



# DEADBALL MASTERS OF THE GAME

# **DEADBALL**

## **Baseball With Dice**

**MASTERS  
OF THE GAME**

**W.M. AKERS**



*I just want to make enough so I can retire  
when I'm done and fish every day.*

Fred Lynn

*Winning doesn't matter. Losing matters  
less. All I care about is staying in the  
black.*

Verlin Littlejohn

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*For scorecards and other free supplements, visit [wmakers.net/Deadball](http://wmakers.net/Deadball)*

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# Welcome to Year VI

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This is an expansion for *Deadball: Baseball With Dice*, a dice-based game for one or two players that uses real statistics to simulate a baseball game between teams from history, modern day, or your own imagination. It requires the second edition of *Deadball: Baseball With Dice* to play. You will also need:

- Copies of the digital supplements included with this game, which are also available at [wmakers.net/deadball](http://wmakers.net/deadball)
- A pen or pencil
- A dice-rolling app or standard set of roleplaying dice, including a d4, d6, d8, d12, d20 and d100
- Love for baseball
- About 30 minutes

## THE BASICS

If you're new to *Deadball*, I suggest reading over the main rulebook and playing one or two games before diving into this book. For experienced players, here's a refresher on the core mechanic:

The batter rolls a d100 to get his Swing Score, to which the pitcher adds the result of her Pitch Die (PD) to get the Modified Swing Score (MSS). If the MSS is equal to or less than the batter's Batter Target (BT), the batter has a hit, and rolls a d20 on the Hit Table to determine how powerful a hit it was. If the MSS is between the BT and the batter's On Base Target (OBT), it's a walk. Anything higher, and he's out.

For a more detailed refresher, consult the glossary on page 89 of this book.

## **WHO ARE THE MASTERS OF THE GAME?**

You are. This expansion is all about the forces of money and power that have shaped baseball since its inception. In Chapter 1, you'll find new rules for team finances that let you manage your franchise's money for the first time, giving you a chance to build a ballclub or run it straight into the ground. Chapter 2 extends that story into the past, dividing the history of baseball into eight separate eras, each with its own unique rules, flavor, and vibe.

After that we return to the Southern Circuit, an eight team league whose story we're following in 2023 and 1914. Enjoy previews of the new season, updated rosters and write-ups for every club, and a pair of fresh Nine Game Pennant campaigns. If you've never played *Deadball* before, I strongly recommend jumping straight into one of these Southern Circuit pennant races—it is the fastest way to get to the heart of the game.

## **WANT MORE DEADBALL?**

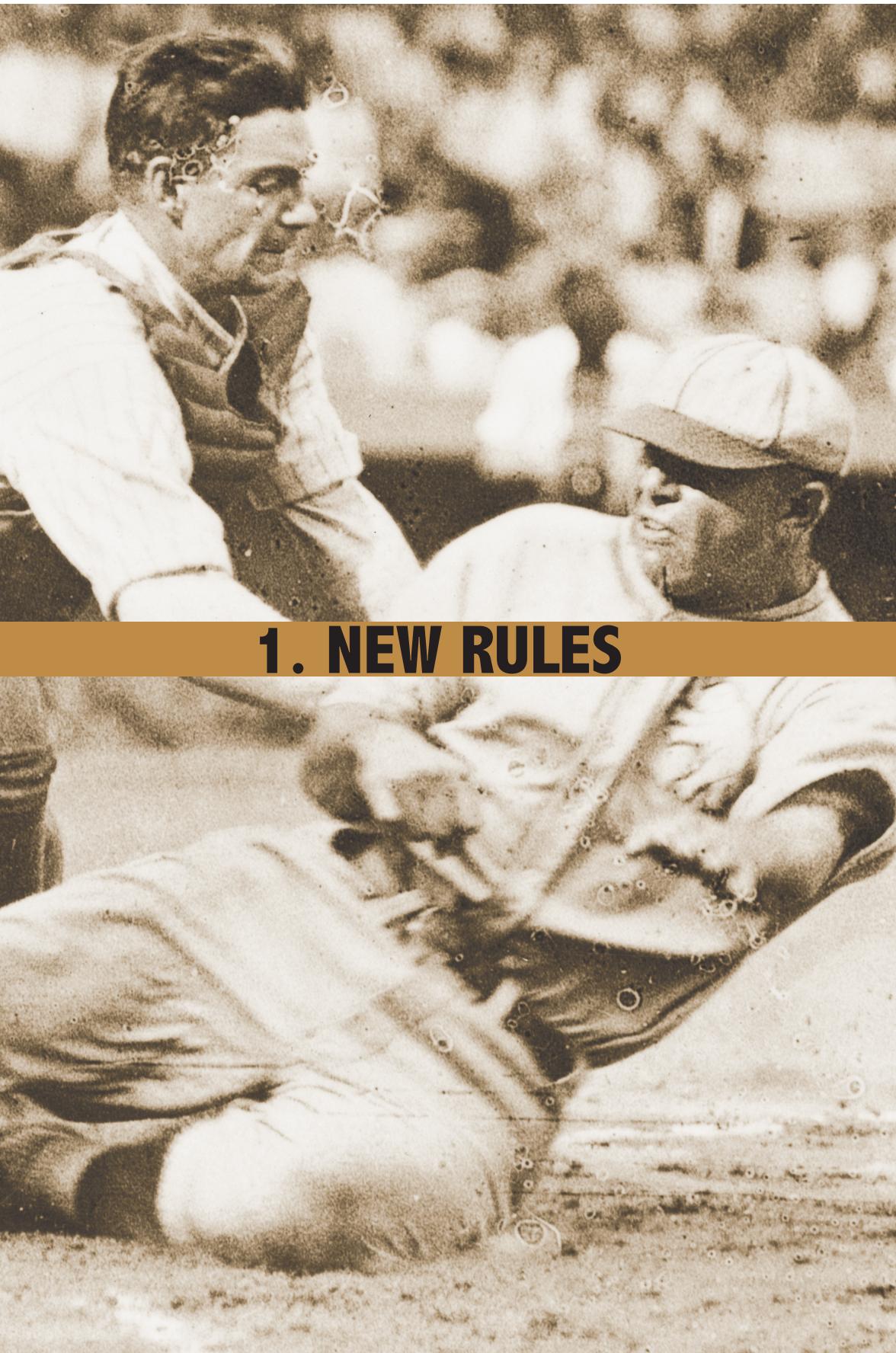
Of course you do! You'll find extremely welcoming communities of *Deadball* fans at the subreddit r/Deadballdice and Board Game Geek. If you're interested in following the continuing evolution of the game—or just want to ask me a question—you can find me on the game's Discord or back me on Patreon for exclusive previews of new *Deadball* content, plus everything else that I'm working on.

Discord: <https://discord.gg/VwsZun7r5S>

Patreon: <https://www.patreon.com/wmakers>



*Frankfort's Ken Beasley (pg. 66) slaps a tag onto Birmingham third baseman Wild Bill Elkin (pg. 68).*



# **1. NEW RULES**

# Team Budgets

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Winning baseball clubs are born in the front office. For fans interested in a deeper simulation of running a ballclub, I've created two sets of financial rules that can be used separately, in tandem, or not at all. As always, these rules are designed as a starting point—twist them as you see fit!

## MAKING A BUDGET

In this system, club finances are represented by points that can be spent to improve the team. Start by setting up a league according to the rules on pages 38 and 55 of the main rulebook—the blank spreadsheet introduced on page 25 of this book will help—or use the Southern Circuit. Then roll on the Wealth Table to determine the Wealth for each team.

## WEALTH (D20)

Roll	Wealth	Baseline Budget
1-3	Very Broke	d6
4-8	Broke	2d6
9-13	Average	3d6
14-18	Rich	4d6
19-20	Super Rich	5d6

Wealth determine's each team's Baseline Budget, a dice pool that grows as the team finds success. Once you know each team's wealth, roll the indicated dice for each team and mark their Budget for the year on the ledger included with this book's supplements.

On the next page, you'll find a list of bonuses that increase team Budget. Normally these bonuses are applied at the end of the season, but if this is your league's first year with Budgeting, apply them now based on what happened last year.

The 2023 Broad Street Peacocks possess average Wealth, which grants a baseline budget of 3d6. Their 2022 championship earns them another 3d6, and they tack on another 2d6 for having batting champion Hawkins Entrekin and home run leader Kaki Campbell. That gives a total of 8d6, which they roll to yield a total of 22 Budget.

## FINANCIAL EVENTS

Before and after each season, every team rolls on the Financial Event table (pg. 12) and applies the described effect. For added flavor, write something brief about each team's event, bringing in players and managers as you see fit. Storylines will emerge.

For their pre-season Financial Event, the Peacocks roll 8: a player scandal that costs 4 points to contain. Their Budget falls to 18.

If an event leaves a team with a negative Budget, they cannot spend at all until they get back into the black, either through end of season bonuses or when next year's Budget comes in.

If an event lowers a team's Wealth below Very Broke, the club is immediately sold. Roll on the New Ownership table to determine who takes control. If an event raises a team's Wealth above Super Rich, they instead get a one-time bonus of 1d10 Budget for every level by which they would exceed the top tier.

The Knoxville Grackles roll 20 on the Financial Event table, a windfall that would normally increase their Wealth by 1 level. Because they are already Super Rich, the Grackles instead roll d10, getting a 7, and add that to their already swollen budget.

## BONUSES

Achievement	Extra Dice
Champions	3d6
Runners Up	2d6
Batting Champ	d6
Home Run Champ	d6
Stolen Base Champ	d6
ERA Champ	d6
Strikeout Champ	d6
Triple Crown	d6
Top Free Agent	d6
No Hitter	d6
Hitting For the Cycle	d6
4 Homer Game	d6

# TEAM BUDGETS

## FINANCIAL EVENTS (D20)

1	Debt Called In	Reduce Wealth by 2 levels
2	Payroll Crisis	Trade highest valued player or reduce Wealth by 1
3	Failed Real Estate Deal	Reduce Baseline next season by 2d6
4	Broadcast Deal Falls Through	Reduce Baseline next season by 1d6
5	Lose Sponsor	-6 to Budget
6	Ownership Scandal	-5 to Budget
7	Manager Scandal	-4 to Budget
8	Player Scandal	-3 to Budget
9	Mascot Scandal	-2 to Budget
10	Failed Promotion	-1 to Budget
11	Successful Promotion	+1 to Budget
12	Mascot PR Coup	+2 to Budget
13	Player PR Coup	+3 to Budget
14	Manager PR Coup	+4 to Budget
15	Ownership PR Coup	+5 to Budget
16	Gain Sponsor	+6 to Budget
17	Stadium Improvements	Increase Baseline next season by 1d6
18	New Broadcast Deal	Increase Baseline next season by 2d6
19	Successful Real Estate Deal	Increase Baseline next season by 3d6
20	Windfall	Increase Wealth by 1 level

## NEW OWNERSHIP (D20)

Roll	Ownership Type	New Wealth
1-4	Vulture Capitalist	Very Broke
5-8	Feuding Family	Broke
9-16	Faceless Corporation	Average
17-18	Real Estate Magnate	Rich
19-20	Eccentric Billionaire	Super Rich



1914 free agent Kate Eastman (pg. 68) lounges in the outfield grass.

## SPENDING MONEY

<i>Department</i>	<i>Effect</i>	<i>Cost</i>
<i>Scouting</i>	Turns Farmhand into Top Prospect.	First prospect: 2; Second: 5; Third: 10
<i>Travel</i>	+1 to Road Trip roll.	2
<i>Medical</i>	Allows rerolls on Injury Table, 3 per season.	2
<i>Manager</i>	If playing with Hot and Cold, players can only be Cold for two consecutive games. If playing with Quality on the Bench, allows for one reroll per game.	4
<i>Conservative Investment</i>	+1 to Financial Event Table.	4
<i>Risky Investment</i>	Roll a die before the end-of-year Financial Event. If result is even, +5 to the event roll. If odd, -5.	1
<i>Payroll Increase</i>	Increase payroll by 5 x Minimum Salary.	1
<i>Cut Contract</i>	Player aged 27-35 is cut from roster.	2
<i>Sign Free Agent</i>	Undrafted free agent may be signed mid-season.	1
<i>Free Agency</i>	Determines order of free agent draft.	Var.
<i>Build Ballpark</i>	Increase Wealth by d3. Can only be done once per era.	12 (Open) / 15 (Dome)
<i>Add Dome</i>	Dome added to Ballpark. Team can ignore Weather rolls.	6

### SPENDING MONEY

Once you've determined the Budget for each team, it's time to start spending. At the start of the season, teams in debt from the year before must spend as many points as it takes to balance the books. Once all debts are paid, points can be allocated to the departments on page 13. It is advisable to hold some budget in reserve, but daring GMs may choose to empty the war chests at any time. Teams cannot spend themselves into negative Budget.

Note that in this system, teams no longer receive one Top Prospect and two Farmhands each season. Instead, all three prospects are Farmhands by default, and must be elevated to Top Prospect by using the scouting department.

If you're playing in a league with other people, each owner can handle their own spending. For leagues with non-player teams, either use your best judgment or have them invest two points in scouting, two points in travel, and save anything that remains for the end of the year.

Prioritizing player development, the Peacocks spend 7 points on scouting, allowing them to upgrade two Farmhands to Top Prospects. They invest 2 points in travel and 1 on a Risky Investment, for a total expenditure of 10 points. They embark on the 2024 season with 8 points in the bank.

### END OF SEASON

At the end of the season, teams' Budgets are boosted according to the Bonus Table on page 11. Once the bonuses have been applied, all teams roll for the end-of-season financial event.

At the end of the 2023 season, the Peacocks prepare for their second financial event roll. They start by rolling a die to determine the outcome of their risky investment. The result is odd, meaning their investment was a flop and they must roll d20-5 for their financial event. The result is 6: an ownership scandal that cuts their remaining budget from 8 to 3.

Next, all Super Rich teams must pay a 2d4 luxury tax. All Rich

teams must pay d4. The points are divided evenly between all other teams. (If the result is not a whole number, round down—the league keeps the remainder.) If a team cannot pay its luxury tax, their Wealth drops a level.

The Grackles roll 2d4 to determine their luxury tax penalty. The result is 5, which is added to the money contributed by two other Rich and Super Rich teams to give a total of 13. 13 divided by 5 gives 2.6, which is rounded down to 2—a pittance handed out to the teams unlucky enough to be Average, Broke, or Very Broke. Knoxville retains the rest of their Budget.

Once everything is square, all players age up and have their stats adjusted according to the rules on Page 58 of the main rulebook. Finally, free agency may begin.

## FREE AGENCY

There are a number of ways to approach free agency. I recommend the system I use for the Southern Circuit, which has served me well for six seasons:

Players are granted free agency before the age 27 and age 32 seasons. After any remaining prospects have been created and promoted (or discarded), the teams hold a free agent draft, with the last place team drafting first. The draft proceeds, usually through two or three rounds, until all rosters are filled.

Undrafted players remain free agents through the following season, during which they may be picked up by clubs to replace injured players at the cost of 1 Budget. After that, they are retired, with the best of the best being inducted into the Ring of Honor (pg. 84).

Before they turn 27, players can be removed from the roster at any time and placed on the team's reserve list. (*Deadball*'s equivalent to the minor leagues.) Players 36 or older can be cut from the roster at any time and become free agents. Players between 27 and 35 are under contract. It costs 2 Budget to cut them from the roster.

At the end of each season, teams can either roll their remaining points over to next season or use them to bid for first pick in the free agent draft. By default, non-player teams will spend all of their remaining Budget here. In leagues with real players, the bidding can be done blind, with every owner declaring their bid in secret, or auction style, with the champions bidding first. Once the bidding is complete, the draft order is set according to which teams spent the most points. In case of ties, preference is given to the team that finished lower in the standings.

Knoxville invests 5 of their remaining Budget bidding for free agency, securing the second pick. The remaining points are saved for next season. Broad Street empties their accounts, bidding 3 Budget, and is rewarded with the fourth pick.

This Budget system need only the beginning of your exploration of the ways that money warps our game. Especially if you are playing in a league with other players, I encourage you to run wild.

# Player Salaries

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Players who crave a more realistic reflection of baseball economics may choose to track the individual salaries and contracts for their players. This is not something to embark on lightly, as it will add quite a lot of paperwork, but if you think you're the sort to enjoy this, you're probably right!

## PLAYER RANK

In the spirit of John T. Brush, we will begin by doing something that baseball owners have been attempting since the dawn of the game: breaking players into tiers. Start by finding the value of each player using the following formulas:

Position Player:  $(OBT + (\text{Number of Positive Traits} * 5))$

Pitcher:  $(PD * 4 + (\text{Number of Positive Traits} * 5))$

Minimum Value: 10

Maximum Value: 50

Along with their value, each player is given a rank:

20 or less: Scrub

21-39: Standard

40+: Star

When modern era superstar Kathryn Berk reaches free agency, her 39 OBT and single bonus trait give her a value of 44, which qualifies her as a Star.

Back in 1914, pitcher Kate Eastman attempts to wring a final contract out of her fading right arm. Because her starting Pitch Die is 0, her value is the minimum: 10, making her a Scrub.

## CONTRACT DEMANDS

If you're playing with contracts, disregard the suggestion on page 15 that all players become free agents at age 27 and 32. Instead, players are on league minimum youth contracts until they turn 27, at which point they become free agents for the first time.

To determine a player's contract demand, multiply their value by the coefficient for their rank in the chosen era, found on page 19. The result is the player's annual salary demand. Roll the era's contract die to find the length of the contract, in years, and multiply this by their annual demand to get the contract's total value. If you're assigning contracts to an existing league, just give every player their demanded contract. Players whose contract has a length of 1 will be free agents at the end of this year.

