HG (HARD GROUNDER)

Runners:	Result of the Play:
None	Batter out at 1st.

1st — Runner out at 2nd. On HG- see below, otherwise batter out at 1st.
Hit & Run Play: Runner with rating* >= 2 advances to 2nd. Batter out at 1st. Runner with rating* <= 1 is out at 2nd. Batter safe at 1st.

2nd — Batter out at 1st. On ball hit to right side, runner to 3rd. On ball hit to left side, runner holds.

3rd — Batter out at 1st. Runner on 3rd may attempt to score by going to the COACH'S CHOICE CHART, subtracting 3 from his rating* in addition to normal adjustments. Defense has the option of retiring the batter at 1st (runner scores), or throwing home (batter safe at 1st).
Fielder In: See special rules below.

1st&2nd — Runner on 1st out at 2nd. On HG- see below, otherwise batter out at 1st. Runner on 2nd to 3rd. On ball hit to 3b, he makes play unassisted at 3rd and throws to 2b to complete the double play (batter safe at 1st). If batter's rating* is less than 0 and 2b not rated "-", 2b fires to 1st, completing an around-the-horn TRIPLE PLAY!
Hit & Run Play: Same as "1st", except runner on 2nd advances to 3rd in either case.

1st&3rd — Defensive Manager's Choice:
(a) Runner on 1st out at 2nd. On HG- see below, otherwise batter out at 1st. Runner on 3rd scores.
(b) Batter out at 1st. Runner on 3rd holds. Runner on 1st to 2nd.
Fielder In: See special rules below.
Hit & Run Play: - 3rd Base Coach's Choice:
(a) Hold runner at 3rd. Runner with rating* >= 2 advances to 2nd. Batter out at 1st. Runner with rating* <= 1 is out at 2nd. Batter safe at 1st.
(b) Send runner on 3rd home. Defense has the option of retiring the batter at 1st (runners advance one base), or throwing home (batter safe, runner on 1st to 2nd) by going to the COACH'S CHOICE CHART, subtracting 3 from runner's rating* in addition to normal adjustments.

2nd&3rd — Batter out at 1st. Same as "3rd", except runner on 2nd with rating* >= 3 advances to 3rd on ball hit to right side if runner on 3rd tries to score.
Fielder In: See special rules below.

Bases Full — Same as "1st&2nd", runner on 3rd scores.
Fielder In: See special rules below.

HG- — If infielder turning pivot has "-" rating, roll one die. If result is < batter's rating* he is SAFE at 1st. *(Hit & Run see above)*

Any infielder** who is playing IN must resolve HG as follows: roll two dice...
    if 00-24 - 1b glf for 3b/ss, 1b grf for 2b/1b
    if 25-50 - IFR in the hole using appropriate adjusted range
    if 51-99 - HG, runner on 3rd base holds, other runners advance to an empty base, batter out at first (with bases loaded, runner out at home and batter out at first unless rating* >= 5 and catcher has arm >= 0, in which case batter is safe, no DP).
** HG to pitcher with bases loaded results in automatic 1-2-3 double play.

Any infielder fielding HG with an adjusted range worse than "K" must first roll one die. If result is less than number of grades worse than "K" (use worst adjusted rating) then HG becomes infield single (1b inf).

Note: Infielders playing IN cannot turn the pivot on a DP (HG, HG-, RG+).

SG (SLOW GROUNDER)

Runners:	Result of the Play:
None	Batter out at 1st.

1st — If runner has rating* >= 2, batter out at 1st. Runner advances to 2nd. If runner has rating* <= 1, he is forced at 2nd. Batter safe at 1st.
Hit & Run Play: Batter out at 1st. Runner advances to 2nd.

2nd — Batter out at 1st. Runner to 3rd.

3rd — Batter out at 1st. Runner scores.
Fielder In - 3rd Base Coach's Choice:
(a) Hold runner. Batter out at 1st.
(b) Send runner home. Defense has the option of retiring the batter at 1st (runner scores), or throwing home (batter safe at 1st) by going to the COACH'S CHOICE CHART.

1st&2nd — Same as "1st", except runner on 2nd to 3rd.

1st&3rd — Same as "1st", except runner on 3rd scores.
Fielder In - 3rd Base Coach's Choice:
(a) Hold runner on 3rd. Batter out at 1st. Runner on 1st to 2nd.
(b) Send runner home. Defense has the option of retiring the batter at 1st (runners advance one base), or throwing home (batter safe, runner on 1st to 2nd) by going to the COACH'S CHOICE CHART.
Hit and Run Play: Batter out at 1st. Runners advance one base.

2nd&3rd — Same as "3rd", except runner on 2nd to 3rd on ball hit to right side, holds on ball hit to left side.
Fielder In - 3rd Base Coach's Choice:
(a) Same as "3rd"
(b) Same as "3rd", except runner on 2nd to 3rd on ball hit to right side if runner on 3rd attempts to score.

Bases Full — Same as "1st&2nd", runner on 3rd scores.
Fielder In - Defensive Manager's Choice:
(a) Retire batter at 1st. Runners advance one base.
(b) Throw home (batter safe at 1st, runner on 1st to 2nd, runner on 2nd to 3rd) by going to the COACH'S CHOICE CHART.

P (POPOUT)
Runners hold.

Fo (FOUL OUT)
Runners hold.

CFR (CATCHER FRAMING)
Roll one die... (0-5) resolve as IFR, (6-9) resolve as OFR. Apply adjustments from CATCHER FRAMING chart in addition to any other IFR/OFR adjustments.

IFR (INFIELD RANGE)
Go to the INFIELD RANGE CHART. Reduce range rating of all fielders by one grade for *each* new inning started by a fatigued pitcher.

OFR (OUTFIELD RANGE)
Go to the OUTFIELD RANGE CHART. Reduce range rating of all fielders by one grade for *each* new inning started by a fatigued pitcher.

PARK? (PARK EFFECTS)
Go to the PARK EFFECTS CHART.

* Unadjusted Baserunning Rating found on player card.
Note: Consider the pitcher and catcher to be on the left side of the infield, and always playing in (without penalty).
Note: On HG/RG to 1st, play is unassisted. On SG to 1st, 1b flips to p covering.

RG (ROUTINE GROUNDER)

Runners:	Result of the Play:
None	Batter out at 1st.

1st — Runner out at 2nd. On RG+ see below, otherwise batter safe at 1st.
Hit & Run Play: Batter out at 1st. Runner on 1st advances to 2b.

2nd — Batter out at 1st. On ball hit to right side, runner to 3rd. On ball hit to ss runner may try for 3rd, defense has the option of retiring batter at 1st (runner advances) or throwing to 3rd using COACH'S CHOICE CHART subtracting 3 from his rating* (batter safe at 1st). On ball hit to 3b runner may try for 3b after the batter is retired at 1b, use the COACH'S CHOICE CHART subtracting 3 from his rating* (use 1b throwing rating). On ball hit to p or c, runner at 2b must hold.

3rd — 3rd Base Coach's Choice:
(a) Hold runner at 3rd. Batter out at 1st.
(b) Send runner home. Defense has the option of retiring the batter at 1st(runner scores), or throwing home (batter safe at 1st). Go to the COACH'S CHOICE CHART.
Fielder In: Batter out at 1st. Runner holds at 3rd.

1st&2nd — Runner on 1st out at 2nd. On RG+ see below, otherwise batter safe at 1st. Runner on 2nd to 3rd. On ball hit to 3b, defense may choose to take force out at 3rd, runner on 1st to 2nd, batter safe at 1st.
Hit & Run Play: Batter out at 1st. Runner on 2nd to 3rd. Runner on 1st to 2nd.

1st&3rd — Runner on 1st out at 2nd. Runner on 3rd scores. On RG+ see below, otherwise batter safe at 1st.
Fielder In: Batter out at 1st. Runner holds at 3rd, runner on 1st to 2nd
Hit & Run Play - 3rd Base Coach's choice:
(a) Hold runner at 3rd. Runner on 1st to 2nd. Batter out at 1st.
(b) Send runner home. Defense has the option of retiring the batter at 1st (runners advance one base), or throwing home (batter safe, runner on 1st to 2nd) by going to the COACH'S CHOICE CHART.

2nd&3rd — Same as "3rd", except runner on 2nd advances to 3rd on ball hit to right side.
Fielder In: Same as "3rd", runner on 2nd holds.

Bases Full — Same as "1st&2nd", runner on 3rd scores.
Fielder In: Runner on 3rd out at home. Batter safe at 1st. Other runners advance one base.

RG+ — If infielder turning pivot has "+" rating, roll one die, subtracting 5. If result is > batter's rating* he is OUT at 1st. *(Hit & Run see above)*

DF (DEEP FLY)
Go to DEEP FLY LOCATION CHART, then resolve on the DEEP FLY CHART. Add 1 to distance number generated for *each* new inning started by a fatigued pitcher.

WT (DEEP FLY BALL TO WARNING TRACK)
Batter out. Runner on 3rd scores. Runner on 2nd to 3rd (*CHOICE if H&R play*). Runner on 1st may try for 2nd by going to the COACH'S CHOICE CHART.

HF (HIGH FLY BALL)
Batter out. Runner on 3rd may attempt to score by going to the COACH'S CHOICE CHART.

LF (LONG FLY BALL)
Batter out. Runner on 3rd scores. Runner on 2nd may attempt to go to 3rd by going to COACH'S CHOICE CHART.

! (WILD PLAY)

Clutch* situation: With a pitcher rated "Tough" in a jam facing a hitter rated "Normal" in the clutch, consider the ! a SO. With a hitter rated "Terror" in the clutch vs. a pitcher rated "Normal" in a jam, roll one die. If the number is 0-4, consider the ! a DF (do not adjust further). If the number is 5-9, consider the ! a 2B lcf for a RH hitter, or a 2B rcf for a LH hitter.

All other situations: Go to the WILD PLAY CHART.

E (POSSIBLE ERROR)

Go to the ERROR LOCATION CHART and ERROR CHART.

HR (HOME RUN)

Clutch* situation: With a pitcher rated "Tough" in a jam vs. a hitter with a "Normal" clutch rating, consider the HR a DF instead (do not adjust further).

