

### Error Determination (Optional Rule)

Errors	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Batting	LF	LF	LF	CF	CF	RF	C	C	LF	LF	RF	RF	2B	P	1B	2B	3B	P	LF	P	P	2B	1B	3B	SS	SS	SS	3B	3B	CF
Mgrs Dec	CF	CF	CF	CF	CF	CF	CF	CF	CF	CF	IF	IF	IF	IF	IF	IF	IF	IF	IF	IF	OF	OF	OF	OF	RF	RF	RF	LF	LF	LF
Steal (2,3)	C	C	C	C	C	C	C	C	C	C	IF	IF	IF	IF	IF	IF	IF	IF	IF	IF	C	C	C	C	C	C	C	C	C	C
Steal (H)	C	C	C	C	C	C	C	C	C	C	C	C	C	C	P	P	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Bunt	SS	SS	SS	SS	1B	2B	2B	2B	2B	2B	3B	3B	3B	3B	1B	1B	3B	3B	3B	3B	C	C	C	C	C	P	C	C	C	C

To determine which position may have made an error (whenever an error occurs during the game), choose the most appropriate row above and roll to determine the fielder involved. Then, check that fielder's error rating at his position (a letter from A through Z). Consult the error rating chart by rolling and summing the red and green (defensive) dice. If the numbers rolled is one of that letters error numbers, the error occurs. Batted-ball errors where the error is negated should be considered a result of 'F'

Results of IF apply to the following fielders:

Steal of 2nd , right handed batter (or switch-hitter vs LHP) 2B  
Steal of 2nd , left handed batter (or switch-hitter vs RHP) SS  
Steal of 3rd 3B  
Manager's Decision at Second Base, Right handed batter 2B  
Manager's Decision at Second Base, Left handed batter SS  
Manager's Decision at Third Base 3B  
Manager's Decision at Home C

Results of OF apply to the following fielders:

Left-handed batter RF  
Right-handed batter LF

### Error Rating Chart (letter grade, optional rule)

Letter->	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Defensive Dice Error Numbers							1	1	N/A		1	1		1	N/A	1	N/A	1	1	1	1	1	1	1	1	1
						2				2			2					2			2	2	2	2	2	2
				3	3								3	3		3			3	3			3	3	3	3
		4	4							4	4	4						4	4	4	4				4	4
	5		5		5			5				5				S				5		5		5		5

### Fielding Determination (Optional Rule)

Errors	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
G	2B	2B	C	C	C	1B	1B	2B	2B	2B	2B	2B	2B	3B	3B	P	P	2B	SS	P	2B	3B	SS	IC	IM	IM	SS	IM	P	P
F	CF	CF	1B	C	CF	1B	1B	CF	CF	CF	CF	2B	2B	SS	RF	RF	RF	RF	CF	RF	CF	3B	CF	CF	LF	OF	OF	LF	CF	P
D	1B	P	C	C	CF	1B	1B	CF	C	C	RF	2B	SS	3B	2B	CF	SS	2B	2B	LF	1B	3B	RF	CF	RF	LF	LF	1B	CF	P
SH	SS	SS	SS	SS	1B	2B	2B	2B	2B	2B	3B	3B	3B	1B	1B	1B	1B	3B	3B	3B	C	C	C	C	P	P	C	C	C	C

For the truly fanatical player, who wants to track fielding statistics use this table for all batted outs (grounders or fly outs) to determine the player whom the ball was hit. Assume normal baseball effects (e.g. G\* to SS with a runner on first base would be scored '6-3' rather than some odd resut like '6-1'). For ther outs (e.g. stolen bases), use practical baseball sense to determine the fielders in question.

IC	(corner infielder) - for Left handed batter, 1B. For Right handed batter, 3B
IM	(middle infielder) - for Left handed batter, 2B. For Right handed batter, SS
OF	(outfielder) - for Left handed batter, RF. For Right handed batter, LF