We multiply Kathryn Berk's value, 44, by the star coefficient for the Modern Era, \$650,000, to find her annual demand: \$28,600,000. To find the length of her requested contract, we roll the modern era's d8 Contract Die. The result is six years, which makes her total demand an impressive \$171,600,000.

## PLAYER SALARIES

In 1914, Kate Eastman's annual demand is a rather more modest  $10 \times \$200$ , which equals \$2,000. The era's d4 Contract Die gives her a contract length of two years, for a total contract value of \$4,000.

To negotiate player contracts, offer 1 year more or less than the demanded contract length and up to 20% less than the annual demand, so long as you stay above the league's minimum. Roll a die to determine the player's response. If the result is even, they accept. If odd, you may take their original offer or let them walk.

Attempting to sign Kathryn Berk, Williamsburg owner Elizabeth McCollum offers the lowest possible response: an annual value of \$22,880,000 over 5 years, for a total value of \$114,400,000. When we roll to determine Berk's response, the result is odd, meaning she refuses to lower her demands. Accepting that a talent like Berk's is worth paying a premium, McCollum caves, and Williamsburg signs the star.

In the ancient era, famously ruthless Birmingham owner Edgar Allan Thorn would like to offer Eastman even less than what she's requested, but as \$2,000 is the minimum salary for the era, he cannot negotiate her annual demand. Instead, he slashes the contract length in half. Rolling a die, the result is even, meaning Kate takes the deal—figuring that a year of paid work beats going back to vaudeville.

## TWO OPTIONAL RULES

Students of baseball history will note that it is anachronistic to speak of free agency in baseball before the mid-1970s, as until then the reserve clause bound players to teams so tightly that their choices when offered a contract were essentially to accept it or retire. If you would like play as a truly vicious old school baseball owner, dispense with free agency altogether. Assign players one year contracts based on what you think they are worth and cut them whenever you feel like. After all, it's your game.

If you'd like salaries to be more varied, before finding the player's annual demand, roll a d20. If the result is 10, leave the coefficient alone. If it is 11, increase it by 1%, if 12 by 2%, and so on. If it is 9, decrease the multiplier by 1%, if 8 by 2%, and so on. As always, the minimum salary must be respected.

## TEAM PAYROLLS

Payroll is determined by Wealth and era. You cannot spend over your maximum, but you can spend 1 Budget to add 5 times the era's minimum salary to the payroll—meaning that in the Ancient era, spending 1 Budget increases payroll by \$10,000, while in the Modern era it increases payroll by \$5,000,000.

If you find yourself with holes in your roster and no cash to fill them, you may sign undrafted free agents or call up farmhands until your roster is full. If the farmhands' league minimum salary pushes you over your maximum, mark yourself in debt.

### SALARIES BY ERA

Era	Minimum	Scrub Coeff.	Standard Coeff.	Star Coeff.	Contract Die
1900-19	\$2,000	\$200	\$225	\$250	d4
1920-40	\$4,000	\$400	\$500	\$1,750	d4
1941-45	\$3,000	\$300	\$350	\$500	d4
1946-62	\$6,000	\$300	\$600	\$1,750	d4
1963-76	\$12,000	\$1,200	\$1,000	\$2,500	d4
1977-93	\$60,000	\$6,000	\$10,000	\$50,000	d6
1994-05	\$200,000	\$20,000	\$60,000	\$300,000	d6
2005-22	\$500,000	\$50,000	\$200,000	\$650,000	d8

### TEAM PAYROLL LIMITS

Era	Very Broke	Broke	Average	Rich	Super Rich
1900-19	\$52k	\$58k	\$69 k	\$79 k	\$98 k
1920-40	\$210k	\$292k	\$423 k	\$565 k	\$920 k
1941-45	\$155k	\$185k	\$221 k	\$265 k	\$375 k
1946-62	\$280k	\$362k	\$487 k	\$625 k	\$970 k
1963-76	\$480k	\$611k	\$819 k	\$1 mil	\$1.6 mil
1977-93	\$4.4 mil	\$6.6 mil	\$10.2 mil	\$14 mil	\$23.8 mil
1994-05	\$23 mil	\$39.6 mil	\$67.4 mil	\$97 mil	\$171 mil
2005-22	\$57.5 mil	\$96.5 mil	\$161 mil	\$230 mil	\$402 mil

# Weather

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More than any other major sport, baseball is at the mercy of the skies. To simulate the effect of weather, roll d20 on the Weather Table before each game played outside.

## WEATHER (D20)

Roll	Effect
1-14	Clear skies
15	Wind blowing out. +1 to Hit Table rolls.
16	Wind blowing in. -1 to Hit Table rolls.
17	Dry. +1 to infield DEF and stolen base rolls.
18	Muddy. -1 to infield DEF and stolen base rolls.
19	Drizzle. Roll d6 every inning. On 1, skies clear. Stop rolling. On 6, rain delay.
20	Rainout.

If a game enters a rain delay, the delay lasts  $d100 \times 2$  minutes. For every 30 minutes the game is delayed, the current pitchers drop 1 Pitch Die level. If the delay lasts 120 minutes or longer, the game is postponed according to the current official MLB rules. To wit:

A game is official if the visiting team is trailing after 15 outs (five innings) or if the home team has played 15 outs (five innings), regardless of score. If an official game is stopped due to bad weather, the result is final if the home team is leading. If the away team is leading, the result is final if they were not in the midst of the inning in which they took the lead. If the game is not yet official when the rain forces it to stop, it will be concluded at a later date.

Before a day game at Charlottesville's Pavement Field, a d20 Weather roll gives a result of 15: wind blowing out. When Pickles Endres makes contact during her first at bat, the breeze transforms a Hit Table roll of 18 into 19—and the ball carries over the fence for a home run.

In 1914, the champion Frankfort Red Birds begin play at the Municipal Ball Yard under a blanket of gray skies, drawn by a Weather result of 19. At the start of the sixth inning, with the Red Birds trailing the Peacocks 3-2, the d6 rain roll comes up 6, which causes a 150 minute rain delay. Because five innings have passed, the game is official. Because the Peacocks took the lead before the fifth, they win the game.

## Travel

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For much of baseball's Twentieth Century, travel was a serious inconvenience. Before the chartered jet became standard, teams traveled by train or bus and often arrived for the first game of a road series in no shape to play. But play they did.

To replicate the agonies—and occasional delights—of long distance travel, modern era teams roll d6 on the Road Trip table at the start of every road trip. (In Chapter 2 you'll find that in earlier eras teams roll d6-1 or even d6-2 at the start of every road *series*, as travel between cities could be just as unpleasant as a cross-country jaunt.) If the distance traveled is more than 2,000 miles subtract 1 from the roll.

Next make the specified number of Travel rolls to choose players affected by the trip. In most cases, they will reduce their Pitch Die by 1 level or their BT/OBT by 5 for the first three innings of the first game. If the Road Trip roll yielded a 6 or higher, their Pitch Die or BT/OBT will be increased for the first three innings.



*The 1914 Gettysburg Owls (pictured atop second train car from left) set out for Mississippi.*

Flying from Gettysburg to Tallahassee on Corey Lesser's private jet, the Owls roll d6 on the Road Trip table. The result is a 6—a great trip, which asks them to make one positive roll on the Travel table. The d10 Travel roll selects second baseman Doc Rafos for a +5 bonus that bumps his BT/OBT to 34 and 38 for the first three innings of Game 1 in Tallahassee. The Owls will not make another travel roll until their next road trip begins.

More than a century prior, however, the Gettysburg Owls of 1914 embark on a thousand-mile train journey to Meridian, Mississippi. They roll d6-2 on the table (as stipulated on page 32) and the result is 2—a bad trip, which requires two negative Travel rolls. The first knocks starting pitcher Roscoe Schenskie's Pitch Die from d12 to d8 for the first three innings. The second is a 10, sparing the rest of the team. When the series is over and they make their way to Knoxville, they will make another d6-2 Road Trip roll.

By default, this rule only affects away teams. However, home teams travel as well. If you'd like, you can also require them to make a Road Trip roll at the start of every home stand.

## ROAD TRIP (D6, D6-1 FOR 2,000+ MILES TRIP)

<i>Roll</i>	<i>Type of Trip</i>	<i>Travel Rolls</i>
<i>Less Than 0</i>	Cataclysmic	5
0	Nightmarish	4
1	Awful	3
2	Bad	2
3	Lousy	1
4-5	Average	0
6	Great	1 (Positive)
7+	Sublime	2 (Positive)

## TRAVEL ROLLS (D10)

*For the first three innings of the first road game, chosen player reduces BT/OBT by 5 or P.D. by 1 level—or increases it if the Road Trip result was 6 or higher.*

1	Starting Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field
10	Designated Hitter (If playing without DH, no player affected)

# New Supplements

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## UPDATED SCORECARD

For this installment, I've made a very minor change to the game's scorecard, adding space on the bottom left for players to write the D+ and D- fielders on the opposing team. This will free you from flipping the sheet over to check on DEF rolls.

## STAT TRACKER

Along with the printable supplements for this book, you'll find one titled "Series Stat Tracker." This is intended for league players to track their players across a three game series. At the top of the first page you'll find room to record the basic information about the series as well as the total runs, hits and errors for each game. On the bottom of the first page you can record your pitchers' performance; on the second page you can track your hitters.

Write the results for each game in the little gray boxes, then record the series total in the larger white box above. (If you're playing a four game series, use the large box for game 4.) When the series is done, the tracker should look something like this:

BATTER	POS	PA	AB	1B	2B	3B	HR	BB
QUINCY RUBY	RF	14	12	5	2	0	0	2
		644	534	113	200	0000000	110	
JON NGUYEN	3B	14	14	2	4	0	1	0
		644	644	110211	000100000			
DASH SWOSKI	LF	14	13	6	0	0	0	1
		644	544	312	000000000	100		



*The Frankfort Red Birds (pt. 66) try to remember if reaching on a fielder's choice counts as an at-bat. (It does.)*

## BLANK LEAGUE SPREADSHEET

With the supplements you'll find a blank spreadsheet, designed for use in Excel or Google Sheets, that will help you create and manage a league over multiple seasons. It includes eight empty teams, a 42 game schedule, leaderboards, and formulas that will make it simpler to track players' statistics and adjust their stats as they age. Here's how it works:

## STANDINGS

On the first page you'll find a list of the league's teams. While wins and losses will need to be recorded manually, everything else is drawn from the team sheets. To change team names from the generic "Team 1," "Team 2," etc., make changes in three places:

- Right click on the tab for the team's sheet, which you'll find on the bottom of the screen. Change the title of the sheet and every reference to this sheet will update as well.
- On the team sheet, change the team name in Cell B1.
- Also on the team sheet, create a two to four letter abbreviation for the team name and record it in Cell G1. This will be used on the schedule and leaderboards sheets.

### SCHEDULE

The second sheet, “Schedule,” contains a 42 game schedule for your eight team league, created using tournamentscheduler.net. After each game, record the score for each team below their abbreviation. The spreadsheet will change the hyphen between the scores to the winner’s abbreviation. Thanks to *Deadball* discord stalwarts Scott Wambold and Andrew S. for help making these formulas.

### PLAYERS

Once you have the team names, fill their rosters with players using the rules on Page 56 of the main rulebook. Note that on these sheets, a player’s On Base Target (OBT) is the total of their Batter Target (BT) and OBT Mod, found in Column H. This makes it much easier to age players up at season’s end.

To the right of the player’s core attributes, you’ll find a place to execute aging rolls, which are explained on Page 58 of the main rulebook. To age up your roster, first copy and paste the players’ Age+1 (Column J) onto their current Age (Column G). The sheet will automatically determine their modifier for the aging roll, which will appear in Column M. To execute their annual roll on the aging table, you now only need to fill in d6 rolls in Columns N and O. You can do this manually, by rolling a d6 and recording the results, or you can use a random number generator. I use the Sheets extension Random Generator, which works well.

Once the d6 rolls are entered, the result of the aging roll will appear in Column L, along with the player’s new BT in Column K. If the aging roll has only changed their BT, this will appear as a two digit number. If it’s a result on the table that requires an adjustment to Bonus Traits or (for pitchers) Pitch Dice, it will appear as a number written in all caps—“TWO TO FOUR” or “TWELVE,” say—to let you know that you need to find that result on the Aging Table and execute it manually.

A	B	C	D	E	F	G	H
1 Team Name	Team 1		Manager		Abbreviation	T1	
2 Owner			Played				
3 Last Year			Style				
4 Pennants			Daring				
5 Ballpark			Motto				
6 Team Score	00						
7							
8 Batting Score	0		Wealth				
9 Pitching Score	0		Budget				
10							
11 STARTING LINEUP	POS	L/R	BT	OBT	TRAITS	AGE	OBT MOD
12 C				0			
13 1B				0			
14 2B				0			
15 3B				0			
16							

*A look at the page for the evocatively named “Team 1.”*

## STATISTICS

If you’re the type who likes to track statistics for your players, you’ll find space to the right of the Aging Rolls section. Columns for counting stats like at bats, singles, or strikeouts must be entered manually—perhaps using the fancy new stats tracker introduced on page 24. Calculated stats like batting average and ERA will appear automatically once the counting stats are in.

The players and their stats will automatically appear on the “Fielders” and “Pitchers” sheets, which you can use to keep an eye on who’s playing well and who’s coming up short around the league.

## A WARNING!

Spreadsheets are finicky. If you use this one for a season or two, at some point, something will probably break. The best way to fix it is to get to know how it works—understand the formulas and their references so that you can repair them when they get muddled.

Take care when moving players around, lest you confuse the spreadsheet or yourself. (A cut and paste error is the reason the Southern Circuit has two Amber Morrises.) Sheets will save your work automatically and let you revert to earlier states whenever things go wrong, but I also recommend making a copy of the entire thing for each season, as a reference for yourself or future historians of your august league.



*On an American barnstorming tour, the Live Ball Era Ito-Yokado Gold Stars visit the White House.*





## 2. ERAS OF PLAY

# Touring the Past

---

To aid players who use *Deadball* as a form of time travel, I've adjusted the game to fit periods of play throughout the Twentieth Century. Our eras are:

- The Ancient Era: 1900-1919
- The Live Ball Era: 1920-1940
- The Wartime Era: 1941-1945
- The Post-War Era: 1946-1962
- The Expansion Era: 1963-1976
- The Speed Era: 1977-1993
- The Steroid Era: 1994-2004
- The Modern Era: 2005-

Each era comes with its own Quick Reference, available with this book's digital supplements, Bonus Trait guidelines for real players, salary minimums and multipliers, and a few optional rules.

Era to era, the game's flow doesn't change. You will always combine the batter's d100 roll with the Pitch Die to get the MSS. You'll always check that on the Swing Result table; you'll always roll the Hit Die or check the Out Table to learn what happens next. But on each Quick Reference you'll find subtle changes reflecting the evolution of the game from Ancient to Modern, as cunning pitching gives way to power hitting, as rosters grow and rest increases, as salaries rise and stolen bases disappear. As always, feel free to tweak these further until you've created precisely the era you want to play.

The rules for creating rosters remain the same as laid out in Chapter 3 of the main rulebook, with two exceptions: pitcher

## LIVE BALL PITCH DIE

*For Top Prospects, roll d8. For Farmhands, d8+2. For real players, find their ERA in the second column.*

Roll	ERA (Real Players)	Pitch Die
n/a	0-1.99	d20
1	2.00-2.99	d12
2-3	3.00-3.99	d8
4-5	4.00-4.49	d4
6-7	4.49-4.99	No Dice!
8	5.00-5.99	-d4
9	5.00-6.99	-d8
10	7.00-7.99	-d12

creation and Bonus Traits. Use the Live Ball Pitch Die table (above) to create real or fictional pitchers between 1920 and 1993. For Bonus Traits, use the guidelines on the era page. (This is for real players—fictional players will gain Bonus Traits as described in the main rulebook on Page 57.) Where two criteria are given for a trait—such as, “140 strikeouts, K% Greater Than 25%” for a Modern Era C- hitter—assign the trait to players who meet either one.

When exploring these eras, remember that they are as much about attitude as statistics. Research your chosen period online or in print. Look up old pictures and, when possible, video. Think about how different players looked, acted, and swung the bat in 1923 compared to 1973 compared to 2023. Try to conjure up the feeling of your era. The dice will follow your lead.

# The Ancient Era

## 1909-1919

ROSTER SIZE	17
ROAD TRIP DIE	D6-2
ROAD TRIP ROLL	BEFORE ROAD SERIES
MINIMUM	\$2,000
SCRUB COEFF.	\$200
STANDARD COEFF.	\$225
STAR COEFF.	\$250
CONTRACT DIE	D4

## BONUS TRAITS

P+	5+ HOME RUNS, .125 ISO
P++	10+ HOME RUNS, .150 ISO
C+	25+ DOUBLES, K% LESS THAN 5%
S+	35+ STEALS, 3.5 BSR
D+	9+ TOTAL ZONE (4+ FOR CATCHER)
T+	CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
P-	0 HOME RUNS, LESS THAN 10 DOUBLES, LESS THAN .045 ISO
P--	0 HOME RUNS, LESS THAN 5 DOUBLES, LESS THAN .030 ISO
C-	70+ STRIKEOUTS, LESS THAN 4 BB%, K% GREATER THAN 12.5%
S-	0 STEALS, -2 BSR
D-	LESS THAN -4 TZ (-2 TZ FOR CATCHER)
K+	5+ K/9
GB+	LESS THAN 2.5 K/9 AND 2.50 OR LOWER ERA
CN+	LESS THAN 2 BB/9
ST+	300+ IP
W-	4+ BB/9

## SINGLES & NOTHING BUT

The dead ball period—the era of intensely low scoring that was kind enough to lend its name to this game—was one of the strangest moments in baseball’s history, a time when home runs were nearly unheard of and the best way to score a run was to hit a single and run like hell.

