

Automatic Out

Tot Def	0-9	10-13	14-18	19-22	23-27	28-31	32-36	37-40	41-45	46-49	50-54	55-58	59-63	64-67	68-72	73-76	77-81	82-85	86-90	91-94	95-99	100-103	104-108	109+
'D' OUTS	10	11	12	13	14	11 12	11 13	12 13	12 14	13 14	11 12 13	11 12 14	11 13 14	12 13 14	12 14 15	13 14 15	10 12 15	11 12 15	11 13 14 15	12 13 14 15	10 11 13 14 15	10 12 13 14 15	11 12 13 14 15	10 11 12 13 14 15

Sacrifice Bunt (to advance runners to 2nd or 3rd base)

Rating	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
A	SH	SH	SH	SH	1	SH	SH	SH	SH	SH	SH	SH	SH	FC	SH	SH	SH	SH	DP	SH	2K	2K	2K	E	SH	G	F	SH	G	SH
B	SH	SH	SH	1	SH	SH	SH	SH	SH	SH	SH	SH	FC	SH	G	G	E	SP	E	G	2K	F	F	G	2K	2K	2K	SH	SH	SH

Suicide Squeeze Bunt (to advance a runner home)

Rating	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
A	SH	SH	SH	1	1	SH	SH	SH	SH	SH	SH	FC	SH	-	-	-	-	SH	SH	SH	E	SH	E	F	2K	2K	SH	G	G	-
B	SH	1	1	SH	SH	SH	SH	SH	SH	SH	SH	-	F	F	-	-	-	-	SH	-	SH	E	G	2K	2K	2K	-	-	G	FC

1	Batter Safe and all runners advance 1 base	F	Pop out - on squeeze DP
SH	Sacrifice - batter out, all runners advance 1 base	G	Routine ground out force
FC	Sacrifice successfull and fielder's choice - batter safe at first	DP	Standard DP
E	Sacrifice successfull plus batter safe at first on error	-	Missed bunt - runner must attempt to steal home
2K	Two foul bunts - batter may attempt again, but if another 2K batter strikes out and batter must attempt to steal. If batter chooses not to bunt again, pitcher gets SO on 35 and 36 and rolls to pitch.		

Pitcher X Chart

Rating	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
X	I	I	I	I	I	I	I	I	I	I	WP	WP	WP	WP	BK	WP	WP	BK	WP	I	WP	WP	PB	PB	H	H	PB	WP	WP	WP
Pos	1B	1B	CF	C	SS	SS	SS	1B	1B	1B	CF	CF	3B	P	2B	2B	3B	3B	2B	1B	RF	RF	SS	P	P	C	C	LF	LF	CF
Dur	15	N/I	8	4	3	2	7	10	14	20	6	N/I	N/I	N/I	N/I	N/I	N/I	N/I	5	12	N/I	N/I	N/I	0	0	0	1	N/I	N/I	9

When a pitcher rolls a 38 roll again on the "X" chart above. Simply roll and crossreference to determine the outcome.

BK	Balk - all runners advance one base
H	Batter hit by pitch and is awarded first base (roll again on 'Dur' table to determine injury effect to batter)
PB	Passed Ball - all runners advance one base
WP	Wild Pitch - all runners advance one base
I	Possible Injury to player in the field, roll again on the 'Pos' chart to determine which player may be injured, the roll on the 'Dur' to determine duration.
#	When a number appears for an injury duration, the player is removed from the game and must sit out a number of games equal to that shown.
0	When a zero appears for an injury duration, the player is out for the remainder of the game.
N/I	When N/I appears there is no injury.