Hit & Run Play: *Ignore the above. Batter swings and misses. Runner(s) must attempt to steal. Go to the STEAL CHART, subtracting three from the runner's stealing rating in addition to normal adjustments. Defense may choose which runner to throw for in 1st&2nd situation. Runner on 3rd holds in 1st&3rd situation. Note: H&R takes priority over above clutch situation.*

All other situations: Go to the DEEP FLY LOCATION CHART (HR cannot go FOUL) to determine hit location and then to the AT THE WALL CHART to see if the batter is robbed of a home run.

L (LINE OUT)

Clutch* situation: With a hitter rated a "Terror" in the clutch vs. a pitcher rated "Normal" in a jam, consider the L a 1B lcf instead.

Fatigued Pitcher: Resolve as 1B lcf (2b lcf in parks with special rule ^, see PARK EFFECTS chart).

Hit & Run Play: *Sizzling liner is gloved. Lead runner can't get back and is doubled up. (H&R takes priority over the results above).*

All other situations: Sizzling liner is caught. Runners hold.

WP&PB (POSSIBLE WILD PITCH OR PASSED BALL)

Clutch* situation: With a pitcher rated "Tough" in a jam vs. a hitter with a "Normal" rating in the clutch, consider the WP&PB a SO.

Fatigued pitcher: With bases empty, resolve as 1B lcf (2b lcf in parks with special rule %, see PARK EFFECTS chart). With men on base consider pitcher to have "Prone" WP rating (if pitcher already "Prone" use "Prone*").

All other situations: Go to the WP&PB CHART.

SO (STRIKEOUT)

Hit & Run Play: *Runner(s) must attempt using STEALING CHART. Subtract three from runner's stealing rating in addition to normal adjustments. Defense may throw for either runner in 1st&2nd situation. Runner on 3rd holds in 1st&3rd situation.*

BB (BASE ON BALLS)

Runners advance one base if forced.

Hit and Run Play: *On ODD die rolls consider the ball fouled off and return to play sequence. No further offensive plays (PH/PR, SB, H&R, BUNT) allowed during this plate appearance.*

HB (HIT BY PITCH)

Runners advance one base if forced.

* See definition of Clutch in the instructions.

1B (SINGLE)

1B inf — Ground ball infield single. Runners advance one base under ALL circumstances.

All other 1B events

EVEN* dice rolls: Runners on 2nd and 3rd score. Runner on 1st to 2nd and may try for 3rd on 1B gcf or 1B grf if his rating** is 3 or higher. Go to the COACH'S CHOICE CHART.
Hit & Run Play: Runners may attempt to advance two bases by adding 3 to their baserunning.

ODD* dice rolls: Refer to the advancement chart below.
Hit and Run Play: Runners advance two bases.

Result:	Playing Surface:	Rating**:	Runner on 1st:	Runner on 2nd:
1B glf	Grass	4-7	1 + choice	Scores
		(-2)-3	1 base	Scores
	Turf	5-7	1 + choice	1 + choice
		(-2)-4	1 base	1 + choice
1B grf	Grass	4-7	2 bases	Scores
		(-2)-3	1 + choice	Scores
	Turf	ALL	1 + choice	1 + choice
1B gcf	Grass	2-7	1 + choice	Scores
		(-2)-1	1 base	Scores
	Turf	3-7	1 + choice	1 + choice
		(-2)-2	1 base	1 + choice
1B llf	ALL	5-7	1 + choice	1 + choice
		(-2)-4	1 base	1 + choice
1B lrf	ALL	1-7	1 + choice	1 + choice
		(-2)-0	1 base	1 + choice
1B lcf	ALL	3-7	1 + choice	1 + choice
		(-2)-2	1 base	1 + choice

2B (DOUBLE)

Runner on 2nd and 3rd score. Runner on 1st see below.

Result:	OF?	Rating**:	Runner on 1st:	Hit & Run play
2B lc	lf	3-7	scores	*scores*
		(-2)-2	2 + choice	*2 + choice (+3 ABR)*
2B rc	rf	3-7	scores	*scores*
		(-2)-2	2 + choice	*2 + choice (+3 ABR)*
2B lcf	cf	3-7	scores	*scores*
		(-2)-2	2 + choice	*2 + choice (+3 ABR)*
2B rcf	cf	3-7	scores	*scores*
		(-2)-2	2 + choice	*2 + choice (+3 ABR)*
2B lfw	lf	2-7	2 + choice	*2 + choice (+3 ABR)*
		(-2)-1	2 bases	*2 + choice (+3 ABR)*
2B rfw	rf	2-7	2 + choice	*2 + choice (+3 ABR)*
		(-2)-1	2 bases	*2 + choice (+3 ABR)*
2B lfl	lf	2-7	2 + choice	*2 + choice (+3 ABR)*
		(-2)-1	2 bases	*2 + choice (+3 ABR)*
2B rfl	rf	2-7	2 + choice	*2 + choice (+3 ABR)*
		(-2)-1	2 bases	*2 + choice (+3 ABR)*

3B (TRIPLE)

3B cfw, 3B lcf, 3B rcf -- long drive to the wall. CF fields. All runners score. On 3B? play from PARK EFFECTS chart, play resolved as 3B cfw if batter has 3B numbers on his card, otherwise resolved as 2B rcf (all runners score).

* always use the FIRST (3 dice) roll for EVEN/ODD determination
** Unadjusted Baserunning Rating found on player card.

COACH'S CHOICE CHART

BASERUNNING RATING ADJUSTMENTS:
Outfielder's throwing arm - Add or subtract on throw from OF.
Two out - Add one if advancing with 2 outs (except on fly outs or H&R)
Not held at first - Add one to runner on first base who is not held with 0 or 1 out.
Runner trying for 3rd on hit to OF - Subtract one if ball is fielded by lf. Add one if ball is fielded by rf. Make no change if ball is fielded by cf.
Infielder In (play at home plate) - Subtract two with bases loaded, otherwise one.
Hit & Run Play (only for runners moving on play) - Add three on base hit to outfield. Subtract three on fly out to outfield.

Result:	Adjusted Baserunning Rating:								
	7+	6	5	4	3	2	1	0	-1	<=(-2)
STANDING	00-61	00-57	00-53	00-48	00-44	00-36	00-28	00-19	00-11	00-03
SAFE+	62-87	58-84	54-79	49-73	45-66	37-56	29-45	20-30	12-17	04-06
ERROR ?	88-93	85-90	80-85	74-79	67-71	57-61	46-49	31-34	18-20	07-08
CUT DOWN	94-95	91-94	86-92	80-90	72-90	62-85	50-79	35-77	21-70	09-68
OUT+	96	95-96	93-96	91-96	91-96	86-96	80-96	78-96	71-96	69-96
RUNDOWN	97	97	97	97	97	97	97	97	97	97
REPLAY	98	98	98	98	98	98	98	98	98	98
COLLISION	99	99	99	99	99	99	99	99	99	99

CUT-OFF PLAY OPTION

May only be used if ball hit to an outfielder and offense did not choose "safety advance". Defense concedes all advancement. Roll two dice...
00 - Outfielder throws wildly. All runners (including batter) advance extra base on error.
01-05 - Throw sails over cutoff man and goes to lead base. Trailing runners (including batter) with an unadjusted BR >= the 2-die roll advance one base (cannot advance past 3b).
06-90 - No additional advancement.
91-99 - Throw cut off by infielder and trailing runner (may be batter) caught off the bag. Resolve as RUNDOWN, except runner who survives rundown retreats rather than advances.

COACH'S CHOICE CHART KEY

STANDING: Runner is in safe standing up. Batter and other runners hold.
SAFE+: Throw is just late. Runner safe. If offense chose "safety advance" all other runners hold. Otherwise batter and other runners advance an extra base on throws from the outfield (cannot advance past 3rd).
ERROR ?: Roll one die...
(a) If the number is > the thrower's error rating, the throw is wild. If offense chose "safety advance" batter and other runners may try to advance using COACH'S CHOICE CHART. Otherwise, batter and all runners advance an extra base.
(b) If the number is < or = the thrower's error rating, the throw is on target but not in time. Batter and other runners hold.
CUT DOWN: Runner is cut down on a great throw. Batter and other runners hold.
OUT +: Runner is out on a close play. If offense chose "safety advance" all other runners hold. Batter and other runners advance an extra base on throws from the outfield (cannot advance past 3rd).
RUNDOWN: Roll one die...
(a) If the number is > or = the runner's unadjusted baserunning rating, he is tagged out in one throw on a well-executed rundown. Batter and other runners hold.
(b) If the number is < the runner's unadjusted baserunning rating, he stays in the rundown allowing another runner, or the batter if now on base, the opportunity to advance an extra base.
(1) If the offensive manager decides to send another runner (-3 adjustment to baserunning rating if sent home), the defensive manager must decide if he will attempt to throw out that runner by going to the COACH'S CHOICE CHART, or complete the rundown as below. In either case the defense concedes advancement to the other runner.
(2) If the offensive manager rejects this choice, or there are no other runners on base, roll two dice to resolve the rundown... if the number is > the runner's unadjusted baserunning rating, he is tagged out; if the number is < or = the runner's unadjusted baserunning rating, he dives safely into the base where he was attempting to advance.
REPLAY: Call reviewed by instant replay.
Roll one die for umpire's call...
If the roll is EVEN the runner is called OUT, if the roll is ODD the runner is called SAFE.
Roll one die for replay result...
If the roll is EVEN the call is UPHELD, if the roll is ODD the call is REVERSED.
COLLISION: Violent collision between runner and fielder receiving the throw. Roll one die... if the roll is EVEN the fielder hangs on to the throw and the runner is OUT, if the roll is ODD the fielder cannot hang on to the ball and the runner is SAFE. Check both players for injury. If the fielder is injured, trailing runners advance one base.