I first explored it in *Deadball: 1909* and it quickly became my favorite era to play because low scoring baseball is the fastest baseball there is. Bring it to life with two rules adapted from *1909*, plus a new one that gives players the option to experiment with the spitball, whose banishment helped end the era.

## RAGGED BASEBALLS

*Beginning in the 8th, reduce BT/OBTs by 3 and Hit Table rolls by 1.*

## DARKNESS (D6)

*Roll d6 for darkness after tenth inning. Roll d6-1 after the eleventh, and so on.*

1-5	Game continues
6	Game called due to darkness

## SPITBALL (D6)

*Roll for Spitball at the start of any inning where the pitcher wishes to throw it.*

1	Pitcher ejected.
2	Pitcher warned. PD reduced by 1 this inning. -1 to further Spitball rolls.
3-4	No change.
5-6	PD increased by 1 this inning.

# The Live Ball Era

## 1920-1940

ROSTER SIZE	25
ROAD TRIP DIE	D6-1
ROAD TRIP ROLL	BEFORE ROAD SERIES
MINIMUM	\$4,000
SCRUB COEFF.	\$400
STANDARD COEFF.	\$500
STAR COEFF.	\$1,750
CONTRACT DIE	D4

## BONUS TRAITS

P+	15+ HOME RUNS, .200 ISO
P++	25+ HOME RUNS, .240 ISO
C+	35+ DOUBLES, K% LESS THAN 5%
S+	20+ STEALS, 2.5 BSR
D+	10+ TZ (5+ FOR CATCHER)
T+	CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
P-	0 HOME RUNS, LESS THAN 10 DOUBLES, LESS THAN .060 ISO
P--	0 HOME RUNS, LESS THAN 5 DOUBLES, LESS THAN .050 ISO
C-	55+ STRIKEOUTS, LESS THAN 4 BB%, K% GREATER THAN 12.5%
S-	0 STEALS, -2 BSR
D-	LESS THAN -6 TZ (-3 TZ FOR CATCHER)
K+	5+ K/9
GB+	LESS THAN 2.5 K/9 AND 3.00 OR LOWER ERA
CN+	LESS THAN 2.25 BB/9
ST+	250+ IP
W-	4+ BB/10

## THE BALL COMES TO LIFE

Baseball changed radically after the first World War, as rule changes, a livelier ball, and a new willingness to swing for the fences created an offensive explosion that carried the sport to unprecedented heights of popularity. Although the major leagues remained segregated and clustered in the northeastern United States, independent minor leagues existed across the country, while Rube Foster's Negro National League gave the upper levels of Black baseball new financial stability.

Optional rules for this era give the players a chance to sell out for power—at the risk of losing their eye for the strike zone—and force them to grapple with the shocks of Jazz Age fame.

## MUSCLE UP (D6)

*At the start of any Live Ball season, any batter may attempt to become a home run hitter.*

1-2	Acquire C-Trait
3-4	No Change
5-6	Acquire P+ Trait

## CELEBRITY (D6)

*Each team's highest rated player rolls for celebrity at the start of every Live Ball season.*

1	Corrupted by fame. Reduce BT/OBT by 3 or PD by 1.
2	Over does it. Roll on Injury Table.
3-5	Fan favorite. +3 to Budget.
6	Larger than life. Raise BT/OBT by 3 or PD by 1.

# The War Time Era

## 1940-1945

ROSTER SIZE	25
ROAD TRIP DIE	D6-2
ROAD TRIP ROLL	BEFORE ROAD SERIES
MINIMUM	\$3,000
SCRUB COEFF.	\$300
STANDARD COEFF.	\$350
STAR COEFF.	\$500
CONTRACT DIE	D4

## BONUS TRAITS

P+	15+ HOME RUNS, .175 ISO
P++	20+ HOME RUNS, .200 ISO
C+	30+ DOUBLES, K% LESS THAN 5%
S+	15+ STEALS, 1.5 BSR
D+	9+ TOTAL ZONE (4+ FOR CATCHER)
T+	CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
P-	0 HOME RUNS, LESS THAN 10 DOUBLES, LESS THAN .060 ISO
P--	0 HOME RUNS, LESS THAN 5 DOUBLES, LESS THAN .050 ISO
C-	60+ STRIKEOUTS, LESS THAN 4 BB%, K% GREATER THAN 15%
S-	0 STEALS, -2 BSR
D-	LESS THAN -4 TZ (-2 TZ FOR CATCHER)
K+	5+ K/9
GB+	LESS THAN 2.5 K/9 AND 3.00 OR LOWER ERA
CN+	LESS THAN 2.25 BB/9
ST+	230+ IP
W-	4+ BB/11

## BASEBALL SOLDIERS ON

Baseball played on during World War II, though the demands of the war effort made it difficult to plan road trips, acquire equipment, arrange spring training, or even field complete rosters. Black baseball thrived, with the renewal of the Negro World Series amid ever-growing calls for the integration of the major leagues, while the All-American Girls Professional Baseball League saw women paid to play hardball for the first time.

Use these rules to subject your rosters to the ravages of the draft. Replace all drafted players with farmhands, try to weather the war years, and at the start of 1946 roll to see who comes home.

## THE DRAFT (D20)

*Roll once for every player. +1 to the roll for 31 year olds, +2 for 32 year olds, etc.*

1-12	Drafted
13+	Not Drafted

## END OF WAR (D100)

*+2 for players rated as Stars. Stars may refuse this bonus.*

1	Killed In Action.
2-3	Wounded. Retired.
4-9	Wounded. Reduce BT/OBT By d10+5 or PD by 2.
10-49	Rusty. Reduce BT/OBT By d10 or PD by 1.
50-79	No change.
80+	Improved! Increase BT/OBT By d10 or PD by 1.

# The Post-War Era

## 1946-62

ROSTER SIZE	25
ROAD TRIP DIE	D6-1
ROAD TRIP ROLL	BEFORE ROAD SERIES
MINIMUM	\$6,000
SCRUB COEFF.	\$300
STANDARD COEFF.	\$600
STAR COEFF.	\$1,750
CONTRACT DIE	D4

## BONUS TRAITS

P+	25+ HOME RUNS, .200+ ISO
P++	30+ HOME RUNS, .230+ ISO
C+	30+ DOUBLES, K% LESS THAN 6%
S+	15+ STEALS, 1.5 BSR
D+	11+ TZ (5+ FOR CATCHER)
T+	CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
P-	LESS THAN 5 HOME RUNS, LESS THAN .090 ISO
P--	0 HOME RUNS, LESS THAN .075 ISO
C-	80+ STRIKEOUTS, K% GREATER THAN 17%
S-	0 STEALS, -2 BSR
D-	LESS THAN -5 TZ (-2 TZ FOR CATCHER)
K+	6+ K/9
GB+	LESS THAN 3 K/9 AND 3.00 OR LOWER ERA
CN+	LESS THAN 2.5 BB/9
ST+	230+ IP
W-	4+ BB/12

## A BROADER HORIZON

The integration of the Major Leagues in 1947 was not the end of racism in baseball but merely another step in a long struggle for equality. It took 12 years before threats of legal action forced the segregationist hold-out Boston Red Sox to integrate, during which time the Negro Leagues withered and the AAGPBL folded. By the end of the era, baseball was integrated but not equal. Teams had begun to relocate across the vastness of the country and expansion was on the horizon.

These rules recreate the anxiety of running an urban baseball team in a period of shrinking cities and white flight. Will your club stick to its roots or will it strike out in search of a new home?

## SUBURBANIZATION (D6)

*Roll for every franchise at the start of era and again in 1956.*

1	Reduce Wealth by 2 or relocate
2	Reduce Wealth by 1
3-4	No change
5-6	Increase Wealth by 1

## RELOCATION (D6)

*Roll for any relocating team. +1 for every 4 Budget spent to ease move.*

1	No crowds. Reduce wealth by 2.
2-3	Thin crowds. Reduce wealth by 1.
4-5	Average crowds. Wealth unchanged.
6-7	Bumper crowds. +1 to wealth.
8+	Rabid crowds. +2 to wealth.

# The Expansion Era

## 1963-1976

ROSTER SIZE	25
ROAD TRIP DIE	D6
ROAD TRIP ROLL	BEFORE ROAD TRIP
MINIMUM	\$12,000
SCRUB COEFF.	\$1,200
STANDARD COEFF.	\$1,000
STAR COEFF.	\$2,500
CONTRACT DIE	D4

## BONUS TRAITS

P+	25+ HOME RUNS, .200+ ISO
P++	30+ HOME RUNS, .230+ ISO
C+	30+ DOUBLES, K% LESS THAN 8%
S+	25+ STEALS, 2 BSR
D+	13+ TZ (6+ FOR CATCHER)
T+	CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
P-	LESS THAN 5 HOME RUNS, LESS THAN .075 ISO
P--	0 HOME RUNS, LESS THAN .050 ISO
C-	100+ STRIKEOUTS, K% GREATER THAN 20%
S-	0 STEALS, -2 BSR
D-	LESS THAN -7 TZ (-3 TZ FOR CATCHER)
K+	7+ K/9
GB+	LESS THAN 3.5 K/9 AND 3.00 OR LOWER ERA
CN+	LESS THAN 2.25 BB/9
ST+	250+ IP (STARTER); 75+ IP (RELIEVER)
W-	4+ BB/13

## THE SPORT BLOWS UP

A tumultuous period, this era saw new teams, designated hitters, the conquest of Canada—or at least Montreal—and the emergence of the MLBPA as the most effective labor organization in American sport. The end of the reserve clause allowed widespread free agency, giving players a greater share of the sport's profits after a century of being treated as chattel.

Although the Budgeting system introduced in Chapter 1 allows for free agency, you can still choose to use the Sudden Free Agency rule—let its chaos bring to life the madness of mid-'70s ball.

## SUDDEN FREE AGENCY

*At the start of 1976, roll d6 for every player. On 6, pay 1 Budget or lose them to free agency.*

## DEMAND BALLPARK (D6)

*Once per era going forward, spend 2 Budget to demand your city build you a ballpark.*

1	They call your bluff. Relocate.
2	Build it yourself. Spend 12 Budget.
3-5	You get a cookie cutter stadium. Increase Wealth by 1.
6	You get a palace. Increase Wealth by 3.

## ASTROTURF

*Spend 3 Budget to install astroturf. +1 to Infield DEF and steal rolls. -5 to team Injury rolls. When weather is Dry, disregard table on Page 17. Instead, starters tire one inning early.*

# The Speed Era

## 1977-1993

ROSTER SIZE	25
ROAD TRIP DIE	D6
ROAD TRIP ROLL	BEFORE ROAD TRIP
MINIMUM	\$60,000
SCRUB COEFF.	\$6,000
STANDARD COEFF.	\$10,000
STAR COEFF.	\$50,000
CONTRACT DIE	D6

## BONUS TRAITS

P+	25+ HOME RUNS, .225+ ISO
P++	30+ HOME RUNS, .240+ ISO
C+	35+ DOUBLES, K% LESS THAN 10%
S+	35+ STEALS, 3 BSR
S++	50+ STEALS, 5 BSR
D+	12+ TZ (6+ FOR CATCHER)
T+	CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
P-	LESS THAN 5 HOME RUNS, LESS THAN .090 ISO
P--	0 HOME RUNS, LESS THAN .075 ISO
C-	100+ STRIKEOUTS, K% GREATER THAN 20%
S-	0 STEALS, -2 BSR
D-	LESS THAN -7 TZ (-3 TZ FOR CATCHER)
K+	7+ K/9
GB+	LESS THAN 3.5 K/9 AND 3.00 OR LOWER ERA
CN+	LESS THAN 2.25 BB/9
ST+	230+ IP (STARTER); 70+ IP (RELIEVER)
W-	4+ BB/14

## DROP YOUR HEAD AND RUN

As players tested the free market, salaries skyrocketed and ownership scrambled for control. The result was collusion and a series of lock-outs and strikes. On the field, baseball was both hard-nosed and flashy, combining uncompromising play with glittering defense and an eagerness to run.

Use these rules to get faster, steal more bases, and maintain a semblance of labor peace.

## STEAL (D12)

+1 for S+ runners. +2 for S++. -1 to steal third.  
-7 to steal home.

1-4	Runner out
5+	Runner safe

## TRAIN FOR SPEED (D6)

*At the start of any Speed season, any batter may attempt to become a better base stealer.*

1-2	Acquire P-Trait
3-4	No Change
5-6	Acquire S+ Trait (If player is already S+, they become S++)

## CBA NEGOTIATION (D12)

*Roll every five years. Teams may sacrifice Budget to improve roll, adding +1 for every point of average sacrifice. Teams lose 1 Budget for every 10 games missed.*

1	Miss 2d100 games
2	Miss d100 games
3-4	Miss 2d20 games
5-6	Miss d20 games
7+	Agreement reached

# The Steroid Era

**1994-2004**

<b>ROSTER SIZE</b>	25
<b>ROAD TRIP DIE</b>	D6
<b>ROAD TRIP ROLL</b>	BEFORE ROAD TRIP
<b>MINIMUM</b>	\$200,000
<b>SCRUB COEFF.</b>	\$20,000
<b>STANDARD COEFF.</b>	\$60,000
<b>STAR COEFF.</b>	\$300,000
<b>CONTRACT DIE</b>	D6

## BONUS TRAITS

- P+** 30+ HOME RUNS, .250+ ISO
- P++** 35+ HOME RUNS, .275+ ISO
- C+** 35+ DOUBLES, K% LESS THAN 10%
- S+** 25+ STEALS, 3 BSR
- D+** 13+ TZ (6+ FOR CATCHER)
- T+** CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
- P-** 5-10 HOME RUNS, LESS THAN .125 ISO
- P--** LESS THAN 5 HOME RUNS, LESS THAN .100 ISO
- C-** 120+ STRIKEOUTS, K% GREATER THAN 22.5%
- S-** 0 STEALS, -2 BSR
- D-** LESS THAN -8 TZ (-4 TZ FOR CATCHER)
- K+** 9+ K/9
- GB+** LESS THAN 4.5 K/9 AND 3.50 OR LOWER ERA
- CN+** LESS THAN 2.4 BB/9
- ST+** 200+ IP (STARTER) 70+ IP (RELIEVER)
- W-** 4+ BB/15

## BASEBALL GETS HUGE

Depending on who you ask, steroids either saved baseball or nearly killed it. After the 1993-4 strike, the sport was in a slump that could only be broken by the home run bonanza of the late '90s. Those sluggers would later be vilified, but for a few years, they were our heroes.

These rules let players overtrain, risking serious injury for temporary gains. Larger than life sluggers deserve the biggest possible stage—throw a home run derby before Congress gets involved.

## OVERTRAIN (D6)

*During this era, any player may choose to overtrain once per season. Roll d6 for the first season, d6-1 for the second, d6-2 for the third, etc.*

1	Catastrophic Injury
2-6	Roll d6+14 on Traits Table and apply positive trait. Trait expires after season. To maintain it, overtrain again.

## HOME RUN DERBY

*Pick eight excellent home run hitters. Order them into a bracket with the P++ players seeded so they are less likely to face each other first.*

*In each round, roll for each player to learn how many home runs they hit, starting with the lower-seeded player. Ordinary players roll 2d6. C+ players roll 3d6. P+ players roll 4d6. P++ players roll 5d6. Home players get an extra d6. These are "exploding dice," which means that you re-roll every 6 and add the new result to the total. If there's a tie, roll a single d6 for each player until the tie is broken. The winner of each round advances to the next round. Home run totals reset after each round. Winner gets a beefsteak.*

# The Modern Era

## 2005-PRESENT

ROSTER SIZE	25
ROAD TRIP DIE	D6
ROAD TRIP ROLL	BEFORE ROAD TRIP
MINIMUM	\$500,000
SCRUB COEFF.	\$50,000
STANDARD COEFF.	\$200,000
STAR COEFF.	\$650,000
CONTRACT DIE	D8

## BONUS TRAITS

P+	25+ HOME RUNS, .250+ ISO
P++	35+ HOME RUNS, .275+ ISO
C+	35+ DOUBLES, K% LESS THAN 12%
S+	20+ STEALS, 4 BSR
D+	11+ DRS
T+	CAREER AVERAGE 150 GAMES PLAYED (130 FOR CATCHER)
P-	5-10 HOME RUNS, LESS THAN .125 ISO
P--	LESS THAN 5 HOME RUNS, LESS THAN .100 ISO
C-	140 STRIKEOUTS, K% GREATER THAN 25%
S-	0 STEALS, -4 BSR
D-	LESS THAN -8 DRS
K+	10+ K/9
GB+	55+ GB%
CN+	LESS THAN 2 BB/9
ST+	200+ IP (STARTER) 70+ IP (RELIEVER)
W-	4+ BB/9

## JUST SWING HARD

Our era has been defined by the three true outcomes: homers, strikeouts, and walks. Beyond that, it is a time of experimentation, as the masters of the game churn out new rules without much regard for how they affect the sport.

Feel free to implement any of the recent rule changes that you enjoy. This could include the universal DH, seven inning doubleheaders, the three batter minimum for relief pitchers, or the “Manfred Man” on second base during extra innings. You could even set a timer for each at-bat and call it a pitch clock, although that seems more stressful than fun. If you’ve got an idea, try it out. End games in ties or with a 1 v. 1 home run derby. Allow a DH for catchers and shortstops. Let pinch runners enter and leave the game freely. Give the players Segways. Whatever you come up with, it won’t be goofier than whatever they’re planning for MLB.

