to merely create the possibility of a stolen base attempt without the necessity of an auto steal. In this way the runner is limited to stealing only when he has the Green Light. However, he is not obligated to steal the bag.

If the gamer wants to decide when to steal bases manually he or she can choose not to use the Green Light feature.

## Success

The Success range is used to determine whether a runner is safe or out on a baserunning play. This single number represents the player's speed and is used for stolen bases, tagging up, taking extra bases, and double plays.

To determine the success of a running play roll 3 d10 dice and compare the roll result to the runner's Success range. If the roll result is within the range the runner is safe. If it is outside the range the player is out.

## Fielding

The Fielding table includes two values that are used in determining the success of a Fielding play: Catch and Range.

### Catch

The Catch range is used to determine if the defensive player made the catch or not on the play. After determining the out type and which player the ball has been hit to, roll 3 d10 dice and compare the roll result with the defensive player's Catch value. If the roll result is within the Catch range then the play is made successfully. If the roll result is greater than the Catch range then the defender is charged with an error on the play. The batter is safe at first and all baserunners move up one base.

### Range

The Range value is used to determine if a defender has managed to get to a ball hit in his direction. [\[more needs to be added here\]](#)

## Outfield Plays

A special chart has been included to determine outs and baserunning on outfield plays (used for outs and singles).

When it has been determined that the outcome of the at bat is a fly ball out then roll 3 d10 dice and consult the Outfield Plays matrix. Using die 1 and die 2 get the coordinates of the fly ball or line drive. Die 1 is used for the Y-axis and die 2 for the X-axis.

The matrix is divided into three sections, LF, CF, and RF. If the coordinates reveal a ball hit to the CF section then the CF is the player to look at for the out. To determine if the player has made the Catch or not roll 3 d10 dice and compare the roll result with the player's Catch range. (See Catch section above)

If runners are on base this matrix will help guide the opportunities of the runners on the basepaths.

If the ball is caught in a green zone then all baserunners automatically move up one base. This simulates a long fly out to the warning track or wall.

If the ball is caught in a red zone no baserunners can move up a base. This simulates a very short fly ball.

If the ball is caught in a white zone then the baserunners can advance at their own risk. A Success adjustment is included on the right side of the matrix to adjust the baserunner's Success range based on where the ball is caught.

200

The Success range is adjusted +200.

100

The Success range is adjusted +100.

0

No adjustment is made to the baserunner's Success range.

-100

The Success range is adjusted -100.

-200

The Success range is adjusted -200.

To advance a base roll 3 d10 dice and compare the roll result to the baserunner's adjusted Success range. (To determine the success of the attempt, see Success section above).

The Outfield Plays matrix can also be used on Singles. After the single is determined roll 3 d10 dice and get the coordinates of the base hit (i.e., where the outfielder catches the ball).

If the outfielder catches the ball in the green zone the result is a single plus an extra base for the batter and any runners on base also take one base for the single plus one extra base.

If the outfielder catches the ball in the red zone the batter takes first on the single and all baserunners advance one base on the single.

If the fielder catches the ball in the white zone the batter can attempt to stretch a single to a double. To attempt an extra base in this zone follow the Success adjustments explained above. Other baserunners may also attempt to take an extra base. Determine who will take the extra base, adjust the Success range of the baserunner, roll 3 d10 dice, and compare the roll result

too the adjusted Success range of the baserunner. If the roll result is within the baserunner's Success range then the runner is safe.

## Basic Fielding

To play a more basic fielding game a Fielder Chances card has been included that can be used in conjunction with each team's Fielding card.

When the type of out has been determined roll 3 d10 dice and compare the roll result against the appropriate play type chart on the Fielding Chances card. The roll range that the roll result falls within is the player to whom the ball has been hit. Roll 3 d10 dice again and compare against that defender's Catch range to determine if the player has caught the ball or not. If the roll result is within the player's range then the result of the play is an out. Otherwise the result is an error. The batter reaches first base safely and all runners on base advance one base.

## Basic Baserunning

On a base hit runner's move up as many bases as the batter receives for the hit. A single equals a 1 base advance, a double a two base advance, etc. If there are two outs in the inning runner's receive an extra base. A single equals two bases, one for the hit and one for two outs. The same is true for doubles a runner on first will score with two outs on a double.

## Double Plays

If runners are in a double play situation (force out with less than 2 outs) and a ground ball is fielded cleanly by a an infielder the fielder starts a double play. Generally, double plays go to second base then to first.

If the defender has fielded the ball cleanly the first out (generally at second base but could be any base with a lead runner) is assumed. The runner is out at that base automatically. To determine if the batter has beaten the throw to first base roll 3 d10 dice and compare the roll result against the batter's Success range.

If the roll result is within the Success range the batter is safe at first. The result is a fielder's choice and only one out is recorded.

If the roll result is greater than the Success range the batter is out at first and a double play is the result. Two outs are recorded. If the double play results in the third out of the inning the inning is over.

With the infield in the double play should go home first then to first base for the double play. The out at home is assumed. If the batter is safe at first then one out is recorded and runners at first and second move up one base.

## Feedback

This game is still in development. If you see any errors or have suggestions that would make the game even better please email Brian at [onbasebaseball@gmail.com](mailto:onbasebaseball@gmail.com).