ERROR CHARTS

ERROR LOCATION CHART

Die Roll:	0	1	2	3	4	5	6	7	8	9
Location:	E !	E p	E c	E 1b	E 2b	E 3b	E ss	E lf	E cf	E rf

ERROR CHART

Result: **Error Rating:**

E p

	9	8	7	6	5	4	3	2	1	0
Pitcher fields dribbler, but throw is wild. (2)	00-01	00-02	00-05	00-08	00-11	00-14	00-17	00-20	00-23	00-26
Dribbler trickles under pitcher's glove. (1)	02-04	03-07	06-16	09-23	12-31	15-39	18-47	21-55	24-63	27-71
Grounder to 1b, but pitcher drops toss. (1)	05	08-09	17-19	24-29	32-39	40-49	48-59	56-69	64-79	72-89
HG	6-99	10-99	20-99	30-99	40-99	50-99	60-99	70-99	80-99	90-99

E c

	9	8	7	6	5	4	3	2	1	0
Catcher pounces on slow roller, but throw is wild. (2)	00	00	00-01	00-02	00-02	00-04	00-05			00-05
Catcher drops towering pop-up. (0)			01	02	03	03-04	05-06	05-07	06-08	06-09	06-10
Catcher's pickoff attempt sails into the outfield. (note #1)	01	02	03	04	05	07	08	09	10	11
RG	02-14	03-14	04-14	05-14	06-14	08-14	09-14	10-14	11-14	12-14
WP/PB?	15-99	15-99	15-99	15-99	15-99	15-99	15-99	15-99	15-99	15-99

E 1b

	9	8	7	6	5	4	3	2	1	0
Hot smash goes through 1b legs. (2)	00-01	00-02	00-03	00-04	00-05	00-06	00-07	00-08	00-09	00-10
Hard bouncer handcuffs 1b. (1)	02-10	03-15	04-20	05-26	06-30	07-36	08-43	09-50	10-57	11-64
Routine grounder to ss, whose low throw is dropped by 1b, (1)	11	16-17	21-23	27-30	31-35	37-41	44-48	51-55	58-62	65-69
1b misses throw from pitcher and ball rolls down rf line. (note #2)		18	24-25	31-33	36-39	42-46	49-53	56-60	63-67	70-74
RG	12-89	19-89	26-89	34-89	40-89	47-89	54-89	61-89	68-89	75-89
P	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

E 2b

	9	8	7	6	5	4	3	2	1	0
Grounder fielded by 2b, but wild throw goes into the dugout. (2)	00-01	00-03	00-04	00-05	00-06	00-07	00-08	00-09	00-10	00-11
Chopper is bobbled by 2b and throw is not in time. (1)	02-10	04-17	05-23	06-28	07-34	08-39	09-45	10-51	11-57	12-61
Grounder scoots under fielder's glove and into short rf. (note #3)	11-14	18-23	24-30	29-37	35-44	40-51	46-58	51-65	58-72	62-79
RG	15-89	24-89	31-89	38-89	45-89	52-89	59-89	66-89	73-89	80-89
P	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

E ss E 3b

	9	8	7	6	5	4	3	2	1	0
Grounder fielded cleanly, but wild throw gets away from 1b. (2)	00-01	00-02	00-03	00-04	00-05	00-06	00-07	00-08	00-09	00-10
Great diving stop, but fielder gets up and throws wildly. (1B+1)	02-03	03-05	04-07	05-09	06-11	07-13	08-15	09-17	10-19	11-21
Easy grounder fielded, but throw pulls 1b off the bag. (1)	04	06-07	08-10	10-13	12-16	14-18	16-21	18-24	20-27	22-30
Screamer right at fielder is bobbled by fielder. (1)	05-10	08-16	11-22	14-28	17-34	19-39	22-45	25-51	28-57	31-63
Grounder scoots under fielder's glove and into short lf. (note #3)	11-16	17-25	23-34	29-43	35-52	40-60	46-69	52-78	58-87	64-96
Line smash caught, wild throw to double off lead runner.(note #4)	17	26	35	44	53	61-62	70-71	79-80	88-89	97-98
RG	18-89	27-89	36-89	45-89	54-89	63-92	72-94	81-96	90-97	
P	90-99	90-99	90-99	90-99	90-99	93-99	95-99	97-99	98-99	99

E of

	9	8	7	6	5	4	3	2	1	0
Line single falls in and is bobbled. (1B+1)	00	00-02	00-02	00-03	00-05	00-06	00-06	00-07	00-08	
Liner into the gap is bobbled by fielder. (2B+1)			03	04	04	06	07	07-08	08-09	09-10	
Long drive is misplayed and ball rolls away from fielder. (3)				05	05	07	08-09	09-10	10-12	11-16	
Misjudged liner deflects off glove. (2)		01	03	04	06	06-07	08-09	10-11	11-12	13-16	17-21
High fly ball is dropped. (note #5)			05	07	08-09	10-11	12-13	13-15	17-21	22-26	
Line drive is misplayed and rolls to the wall. (note #6)					10	12	14	16	22	27	
HF	02-22	04-23	06-25	08-26	11-28	13-29	15-31	17-33	23-34	28-36
P	23-99	24-99	26-99	27-99	29-99	30-99	32-99	34-99	35-99	37-99

NOTES:
#1 - All runners advance one base (return to normal play sequence).
#2 - All runners score; batter safe at 3rd if unadjusted baserunning is >= 4, otherwise batter safe at 2nd.
#3 - Batter safe at first on error, 1+choice for a runner on 2b (use outfielder's arm adjustment).
#4 - Batter out, but all runners advance one base on wild throw (error ignored if no runners on base, or lead runner is at third on play to 3b).
#5 - Batter safe at first on error. With less than 2 outs runners advance one base. With 2 outs runners advance two bases.
#6 - If batter has unadjusted baserunning rating >= 5, he goes all the way and scores on E(1B+3), otherwise batter safe at 3b on E(1B+2).

ERROR CHART KEY
(0) Runners hold. Batter remains at the plate.
(1) Batter safe at 1st on error. Runners advance one base.
(1B+1) Batter credited with 1B. Batter and all runners advance an extra base on the error.
(2) Batter safe at 2nd on error. Runners advance two bases.
(2B+1) Batter credited with 2B. Batter and all runners advance an extra base on the error.
(3) Batter safe at 3rd on error.
P - Pop out. Runners hold.
Fo - Foul out. Runners hold.
WP/PB? - Bases empty: Foul out (Fo). Runners on base: go to the WP/PB CHART.

E! - ERROR WILD PLAY CHART
Roll two dice and refer to the correct section below.

00-09   **TWO OUT, OR HIT AND RUN PLAY, OR NO RUNNER ON 1st:** Batter hits hard grounder to ss (HG).
   ALL OTHER SITUATIONS EXCEPT ss PLAYING IN: Roll one die ...
    (a) If the number is > 2b error rating, batter hits a hard grounder to ss who tosses to 2b for the force, but 2b throws ball into dugout trying to turn double play. Batter safe at 2nd on error. All runners score.
    (b) If the number is < or = the 2b error rating, hard grounder to ss (HG).
   ss PLAYING IN: Batter out at 1st. Runner on 3rd holds. Note: With the bases loaded, runner on 3rd forced at home. Batter safe at 1st. Others runners advance one base.

10-19   **TWO OUT, OR HIT AND RUN PLAY, OR NO RUNNER ON 1st:** Batter hits hard grounder to 2b (HG).
   ALL OTHER SITUATIONS EXCEPT 2b PLAYING IN: Roll one die ...
    (a) If the number is > ss error rating, batter hits a hard grounder to 2b who tosses to ss for the force, but ss throws ball into dugout trying to turn double play. Batter safe at 2nd on error. All runners score.
    (b) If the number is < or = the ss error rating, hard grounder to 2b (HG).
   2b PLAYING IN: Batter out at 1st. Runner on 3rd holds. Note: With the bases loaded, runner on 3rd forced at home. Batter safe at 1st. Others runners advance one base.

20-34   **WET FIELD:** Outfielder** slips and falls down going after line drive 1B. Balls rolls to the wall. Batter safe at 3rd on two-base error. All runners score.
   DRY FIELD: Outfielder** makes the play on sinking liner. Runners hold.

35-44   **NIGHT GAME - HOME TEAM IN THE FIELD:** Roll two dice ...
    (a) If the number is 00-49, outfielder** loses high fly ball in lights. With bases empty or two out, batter safe at 2nd with 2B. Runners advance two bases. Otherwise, batter safe 1st with 1B. Runner on 1st to 2nd. Other runners score.
    (b) If the number is 50-99, outfielder** battles lights on high fly ball, but makes the catch (HF).
   NIGHT GAME - VISITING TEAM IN THE FIELD: Outfielder* loses high fly in lights. See (a) above for result.
   DAY GAME PLAYED ON CLEAR DAY - HOME TEAM IN THE FIELD: Roll two dice ...
    (a) If the number is 00-49, tough sky causes outfielder** to lose high fly. With bases empty or two out, batter safe at 2nd with 2B. Runners advance two bases. Otherwise, batter safe at 1st with 1B. Runner on 1st to 2nd. Other runners score.
    (b) If the number is 50-99, outfielder** battles tough sky, but makes the catch (HF).
   DAY GAME PLAYED ON CLEAR DAY - VISITING TEAM IN THE FIELD: Tough sky causes outfielder* to lose high fly ball. See (a) above for result.
   DAY GAME PLAYED ON CLOUDY OR PARTLY CLOUDY DAY: High fly out (HF).
   GAME PLAYED UNDER DOME OR CLOSED ROOF - HOME TEAM IN THE FIELD: Roll two dice ...
    (a) If the number is 00-49, tough background on ceiling causes outfielder** to lose high fly ball. With bases empty or two out, batter safe at 2nd with 2B. Runners advance two bases. Otherwise, batter safe at 1st with 1B. Runner on 1st to 2nd. Other runners score.
    (b) If the number is 50-99, outfielder** battles tough background, but makes the catch (HF).
   GAME PLAYED UNDER DOME OR CLOSED ROOF - VISITING TEAM IN THE FIELD: Tough background on ceiling causes outfielder** to lose high fly ball. See (a) above for result.

45-74   **INFIELD IN POOR CONDITION:** Roll two dice... (see p. 8 Ballpark Effects chart for field condition)
    (a) If the number is 00-24, routine grounder takes a high hop and bounces off the infielder* into the outfield. Batter safe at 1st on what official scorer rules a single (1B). Runners advance two bases.
    (b) If the number is 25-99, routine grounder takes a bad hop and is bobbled by infielder*. Batter safe at 1st on what official scorer rules an error. Runners advance one base.
   INFIELD IN AVERAGE CONDITION: Roll two dice... (see p. 8 Ballpark Effects chart for field condition)
    (a) If the number is 00-09, routine grounder takes a bad hop and bounces off the infielder* into the outfield. Batter safe at 1st on what official scorer rules a single (1B). Runners advance two bases.
    (b) If the number is 10-49, routine grounder takes a bad hop and is bobbled by infielder*. Batter safe at 1st on what official scorer rules an error. Runners advance one base.
    (c) If the number is 50-99, routine grounder (RG) is handled easily by infielder*.
   INFIELD IN EXCELLENT CONDITION: Roll two dice... (see p. 8 Ballpark Effects chart for field condition)
    (a) If the number is 00, routine grounder takes a bad hop and bounces off the infielder* into the outfield. Batter safe at 1st on what official scorer rules a single (1B). Runners advance two bases.
    (b) If the number is 01-09, routine grounder takes a bad hop and is bobbled by infielder*. Batter safe at 1st on what official scorer rules an error. Runners advance one base.
    (c) If the number is 10-99, routine grounder (RG) is handled easily by infielder*.