## HOMER CELEBRATION (D6)

*After a home run, describe a celebration and roll.*

1-2	It's embarrassing. Reduce next batter's BT/OBT by 5.
3-4	No one cares.
5-6	It's awesome. Raise next batter's BT/OBT by 5.

## CHALLENGES

*Each team gets one challenge per game. These can be used after a tricky play, whether it results in a hit or an out. Roll a die. If it's even, the call is overturned. If it's odd, the call stands.*



*Victoria Granite (far right) prepares for a ceremony honoring the history of women on the Circuit.*



### 3. SOUTHERN CIRCUIT 2023

# **2022 Recap**

## **Peacocks on Parade**

---

Broad Street had the title in their hand. Yes, their lead was thin. On closing day a single game separated them from the visiting Williamsburg Ospreys. But all Broad Street needed was one last victory to clinch the title. They'd won 89 games. How hard could it be to win one more?

The answer came with the game's first pitch, when Williamsburg's Clyde Shaud, Jr., slapped a ball up the middle, swiped second, and scored on a long double from Ospreys captain Larry Bucchioni. Soon Broad Street was three runs down. Their grip on the title had slipped.

A loss would not mean catastrophe. They would end the season tied with Williamsburg, forcing a Circuit Series. But just as thoroughly as he slurps the marrow from a platter of buffalo wings, Broad Street manager Doc Pawlowski had sucked his squad dry. A season of full dress practice in the baking Nashville sun, of rising at dawn "to caress the wind," of staying on the diamond well past midnight to reenact key moments from the game—the Peacocks were drained. They had to win it here.

But they couldn't. Williamsburg's Danny Rogers mixed his cutter and changeup ruthlessly, striking out nine as the Peacocks failed again and again to cut into the Ospreys' three run lead. By the seventh, the sun had been swallowed by slate clouds. The crowd was numb. The Peacocks were beaten.

Except for Dash the Flash. With two out, he smashed a ball the other way that third baseman R.K. Dawley was forced to field on a hop. Dawley should have put the ball in his pocket, but he

launched a long throw to first that skipped into the Broad Street dugout, sending Dash to second and starting a rally that put Broad Street up 4-3.

Williamsburg did not relent. In the top of the eighth, A.B. Tongier scampered home on a double from Nadia Moya that tied the game. We lurched into extra innings. The bullpens emptied. Ry Matthews, a sidearmer who spent the year ricocheting between the minors and the show, handled Broad Street neatly in the tenth. Ospreys skipper Ben Rosol thought he could squeeze one more inning out of him. It was not the right call.

Broad Street's Allamata Kolive, a stringy fifth outfielder with a long swing and an uncanny ability to chase bad pitches, was not Pawlowski's first choice pinch hitter. In the eighth inning, he'd actually asked Pam Casey to step into the batter's box instead of calling for Kolive. But at this point, there was really no one left.

As always, Kolive swung from her heels. She missed the first pitch by a foot and a half. On the second, she lost her grip and sent her bat sailing into the stands. On the third, she made contact. The ball snapped past the pitcher's mound like a crossbow bolt. It rose over center field, past the fence, beyond the bleachers, on and on until it was swallowed by the Cumberland.

And once again Broad Street held the title in their hands.

#### 2022 STANDINGS      WINS      LOSSES

		WINS	LOSSES
1	Broad Street	90	64
2	Williamsburg	88	66
3	Charlottesville	84	70
4	Knoxville	79	75
5	Tallahassee	77	77
6	Gettysburg	68	86
7	Paducah	66	88
8	Cooper River	64	90

#### LEAGUE LEADERS

<b>BATTING</b>	Hawkins Entrekin, BSP .332
<b>HOME RUNS</b>	Kaki Campbell, BSP 52
<b>RBI</b>	Kathryn Berk, BSP 112
<b>WINS</b>	Danny Rogers, WIL 17
<b>ERA</b>	Crackerjack Allen, KNO 2.23
<b>STRIKEOUTS</b>	Richie McGraw, WIL 243

# Broad Street Peacocks

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LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
IZZY WOOD	3B	L	36	41	D+ P+	24
KATHRYN BERK	LF	R	34	39	C+	27
HAWKINS ENTREKIN	SS	L	33	37	C+	27
AARON SINNER	C	R	27	37	P+	25
KAKI CAMPBELL	CF	R	29	35		35
SCOTT PAQUETTE	RF	R	27	33	C+	24
MARK WHEELER	2B	R	25	33		36
GUY MILLER	1B	R	26	32		23

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
ALLEN MILLCAN	OF	L	24	31		37
NOOKSIE BOND	OF	S	27	33		24
PAUL MONTGOMERY	INF	L	22	25		25
AMBER B. MORRIS	INF	R	25	30		28
RICK FARR	C	R	22	29	C+	22

ROTATION	P.D.	L/R	BT	OBT	TRAITS	AGE
FOREST HEITERT	8	R	12	19		23
CHRIS COBB	8	L	9	11		28
FRANKIE RITTER	4	R	18	24		20
HANK SWEENEY	4	R	14	17		31
BEN ZEPPOS	-8	R	10	16		30

BULLPEN	P.D.	L/R	BT	OBT	TRAITS	AGE
PHILLIP PARKER	12	R	12	17	GB+	30
VICTORIA GRANITE	12	L	14	15	ST+	23
DON GALLON	12	R	16	21	K+	23
CALVIN COOPER	12	R	12	20	K+	23
KILEY JARAMILLO	4	R	11	18	GB+	30
MACRAE LINTON	4	R	10	18		29
JOHN HERZOG	-4	L	11	18		27

# One Is Enough

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OWNER	CISSY AKERS
LAST YEAR	CHAMPIONS, 90-64
PENNANTS	9
BALLPARK	CUMBERLAND GROUNDS
TEAM SCORE	83

MANAGER	DOC PAWLOWSKI
PLAYED	2B, 1980-92
STYLE	COMBUSTIBLE
DARING	16
MOTTO	"Can I borrow an umbrella?"

The clamor that engulfed Nashville in the wake of their championship was also a farewell. The contracts of August Paige and Pam Casey, of Dash the Flash and sweet Joseph Meyers, expired the moment the season ended, and before the confetti had been cleared from Lower Broad, the Peacocks' core four were gone. What followed was an offseason so quiet and sensible—reinforcing the pitching staff with the blandly talented Chris Cobb, signing Amber B. Morris to shore up the bench—that makes it hard to believe Broad Street is serious about defending their title.

Maybe they don't have to. Maybe one championship is enough. But even without the absent four, Broad Street's roster has talent, and it seems a shame not to try for more.

## MANAGER: DOC PAWLOWSKI

Before a pivotal August series against Williamsburg, Doc asked Casey to pitch on short rest so Forest Heitart could have an extra day. Doc's statistics had shown that Heitart performed best between 74 and 79% humidity, and he wanted him throwing in the punishing Nashville sun. Heitart pitched an eight-inning gem, sweating all the time, and once again the weatherman was proven right.

Always looking to save money, owner Cissy Akers cut newly-minted legend Allamata Kolive as soon as the offseason started. One bad contract she couldn't shed belonged to another hero of Game 154, Ben Zeppos, a savage negotiator whose deal included an automatic extension for winning the title. "I can't really pitch anymore," said Zeppos, "but I don't care as long as I get paid."

## AARON SINNER, C

After Sam Fishell left in 2019, even the most optimistic Broad Street fans couldn't have predicted the emergence of Sinner, an expert pitch framer with an understanding of the intricacies of defense that seems to guarantee a future as a bench coach or manager. But his free agency is looming, and with Cissy showing no interest in extensions, the Broad Street faithful will have to hope for another miracle behind the plate.

## GUY MILLER, 1B

A magnificent beast with thick golden hair, Miller plays first like a hockey goalie, throwing himself at line drives that veterans have the sense to let go. Usually, his only reward for this exertion is grass stains on his uniform, but sometimes he makes the grab. We're just glad he tries.

# Williamsburg Ospreys

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LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
CLYDE SHAUD, JR.	SS	L	30	38	S+	29
LARRY BUCCHIONI	CF	S	33	41		24
R.K. DAWLEY	3B	L	34	42	P+	25
A.B. TONGIER	LF	R	32	39	D+	27
RYAN FISK	RF	L	33	35	C+	35
ANTHONY MACK	2B	R	29	32	P+	27
LETICIA GARIBAY	C	R	22	33	P+	31
JOE VADER	1B	R	26	30		29

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
DAVID SHARP	OF	L	22	26	P+	24
LEE ANN STONE	OF	R	20	23		35
STARLIGHT LOCKLEAR	INF	R	24	31	D+	27
MAD DOG MILLER	INF	R	23	30		24
TIMMY LOOPIS	C	R	24	29	D+ C+	23

ROTATION	P.D.	L/R	BT	OBT	TRAITS	AGE
DANNY ROGERS	12	R	9	14		35
BUD WEBER	12	L	7	14	K+	32
GORDON WHEELER	12	R	18	25		23
JACOB HOFFMAN	4	L	12	18	K+	24
APRIL VENTURA	-4	R	16	24	CN+	22

BULLPEN	P.D.	L/R	BT	OBT	TRAITS	AGE
ESME JEANNE BARKLEY	12	R	16	32		26
MERLE BERNARD	8	R	15	19	GB+	26
EEPHUS HARGETT	4	R	14	21		31
SADIE HARTMAN	4	L	8	12	ST+	27
DAVID R. JACKSON	4	L	20	21	ST+	23
RY MATTHEWS	4	R	9	13	GB+	33
JAIMENACHO SOTO	-4	R	11	19		27

# A Pennant Race Lost

OWNER	ELIZABETH MCCOLLUM
LAST YEAR	2ND PLACE, 88-66
PENNANTS	14
BALLPARK	MOYNIHAN FIELD
TEAM SCORE	83

MANAGER	BEN ROSOL
PLAYED	C, 1994-2006
STYLE	ELLIPTICAL
DARING	17
MOTTO	"No, but yeah, but no, but..."

What's the most agonizing way to lose a championship? Getting walked off in Game 7 of the Circuit Series? Getting swept? Finishing 35 games out of first place? It's possible none are as painful as the way that Williamsburg blew it last year. Some owners might take such catastrophe as a sign that it's time to blow up the team and build anew. But as anyone who's toured Liz McCollum's 24,000 square foot manse knows, she doesn't rebuild. She builds bigger.

With aging aces Danny Rogers and Bud Weber now backed up by the promising, if overly dramatic, Gordon Wheeler, Williamsburg is prepared for vengeance. As McCollum herself stated endlessly this winter, "Broad Street must be destroyed."

## MANAGER: BEN ROSOL

Famous for never giving a straight answer to even the simplest questions, Rosol has spent his career frustrating the beat writers tasked with hammering his blather into serviceable quotes. Expecting more of his patented gibberish at his end of season press conference, the assembled scribes were shocked when Rosol answered the question, "How'd it feel to lose the pennant?" with a succinct, "Bad. Real bad." And after staring at his feet for a while, he left.

## DANNY ROGERS, SP

Last April, Rogers posted an ERA of 7.84 in his first three starts—the worst stretch of his career—sending Ospreys social media into convulsions as they worried their beloved ace might be done. Reviewing tape one night with Tish Garibay, Rogers found the problem: before throwing his famous slider, he was licking his lips like a dog about to lunge onto the counter and steal a steak. From there out, he pitched with his mouth shut and had another season for the ages.

## GORDON WHEELER, SP

A theater major during college, Wheeler found a home in the stern Scandinavian world of Henrik Ibsen. On the mound his vibe is grim, his motion stiff, his stuff relentless. We pray he can avoid a tragic ending.

## R.K. DAWLEY, 3B

After smacking one of his patented moonshots, R.K. Dawley lingers in the box and watches the ball trace its arc against the sky. Last May, one of those homers turned out to be a mere double and R.K. got thrown out at second. But when he hit his next dinger, he admired it all the same. "Home runs are pretty," he explained. "I like watching pretty things."

# Charlottesville Flycatchers

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
PICKLES ENDRES	CF	R	32	39	C-	21
BRANT MCKOWN	SS	L	34	39	S+	29
KYLE BEASLEY	RF/SP	L	30	35	P++	22
TAVIS LESSER	LF	L	29	32	P+	27
ADIE BARNETT	C	R	28	32	D+	29
SCOTT KENT	2B	L	24	37		34
PATRICK BYRNES	1B	R	27	35	D-	25
BEN COLEMAN	3B	L	26	33		29

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
FUNIE STEED	OF	L	27	37		27
LIBERTY ASHES	OF	R	22	32	S+ D+	27
JOSEPH MEYERS	INF	S	23	31		34
B.P. ISLAND	INF	L	22	28	D-	33
RON PLUNK	C	L	25	29		30

ROTATION	P.D.	L/R	BT	OBT	TRAITS	AGE
COAKER VEAH	12	R	19	24		24
JOSHUA THIEDE	12	R	13	17		31
TWO NAMES CECIL	12	R	20	23		25
RICHIE MCGRAW	8	L	16	20	K+	28
KYLE BEASLEY	4	L	30	35		22

BULLPEN	P.D.	L/R	BT	OBT	TRAITS	AGE
ARNIE TOUART	12	R	6	11	GB+	31
BRITT GHERARDI	12	R	3	5		31
MICHAEL KEELEY	12	L	14	21	K+	22
BILLIAM JEROME WAINBRIDGE	8	R	13	18		25
SAMMY GILLESPIE	4	R	20	27		22
BILL BEDORE	4	R	19	24		23
HIROM WILLIAMS	-4	R	7	12		32

# Arms, Arms & More Arms

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OWNER	ANNE MARIE CRUZ
LAST YEAR	3RD PLACE, 84-70
PENNANTS	16
BALLPARK	PAVEMENT FIELD
TEAM SCORE	102

MANAGER	K.P. MCNEIL
PLAYED	C, 1989-2003
STYLE	MERRY
DARING	12
MOTTO	"The trick is, don't lose!"

In 2022 Charlottesville leapt from last place to third on the back of exquisite starting pitching and a lineup suddenly with left-handed bats. Believing that when something is strong you should make it even stronger, the merciless Anne Marie Cruz has called up promising relievers Sammy Gillespie and Bill Bedore and jammed the fleet-footed Pickles Endres right into the top of the lineup, turning an intimidating roster into something truly unfair.

To keep the kids out of trouble, she had the rickety clubhouse foosball table replaced with twelve state-of-the-art gaming rigs. While their peers indulge in the Charlottesville nightlife, this trio of promising youngsters will be guests at a never-ending LAN party sponsored by Ms. Cruz.

## MANAGER: K.P. MCNEIL

If you found McNeil's relentless good humor grating when his team was losing 90+ games, we advise you to keep well clear of him now that he's started to win. His ceaseless whistling has given way to tap dancing and show tunes belted in the clubhouse whenever the Flycatchers win a game. (He has a particular affinity for "Oh, What a Beautiful Mornin'.") If they take the championship, we fear he might literally burst.

## KYLE BEASLEY, RF/SP

Last year Beasley led the league in WHIP and nearly won a batting title along the way, going from a local hero to a two-way superstar. His skill with the bat inspired—or shamed—his fellow pitchers to take BP more seriously. With young relievers Gillespie and Bedore both talented ex-outfielders, Charlottesville's two-way experiment may be more than a passing fad.

## JOSHUA THIEDE, SP

Veach was handed a ten game suspension last August after umpires discovered his pitching hand slathered with "sticky stuff." When he confessed that it was residue from a between-innings snack of crackers and honey the suspension was rescinded, but Veach was still punished—it will be years before teammates stop calling him Pooh.

## BILLIAM WAINBRIDGE, RP

Though not the most talented of Charlottesville's revamped staff, Wainbridge may be the most baffling. His hair hangs past his neck, his beard past his sternum, and on game days he braids them into a look he calls "handlebars." His signature pitch is the spoonball—"like a forkball but rounder"—and if you find that confusing, remember that for pitchers confusion is an asset.

# Knoxville Grackles

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LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
DENISE ATKINS	RF	R	36	43	P++	29
IAN WHITE	3B	S	30	37	P+	30
MAC MCCLINTOCK	SS	R	29	36		29
EVERLY ENDRES	CF	L	23	34	P+	25
BEX CORNWELL	C	R	25	36		28
SHEILA HURLEY	LF	R	27	34		31
MICHAEL STAHL	1B	R	24	33	D+	29
JANDY CRAYTRIDGE, JR.	2B	R	24	31	D+	26

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
SLEVE MCDICHAEL	INF	R	23	28	D+	22
JERE DUTT	INF	R	23	28		20
AMJ FIRECRACKER PHELPS	OF	R	18	26		24
DREW AKERS	OF	R	25	37		31
RICHARD GROZNIK	C	R	23	28		25

ROTATION	P.D.	L/R	BT	OBT	TRAITS	AGE
CRACKERJACK ALLEN	12	L	10	16		29
MALIA NOVAK	12	R	17	22		32
CHEYENNE KARP	4	L	10	16		33
ERIE HARRISON	4	R	14	18	K+	23
KID EASTON	4	R	7	14		33

BULLPEN	P.D.	L/R	BT	OBT	TRAITS	AGE
HARLOW TAYLOR	4	R	3	6		33
RICHIE O'DONNELL	4	R	20	21		23
PAULY LIGHTFOOT	4	R	12	18		21
MELODIE STARK	-4	R	10	19	GB+	26
SUSUMU MAEDA	-4	L	13	17		33
FILIP CERVANTES	-4	L	3	9	K+	32
DOM GUIDO	-8	R	8	15	K+	31

# The Land of Dingers

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OWNER	JOHN LONGSTREET
LAST YEAR	4TH PLACE, 79-75
PENNANTS	24
BALLPARK	C.W. PARK
TEAM SCORE	53

Sometimes it seems like Knoxville doesn't even care about winning—they just want to hit home runs. When a longball clears the fence at C.W. Park, lights flash and horns scream and the scoreboard belches a full minute of fireworks. It's the kind of sensory overload sometimes classified as torture, but which in Knoxville is considered wholesome family fun. And it's a good thing they love homers, because this roster can't really do anything else.

Although frontline pitchers Malia Novak and Crackerjack Allen are as good as they come, the rest of Knoxville's pitching staff is utterly hopeless. Dom Guido has a beautiful tenor and Filip Cervantes' floral arrangements have livened up the bullpen, but when it's time to pitch all they do is give up home runs—so maybe the Knoxville fans are getting what they wanted after all.

## MANAGER: GREG BACIOCCO

A career minor leaguer whose long run in the game owed more to toil than talent, Baciocco has a superstitious passion for the colors blue and yellow. When he asked John Longstreet if he could use them to replace the home uniform's dour Grackles Gray, his new boss said, "Win the pennant and for all I care, you can dress the team in polka dots."

MANAGER	GREG BACIOCCO
PLAYED	UT, 2005-2018 (MINORS)
STYLE	STICKTOITIVE
DARING	7
MOTTO	"Hard work is hard work."

## DENISE ATKINS, RF

Atkins found viral fame during Spring Training when one of her tape-measure home runs registered an exit velocity of 122.1 MPH, which it turns out is hard enough to literally tear the cover off the ball. Atkins is blessed with the soaring power of her legendary ancestor Beefsteak Atkins. If the curse that felled him comes for her, we expect her to rip it to pieces.

## SLEVE MCDICHAEL, INF

Sleve McDichael and Jere Dutt are not first cousins, okay? Yes, they have similar swings and similar faces. Yes, their minor league records are nearly identical and their haircuts are too. Yes, they drive matching green Fiats. But they are sick of people mistaking them for first cousins. They're second cousins. It's a totally different thing.

## HARLOW TAYLOR, RP

Baciocco named Taylor his closer after spring training, not because her 4.92 career ERA inspired much confidence but because she has experience in the role. Granted, that experience came sixteen years ago, when Taylor was a high school junior, and it was only three games and she blew every save, but in a bullpen this hapless, a track record of failure is better than nothing at all.

# Tallahassee Kites

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LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
DAVID PRUITT V	LF	R	30	39	C+	23
NADIA MOYA	C	R	31	36		28
BRYCE CARTER	2B	L	26	33	P++	26
GABBY LEWIS	1B	S	24	34	P+	24
KENNY HEMLER	CF	L	28	35		30
MARTIN DESK	SS	L	24	28		28
GARRET MYHAN	3B	R	24	28	D+	29
JOE CHESSER	RF	L	23	30	P+ S+	23

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
ALEXA MOONEY	OF	L	19	28	D+	29
KEVIN KERR	OF	R	24	27		24
TIMMY RACEK	INF	R	24	32		29
R.P. MARTIN	INF	L	19	25	D-	35
SPANKY ELLIS	C	R	23	29	C-	30

ROTATION	P.D.	L/R	BT	OBT	TRAITS	AGE
ALYSSA ROMANO	12	R	14	21	K+	29
JACKSON SANDS	12	R	12	18	K+	21
WALTER BIRDSONG	4	R	15	21		31
RELENTLESS ROM	4	R	17	22	ST+	23
LUNA STERN	4	R	12	16		28

BULLPEN	P.D.	L/R	BT	OBT	TRAITS	AGE
JACK BRENNAN	12	R	20	28		23
ALIVIA SAMUEL	8	R	12	20	ST+	29
KYLIE COE	8	R	6	11		28
BENJAC JANEWAY	4	R	3	6	ST+	38
BIGJER SIMS	4	L	12	20		27
SAM SIZEMORE	-8	L	5	9		31
KOALA LORD	-8	L	13	17		26

# Thriving in Full Sun

OWNER	BRYAN GROSNICK
LAST YEAR	5TH PLACE, 77-77
PENNANTS	9
BALLPARK	POSEY FIELD
TEAM SCORE	57

There are few places less pleasant to play baseball than Tallahassee when it's humid—which during baseball season is pretty much every day. Posey Field has been at the mercy of the Florida heat since the day it opened, when the ballpark's retractable roof—designed by owner Bryan Grosnick—snagged on a spoonbill nest and never closed again. This has meant 33 years of heatstroke for players, fans and mascots, but it has had one positive effect: Once they acclimate, Kites pitchers can go forever.

In 2020, BenJac Janeway pitched 124 sparkling innings, the most ever for a Circuit reliever. In 2022, Alivia Samuel shattered that record by throwing 154. This franchise lives and dies by its bullpen, and with those two eating innings and Jack Brennan throwing 100+, the future looks as bright as the Florida sun.

## MANAGER: MITCHELL MOODY

The release of Moody's memoir, *Wowza!: My Life In Sports*, was heralded by his publicists as “an unflinching look at baseball’s dark side.” In truth, it was a heavily padded 200 pages whose darkest incident was the time he thought his car had a flat tire but actually it just needed a little air. Apparently he really is that happy. Good for him?

MANAGER	MITCHELL MOODY
PLAYED	SS (COLLEGE)
STYLE	ALL-AMERICAN
DARING	6
MOTTO	“Let's go team!”

## DAVID PRUITT V, LF

What else is there to say about the Pruitt family, who've been stars of the Circuit since the moment Lord Callendar hammered out the rules of the game? How about: “David Pruitt has a swing so pretty, it makes the sun want to hide its face.” That's good. We're pretty sure nobody's ever said that before.

## JACKSON SANDS, SP

A legend in the making, Sands didn't just conquer the Circuit during his first season, he burned it to the ground. The lanky fireballer posted an ERA of 2.36 over 242 innings, beating Danny Rogers to become the first rookie to win the Chalice of Gentle Parks since, well, Danny Rogers. Unless something goes wrong, he's going to be a star for a long, long time—and there's no way anything could go wrong. Probably. We hope.

## NADIA MOYA, C

Is Nadia Moya the Circuit's sleepiest star? After she was spotted dozing in the dugout during a spring training game against Cooper River, Moody checked in with his big free agent signing to make sure she was getting enough rest. “I sleep plenty,” she said. “It's just... baseball is boring.” Moody was aghast, but we figure that Moya watches enough of it. She should know.

# Gettysburg Owls

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LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
CLINTON DAWLEY	RF	R	36	39	S+ D+	26
DASH THE FLASH	SS	S	32	39		28
PHILIP MCGRATH	C	R	30	38	P+	29
PIOTR ZAJKOWSKI	3B	L	29	38		31
JAMES MCINNES, JR.	LF	R	32	36		27
DOC RAFOS	2B	R	29	33		27
MADDY BUNCH	1B	R	26	31	D+	22
ANYA LAMBERT	CF	R	26	31		27

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
CAMDEN WOOD	OF	R	25	31		27
JOHN BUCKEYE	OF	R	22	33		26
Z.J. HUNT	INF	S	23	32		28
TATER HAYWOOD	INF	R	24	30		21
ANDY ZAK	C	R	18	25		34

ROTATION	P.D.	L/R	BT	OBT	TRAITS	AGE
PAM CASEY	12	R	20	27	ST+	28
JIMMY PARKER	8	L	12	18	K+	27
TULLA PAREDES	4	L	14	22	GB+	27
TRIXIE POP DRAIS	-4	R	18	24		26
SHAWN LESSER	-4	R	14	20		35

BULLPEN	P.D.	L/R	BT	OBT	TRAITS	AGE
TEAGAN BARRETT	8	L	4	9		29
MIKAYLA PADGETT	8	R	8	16	ST+	30
KONA KAI	8	R	17	18		22
PRAIRIE DAWN	4	R	14	18		26
RYE SANDERS	-4	R	5	9		33
WILLOW NEWSON	-4	R	11	17	K+	22
DIANA RUBIN	-4	L	7	12		29

# A Poet Says Adieu

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OWNER	COREY LESSER	MANAGER	TUFFY TOROSCALLI
LAST YEAR	6TH PLACE, 69-85	PLAYED	C, 1997-2009 (MINORS)
PENNANTS	14	STYLE	FLATBUSH
BALLPARK	GHERARDI FIELDS	DARING	17
TEAM SCORE	58	MOTTO	"Ehhhhh..."

Mama Solash broke into the Circuit at 17, winning quick fame for her gap-toothed grin, dizzying change-up, and habit of speaking in rhyme. After her meltdown in the 2009 Circuit Series, she disappeared into the back woods of Arkansas to write poetry and craft the pitch she called “the Unnameable,” a cross between a knuckleball and a Lovecraftian nightmare that struck terror into her opponents and catchers, who found it so difficult to hold on to that they were regularly reduced to tears.

For the next decade she sometimes good, sometimes terrible, but always fun to have around. She retired last year not with a press release but with a final bit of doggerel scrawled on the dugout wall:

*It was fun  
Now I'm done  
Goodbye, you jokers, goodbye*

## **MANAGER: TUFFY TOROSCALLI**

After leading his team from seventh place all the way to, uh, sixth, Toroscalli threw himself a parade. Well, it wasn’t really a parade so much as one brash Brooklynite cruising down Carlisle in his convertible screaming, “Sixth place! Sixth place!”, but the important thing is, he’s having fun.

**PHILIP MCGRATH, C**  
When a knee injury cost McGrath two months, backup catcher Timmy Loopis filled in brilliantly, batting .282 and calling the game more elegantly than the old bruiser ever could. Once the knee healed, there was talk of moving McGrath to first base and letting Loopis catch. Instead, McGrath took Corey Lesser out to dinner. Loopis got traded the next day, replaced by Andy Zak, a backup so hopeless that McGrath will never need to vacate home plate.

## **MADDY BUNCH, 1B**

First basemen tend to be chatterboxes, treating every runner as another chance to shoot the breeze. Maddy Bunch is another story. A taciturn native of Anchorage, Alaska, her shoulder is as cold as the frozen north and her defense is just as beautiful.

## **DASH THE FLASH, 2B**

Descended from some of Nashville’s most notorious rascals, Dash was a favorite at Broad Street from the start. It’s impossible to imagine him anywhere else—just as it’s unfathomable to think of him at any position but short. And yet here he is, playing second for the Owls. Asked about his two big moves, Dash was diplomatic. “Nashville is nice,” he said. “Pennsylvania’s nice too.”

# Paducah Red Birds

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<b>LINEUP</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
KEN PACKENTEN	LF	R	34	39	C-	27
AMBER A. MORRIS	C	R	32	41	P++	28
NEIL TREDRAY	RF	L	29	41	P++	31
K.M. SEANOR	SS	L	32	40		29
CHLOE RAMSAY	1B	S	31	40	D+	25
MADYSON STUART	CF	L	28	37		29
ETHAN MONTGOMERY	2B	L	26	30	D+	24
DUTCH KREILICH	3B	L	23	29	C+	27

<b>BENCH</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
SERGEY VOROBYOV	OF	L	22	33	D+	25
COOPER THOMAS	OF	S	23	34		25
MATT KERNTKE	INF	R	20	27		33
LILLIAN VARELA	INF	L	20	27	D-	31
NEAL O'OSBORNE	C	L	17	28	D+	21

<b>ROTATION</b>	<b>P.D.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
GWENDOLYN ELLIS	12	R	20	25	K+	27
NIGEL MCCRACKEN	8	L	20	25		23
AUGUST PAIGE	8	L	9	12		28
NIGHTMARE NEWBARN	4	L	17	22		25
MIKE GLAZE	-4	R	6	10	ST+	29

<b>BULLPEN</b>	<b>P.D.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
CALDWELL LAKERS	8	R	9	14	K+	32
CHARLENE COLLINS	8	L	5	7		25
JAMES COOK	4	R	13	17		33
NICK CARSNER	4	R	15	16		24
ED BURNS	4	L	9	17		30
CY MUNK JENSEN	4	R	20	23		22
JACKSON SHERRANGE IV	-4	R	10	16		25

# The Champs Go Goofy

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OWNER	ALAN HAMPTON
LAST YEAR	7TH PLACE, 66-88
PENNANTS	18
BALLPARK	RADIOACTIVE FIELD
TEAM SCORE	73

MANAGER	NTP DILLENBACK
PLAYED	SS, 1995-99 (COLLEGE)
STYLE	CHEMICAL
DARING	17
MOTTO	"Let's experiment!"

Paducah's belated attempt to defend their 2020 title began on Opening Day in Tallahassee, when a string of misplays turned a pitcher's duel into a farcical 8-1 loss. This set the tone for a season in which Paducah committed 179 errors—a mark that would have set a record were it not for the 1898 Memphis Bobwhites, a club so lousy they folded on the season's final day. Highlights included Ken Packeten tripping over a groundhog in left field, Chloe Ramsey tossing a ball to her first base coach instead of the pitcher covering the bag, and Lillian Varela giving up three runs on a play in which she somehow lost the ball inside her own pants.

This year, forget the pennant. If they can just be fifteen percent less silly, Paducah's season will be a success.

## MANAGER: NTP DILLENBACK

Promoted from pitching coach after August Haas III was fired for driving the bullpen cart into a ball pit, Dillenback has a PhD in chemistry and limited tolerance for nonsense. Although that may seem an uneasy fit for an uncommonly goofy roster, Alan Hampton has given this free-thinking scientist full reign to treat her players like a bunson burner and light a fire under their collective behind.

## AMBER A. MORRIS, C

The pick of this year's free agent class, Amber Alpha Morris eats fastballs for breakfast. This is only a slight exaggeration—she was once spotted during a rain delay slicing a ball in half, spooning out its core and filling it with baked beans. Asked why, she said, "Last year I hit 52 home runs. That means I don't have to explain my beans."

## JAMES COOK, RP

It feels like yesterday that James Cook locked down a pennant for the Red Birds with a shutout and a home run, but in truth it's been six years—six years in which Paducah has veered from great to awful and Cook has faded from an ace to a bit player. Some aging vets get touchy when their velocity dips, but Cook has worked doggedly to adapt. This year, the mild-mannered hurler shifts to the bullpen, a two-time champion just hoping to hang on.

## ETHAN MONTGOMERY, 2B

Thrust into the starting lineup in hopes of stabilizing a buffoonish infield, Montgomery plays second with poise, grace, and reserve. At the plate, he's the opposite—a free swinger who once struck out on three straight sliders in the dirt. But when he connects the ball goes far, and that's good enough for him.

# Cooper River Chickadees

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
ROGEN JEMI	LF	S	34	44	C+ P+	27
B.L. COFFIN	SS	R	29	36		28
THUNDER WELLS	3B	S	28	40	P+	31
CHARLES PEARSON	1B	L	24	31	P+ S-	28
SAM FISHELL	C	L	29	37	D+	31
KEIRON PESKETT	CF	S	27	35		33
MICHAEL ANDERSON	2B	R	25	34		23
EMILIA ENDRES	RF	R	24	34		27

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
ZELDA MYSLAK	OF	R	23	32		27
CASEY MATTESON	OF	L	24	33		31
CASEY MYSLAK	INF	R	19	27		27
PRUDENCE PARKER	INF	R	26	32	T+	22
J.P. GESTL	C	R	29	35		29

ROTATION	P.D.	L/R	BT	OBT	TRAITS	AGE
WALDEMAR PEDERSEN	12	L	23	28	ST+	27
SUTTON WARD	12	R	8	12	ST+	32
TRISTAN DRAPER	8	R	11	16	ST+	29
JIM DEVORE	-4	L	15	21	K+	25
MARGARET O'HARA	-8	R	14	15		26

BULLPEN	P.D.	L/R	BT	OBT	TRAITS	AGE
DON WAKAMATSU	8	R	7	12		28
LEO NORTON	8	R	7	13		27
REBEKAH GRIER	8	L	6	11		34
ACADIA LEQUIRE	4	R	12	19		25
MATTHEW BICKERT	4	R	22	27		24
NINA BAGGETT	-4	L	6	13		29
ORI BANDO	-8	L	14	17		30

# The Chickees Choke

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OWNER	OSWALD BYRNE	MANAGER	ROGEN JEMI
LAST YEAR	8TH PLACE, 64-90	PLAYED	LF, 2016-
PENNANTS	0	STYLE	SAGACIOUS
BALLPARK	CRYSTAL CREEK PARK	DARING	9
TEAM SCORE	62	MOTTO	"This too shall pass. Hopefully."

Since joining the Circuit in 2008, Cooper River has been terrible—with occasional tantalizing flashes of mediocrity, like their fifth place finish in 2020. Whatever they were building that year was erased by the strike, leaving them with a core of once-promising hitters who are troublingly close to past it and a rotation where the undeniable brilliance of Pederson and Ward is too often negated by the hapless flailing of, well, everyone else.

Most troubling is that Oswald Byrne, the fan-backed savior of the Chickadees, refuses to admit there's a problem. When his team slumped back into eighth place, he hung a banner from Crystal Creek Park declaring the Chickadees, "Champions of South Carolina!" While that is technically true—there is no other big league team in the Palmetto State—his fans deserve an owner who wants more.

## MANAGER/LF: ROGEN JEMI

When his last skipper left, Jemi asked for the job. When the home runs dried up, he started hitting for power. If Pederson goes down, we're certain this giddy young optimist would try his hand at pitching. Even if it worked, baseball is one sport where even a genius can't win on his own.

## THUNDER WELLS, 3B

Although as bulky as Beefsteak Atkins and possessing some measure of his childhood hero's legendary power, Wells is more than a grip it and rip it brute. Always among the league leaders in walks, he sees the strike zone better than most umpires—and they know it. If he doesn't swing, they usually call it a ball.