75-99   **CROSSWIND - HOME TEAM IN THE FIELD:** Roll two dice... (see p. 7 Ballpark Effects chart for field condition)
    (a) If number is 00-49, high fly is blown away from outfielder** who is unable to make the catch. Batter safe at 1st with a 1B. Runners advance one base with none or one out, two bases with two out.
    (b) If number is 50-99, outfielder** catches up to wind-blown high fly ball. Runners hold.
   CROSSWIND - VISITING TEAM IN THE FIELD: High fly ball is blown away from outfielder** who is unable to make the catch. See (a) above for result.
   NO WIND OR LIGHT WIND: Outfielder** makes easy catch of high fly ball (HF).
   STRAIGHT WIND - HOME TEAM IN THE FIELD: Roll two dice ...
    (a) If number is 00-49, high fly is caught by gusting wind. If straight wind decreased the fence distances (wind blowing out), the ball is blown over outfielder's** head for a wind-blown 2B. Runners advance two bases. If straight wind increased the fence distances (wind blowing in), the ball falls in front of charging outfielder for a wind-blown 1B. Runners advance one base with none or one out, two bases with two out.
    (b) If number is 50-99, outfielder** catches up to wind-blown high fly ball. Runners hold.
   STRAIGHT WIND - VISITING TEAM IN THE FIELD: High fly ball is caught by gusting wind. See (a) above for result.

* To determine infielder, roll one die... 0-1 (1b); 2-4 (2b); 5-7 (ss); 8-9 (3b).
** To determine outfielder roll one die... 0-2 (lf); 3-6 (cf); 7-9 (rf).

JUMP CHART

Hold	Result:	0	1	2	3	4	5
ALL	Pickoff-Holds	00-19	00-15	00-11	00-07	00-03	
	Pickoff-Attempts		16-19	12-19	08-19	04-19	00-19
	E1?	20	20-21	20-22	20-23	20-24	20-25
	E2?			23	24	25	26
	Balk?	21-23	22-27	24-32	25-36	26-40	27-44
Ex	Holds	24-85	28-82	33-80	37-77	41-74	45-71
	Bad Jump	86-99	83-93	81-88	78-82	75-76	
	Attempts		94-99	89-99	83-99	77-99	72-99
Vg	Holds	24-79	28-76	33-74	37-71	41-68	45-65
	Bad Jump	80-93	77-87	75-81	72-75	69-70	
	Attempts	94-99	88-99	82-99	76-99	71-99	66-99
Av	Holds	24-73	28-70	33-68	37-65	41-62	45-59
	Bad Jump	74-87	71-80	69-75	66-69	63	
	Attempts	88-99	81-99	76-99	70-99	64-99	60-99
Fr	Holds	24-67	28-64	33-62	37-59	41-56	45-53
	Bad Jump	68-80	65-73	63-68	60-62	57	
	Attempts	81-99	74-99	69-99	63-99	58-99	54-99
Pr	Holds	24-61	28-58	33-56	37-53	41-50	45-47
	Bad Jump	62-72	59-65	57-61	54-56	51	
	Attempts	73-99	66-99	62-99	57-99	52-99	48-99

JUMP CHART KEY

E1? - POSSIBLE ERROR ON PITCHER: Roll one die ...
    (a) If the number is > pitcher's error rating, he throws wildly attempting pick-off and is charged with an error. 1+Choice for runner advancement, adjusted for the arm of the outfielder who retrieves the ball.
    (b) If the number is < or = pitcher's error rating, pick-off throw is on target. If pitcher has a Pickoff rating > 0 the runner is picked off, otherwise runners HOLD.

E2? - POSSIBLE ERROR ON CATCHER: Roll one die ...
    (a) If the number is > catcher's error rating, he throws wildly attempting pick-off and is charged with an error. 1+Choice for runner advancement, adjusted for the arm of the outfielder who retrieves the ball.
    (b) If the number is < or = catcher's error rating, pick-off throw is on target. If catcher has a Pickoff rating > 0 the runner is picked off, otherwise runners HOLD.

PICKOFF-HOLDS: If the pitcher or the catcher has a Pickoff rating > 0, roll one die and compare against the rating ...
    (a) If the roll is less than the number, the runner is picked off.
    (b) If the roll is greater than or equal to the number, or neither the catcher nor the pitcher have a Pickoff rating > 0, the runner must HOLD.

PICKOFF-ATTEMPTS: If the pitcher or the catcher has a Pickoff rating > 0, roll one die and compare against the rating ...
    (a) If the roll is less than the number, the runner is picked off but tries to steal using the STEALING CHART while subtracting 8 from his stealing rating (in addition to other adjustments). When calculating runner's ASR, do not use the catcher's arm rating when picked off by the pitcher and do not use the pitcher's stealing adjustment when picked off by the catcher. Trailing runner(s) may not attempt to steal, but advance one base on a throwing error. Runner who is out on STEALING CHART is scored caught stealing (CS).
    (b) If the roll is greater than or equal to the number, or neither the catcher nor the pitcher have a Pickoff rating > 0, the runner attempts to steal on the STEALING CHART.

ATTEMPTS: The runner attempts to steal using the STEALING CHART.

BAD JUMP: The runner attempts to steal using the STEALING CHART, subtracting 2 from runner's stealing rating, in addition to all other adjustments.

HOLDS: Runner does not get the jump and no further plays (PH/PR, SB, H&R, BUNT) may be attempted with the current batter.

BALK: Possible balk. Roll one die and use the chart below to determine the results.

Result:	Rare	Unlikely	Common	Prone
Balk - runners advance one base	0	0-2	0-5	0-8
Attempts	1-9	3-9	6-9	9

Notes: If both the catcher and the pitcher have a Pickoff rating > 0, the defensive manager uses his choice of the two numbers. A runner attempting to steal home may only be picked off by the catcher.

STEALING CHART

Stealing Rating:	Result:	
ALL	REPLAY	00
	CS - Fielder Injured	01-02
	SB - Runner Injured	03-06
	Dropped Throw?	07
13+	SB	08-83
	SB + E?	84-99
12	SB	08-78
	SB + E?	79-93
	CS	94-99
11	SB	08-73
	SB + E?	74-87
	CS	88-99
10	SB	08-68
	SB + E?	69-81
	CS	82-99
9	SB	08-63
	SB + E?	64-75
	CS	76-99
8	SB	08-58
	SB + E?	59-69
	CS	70-99
7	SB	08-53
	SB + E?	54-63
	CS	64-99
6	SB	08-48
	0SB + E?	49-57
	CS	58-99

Stealing Rating:	Result:	
5	SB	08-43
	SB + E?	44-51
	CS	52-99
4	SB	08-38
	SB + E?	39-45
	CS	46-99
3	SB	08-33
	SB + E?	34-39
	CS	40-99
2	SB	08-28
	SB + E?	29-33
	CS	34-99
1	SB	08-23
	SB + E?	24-27
	CS	28-99
0	SB	08-18
	SB+E?	19-21
	CS	22-99
-1	SB	08-13
	SB+E?	14-15
	CS	16-99
-2	SB	08
	SB+E	09
	CS	10-99
<=-3	CS	08-99

STEALING CHART KEY

REPLAY: Call reviewed by instant replay.
Roll one die for umpire's call...
    If the roll is EVEN the runner is called OUT, if the roll is ODD the runner is called SAFE.
Roll one die for replay result...
    If the roll is EVEN the call is UPHELD, if the roll is ODD the call is REVERSED.
CS: Caught stealing, runner out.
CS-Fielder Injured: Fielder spiked by runner. Check for injury of fielder covering on the play.
Dropped Throw?: Throw is on target, but fielder bobbles the ball. Roll one die...
    (a) If the number is > the error rating of the fielder covering on the play, then the throw is dropped and the runner is safe on the error.
    (b) If the number is < or = the error rating of the fielder covering on the play, then the fielder holds on and the runner is out.
SB: Runner steals successfully.
SB + E?: Stolen base, potential wild throw. Roll one die...
    (a) If the number is > the catcher's (use 1B on pickoff, P on SB of home) error rating, throw is wild and runner(s) advances an extra base.
    (b) If the number is < or = the catcher's (pitcher on sb of home) error rating, the throw is on target but late.
NOTE: On a steal of 3rd, decrease catcher's error rating by 2 with RH batter at the plate.
SB-Runner Injured: Runner feels his hamstring tighten after successful steal. Check for injury. In addition, roll one die to determine number of days player has a sore hamstring. Reduce player's baserunning, jump, steal, and all defensive range ratings by 2 for the duration of the sore hamstring (served concurrently with any injury).

STEALING CHART ADJUSTMENTS

Stealing 2nd:
1. A runner not held on 1st adds 2 to his stealing rating. A runner not held on 1st adds 1 to his baserunning rating.
2. Trailing runner on a double-steal of 2nd/3rd automatically gets jump if lead runner gets jump.

Stealing 3rd:
1. A runner held on second subtracts 2 from his jump rating.
2. A runner held on second subtracts 2 from his stealing rating.

Stealing Home:
1. A runner attempting a straight steal of home subtracts 4 from his jump rating. Runner may only attempt straight steal of home with a non-negative (adjusted) jump. No other runners may attempt to steal during a straight steal attempt of home.
2. A runner stealing home subtracts 8 from his stealing rating. Do not use the catcher's arm adjustment.
3. If defense throws to 2b with runner on 3b, offense may send runner home. Runner on 3rd subtracts 8 from his stealing rating and adjusts for the throwing arm of the catcher and the infielder covering on the play at 2nd. Do not use the pitcher's stealing adjustment.