## PRUDENCE PARKER, INF

When the pitcher goes into their wind-up, Parker rocks back...then forward. She lifts her leg. She twitches her nose. She wiggles her hips...once...twice...three times. She taps her toe and shakes her calf and flicks her bat and finally starts to swing—often well after the ball has crossed home plate. She'll have a long career ahead of her if she can just learn to edit.

## ACADIA LEQUIRE, RP

The former Chickadees closer is often spotted in the bullpen scribbling furiously in a notebook, surrounded by psychology textbooks and meticulously crafted notecards, toiling towards a PhD in cognitive science. Her interest in the field was sparked after she came to Cooper River. "My brain thought it was a good idea to play here," she said. "I'm trying to figure out why."

# Nine Game Pennant

## 2023

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	<b>2023 STANDINGS (145 GAMES)</b>	<b>WINS</b>	<b>LOSSES</b>	<b>WIN P'TAGE</b>	<b>GAMES BEHIND</b>	<b>MAGIC NUMBER</b>	<b>TEAM SCORE</b>
1	Broad Street	82	63	56.55%	00	09	83
2	Charlottesville	82	63	56.55%	00	09	102
3	Williamsburg	81	64	55.86%	01	09	83
4	Paducah	80	65	55.17%	02	08	73
5	Gettysburg	73	72	50.34%	09	X	58
6	Knoxville	67	78	46.21%	15	X	53
7	Cooper River	60	85	41.38%	22	X	62
8	Tallahassee	55	90	37.93%	27	X	57

Goodness, where does the summer go? It seems like just yesterday that Broad Street was celebrating their 2022 pennant, and here they are with nine games to play—on the brink of capturing another one. And yet they are not alone. Charlottesville's incredible pitching staff has them tied for first place, while Williamsburg, the perennial also-rans, are there as well. Even Paducah still has a shot!

The winner is up to you.

For this Nine Game Pennant campaign, choose one of these teams and try to carry them to the championship using the prefilled scorecards found in the folder, "Nine Game Pennant 2023." Simulate the games you don't play using Team Score (main rulebook, page 38) and track the results using the PDF titled Nine Game Pennant Schedule 2023. If two teams are tied at the end of the

final game, they play a best of seven Circuit Series to determine who claims the crown.

This is the absolute easiest, most fun way to get into *Deadball*. I hope you have a wonderful time.

The remaining schedule is as follows:

<b>ROUND</b>	<b>AWAY</b>	<b>HOME</b>	<b>FAV./CHANCE</b>
<b>48</b>	Broad Street	Charlottesville	CHA: 69
	Williamsburg	Paducah	WIL: 60
	Gettysburg	Knoxville	GET: 55
	Cooper River	Tallahassee	COO: 55
<b>49</b>	Broad Street	Williamsburg	WIL: 50
	Paducah	Charlottesville	CHA: 80
	Gettysburg	Tallahassee	GET: 53
	Knoxville	Cooper River	COO: 59
<b>50</b>	Broad Street	Paducah	BSP: 60
	Charlottesville	Williamsburg	CHA: 69
	Tallahassee	Knoxville	TAL: 54
	Gettysburg	Cooper River	COO: 54



*Beefsteak Atkins (pg. 75), a few months before the tragedy that cut short his career.*

## 4. SOUTHERN CIRCUIT 1914



# 1913 Recap

## Bloch Steps In

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“Just get to Frankfort.”

That was the mantra in Birmingham as Randall Watts’ Ravens fought to catch the Red Birds. For weeks the Ravens stayed close, understanding that as long as they came into their final series in Frankfort less than three games back, they could seize the pennant they’d come so close to a year prior. Broad Street had other ideas.

During the penultimate series in Nashville, Birmingham’s celebrated outfield trio—Pete, Pike and Pop—forgot how to hit at a most inconvenient time. They dropped the first two games and came into the ballpark for the third knowing that if they lost and Frankfort won, the road trip to Red Bird country wouldn’t be worth a damn.

Thank god they had Carrie Goldberg on the mound. The fiercest lefty on the Circuit brought her finest curveball to the Cumberland Grounds, prompting ground ball after ground ball, rendering the celebrated Broad Street lineup almost useless. When she worked into jams, her defense bailed her out—nabbing runners at the plate in the fourth and tenth innings, allowing her to take the mound in the eleventh with the score tied 2-2.

That’s when Broad Street figured her out. Although Goldberg insisted afterwards that she wasn’t tired—“I don’t get tired till the sun goes down,” she said—the scorecard says different. Three swift singles brought Nicholas Kreel in to score the winning run—and Birmingham’s hopes dangled by a thread.

In Frankfort, knowing she had to win just once to take the title, skipper/shortstop Maxine Bloch gave the ball to Zaraan Mitchell,

her third-best pitcher. In her first season running the team, Bloch has only just begun to emerge from the shadow of her sadistic mentor Bean Alfrey. They play the game with the same ruthless passion, but where Bean ran hot, Bloch stays cold.

She came up in the fifth with the game scoreless and a runner at third base. She was certain she'd drawn a walk when Ponchatoula's Harold G. Pavel sent a curveball sailing wide—but the umpire called it a strike.

"Bean would have lost his mind," Bloch said. "Bitten the ump or gone after him with a razor. I just spit at his shoes and slapped the next pitch up the middle and, hey, we went ahead."

Ponchatoula tied the game in the next inning. The score stayed 1-1 until the eighth, when Bloch led off by smashing Pavel's first pitch deep into the outfield, where it rattled off a mammoth sign advertising Frankfort's Famous Frank & Beans. It was still rattling when she stopped at third. Two batters later, Mitchell crushed a triple of his own. Bloch walked home, Mitchell wrapped things up in the ninth, and the title stayed in Frankfort.

"There's different ways to play," Bloch said afterwards, as Target Pierce sprayed champagne and Fortune Krebs danced a giddy jig. "You're gonna want to hurt the other guy. And you have to—that's the point of the game. To hurt. To win. But you hurt their body and they'll heal. I'd rather hurt their soul."

### 1913 STANDINGS      WINS      LOSSES

		WINS	LOSSES
1	Frankfort	93	61
2	Birmingham	86	68
3	Ponchatoula	82	72
4	Broad Street	78	76
5	Charlottesville	76	78
6	Meridian	74	80
7	Gettysburg	68	86
8	Knoxville	59	95

### LEAGUE LEADERS

<b>BATTING</b>	Dave Pruitt, PON: .373
<b>HOME RUNS</b>	Beefsteak Atkins, CHA: 23
<b>RBI</b>	Maxine Bloch, FRA: 117
<b>WINS</b>	Gentle Parks, FRA: 32
<b>ERA</b>	Debra Chaff, FRA: 1.23
<b>STRIKEOUTS</b>	Gentle Parks, FRA: 244

# Frankfort Red Birds

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*“I’m all for cruelty.”*

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
MAXINE BLOCH	SS	R	31	38	S+ D+	27
KEN BEASLEY	C	R	28	36	D+ C+	25
SPARKLES TSAO	3B	R	31	37		28
FRANCINE RASPUTIN	1B	R	32	40	P+ D+	25
BENNY MORRS	LF	L	31	35	C+	25
BOO ERINKARP	RF	R	23	35	D+	24
NIDA MITCHELL	2B	R	29	32	P+	21
ROSE WATTS	CF	R	27	34	D-	21

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
RACHEL NASS	INF	R	22	30		27
BISMARCK MILCH	OF	R	20	31		33
SCARLET OAKES	UT	R	25	30		25
TEMPEST REZAI	C	R	23	30		27

PITCHERS	P.D.	L/R	BT	OBT	TRAITS	AGE
DEBRA CHAFF	20	L	24	29		24
GENTLE PARKS	20	R	13	18	K+	26
DOC LEVINE	12	R	17	23		22
ZARAAN MITCHELL	12	R	20	23		26
BEAR BODKIN	0	L	18	25		27

# Maxine Wins Anew

OWNER	GINGER ROBOTHAM
LAST YEAR	CHAMPIONS, 93-61
PENNANTS	6
BALLPARK	MUNICIPAL BALL YARD II
TEAM SCORE	77

Have the Red Birds finally escaped Bean Alfrey? The Ball Yard remains his preferred battleship gray, but on the field a little color is seeping in. The roiling feud between Debra Chaff and Gentle Parks has dipped to a simmer—it's rumored that they're now able to share lockers, train cars and catchers without screaming. Young players like Nida Mitchell and Rose Watts have been spotted smiling. Boo Erinkarp grew a moustache and nobody ripped it off his face. Such levity would have been unthinkable under Alfrey—this is Maxine Bloch's club now.

"I'm all for cruelty," she said during spring training. "I just figure it's smarter to aim it at the other team."

## MANAGER/SS: MAXINE BLOCH

Bean Alfrey was rooted to Kentucky like a native weed, but Bloch is a woman of the world. She vacations in St. Augustine, wears slacks hand-sewn in New Orleans, and has visited Newark *and* Jersey City. So when she told Ginger Robotham she'd leave if she didn't get a new contract, it was no idle threat. "Win a third title and I'll pay you anything you want," said the boss. "Otherwise, get the hell out." It's impossible to imagine, but this time next year, Bloch may be gone.

MANAGER	MAXINE BLOCH
PLAYED	SS, 1907-
STYLE	MONASTIC
DARING	7
MOTTO	"If I cut you, do you not bleed?"

## BENNY MORRS, LF

Morrs has the skill to hit anywhere in the lineup. At most teams, he'd bat second or third—maybe even clean-up—but in Frankfort he's stuck batting fifth. Some sluggers might lament the loss of at-bats, but Morrs loves it. "Francine Rasputin is one of the sharpest hitters in the game," he says. "It's a privilege to bat with her on base."

## DOC LEVINE, P

Nicknamed the Classicist for her refusal to speak anything but dead languages while on the mound, Levine pitches with the precision of a master orator. Her favorite device is *kairos*—timing—which she harnessed last season to strike out a stunning 144 batters. Her teammates used to laugh at her. Now they're all studying Greek.

## SPARKLES TSAO, 3B

Tsao's arrival is a sure sign of the Frankfort thaw, as there's no way this legendary prankster would have come to play for Bean. Since she signed, the team has been plagued by hot feet, cold showers, and fake insects crawling all over the ballpark. Blessed with what the beat writers call a "press box laugh," her howls of laughter echo from the dugout to the second deck, a sound as welcome as the patter of spring rain.

# Birmingham Ravens

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*“The pennant is lost  
and Goldberg is gone.”*

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
PETE MCGIMLEY	LF	L	27	36	S+	25
CRIMSON PIKE	RF	R	26	36		27
POP CORCORAN	CF	L	36	40	P++	30
ALLISON RIFFEL	1B	L	26	37	D-	25
KEN BEASLEY	C	L	25	32	D+	22
KING LEAR	SS	R	24	35	D+	25
OLD '97 MORROW	2B	R	24	31	D+	26
WILD BILL ELKIN	3B	S	21	27		24

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
GREEN RICHARDS	INF	R	19	24		32
SHANE WESTTON	OF	R	26	33		23
JORGE MOLINA	UT	S	20	26		32
CHINTZY HARPER	C	R	23	30		36

PITCHERS	P.D.	L/R	BT	OBT	TRAITS	AGE
HOLY ABBOTT	8	L	24	28		28
PHILIP HURD	8	R	25	35		27
NOMVULA JANE	4	R	13	17		27
BRETT CARTER	4	L	19	21		21
KATE EASTMAN	0	R	21	24		33

# Who Shall We Blame?

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OWNER	EDGAR ALLAN THORN
LAST YEAR	2ND PLACE, 86-68
PENNANTS	1
BALLPARK	POE PARK
TEAM SCORE	47

MANAGER	RANDALL WATTS
PLAYED	P, 1884-93
STYLE	STUBBORN
DARING	6
MOTTO	"This is working! Kinda!"

There are Birmingham fans who think Carrie Goldberg cost them the pennant. There are other, quieter fans who point out that, while Goldberg was on the mound when they lost the championship, they'd never have gotten near the title without her—and anyway, Watts shouldn't have left her out there for the eleventh inning, and Kreel was definitely out at home plate, and Maxine Bloch is a louse and the Red Birds are cheats and...and...and...

And it doesn't matter now. The pennant is lost and Goldberg is gone, lured to Knoxville by a mammoth \$34,000 contract. Wendy Crampton is gone, too, squandering her second place bonus on a trip around the world. (Last we heard, she'd crossed the Sahara and was making for Constantinople. By the time you read this, she'll be playing catch in the Hagia Sophia.) Fans who think Birmingham would have been better off without their best two pitchers are going to find out how wrong they are.

## MANAGER: RANDALL WATTS

According to Watts, the Ravens didn't lose the pennant. They "won second place." Pathological optimism is all well and good, but if Watts can't keep his pitching staff together, he will soon find himself winning unemployment.

## HOLY ABBOTT, P

The Ravens have a longstanding policy requiring pitchers to wear their hair "long and loose," a tribute to owner Edgar Allan Thorn's lifelong fascination with the golden age of piracy. A stern, monastic sort, Abbott has been shaving his head bald since he was 15 and refuses to grow it out an inch. The Ravens are so desperate for pitching that Thorn agreed to an uncharacteristically generous compromise. He bought his new ace a wig.

## KEN BEASLEY, C

It's easy to spot a center fielder laying out for a spectacular catch or a shortstop making a pinpoint throw to first base, but catcher defense is technical to the point of invisibility. So how do we know that Beasley is one of the best defensive catchers to make the Circuit in ages? Because Gentle Parks and Debra Chaff, who don't agree on *anything*, both say so. There is no higher praise.

## POP CORCORAN, CF

Pop finally earned his nickname last October, when the power-hitting center fielder became a father for the first time. After a winter spent rolling a baseball around the rug with young Anna Corcoran, he says, losing the pennant didn't hurt so bad.

# Ponchatoula Yellowstockings

*“Each game was its own  
excruciating drama.”*

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
DAVE PRUITT	CF	R	38	46	S+	27
FIONA FRENCH	C	R	30	38	P-	27
ERIC MEDEIROS	2B	R	30	36		24
RAINY COLES	RF	L	28	35		26
MIGUEL IBÁÑEZ	LF	R	27	32	S+	26
VICKY GOLDSBERG	1B	R	28	33		28
ARNOLD VIGOR	SS	L	24	35	D+	33
LONA SMITH	3B	R	28	32	D+	25

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
CUPPA JOE COLE	INF	S	20	26		26
KURT BOHLMANN	OF	R	23	32		25
FORTUNE KREBS	UT	L	23	34		29
SLAMMIN' SAVANNAH P.	C	L	20	24		25

PITCHERS	P.D.	L/R	BT	OBT	TRAITS	AGE
LEADFOOT BROWN	12	R	21	25	ST+	21
TARGET PIERCE	8	R	20	23		25
HAROLD G. PAVEL	6	R	15	22		24
MARY MAHONEY	6	L	16	22		26
ROLPH RIDDLE	4	L	12	21		26

# Joy On the Lakefront

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OWNER	W.F. LEITCH
LAST YEAR	3RD PLACE, 82-72
PENNANTS	4
BALLPARK	BILLAKERS MEMORIAL FIELD
TEAM SCORE	57

MANAGER	NICOLAS C. SAUVAGE
PLAYED	2B, 1891-1905
STYLE	DAPPER DAN
DARING	7
MOTTO	"Who's the goofball now?!"

After scuffling through the start of last season, Ponchatoula caught fire in early May, when they rattled off nine straight wins against the best clubs in the Circuit. Each game was its own excruciating drama, but one against the eventual champions stood out. In front of a raucous home crowd—the sort Ponchatoula hasn’t seen since the days of Vic Horstmann—Dave Pruitt walked, stole second, stole third, and then broke for home when Fiona French grounded out to first.

When the catcher smacked down the tag, Pruitt looked to be out by six inches or more. But the crowd was screaming and the ballpark was shaking and the ump called safe. The Yellowstockings got nowhere near the pennant, yeah, but for the first time in years they’re having fun.

## MANAGER: NICOLAS SAUVAGE

Ponchatoula’s charming skipper picked up some extra money last year with an endorsement deal for Onyeabor’s Dentifrice—“The Tooth Cream That Guarantees That Big League Smile!” We can’t imagine anyone who’s witnessed the gruesome visages of Arnold Vigor or Clobber Dwyer would be tempted by a big league smile, but we’re happy Sauvage is getting paid.

Nephew of the notorious Esme Pruitt, a star of the Circuit’s earliest days, Dave Pruitt won his second consecutive batting title last year, hitting .373. “I’d have probably hit .400 if anybody’d been chasing me,” he says. We believe it. Pruitt has a swing so pretty, it makes the sun want to hide its face. Think we’re exaggerating? On April 28, 1911, he cracked a triple off the fence at Bill Akers Memorial right at the peak of a total solar eclipse. You can look it up.

## ERIC MEDEIROS, 2B

Medeiros went 3-4 in his debut last September and hit like crazy the rest of the way, giving rise to legends that the 24-year-old had been raised by wolves or hill people or baseball mad Acadians in the Maurepas tupelo swamps. Alas, the truth is tepid: he learned to hit at LSU, where he led the college nine to a state championship. But to us, his talent will always carry a whiff of bayou air.

## FORTUNE KREBS, UT

What’s the utility of this utility player? A .233 hitter with absolutely no power, she draws walks so prodigiously that there are those who think she deserves a spot in the starting lineup. But Sauvage likes his players to swing the bat, so her gimlet eye remains wasted on the bench.

# Broad Street Peacocks

*“Strange things are  
afoot in Kingston Springs.”*

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
MERCURY TYNE	SS	L	36	43	S+ D+	27
HARRY GRIMES	3B	R	38	47	S+ P+	23
CONNIE STONE	1B	R	39	44	C+ S+	25
NICHOLAS KREEL	2B	R	35	45	P++	26
VIKTOR BEREGUN	C	L	32	42		24
CRUISER TYBEE	RF	L	33	39	D+	27
MICHAEL KROEKER	CF	R	32	39	D+	24
COPPER MULDOON	LF	R	30	37		30

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
REUBEN DARIOUS	INF	R	27	38	T+	24
ALBERT ROSS	OF	L	25	28	S+	23
JANDREW CRAYTRIDGE, SR.	UT	R	27	33	P++	19
GARRETT KURAMOTO	C	S	23	32		21

PITCHERS	P.D.	L/R	BT	OBT	TRAITS	AGE
BOULDER SIMMS	12	R	11	16		28
EFFIE BAILEY	8	R	18	24	K+	23
OWEN ENDRES	6	R	18	26		23
SILKY STARSKY	4	R	14	19		29
WESLEY SCOTT	4	L	17	25		22

# Black Hats on Lower Broad

OWNER	C.A. DETRIGNEY
LAST YEAR	4TH PLACE, 78-76
PENNANTS	8
BALLPARK	CUMBERLAND GROUNDS
TEAM SCORE	62

Strange things are afoot in Kingston Springs. On the night of January 19, residents of this sleepy Nashville suburb awoke to a dull orange glow in the sky. They feared a forest fire or volcanic eruption or alien invasion, but when they traced the light to its source they discovered the entire Broad Street infield building a bonfire higher than the Cumberland Grounds' left field fence.

Asked what she and her teammates were doing that night, Mercury Tyne said, "Just enjoying the night air." But at spring training, she and the rest of the "Kingston Coven" hit and ran and threw and caught better than they ever had. Sorcery or not, there is magic in Broad Street's infield.

## MANAGER: PEGG DEVERICH

Pegg wintered in C.A. DeTrigney's Mesmerizing Hippodrome Review, where she sang and danced and told bawdy stories about big league life. While taking her place as the twelve on an enormous human clock, her supports snapped. She'd have fallen to her death were it not for the burly arms of Odette St. Cyr, the six, who snatched Pegg out of the air, saving her life and winning her heart. They've been inseparable ever since.

MANAGER	PEGG DEVERICH
PLAYED	2B, 1881-99
STYLE	VIOLENTLY ENERGETIC
DARING	14
MOTTO	"My girl knows the time."

## NICHOLAS KREEL, 2B

"This year I'm leading the Circuit in home runs," says Kreel. Normally such a pronouncement would be laughable, especially from a second baseman, but after the tragedy that befell Beefsteak Atkins, the home run title is up for grabs. If Kreel keeps growing into his mammoth frame—and we swear he's twice as big today as he was last year—his promise may come true.

## JANDREW CRAYTRIDGE, UT

Crayridge should be a star. He's got power and charm and a face handsome enough for framing. But Pegg Deverich fought to keep him in the minors and, when DeTrigney finally insisted on calling him up, the skipper kept him glued to the bench. "The kid's 19," said Deverich. "For now, he oughta feel lucky to ride the pine."

## BOULDER SIMMS, P

For more than a decade, Violet Parker was the face of the Peacocks. When DeTrigney refused to extend her contract, leaving the onetime ace an unwilling free agent, fans were incensed... until DeTrigney signed Simms instead. This brilliant right-hander, whose change-up flutters as unpredictably as a butterfly, cost a hell of a lot of cash, but that's what an owner's money is for.

# **Charlottesville Flycatchers**

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*“An ocean of  
manful tears.”*

<b>LINEUP</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
STARLING KETCH	RF	R	32	41	D+	27
CHEESY HORACE	2B	R	31	34		25
MARK LONGDEN	SS	S	29	34	D-	24
HOT DOG BELANGER	LF	R	28	33		26
KENTUCKY JANE	C	R	25	30		20
URBANE DWYER	CF	R	27	36		28
TORIN FASTFEET	3B	R	23	33	S+ D+	24
JESSIE VALDEZ	1B	R	23	33		35

<b>BENCH</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
VERA MYERS	INF	R	21	28		33
WILSON COGAN	OF	R	23	32	S+ D+	27
LIZZY HEAPS	UT	R	21	27	D+	29
LEE TALBERT	C	L	22	27		22

<b>PITCHERS</b>	<b>P.D.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
JASON JENSEN	8	R	19	23		24
ALICIA RODIS	6	L	10	16		26
LEE TALBERT	6	R	19	25		25
A.J. GOVIER	0	R	23	30		27
IZZY CHARLES	0	R	15	18		32

# The Steak Is Done

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OWNER	TAMERLANE WILKS
LAST YEAR	5TH PLACE, 76-78
PENNANTS	2
BALLPARK	MERIWETHER PAVILION
TEAM SCORE	45

MANAGER	PAPA BUCCHIONI
PLAYED	1888-98
STYLE	ROUGH RIDER
DARING	14
MOTTO	"I shall miss that man."

Since the dawn of the century, when the game's refinement brought an end to gaudy Victorian offense, only a few batters have mustered more than ten home runs in a season and Vic Horstmann's record of 21 has seemed impossibly out of reach. That changed last September, when Beefsteak Atkins went on a historic tear, crushing home runs that soared beyond even the distant outfield fences of Poe Park. By season's end he'd done the unthinkable, hitting a sickening total of 23 home runs—a record, he said, he'd break again in 1914.

Alas, no. It was dawn in mid-January when a crow plunged through the skylight in Atkins' penthouse, raining his bed with glass and plunging its razor-sharp beak clear through Atkins' palm—a freak accident that suggests man simply was not made to hit 23. He recovered from the cuts but his hand remains too weak to lift a bat. His record, surely, will stand for all time.

## MANAGER: PAPA BUCCHIONI

Whether he's eating a steak or sweeping the dugout, Buccchioni prides himself on doing things "manfully," whatever that means. When Atkins announced his retirement, Buccchioni gritted his teeth, twisted his moustache, and cried an ocean of manful tears.

## HOT DOG BELANGER, LF

"Kalinda Belanger is our center fielder of the future," announced Buccchioni last November, about six hours before the Flycatchers signed Urbane Dwyer to a four-year deal worth nearly \$20,000. Was it miscommunication or did he mean to break Kalinda's heart? Either way, Belanger's back in left field.

## TORIN FASTFEET, 3B

Surname aside, Torin Fastfeet wasn't always fast. For the first few months of her life, in fact, she hardly went anywhere. But the moment she discovered crawling, she was off like a thoroughbred, carving loops around her nursery and running her poor parents straight into the ground.

## LEE TALBERT, C

Charlottesville's farm is so barren that this year they announced an open tryout, inviting youngsters from across Virginia to compete for a spot on the big league team. Teenage incompetents descended on the Pavilion like so many slackjawed locusts, tearing up the outfield, decimating the snack supply, and generally wasting everyone's time. The only bright spot was Lee Talbert, a UVA catcher who's not really ready for life on the Circuit but who at least knows which end of the bat to hold.

# **Meridian Mourning Doves**

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*“Throw strikes, darn it, so  
we can all go home.”*

<b>LINEUP</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
PETE ARCIERO	CF	L	34	41	D+	22
JOE TALL-ROCK	1B	R	28	37		28
JACKSON SHERRANGE	SS	R	28	31		24
ASTRO KOWALSKI	RF	L	25	33	P+ D+	27
BUBBLES HALLETT	3B	S	23	30		26
WESTON DAVIES	LF	L	22	30	S+ P-	27
SPERATUS BERRYCLOTH	C	R	24	30	C+ D+	23
WILHAMENIA LEWIS	2B	R	26	32		20

<b>BENCH</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
SAMANTHA LILLE	INF	L	21	28	P+	35
WILLIE PICKLE JONES	OF	L	21	25	D+	19
VOODOO HELMS	UT	L	26	31		23
BORSCHT CONNOR	C	R	21	33		29

<b>PITCHERS</b>	<b>P.D.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
MOISE B. SELIGMAN JR.	20	L	21	24		29
TEDDY AUGUSTUS	12	R	15	18		26
LIMEROCK JONES	8	L	10	15	ST+	24
MIKEY STREUKS	6	L	16	20		23
SILKY STARSKY	6	R	14	19		29

# From Terrible to Just Bad

OWNER	VERLIN LITTLEJOHN
LAST YEAR	6TH PLACE, 74-80
PENNANTS	2
BALLPARK	LAUDERDALE COUNTY PARK
TEAM SCORE	66

The Mourning Doves won 54 more games in 1913 than they did the year before, which is lovely except that's still only 74 games. But as far as Verlin Littlejohn was concerned, it was a magnificent turnaround. While touring the factory floor at Verlin's K-9 Delights—the cut-rate dog food conglomerate where he made his fortune—he tossed a reporter a can of Spaniel Surprise and declared, "If we can tack on another 54 this year, we'll win the league!"

It's true! 128 wins would be the most in Circuit history—certainly good enough for a pennant. If this improbable trend continues, in 1915 they'll win more games than they actually play. No, this doesn't make much sense, but Verlin's hoping that baseball fans, like dogs, will swallow anything.

## MANAGER: WALTER HEENEY

During a game last August, Heeney heard a young girl crying in the stands after Mikey Streuks gave up yet another lead. After the game, he invited the child into the dugout, hoping that meeting her hero might soothe her pain. The girl looked Streuks in the eye and said, "You stink, Streuks. You stink bad." She felt much better, but now it was Streuks' turn to cry. Don't worry—Heeney consoled him, too.

MANAGER	WALTER HEENEY
PLAYED	P, 1857-78
STYLE	GENTLE
DARING	8
MOTTO	"It's getting better all the time."

## PETE ARCIERO, CF

By the time Bullet Wik announced her retirement, she had long since ceded center field to Pete Arciero, a mutton-chopped youngster who tracks fly balls as ruthlessly as a hunting dog chasing a wounded duck. But Arciero refused to let the legend go quietly, hosting a banquet in her honor that featured fifteen courses, five hundred guests, and two masters of center field.

## SPERATUS BERRYCLOTH, C

Berrycloth is one of the few mortals who dares tell Moise B. Seligman what to do. Last year, the increasingly confident receiver took charge of his ace, telling him when to eat, when to sleep, when to try for a pickoff and when to just throw strikes, darn it, so we can all go home. Seligman bristled until he remembered that sometimes it's easier to just do what your catcher says.

## BUBBLES HALLETT, 3B

Reasoning that it's easier to win games if your opponents can't score runs, Heeney spent spring focusing on something Meridian rarely bothers with: defense. Most of his players found the endless infield drills bitterly dull, but Hallett found great satisfaction in something that every child already knows: it's fun to catch a ball.

# **Gettysburg Owls**

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*“From peplessness to  
ptomaine poisoning.”*

<b>LINEUP</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
DANIEL CHAIRET	CF	L	27	32	S+	26
BUTCH ELLIS	3B	L	34	41	D+	28
BONES PERLMUTTER	1B	L	28	34		30
BUBBLES LITTLEJOHN	C	R	30	38	D+ C+	25
PORKY FLICK	LF	S	24	29	D-	31
LEE TALBERT	RF	L	22	33		27
THUMP THORNDYKE	2B	L	20	29	P+ D-	31
JOEL MAGREE	SS	S	23	31		24

<b>BENCH</b>	<b>POS.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
LENNY SMALLS	INF	R	13	23	S-	31
ELMO LAUCKS	OF	R	28	31		23
JAMES MCINNES	UT	R	20	24	C+	22
TASIA TRENT	C	R	22	31	D+	28

<b>PITCHERS</b>	<b>P.D.</b>	<b>L/R</b>	<b>BT</b>	<b>OBT</b>	<b>TRAITS</b>	<b>AGE</b>
ROSCO SCHENSKIE	12	R	20	24		26
MAGIC MCCRANE	12	L	21	30		25
PEANUT HOWARD	12	R	26	30		26
KITTY LOPEZ	8	R	14	21	K+	25
SMALLSTOUART	8	R	14	20		26

# Squeezing Out the Juice

OWNER	DOLORES PAWN
LAST YEAR	7TH, 68-86
PENNANTS	4
BALLPARK	GHERARDI FIELDS
TEAM SCORE	66

There's such a thing as too nice. Juice Manky is one of the most popular figures on the Circuit—beloved by players, fans, and press for his unfailing good humor and impish smile. He was smiling in 1912, when the Owls finished an impressive third, and he kept smiling all last year, as they slid to a dismal seventh place. He was smiling when Dolores Pawn fired him and, although nobody's seen him since he got the sack, he's probably smiling still.

"If he's so popular let him go get a job that doesn't matter," she said. "Like President."

We'll see Manky soon—waving in runners from a coach's box or taking the spot of whichever manager gets fired next. For now, his replacement had better stay grumpy if they want to survive.

## MANAGER: RIC PANGRACS

A promising two-way player whose career was cut short during a friendly backyard javelin toss, Pangracs found success on the medicine show circuit, hawking a noxious goo he calls "Pangracs Miracle Ridlixer." He claims it cures everything from peplessness to ptomaine poisoning. Pawn is praying that one of its 754 secret ingredients can teach her team to hit.

MANAGER	RIC PANGRACS
PLAYED	P/LF, 1874
STYLE	HANDS OFF
DARING	6
MOTTO	"Put some ointment on it."

## PEANUT HOWARD, P

Peanut made his name throwing something he called "peanut brittle," a high, hard pitch that looked suspiciously like an ordinary fastball. It worked great until it didn't, at which point he tossed it on the junk heap and started throwing what he calls "peanut butter," a high, hard pitch that...okay, it's just another fastball, but as long as he's throwing strikes Peanut can call it whatever he wants.

## JOEL MCGREE, SS

A competent third baseman, McGree was looking forward to another season at the hot corner when he learned Butch Ellis had signed with the club and taken his position. Given the choice between shortstop and a trip back to the minors, Joel chose short. We envy him for it. Ellis plays third like a swooping barn swallow and McGree gets to watch him all season long.

## BUBBLES LITTLEJOHN, C

When Magic McCrane tried to blame the club's poor start on their catcher, Littlejohn went on strike, refusing to throw down a sign until McCrane apologized. After three innings of calling his own pitches—and giving up four runs along the way—McCrane begged for forgiveness and Littlejohn said, "Okay."

# Knoxville Grackles

*“Good players who just played lousy.”*

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
CASSANDRA LOAM	SS	R	30	37	S+	32
RON JUSTUS	RF	L	31	36	C+	25
NAN MATTESON	2B	L	34	40	P++	25
TUFFY MCGOON	C	R	23	35		33
DOC MATTESON	LF	R	28	35	D+	26
BLAINE WRIGHT	CF	R	28	31		24
SPARKS KATT	1B	L	23	28	C+	28
DAVID SUPERBONE	3B	R	21	28	S+ D+	20

BENCH	POS.	L/R	BT	OBT	TRAITS	AGE
ULYSSES S. BUNT	INF	R	23	28		29
BREE ZAPHROZI	CF	L	25	31		25
BRETT BOZEMAN	UT	S	19	26		25
SPUDS LUKE	C	S	23	31	D+	25

PITCHERS	P.D.	L/R	BT	OBT	TRAITS	AGE
CARRIE GOLDBERG	12	L	10	13		28
WESLEY MICHAEL BRUCE	12	R	18	22	GB+	23
ROHAAN MITCHELL	8	R	24	29	ST+	25
COLIN UPSON	8	L	23	28		25
GERSHON BEN ISRAEL	8	R	10	14	ST+	25

# Sarno Turns to Yeast

OWNER	MONTE SARNO
LAST YEAR	8TH PLACE, 59-95
PENNANTS	2
BALLPARK	THE NEST
TEAM SCORE	64

Like Gettysburg, Knoxville dropped four places in the standings last year. They're lucky the league's only got eight teams or they'd have fallen farther than that. The roster had no obvious holes—it's full of good players who just played lousy. At a sane franchise that's cause to fire the manager, but with Monte Sarno fully terrified of his skipper, Fay Harbaugh, that could never happen here.

At least not until Sarno swapped his morning coffee for a glass of orange yeastade, which soothed his stomach and stripped him of his fear. When he fired Harbaugh, she was shocked into silence for a full ten minutes. By the time she remembered to yell at him, he'd already left the room.

"There's no evil in this world," said Sarno, "that can't be vanquished with a little yeast."

## MANAGER: BRANDON WRIGHT

Wright lacks Harbaugh's icy cruelty but shares her exacting approach to the game. His hours-long practice sessions turned son Blaine Wright into a budding star and Sarno hopes they'll do the same for the other Grackles. "I don't expect perfection from everyone," Wright says. "Just those lucky enough to play on my team."

MANAGER	BRANDON WRIGHT
PLAYED	CF, 1890-1903
STYLE	PERFECTIONIST
DARING	6
MOTTO	Do it better.

## CARRIE GOLDBERG, P

Goldberg has been so good for so long, it's hard to believe she's only 28. After years chasing pennants in Birmingham, she came to Knoxville to escape the spotlight. She'll find that the Nest fills up faster when the Grackles are lousy—honestly, they come just to boo—and that these fans throw eggs and tomatoes just as hard as she whips in her fastball.

## DAVID SUPERBONE, 3B

Superbone has blinding speed and a bad habit of getting thrown out at second base. He catches everything but can't make a throw. He's got the fastest bat in East Tennessee but usually swings past the ball. The intended savior of the Grackles, Superbone has great tools—he just doesn't know how to use them yet. Maybe this is the year he figures it out.

## WESLEY MICHAEL BRUCE, P

Drafted out of Miskatonic University by Gettysburg, Bruce was expecting a four-figure signing bonus. Dolores Pawn offered \$125 and a free bag of cornmeal for every win—an offer so insulting that this daring young pitcher spat in her face, caught the next train to Knoxville, and became a Grackle for life—or at least until a better contract comes along.