Note: Unless directed otherwise by defensive manager prior to the play, infielder covering is 2b with RH batter and SS with LH batter.

BUNTING CHARTS

Notes: Bunting ratings consist of three components, in the format: *InPlay(#)/Bunts(^)/Runs(**)*. With runners on base the manager must declare whether the batter is *bunting for a hit* or *attempting to sacrifice*. All bunts with a runner on third base are considered *SQUEEZE* attempts unless the manager explicitly states the runner on third is holding prior to resolving the bunt. Pitcher and catcher are always considered to be playing IN.

Adjustments:

(#)   +20 to *in play rating* when bunt is a *sacrifice* attempt with less than two strikes
(#)   -50 to *in play rating* when bunt is a *SQUEEZE* attempt
(^)   -1 grade to *bunt rating* on *SQUEEZE* attempt to fielder who is playing IN.
(*)   -1 to baserunner's baserunning rating on a force play.
(*)   -1 to baserunner's baserunning rating on bunt to fielder who is playing IN.
(**)   -2 to bunter's *running rating* on bunt to fielder who is playing IN.
(**)   -2 to bunter's *running rating* when bunt is a *sacrifice* attempt
(**)   -2 to bunter's *running rating* for **each** prior bunt attempt by the batter during the game (including fouls/misses) when *bunting for a hit*.

To resolve a bunt play, first roll two dice...
   1) if the result is 99 the batter misses the pitch (strike) and the lead runner is caught off base. Go to the COACH'S CHOICE CHART and resolve as RUNDOWN.
   2) if the result is < batter's *in play rating(#)* the bunt is fair, roll one die to determine which player fields the bunt (see FIELDER) and then proceed to the BUNT IN PLAY chart.
   3) otherwise, batter bunts foul (strike). *SQUEEZE play - treat odd foul rolls as missed pitch (strike). Go to the COACH'S CHOICE CHART and resolve as RUNDOWN.*

After failed bunt attempts the manager may choose to bunt again, call off the bunt and swing away, or implement another offensive strategy (PH/PR, SB, H&R). After two strikes a foul/miss results in a strikeout (SO). If the batter is directed to swing away after two strikes, all PARK?, WP/PB, and *odd* BB results become a strikeout (SO).

FIELDER: Roll one die to determine fielder: 0-2 (3b), 3-4 (1b), 5-7 (p), 8-9(c)
Defense Adjustments:
In addition to any adjustments listed above, all running ratings are modified by the unadjusted range (infielder) OR arm (catcher) of the fielder using the following chart (*SQUEEZE play fielded by catcher has no adjustment on play at home*):

Infielder Range	Catcher Arm	Baserunning Adjustment
A-C	<= -2	-1
D-H	-1/ 0/+1	0
I-K	>= +2	+1

INJURY CHART
(roll two dice, check result against player's durability rating)

Durability Rating	Minor	Extended	50% Inj	100% Inj
9	00-99	-	-	-
8	00-69	70-79	80-89	90-99
7	00-49	50-59	60-79	80-99
6	00-29	30-39	40-69	70-99
5	00-09	10-29	30-59	60-99
4	-	00-19	20-49	50-99
3	-	00-19	20-39	40-99
2	-	00-19	20-29	30-99
1	-	00-19	-	20-99

INJURY CHART KEY

Minor: Roll one die... if the result is less than the player's durability rating he is OK. If the result is greater than or equal to his durability rating the player must be removed from the game and is out (result - durability) additional days. After sitting out the required days the player is considered day-to-day (see DTD).
Extended: Roll two dice, add the results and resolve the same as "Minor".
50% Inj: If the player has zero Injury Days, roll one die and resolve the same as "Minor". If the player has Injury Days he must be removed from the game and is out (50% Injury Days, rounded up) additional days. After sitting out the required days the player is considered day-to-day (see DTD).
100% Inj: Player must be removed from the game and is considered day-to-day (see DTD). If the player has zero Injury Days, roll one die as in "Minor" to determine if he misses any additional games. If the player has Injury Days he is out (total Injury Days) additional days. After sitting out the required days the player is considered day-to-day (see DTD).
DTD: When a player is day-to-day (DTD), before playing in a game he must roll one die... if the result is less than or equal to his durability rating then he is OK to play and no longer considered day-to-day. Otherwise, the player is unable to play in the game and must roll again prior to his next game. For *each* additional day a player was forced to sit out due to failing a DTD roll, add one (+1) to his durability rating for subsequent DTD rolls.

BUNT IN PLAY CHART
(roll two dice)

Bunt Rating^	E?	Results CP	LB?	GL	DP?	PO
Ex	00-04	05-93	94-96	97		98-99
Vg	00-04	05-81	82-90	91-92	93	94-99
Av	00-04	05-70	71-82	83-86	87-89	90-99
Fr	00-04	05-54	55-69	70-77	78-83	84-99
Pr	00-04	05-31	32-55	56-71	72-80	81-99

BUNT RESULTS KEY:

PO: Batter pops out. Runners return safely. *SQUEEZE play - runner on 3rd doubled up.*
GL: With bases empty, resolve as CLOSE PLAY (CP) at 1st base. With runners on base, lead runner cut down and batter safe at first on fielder's choice. Other runners advance one base.
FC: Fielder throws to lead base but the runner is safe. Batter also safe at 1st (scored as fielder's choice). Other runners advance one base.
CP: Close play at 1st base. Roll one die... if number is < bunter's running rating(**), batter is safe at first with a bunt single (1B). All runners advance one base. When batter is out with runners on base score as a sacrifice (SH).

DP? (potential DP): With force play available, lead runner forced out and defense tries for DP, roll for batter as CLOSE PLAY (CP) at 1st base. All other situations (including bases empty) batter thrown out at first base. Runners advance only if forced. *SQUEEZE play - runner from 3rd is out at the plate. DP home-to-1st if bases loaded, otherwise batter safe at 1st.*

LB? (potential PLAY AT LEAD BASE): With bases empty, resolve as CLOSE PLAY (CP) at 1st base. With runners on base, Defensive Manager's Choice:
   (a) Retire the batter at 1st. Runners advance one base.
   (b) Attempt to throw out lead runner by going to the PLAY AT LEAD BASE CHART:

PLAY AT LEAD BASE CHART

Runner's Rating*	Result: FC	GL	Runner's Rating*	Result: FC	GL
7+	00-98	99	3	00-51	52-99
6	00-90	91-99	2	00-38	39-99
5	00-77	78-99	1	00-25	26-99
4	00-64	65-99	0	00-12	13-99
			<0	00	01-99

E? (potential ERROR): Roll one die and resolve below:
0-6: Potential throwing error, roll one die...
   (a) If the number is > the fielder's error rating, he charges a slow roller and throws wildly to 1st. Batter is given single (1B) and takes second on error. Runners advance 2 bases.
   (b) If the number is < or = to the fielder's error rating, he fields a slow roller and is forced to make a play at 1st. Resolve as CLOSE PLAY (CP) at 1st base.
7-9: Potential fielding error, roll one die...
   (a) If the number is > the fielder's error rating, he boots the ball for an error. Batter safe at 1st on error. Runners advance 1 base.
   (b) If the number is < or = the fielder's error rating, he fields a slow roller and is forced to make a play at 1st. Resolve as CLOSE PLAY (CP) at 1st base.

WP&PB CHARTS

BASES EMPTY - Roll two dice and use Foul Territory Area of the stadium. In post season games decrease the size of foul territory by one grade due to temporary seating.

Result	VSmall	Small	Avg.	Large	VLarge
FOUL	00-89	00-69	00-49	00-29	00-09
Fo*	90-99	70-99	50-99	30-99	10-99

*fielder is 3b for LH batter, 1b for RH batter.

RUNNERS ON (roll two dice)

WP Rating:	Result:	Passed Ball Rating: Ex	Vg	Av	Fr	Pr
Rare	WP+			00	00	00
	WP	00	00-05	01-12	01-19	01-27
	PB		06	13-14	20-24	28-36
	BLK	01-98	07-98	15-98	25-98	37-98
	BLK+	99	99	99	99	99
Unlikely	WP+		00	00	00	00-01
	WP	00-06	01-18	01-29	01-38	02-46
	PB		19-20	30-34	39-48	47-62
	BLK	07-98	21-98	35-98	49-98	63-99
	BLK+	99	99	99	99	
Normal	WP+	00	00	00	00-01	00-01
	WP	01-23	01-35	01-46	02-55	02-63
	PB	24	36-39	47-54	56-69	64-84
	BLK	25-98	40-98	55-98	70-99	85-99
	BLK+	99	99	99		
Fair	WP+	00	00	00-01	00-01	00-01
	WP	01-46	01-56	02-63	02-69	02-71
	PB	47-48	57-62	64-74	70-86	72-95
	BLK	49-98	63-98	75-99	87-99	96-99
	BLK+	99	99			
Prone	WP+	00	00-01	00-01	00-01	00-02
	WP	01-76	02-77	02-77	02-76	03-73
	PB	77-80	78-86	78-91	77-95	74-98
	BLK	81-98	87-98	92-99	96-99	99
	BLK+	99				

WP+ - wild pitch. Runners advance one base and may try for an extra base by going to the COACH'S CHOICE CHART (adjust for catcher's arm).
WP - wild pitch. Runners advance one base.
PB - passed ball. Runners advance one base. *Prone* - resolve as WP+.*
BLK - catcher blocks pitch in the dirt. Runners hold. *Prone* - resolve as WP.*
BLK+ - catcher blocks pitch in the dirt. With runner on 3b all runners hold, otherwise catcher fires ball behind lead runner catching him in a rundown. See "Rundown" section of the COACH'S CHOICE CHART for the play result. *Prone* - BLK, runners hold.*
Note: If the Hit & Run play is on, credit the runner(s) with a SB, even if the result is BLK.

PITCHER FATIGUE & REST RULES

TRADITIONAL RULES

Starter (8 baserunners^)		Long (6 baserunners)		Middle (4 baserunners)		Short (4 baserunners)	
IP	Rest	IP	Rest	IP	Rest	IP	Rest
0 - 2	1	0 - 2	0*	0 - 1	0**	0 - 1	0**
2.1 - 3.2	2	2.1 - 3	1	1.1 - 2	0*	1.1 - 1.2	0*
4 - 4.2	3	3.1 - 4	2	2.1 - 3	1	2	1
5 - 9	3^	4.1 - 5	3	3.1 - 4	2	2.1 - 2.2	2
over 9	4	over 5	4	4.1 - 5	3	3	3

Middle/Short relievers may not exceed their maximum IP allowed unless no other pitchers are available (+1 day of rest if they pitch beyond the max). Relievers with an asterisk(*) next to their relief fatigue rating are considered "closers". They may not exceed 3 IP and are the only pitchers who retain their clutch rating in a save situation after the 8th inning.