# Nine Game Pennant

## 1914

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	1914 STANDINGS (145 GAMES)	WINS	LOSSES	WIN P'TAGE	GAMES BEHIND	MAGIC NUMBER	TEAM SCORE
1	Frankfort	90	55	62.07%	02	08	62
2	Broad Street	82	63	56.55%	10	Elim.	64
3	Knoxville	80	65	55.17%	12	Elim.	57
4	Ponchatoula	69	76	47.59%	23	Elim.	66
5	Gettysburg	60	85	41.38%	32	Elim.	45
6	Charlottesville	57	88	39.31%	35	Elim.	47
7	Birmingham	50	95	34.48%	42	Elim.	66
8	Meridian	54	91	37.24%	30	Elim.	59

The gods of baseball are cruel. They wound our heroes. They blind them with the sun and cause them to drop pop flies. They exhaust their arms and coax our enemies into spectacular comebacks. But surely they are not so vicious as to let the Frankfort Red Birds win three titles in a row.

Well, maybe they are, for with nine games to play in the 1914 season, Maxine Bloch's Red Birds have a two game lead. Most of the league folded weeks ago—only Broad Street, led by Mercury Tyne and her bewitching infield, have any chance of stopping them. It's up to you to stop Bloch's sinister crew—or step into her shoes and ensure that the triumph of darkness is complete.

First decide if you'd rather play as Frankfort or Broad Street. You'll find pre-filled scorecards for their final nine games in the folder,

“Nine Game Pennant 1914.” Play your team’s games and simulate their others using Team Score (pg. 38 of the main rulebook). If the standings are tied after Game 154, the teams in first and second will play a best-of-seven Circuit Series to decide the title. It will be a battle for the ages.

The final three series are as follows:

<b>ROUND</b>	<b>AWAY</b>	<b>HOME</b>	<b>FAV./CHANCE</b>
<b>48</b>	Frankfort	Knoxville	FRA: 67
	Broad Street	Birmingham	BSP: 65
	Gettysburg	Charlottesville	GET: 71
	Meridian	Ponchatoula	MER: 59
<b>49</b>	Frankfort	Broad Street	FRA: 65
	Charlottesville	Ponchatoula	PON: 62
	Meridian	Birmingham	MER: 69
	Knoxville	Gettysburg	GET: 52
<b>50</b>	Broad Street	Frankfort	FRA: 65
	Ponchatoula	Charlottesville	PON: 62
	Gettysburg	Meridian	MER: 51
	Birmingham	Knoxville	KNO: 67

# Ring of Honor

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*Each year, a handful of old timers bid the Circuit goodbye and we welcome the best of them into the Ring of Honor—a sporting paradise where they will always be remembered at their peak. Below are this year's inductees. Opposite you will find teams featuring some of the all-time legends of the game. Among this rulebook's supplements, you will find a scorecard that pits them against each other. Play, and let the legends live again.*

## THE MODERN ERA

NAME	POS.	L/R	BT	OBT	TRAITS	NEXT LIFE
FIONA SULLIVAN	1B	R	27	34	P++ S-	CUTMAN
COLIN BEASLEY	2B	S	31	38	D+	TRUCKER
TERRY CANIFF	RF	L	28	38	D+ P-	PAINTER
MAMA SOLASH	RP: D8	L	10	14	GB+	POET LAUREATE

## THE ANCIENT ERA

NAME	POS.	L/R	BT	OBT	TRAITS	NEXT LIFE
BEEFSTEAK ATKINS	C	R	25	32	P++	QUACK
BULLETWIK	SS	L	27	39	S+ D+	RESTAURATEUR

## MODERN LEGENDS, YEAR V

LINEUP	POS.	L/R	BT	OBT	TRAITS	AGE
CHRIS FRANK	LF	L	26	33	S+	∞
VUKE FUNKHAUSER	C	R	32	39	P++	∞
FIONA SULLIVAN	1B	R	27	34	P++ S-	∞
COLIN BEASLEY	2B	S	31	38	D+	∞
ABIGAIL MUELLER	3B	S	33	43	D+	∞
TERRY CANIFF	RF	L	28	38	D+ P-	∞
BOKKAI TAKIMO	SS	S	29	34		∞
DESTINY RUSH	CF	R	26	33	C+	∞

## PITCHERS

**P.D. L/R BT OBT TRAITS AGE**

MAMA SOLASH	8	L	10	14	GB+	∞
MARC LEVINE	12	R	12	20	ST+	∞
JAYDEN COSBY	8	L	15	21	GB+	∞
OIL CAN MORRIS	8	R	14	19	ST+	∞
ANN WHEELER	8	R	14	20		∞

## ANCIENT LEGENDS, YEAR V

**LINEUP POS. L/R BT OBT TRAITS AGE**

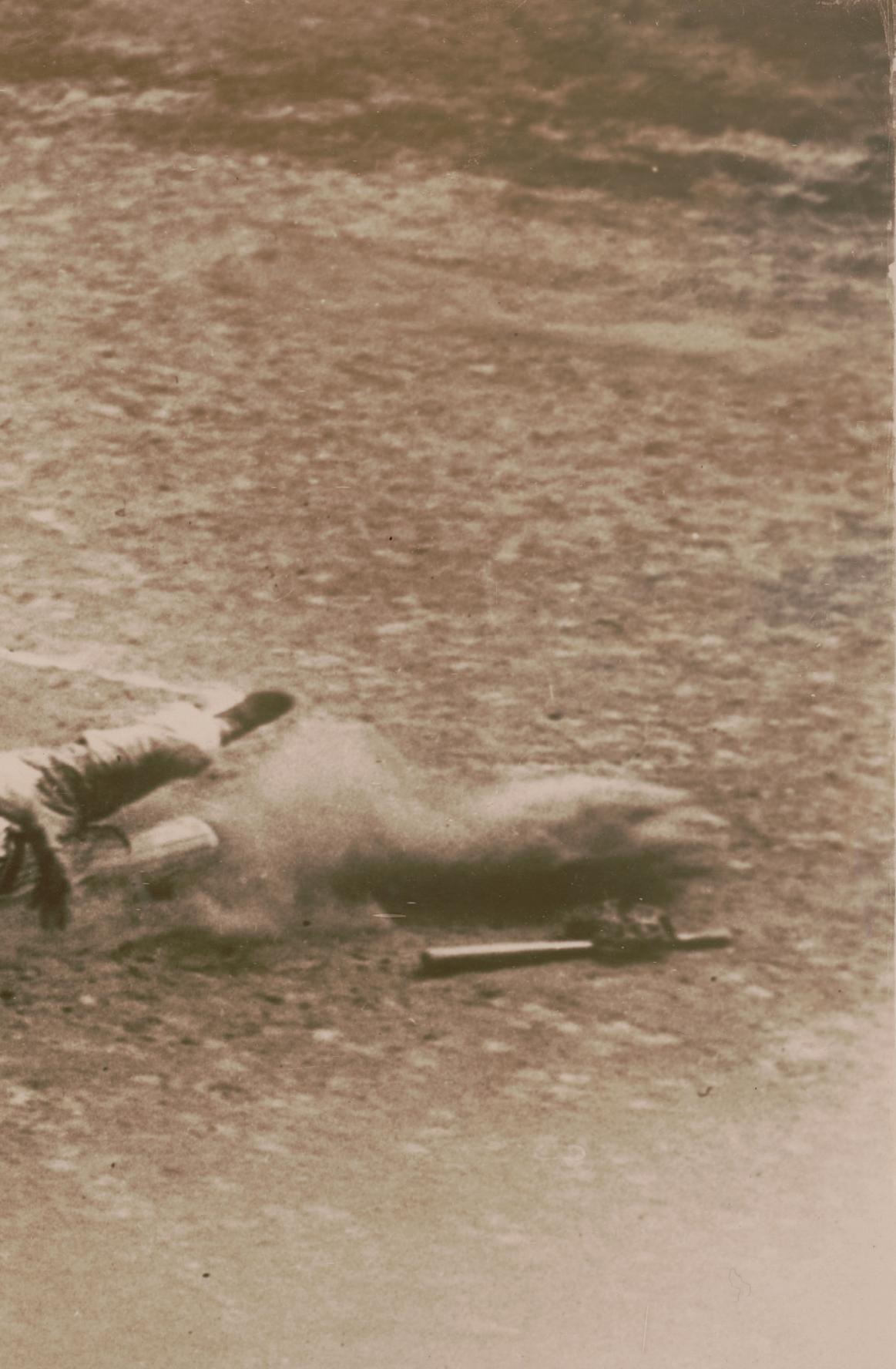
BULLET WIK	SS	L	27	39	S+ D+	∞
REBA RAMSEY	RF	L	36	43	S+	∞
BIG LEW DORP	3B	L	26	33	P++	∞
BEEFSTEAK ATKINS	C	R	25	32	P++	∞
BEAN ALFREY	LF	L	36	40	S+ D+	∞
LEAKY COOMBS	2B	R	29	33		∞
SAFFRON SKIZAS	1B	R	27	35	S+ D+	∞
PODGEY LEVELL	CF	R	20	24	P+	∞

## PITCHERS

**P.D. L/R BT OBT TRAITS AGE**

TOP HAT SEARCY	8	L	15	23		∞
HORACE GRAVES	8	R	16	18	K+	∞
BLUE REYNOLDS	8	R	12	16	GB+	∞
BUD FRANKLIN	6	R	17	22		∞
SLOPPY HOWE	6	R	18	22	ST+	∞





# Images

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Cover: “*Biddeford vs. Portland Granite St. grounds, Saturday, May 30th // Printed at the Biddeford Journal office.*” 1885. Sage, John B. Clay & Richmond, lithographer. Library of Congress.

Pages 8-9: “[Bing Miller, of the Philadelphia Athletics, tagged out at home plate by Washington Nationals catcher ‘Muddy’ Ruel during baseball game].” 1925. Library of Congress.

Page 13: “[Belle North, female pitcher (baseball)].” 1919. Bain News Service. Library of Congress.

Page 22: “The fourth class passengers on the Roumanian trains...” 1919. Library of Congress.

Page 25: “[Yankee dugout, New York AL (baseball)].” 1925. Library of Congress.

Pages 28-9: “[Osaka Mairuchi baseball team from Japan at W.H., [i.e., White House, Washington, D.C.], 6/4/25.]” 1925. Library of Congress.

Pages 40-1: “[Girls Baseball.]” 1909. Library of Congress.

Pages 62-3: “[Hick Cady of Boston Red Sox wins foot race with Jack O’Brien (Boston Red Sox trainer, pin shorts, partially obscured) and teammate Buck O’Brien (looking to his right) at Fenway Park, Boston (baseball)].” 1912. Library of Congress.

Pages 86-7: “[The umpire’s right...” 1920. Underwood & Underwood. Library of Congress.

# Glossary

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All numbers reference Second Edition rulebook.

**ANCIENT:** The version of *Deadball* introduced in *Deadball: 1909*, which covers the sport as it was played in the early 1900s—the low scoring dead ball era that gives this game its name. (Pg. 50)

**BATTER TARGET (BT):** The number derived from the first two digits of a player's batting average, which represents his percentage chance of getting a hit. If the MSS is equal to or below the BT, the batter has a hit. (Pg. 22, 26)

**BONUS TRAITS:** Positive and negative attributes, such as Speedy Runner (S+) or Slow Runner (S-) that distinguish players. (Pg. 24)

**CRITICAL HIT:** A hit scored on an MSS of 5 or less, which is bumped up a level (single to double, double to triple, etc.). On Critical Hits, runners always take an extra base, and there are no DEF rolls. (Pg. 28)

**DEFENSE (DEF):** On certain results indicated on the Hit Table, the defender rolls for DEF, giving her a chance to make a spectacular play or error. (Pg. 26-8)

**ERROR:** A botched play that allows a runner to reach base when she should have been out, or take extra bases. It occurs after a DEF roll of 1-2 (Modern) or 1-3 (Ancient). (Pg. 28-9)

**HIT AND RUN:** An offensive gamble in which a baserunner takes off before the ball is thrown, risking a double play in hopes of taking an extra base. (Pg. 32)

**HITTABLE (HT):** The table that determines what type of hit the batter has recorded. Hitters roll a d20 to decide their fate. (Pg. 26)

**MODERN:** The version of *Deadball* introduced in the original rulebook, designed to simulate play in the modern, or post-1920, era. (Pg. 22)

**MODIFIED SWING SCORE (MSS):** The result of adding the Pitch Die result to the Swing Score. If it is equal to or less than the Batter Target, the batter rolls on the Hit Table. (Pg. 18, 26)

**ODDITY:** A peculiar play triggered by an MSS of 1 or 99. (Pg. 42-3)

**ON BASE TARGET (OBT):** The number derived from a player's on-base percentage, which represents his percentage chance of getting on base. If the MSS is between the player's BT and OBT, the player reaches base via a walk. (Pg. 18, 25)

**OUTTABLE:** The table that shows which player completes an out, according to the second digit of the MSS. (Pg. 29)

**PITCH DIE (PD):** The die, derived from a pitcher's ERA, which the pitcher adds to the batter's Swing Score in order to make it harder for him to get a hit. The better a pitcher, the larger her Pitch Die. (Pg. 23, 34)

**PITCHER FATIGUE:** The method by which a pitcher's Pitch Die drops over the course of the game, either from pitching too many innings or allowing too many runs. (Pg. 35-6)

**PRODUCTIVE OUT:** An out that, because the MSS was lower than 70, allows a runner to advance. (Pg. 30)

**SWING SCORE:** The d100 roll that is the heart of each at-bat. It is added to the result of the pitcher's Pitch Die roll to get the MSS. (Pg. 26)

**SWING RESULT TABLE:** The master table that explains all the possible results of the MSS. (Pg. 27)

**TRICKY PLAY:** A play that requires the defender to make a DEF roll. When the MSS is 1-5 points higher than the batter's OBT, the defender must roll for DEF, risking making an error that allows the batter to reach base safely. (Pg. 29)

# Vital Tables

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**HIT TABLE (D20)**

1-2	Single
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7-9	Single
10-14	Single, runners adv. 2
15	Double, DEF (LF)
16	Double, DEF (CF)
17	Double, DEF (RF)
18	Double, runners adv. 3
19-20	Home Run

**SWING RESULT TABLE**

MSS	Event	Result
1	Oddity	Roll 2d10 on Oddities Table.
2-5	Critical Hit	Roll d20 on Hit Table. Increase hit by one level—single to double, double to triple, etc.
6 - BT	Ordinary Hit	Roll d20 on Hit Table.
BT+1 - OBT	Walk	Batter advances to first.
OBT+1 - OBT+5	Possible Error	Roll d12 on Defense Table for fielder making the play.
OBT+6 - 49	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first advances to second and the batter is out.
50 - 69	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first is out and the batter is safe at first on a fielder's choice.
70+	Out	Runners at second and third cannot advance on fly ball. On a ball anywhere in the infield, both the runner at first and the batter are out.
99	Oddity	Roll 2d10 on Oddities Table.
100+	Out	Runners cannot advance on fly ball. Possible triple play.

**OUT TABLE**

0	(K)
1	(K)
2	(K)
3	(G-3)
4	(4-3)
5	(5-3)
6	(6-3)
7	(F-7)
8	(F-8)
9	(F-9)

**PITCH DIE**

d20
d12
d8
d4
-d4
-d8
-d12
-d20
-20
-25

**DEFENSE (D12)**

1-2	Error.
3-9	No change.
10-11	Hit goes down a level.
12	Hit turned into out.

**BASE STEALING**

**(D8 TO STEAL SECOND, D8-1 TO STEAL THIRD)**

1-3	Runner is out
4-8	Runner is safe

# Vital Tables

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**ODDITIES (2D10)**  
**(MAIN RULEBOOK, PG. 43)**

Result	Oddity
2	Fan Interference
3	Animal On Field
4	Rain Delay
5	Fielder Appears Injured
6	Pitcher Appears Injured
7	TOOTBLAN
8	Pick-Off
9	Call Blown at First
10	Call Blown at Home Plate
11	Hit by Pitch
12	Wild Pitch
13	Pitcher Distracted
14	Dropped Third Strike
15	Passed Ball
16	Current Batter Appears Injured
17	Previous Batter Appears Injured
18	Pitcher Error
19	Balk
20	Catcher Interference

**INJURY TABLE (D100)**

1	Catastrophic. Player out for season. Roll on catastrophic injury table.
2-5	Major. Player out for 2d20 games.
6-10	Minor. Player out for d8 games.
11-75	Superficial. Player plays with BT reduced by 5 or PD reduced by 1 for d6 games. Bonus traits are nullified.
76-100	Player is unhurt

**CATASTROPHIC INJURY TABLE (D6)**

1	Modern: Player retires. Ancient, batters and pitchers only: Player dies.
2-6	Permanently reduce BT by d10+2 or PD by 1.

**MODERN ERA BUNTING (D6)**

Roll	Situation	Result
1-2	All batters	Lead runner out, batter safe
3	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
4-5	All batters	Lead runner advances, batter out
6	S+ hitter batting	Single, DEF (3B)
	All other batters	Lead runner advances, batter out

## PITCHER FATIGUE

### STARTERS DROP A PITCH DIE LEVEL

If they allow 3+ runs in an inning
If they allow 4+ runs over two innings
For every run allowed over four runs
For every inning pitched past six innings

After the 7th inning, if a starting pitcher allows a run, reduce their Pitch Die to d4.

### RELIEVERS DROP A PITCH DIE LEVEL

For every run allowed
If they pitch more than one inning

### PITCHERS GAIN A LEVEL IF THEY

Go three innings without allowing a run
Strike out every batter faced in an inning
Escape a bases-loaded, no-out jam