* cannot pitch more than 2 consecutive days
** cannot pitch more than 3 consecutive days
^ Starting pitcher's fatigue rating is reduced by 2 when starting on three days rest (may not be increased by weather or dome effects), and the number of baserunners required to fatigue the starter is reduced to 6.

Note: Under both rules systems all pitchers fatigue once they have allowed 6 earned runs.

ADVANCED RULES (BATTERS FACED)
Each pitcher receives individualized Fatigue and Rest ratings on their card.

Fatigue: there is a separate rating for starting (**BF SP**) and relieving (**BF RP**). This is the maximum number of batters a pitcher may face in an appearance before becoming fatigued.
Rest: the numbers listed after BF are the maximum number of batters that can be faced for the corresponding amount of rest (0/1/2/3 days). Zero days rest means that the pitcher can pitch on consecutive days. Rest BF totals are **cumulative** over consecutive days pitched without rest.

• Pitchers may pitch no more than four consecutive days, regardless of BF total.
• Pitchers rated strictly as relievers (no **SP Fatigue** rating) who have exceeded the maximum BF listed on their **Rest** chart may continue pitching until the conclusion of the current inning, at which point they must be removed from the game and rest for 4 days.
• Pitchers with **SP Fatigue** ratings who face more than the maximum BF listed on their **Rest** chart but less than or equal to twice the maximum may pitch again after only 3 days rest. When starting on short rest apply a -8 BF penalty to the **BF SP** rating. When relieving on short rest use the lower value of either the unadjusted **BF RP** rating or the **BF SP** rating with -8 BF penalty.
• Pitchers with **SP Fatigue** ratings who exceed twice the maximum BF listed on their **Rest** chart must rest 4 days before pitching again in any role.
• Pitchers must rest at least 1 day prior to starting. Pitchers starting after normal rest in cool weather receive +2 bonus BF to their **SP Fatigue** rating; pitchers starting in hot weather suffer -4 BF penalty to their **SP Fatigue** rating.

INFIELD RANGE CHART (All Grass Surfaces)

Range Ratings:

Result:	AA/A	B	C	D	E	F	G	H	I	J	K/KK
up the middle	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
LUNGING GRAB	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
KNOCKED DOWN		90-98	80-87	70-76	60-65	50-54	40-43	30-32	20-21	10	
THRU FOR A HIT		88-98	77-98	66-98	55-98	44-98	33-98	22-98	11-98	00-98	
REPLAY	99	99	99	99	99	99	99	99	99	99	99
in the hole	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
DIVING STOP	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
KNOCKED DOWN		90-98	80-87	70-76	60-65	50-54	40-43	30-32	20-21	10	
THRU FOR A HIT		88-98	77-98	66-98	55-98	44-98	33-98	22-98	11-98	00-98	
REPLAY	99	99	99	99	99	99	99	99	99	99	99
slow roller	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
IN TIME	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
NOT IN TIME		90-98	80-98	70-98	60-98	50-98	40-98	30-98	20-98	10-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
high chopper	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
IN TIME	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
NOT IN TIME		90-98	80-98	70-98	60-98	50-98	40-98	30-98	20-98	10-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
down the line	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
DIVING STOP	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
KNOCKED DOWN		90-98	80-87	70-76	60-65	50-54	40-43	30-32	20-21	10	
THRU FOR A HIT		88-98	77-98	66-98	55-98	44-98	33-98	22-98	11-98	00-98	
REPLAY	99	99	99	99	99	99	99	99	99	99	99
line drive	AA/A	B	C	D	E	F	G	H	I	J	K/KK
LEAPING GRAB	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
OVER THE GLOVE		90-99	80-99	70-99	60-99	50-99	40-99	30-99	20-99	10-99	00-99

INFIELD RANGE CHART (Turf Surfaces)

Range Ratings:

Result:	AA/A	B	C	D	E	F	G	H	I	J	K/KK
up the middle	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
LUNGING GRAB	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
KNOCKED DOWN		90-96	80-85	70-74	60-63	50-52	40-41	30			
THRU FOR A HIT		97-98	86-98	75-98	64-98	53-98	42-98	31-98	20-98	10-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
in the hole	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
DIVING STOP	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
KNOCKED DOWN		90-96	80-85	70-74	60-63	50-52	40-41	30			
THRU FOR A HIT		97-98	86-98	75-98	64-98	53-98	42-98	31-98	20-98	10-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
slow roller	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02
IN TIME	21-98	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09
NOT IN TIME			90-98	80-98	70-98	60-98	50-98	40-98	30-98	20-98	10-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
high chopper	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02		
IN TIME	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09		
NOT IN TIME		90-98	80-98	70-98	60-98	50-98	40-98	30-98	20-98	10-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
down the line	AA/A	B	C	D	E	F	G	H	I	J	K/KK
CLOSE PLAY	00-20	00-18	00-16	00-14	00-12	00-10	00-08	00-06	00-04	00-02	
DIVING STOP	21-98	19-89	17-79	15-69	13-59	11-49	09-39	07-29	05-19	03-09	
KNOCKED DOWN		90-96	80-85	70-74	60-63	50-52	40-41	30			
THRU FOR A HIT		97-98	86-98	75-98	64-98	53-98	42-98	31-98	20-98	10-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
line drive	AA/A	B	C	D	E	F	G	H	I	J	K/KK
LEAPING GRAB	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
OVER THE GLOVE		90-99	80-98	70-97	60-96	50-96	40-96	30-96	20-96	10-96	00-96
TO THE WALL			99	98-99	97-99	97-99	97-99	97-99	97-99	97-99	97-99

INFIELD RANGE LOCATION CHART

Play	Fielder	Lp/Ro	Lsp	Rsp	Rp/Lo
Up the middle	P	00	00	00	00
High chopper	P	01	01	01	01
Line drive	P	02	02	02	02
Down the line	1B	03-19	03-11	03-07	03
Slow roller	1B	20-21	12	08	04
High chopper	1B	22	13-14	09	05
Line drive	1B	23-27	15-16	10-11	06
In the hole	1B	28-36	17-24	12-19	07
In the hole	2B	37-49	25-34	20-27	08-14
Slow roller	2B	50-53	35-36	28-29	15
High chopper	2B	54-56	37-38	30-31	16-17
Up the middle	2B	57-69	39-48	32-43	18-24
Line drive	2B	70-75	49-53	44-48	25-26
Line drive	SS	76-77	54-58	49-53	27-32
Up the middle	SS	78-84	59-70	54-63	33-45
High chopper	SS	85-86	71-72	64-65	46-48
Slow roller	SS	87	73-74	66-67	49-52
In the hole	SS	88-94	75-82	68-77	53-65
In the hole	3B	95	83-90	78-85	66-74
Line drive	3B	96	91-92	86-87	75-79
High chopper	3B	97	93	88-89	80
Slow roller	3B	98	94	90	81-82
Down the line	3B	99	95-99	91-99	83-99

CATCHER FRAMING ADJUSTMENT

The catcher's framing rating (A thru K) is listed after his error rating. CFR plays are resolved as IFR/OFR plays with the following catcher framing adjustment applied:
A: +5, **B**: +4, **C**: +3, **D**: +2, **E**: +1, **F**: no adjustment, **G**: -1, **H**: -2, **I**: -3, **J**: -4, **K**: -5

If after all applicable adjustments the IFR/OFR play's defender would have an adjusted range above "A" (e.g. defender "C" + catcher "C"), the result of the play is a strikeout (SO).
Note: defenders with AA range cannot be adjusted lower due to framing, defenders with KK range cannot be adjusted higher due to framing.

INFIELD RANGE CHART KEY

CLOSE PLAY
(a) Empty, 2nd, 3rd, 2nd&3rd, Hit & Run Play: Roll one die...
    (1) if the number is > or = batter's baserunning rating, the throw is just in time. Batter out at 1st. Runners advance one base.
    (2) if the number is < batter's baserunning rating, batter beats out an infield 1B. Batter safe at 1st. Runners advance one base.
Note: If the infielder is playing in and a runner is on 3rd, he may throw home using the COACH'S CHOICE CHART (batter safe at first).
(b) 1st, 1st&2nd, 1st&3rd, Bases Loaded:

	Turns Pivot			
Play:	ss	2b	**Play:**	**Result**
in the hole ss or 3b		+/-	high chopper	play at 1st, as in (a)
in the hole 2b or lb	+/-		slow roller	play at 1st, as in (a)
up the middle ss		DP	down the line	play at 1st, as in (a)
up the middle 2b	DP			
up the middle p	+/-			

Key - DP: Pivot man's throw in time. Runner on 1st forced at 2b, batter out at 1st.
    (+/-): Runner on 1st forced at 2b. For batter, roll as in (a), adding three to the number rolled if player turning pivot has a (+), and subtracting three if the player has a (-).
Note: If infielder is playing in, he must throw home using the COACH'S CHOICE CHART.

DIVING STOP: Fielder makes diving stop and fires to get the batter by a step. Batter out at 1st. Runners advance one base. Note: On down the line 1B, 1B makes play unassisted; on down the line 3B with a force at 3rd, 3B makes the play unassisted. Other runners advance one base. Note: If infielder is playing in, he may attempt to throw out runner coming home using the COACH'S CHOICE CHART.
LUNGING GRAB: Fielder makes lunging grab of sharply hit ball. Off balance throw is just in time. Batter out at 1st. Runners advance one base. Note: SS/2B flips to second base for the force in 1st, 1st&2nd, 1st&3rd, or loaded situations. Pitcher may throw home using COACH'S CHOICE CHART. *Hit & Run: Batter out at 1st. Runners advance.*
LEAPING GRAB: Fielder makes a leaping grab. Closest runner doubled off (only 3b may double off runner on 3rd).
THROW IN TIME: Fielder charges chopper, scoops, and fires just in time to nip the batter at 1st. Runners advance one base. Note: If infielder is playing in, he may attempt to throw out runner coming home using the COACH'S CHOICE CHART.
NOT IN TIME: Fielder charges chopper, but bobbles ball and throw is not in time. Batter safe at 1st on infield 1B. Runners advance one base.

KNOCKED DOWN: Fielder knocks ball down, but throw is not in time. Batter safe at 1st on infield 1B. Runners advance one base. Note: If runner on 1st has baserunning rating < 2, he is forced at 2nd. Batter safe at 1st. Other runners advance one base. *Hit & Run: same as above, except baserunner on 1st is never forced. Batter safe at 1st. Runners advance one base.*
OVER THE GLOVE: Line drive 1B just over glove. Runners advance two bases.
THRU FOR A HIT: Hard grounder gets through for a 1B. Runners advance two bases. On range plays down the line, batter may attempt to STRETCH^ into 2B (add two to batter baserunning rating).
TO THE WALL: Line shot ripped into the gap goes all the way to the wall. Batter safe at 2nd with a 2B. (2+choice).
REPLAY: Call reviewed by instant replay. (play is at closest base where force out is possible, otherwise first base; if fielder is playing in with runner on third then the play is at home).
Roll one die for umpire's call...
    If the roll is EVEN the runner is called OUT, if the roll is ODD the runner is called SAFE.
Roll one die for replay result...
    If the roll is EVEN the call is UPHELD, if the roll is ODD the call is REVERSED.

IFR adjustments (applied cumulatively)*
Infielder that is IN has -3 adjustment on IFR (no adjustment on "slow roller" or "chopper").
Infielder that is IN cannot turn pivot on DP (HG or RG+).
Infielder that is IN has -3 adjustment on OFR.
1B that holds runner has -2 adjustment on "in the hole", +1 adjustment on "down the line".
2B/SS that holds runner has -2 adjustment on "in the hole", +1 adjustment on "up the middle".
Infielder that is guarding lines has -3 adjustment on "in the hole".
Infielder that is guarding lines has +2 adjustment on "down the line".
Hit & Run Play: Ball hit "in the hole" to fielder covering second becomes 1b glf/grf, "up the middle" resolved as hard grounder (HG) without H&R modifications.

*Any infielder who because of defensive positioning has a range rating for any play (e.g. ith) adjusted to a level worse than "K" must resolve ALL HG using special rules (see HG).
^STRETCH by going to the COACH'S CHOICE CHART.

Fatigue Adjustments
Reduce range rating of all fielders by 1 grade for *each* new inning started by a fatigued pitcher.

OUTFIELD RANGE CHART (Normal Grass and Turf Surfaces)

Result:					Range Ratings:						
down the line	AA/A	B	C	D	E	F	G	H	I	J	K/KK
DIVING CATCH	00-98	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
CUT OFF		90-97	80-86	70-75	60-64	50-53	40-42	30-31	20		
INTO THE CORNER		98	87-98	76-98	65-98	54-98	43-98	32-98	21-98	10-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
into the gap	AA/A	B	C	D	E	F	G	H	I	J	K/KK
DIVING CATCH	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
CUT OFF		90-98	80-87	70-76	60-65	50-54	40-43	30-32	20-21	10	
TO THE WALL		99	88-99	77-99	66-99	55-99	44-99	33-99	22-99	11-99	00-99
over the head	AA/A	B	C	D	E	F	G	H	I	J	K/KK
RUNNING CATCH	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
OFF THE WALL		90-99	80-99	70-99	60-99	50-99	40-99	30-99	20-99	10-99	
looping liner	AA/A	B	C	D	E	F	G	H	I	J	K/KK
SHOESTRING	00-98	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
BOUNCES PAST			80-83	70-73	60-67	50-57	40-47	30-41	20-31	10-25	00-15
FALLS IN FOR HIT		90-98	84-98	74-98	68-98	58-98	48-98	42-98	32-98	26-98	16-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
blooper	AA/A	B	C	D	E	F	G	H	I	J	K/KK
RUNNING CATCH	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
FALLS IN FOR HIT		90-99	80-99	70-99	60-99	50-99	40-99	30-99	20-99	10-99	00-99

OUTFIELD RANGE CHART (Slow Grass Surfaces)

Result:					Range Ratings:						
down the line	AA/A	B	C	D	E	F	G	H	I	J	K/KK
DIVING CATCH	00-98	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
CUT OFF		90-98	80-98	70-96	60-82	50-68	40-54	30-40	20-26	10-12	
INTO THE CORNER				97-98	83-98	69-98	55-98	41-98	27-98	13-98	00-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
into the gap	AA/A	B	C	D	E	F	G	H	I	J	K/KK
DIVING CATCH	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
CUT OFF		90-99	80-99	70-97	60-83	50-69	40-55	30-41	20-27	10-13	
TO THE WALL				98-99	84-99	70-99	56-99	42-99	28-99	14-99	00-99
over the head	AA/A	B	C	D	E	F	G	H	I	J	K/KK
RUNNING CATCH	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
OFF THE WALL		90-99	80-99	70-99	60-99	50-99	40-99	30-99	20-99	10-99	
looping liner	AA/A	B	C	D	E	F	G	H	I	J	K/KK
SHOESTRING	00-98	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
BOUNCES PAST			80	70	60-61	50-51	40-41	30-32	20-22	10-13	00-03
FALLS IN FOR HIT		90-98	81-98	71-98	62-98	52-98	42-98	33-98	23-98	14-98	04-98
REPLAY	99	99	99	99	99	99	99	99	99	99	99
blooper	AA/A	B	C	D	E	F	G	H	I	J	K/KK
RUNNING CATCH	00-99	00-89	00-79	00-69	00-59	00-49	00-39	00-29	00-19	00-09	
FALLS IN FOR HIT		90-99	80-99	70-99	60-99	50-99	40-99	30-99	20-99	10-99	00-99

OUTFIELD RANGE PLAY LOCATION CHART

Play	Fielder	Lp/Ro	Lsp	Rsp	Rp/Lo
Down the line	rf	00-13	00-08	00-05	00
Over the head	rf	14-28	09-18	06-11	01-02
Looping liner	rf	29-35	19-23	12-16	03-04
Into the gap rc	rf	36-49	24-31	17-24	05-08
Into the gap rc	cf	50-63	32-42	25-34	09-13
Over the head	cf	64-75	43-54	35-46	14-25
Looping liner	cf	76-81	55-60	47-52	26-31
Into the gap lc	cf	82-86	61-70	53-63	32-45
Into the gap lc	lf	87-90	71-78	64-71	46-59
Looping liner	lf	91-92	79-83	72-76	60-66
Over the head	lf	93-94	84-89	77-86	67-81
Down the line	lf	95	90-95	87-95	82-95
Blooper	1b	96-97	96	96	
Blooper	2b	98-99	97	97	
Blooper	ss		98	98	96-97
Blooper	3b		99	99	98-99

DEEP FLY LOCATION CHART

			Location Die							
Bats:	0	1	2	3	4	5	6	7	8	9
Lp/Ro	rfl*	rfl	rf	rf	rf	rc	rc	rc	cf	lf
Lsp	rfl*	rf	rf	rc	rc	rc	cf	lc	lc	lf
Rp/Lo	lfl*	lfl	lf	lf	lf	lc	lc	lc	cf	lf
Rsp	lfl*	lf	lf	lc	lc	lc	cf	rc	rc	rf

* Ball is headed right down the foul line - roll two dice...
(a) If the number is 00-24, ball hooks foul. Return to normal play sequence.
(b) If the number is 25-99, ball stays fair. Continue on to the DEEP FLY CHART for the result of the play.

AT THE WALL CHART

Results below: Batter robbed of a HR. See WT symbol.

Fence	Unadjusted Range Rating:					
Height:	A	B	C	D	E	F
>11 feet						
10-11 feet	95-99	97-99	98-99	99	99	
8-9 feet	94-99	95-99	96-99	97-99	98-99	99
6-7 feet	91-99	93-99	94-99	96-99	97-99	98-99
< 6 feet	89-99	91-99	92-99	94-99	96-99	97-99

Note: Centerfielder fields ball hit to lc or rc.

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DEEP FLY CHART

Clutch** Situation: With a hitter rated "Terror" in the clutch vs. a pitcher with a "Normal" rating in a jam, add five to the Distance # generated. With a pitcher rated "Tough" in a jam vs. a hitter with a "Normal" clutch rating, subtract five from the Distance # generated. All other cases, no change.

Distance # result	Power Rating:				
	Ex	Vg	Av	Fr	Pr
LF			00-18	00-45	00-72
-5			19-21	46-47	73
-4			22-24	48-49	74
-3		00-03	25-27	50-51	75
-2		04-07	28-30	52-53	76
-1		08-11	31-33	54-55	77
0		12-15	34-36	56-57	78
1		16-19	37-39	58-59	79
2	00-04	20-23	40-42	60-61	80
3	05-09	24-27	43-45	62-63	81
4	10-14	28-31	46-48	64-65	82
5	15-19	32-35	49-51	66-67	83
6	20-24	36-39	52-54	68-69	84
7	25-29	40-43	55-57	70-71	85
8	30-34	44-47	58-60	72-73	86
9	35-39	48-51	61-63	74-75	87
10	40-44	52-55	64-66	76-77	88
11	45-49	56-59	67-69	78-79	89
12	50-54	60-63	70-72	80-81	90
13	55-59	64-67	73-75	82-83	91
14	60-64	68-71	76-78	84-85	92
15	65-69	72-75	79-81	86-87	93
16	70-74	76-79	82-84	88-89	94
17	75-79	80-83	85-87	90-91	95
18	80-84	84-87	88-90	92-93	96
19	85-89	88-91	91-93	94-95	97
20	90-94	92-95	94-96	96-97	98
21	95-99	96-99	97-99	98-99	99

Result: If the Distance # Generated is greater than or equal to the appropriate Wall Distance, the result is a HR (do not use the AT THE WALL CHART). If the Distance # Generated is less than the Wall Distance, the ball is caught on the warning track (see WT symbol).
** See Clutch definition in Instructions.

Fatigue Adjustments
Add 1 to distance number generated for *each* new inning started by a fatigued pitcher.

OUTFIELD RANGE CHART KEY

DIVING CATCH: Fielder makes fantastic, diving catch! Runner on 3rd may attempt to score by going to the COACH'S CHOICE CHART. Other runners hold.
RUNNING CATCH: Fielder makes spectacular catch on the dead run. Runners hold on blooper. On ball hit over the head, runner on 3rd scores, and runner on 2nd may attempt to advance to 3rd by going to the COACH'S CHOICE CHART.
SHOESTRING: Fielder robs batter of a hit with a shoestring catch! If he has a -2, -3, or -4 throwing arm he guns out lead runner - double play! On H&R play, lead runner who was moving on the play is doubled off. Other runners hold.
BOUNCES PAST: Grass and Slow Grass Surfaces: Fielder makes diving attempt but ball bounces under glove. Batter safe at 2nd with a 2B. Runners advance two bases. Turf Surface: Ball bounds over head all the way to the wall. Batter safe at 3rd with a 3B and may attempt STRETCH^ hit into an inside-the-park HR!
CUT OFF: Grass and Turf Surfaces: Fielder cuts ball off quickly. Batter safe at 1st with a 1B and may attempt to STRETCH^ the hit into a 2B. Runners advance two bases. Slow Grass Surface: Batter safe at 1st with a 1B and may attempt to STRETCH^ the hit into a 2B, only if baserunning rating >=4. Runners advance two bases.
FALLS IN FOR HIT: Grass and Slow Grass Surfaces: Fielder can't get there in time and it falls in. Batter safe at 1st with a 1B (1 + choice). Turf Surface: Ball takes high bounce. Batter safe at 1st and may attempt to STRETCH^ hit into a 2B (use fielder's throwing arm). Runners advance two bases.
INTO THE CORNER: Line drive stays fair and rolls into the corner. Batter is safe at 2nd with a 2B and may attempt to STRETCH^ hit into a 3B if ball is hit to rf and baserunning rating is > =3, or ball is hit to lf and baserunning rating is >=5 (2+ choice for runner advancement), otherwise no advance.
OFF THE WALL: Fielder races back but can't catch up to deep drive, which bounces off the base of the wall. Batter safe at 2nd with a 2B and may attempt to STRETCH^ the hit into a 3B! All runners score.
TO THE WALL: Line shot ripped into the gap goes all the way to the wall. Batter safe at 2nd with a 2B. (2+Choice).
REPLAY: Diving catch attempt reviewed by instant replay.
Roll one die for umpire's call...
    If the roll is EVEN the batter is called OUT, if the roll is ODD the batter is called SAFE.
Roll one die for replay result...
    If the roll is EVEN the call is UPHELD, if the roll is ODD the call is REVERSED.
Batter awarded single (1B) when safe. Runners advance 1 base with 1 out, 2 bases with 2 outs.

^STRETCH by going to the COACH'S CHOICE CHART.

Fatigue Adjustments
Reduce range rating of all fielders by 1 grade for *each* new inning started by a fatigued pitcher.

PARK EFFECTS CHART
Infielder fielding SG/RG: Lp/Ro = 1B, Lsp = 2B, Rsp = SS, Rp/Lo = 3B

Stadium	1blcf	2blc	2brc	3b?	sg	rg	hf8
ARI	00-34	35-40	41-46	47-61	62-71	72-80	81-99
ATL	00-37	38-51	52-64	65-68	69-76	77-84	85-99
BAL	00-27	28-35	36-42	43-45	46-59	60-72	73-99
BOS	00-24	25-57	58-89	90-96	97	98	99
CHA	00-09	10	11		12-33	34-55	56-99
CHN	00-35	36-43	44-50	51-61	62-71	72-80	81-99
CIN	00-09	10-18	19-26	27-30	31-48	49-65	66-99
CLE	00-17	18-28	29-39	40-41	42-56	57-70	71-99
COL^	00-36	37-57	58-78	79-99			
DET	00-61	62-66	67-71	72-86	87-90	91-93	94-99
HOU	00-26			27-29	30-47	48-64	65-99
KC	00-53	54-71	72-89	90-99			
LAA	00-12	13-15	16-18	19-20	21-40	41-60	61-99
LAN	00-23	24-31	32-39		40-54	55-69	70-99
MIA	00-37			38-49	50-62	63-74	75-99
MIL		00-04	05-09	10-13	14-35	36-56	57-99
MIN	00-30	31-46	47-62	63-69	70-77	78-84	85-99
NYA	00-40			41	42-56	57-70	71-99
NYN		00	01		02-26	27-50	51-99
OAK	00-01	02-16	17-31	32-38	39-54	55-69	70-99
PHI	00-22	23		24-28	29-46	47-64	65-99
PIT	00-13	14-33	34-52	53-55	56-66	67-77	78-99
SD	00-08	09-11	12-13	14-17	18-38	39-58	59-99
SEA	00-21	22-23	24	25-26	27-45	46-63	64-99
SF	00-41	42-43	44	45-55	56-66	67-77	78-99
STL	00-41	42		43-47	48-60	61-73	74-99
TB	00-11	12		13-21	22-41	42-60	61-99
TEX	00-63	64-72	73-81	82-94	95-96	97	98-99
TOR		00-06	07-12	13-17	18-38	39-58	59-99
WAS	00-50	51-69	70-87	88-91	92-93	94-95	96-99

Special Park Effects:

^ - L results on batter card become 1b lcf*, except on H&R play (see L).

§ - FOUL results (WP&PB) results become 1b lcf*.

*2b lcf when pitcher fatigued

IFR adjustments:
@ - 1 grade increase*
@@ - 2 grade increase*
@@@ - 3 grade increase*

& - 1 grade decrease**
&& - 2 grade decrease**
&&& - 3 grade decrease**

OFR adjustments:
% - 1 grade increase*
%% - 2 grade increase*
%%% - 3 grade increase*

- 1 grade decrease**
- 2 grade decrease**
- 3 grade decrease**

*KK range remains K
**AA range remains A

3B? = If the batter has 3B numbers on his card, 3b cfw. Otherwise, 2b rcf. All runners score

BALL PARK HOME RUN EFFECTS CHART
Wall Distances (cross / NO WIND / straight)

Park	LFL	LF	LC	CF	RC	RF	RFL	IF	OF	Foul FH
ARI	10	12	14	16	13	11	10	turf	Av fast	Avg *
ATL	13 10 8	14 11 10	15 15 13	14 17 15	12 14 12	8 10 9	4 7 6	grass	Pr fast	Avg *
BAL	2 5 6	6 8 9	9 11 13	12 13 15	11 13 11	12 9 11	11 8 10	grass	Av fast	Avg *
BOS	6 9 10	9 11 12	12 14 16	15 16 18	16 14 16	15 12 14	14 11 13	grass	Av fast	Avg *
CHA	11 8 10	13 11 13	15 13 15	14 16 18	6 8 10	4 6 7	1 3 4	grass	Av slow/+1	Avg 8
CHN	5 8 7	7 9 8	9 12 10	16 19 17	17 15 13	16 13 12	15 12 10	grass	Av fast	Small *
CIN	7	8	11	13	11	10	8	grass	Av fast	Avg *
CLE	9 10	12 13	13 14	15 16	11 13	10 12	7 8	grass	Av fast	Small *
COL	7 8	9 10	10 12	12 14	9 10	6 7		gr/-1	Pr fast/-2	Small *
DET	4 7 8	8 10 11	11 13 15	14 15 17	15 13 15	13 11 13	12 9 11	grass	Av fast	Large *
HOU	6 7	9 10	11 13	13 15	11 13	10 11	9 10	grass	Av slow	Avg *
KC	12 13	14 16	14 16	16 18	14 16	13 14	11 12	grass	Av fast	Avg 8
LAA	13 10 8	14 11 10	15 13 11	14 16 16	9 12 10	6 8 7	3 6 5	grass	Av fast	Avg *
LAN	7 6	9 8	13 11	15 13	13 11	9 8	7 6	grass	Ex slow	Avg *
MIA	12	14	15	17	15	13	10	grass	Pr fast	Avg *
MIL	8 9	10 11	11 13	13 15	11 13	10 11	9 10	grass	Ex fast	Avg *
MIN	9 10	12 13	13 14	15 16	13 15	12 14	10 11	grass	Ex slow	Avg *
NYA	12 9 7	13 10 9	14 13 11	15 15 13	13 15 13	10 13 11	7 9 8	grass	Av slow/+1	Avg 8
NYN	9 10	10 11	12 14	15 17	13 15	12 13	10 11	gr/+1	Ex slow/+1	Large 8
OAK	5 8 7	9 11 8	13 15 13	15 18 16	16 16 14	15 13 12	13 10 8	grass	Av fast	VLg *
PHI	6 7	8 9	10 12	12 14	10 12	9 10	8 9	grass	Av fast	Large *
PIT	14 11 13	15 13 15	17 15 17	16 17 19	11 13 15	8 10 11	5 8 9	grass	Av fast	Avg *
SD	7 10 11	9 11 12	11 13 15	17 18 20	16 14 16	15 13 15	14 11 13	grass	Av fast	Avg *
SEA	4 7 8	8 10 11	11 13 15	15 17 19	16 13 15	15 12 14	14 11 13	grass	Av fast	Avg *
SF	7 10 11	11 13 14	14 16 18	17 19 21	14 18 15	17 14 16	16 13 15	grass	Av fast	Avg *
STL	14 11 13	15 13 15	16 14 16	15 17 19	12 14 16	8 10 15	5 8 9	grass	Av fast	Avg *
TB	10	12	14	16	14	12	10	turf	Av fast	Avg 9
TEX	12 9 11	13 10 12	14 12 14	13 14 16	10 12 14	7 9 10	4 7 8	gr/-1	Pr fast/-1	Avg *
TOR	8	10	11	13	11	9	7	turf	Av fast	Avg 10
WAS	8	10	11	13	11	8	7	grass	Av fast	Avg *

Key: IF = infield surface/IFR adjustment, field condition; OF = outfield surface/OFR adjustment; Foul = size of foul territory; FH = fence height

WIND CHART

MLB		APR	MAY	JUN	JUL	AUG	SEP
ARI	cross						
	none	00-99	00-99	00-99	00-99	00-99	00-99
	straight						
ATL	cross	00-17	00-17	00-17	00-17	00-17	00-17
	none	18-79	18-79	18-79	18-79	18-79	18-79
	straight	80-99	80-99	80-99	80-99	80-99	80-99
BAL	cross	00-27	00-27	00-27	00-27	00-27	00-27
	none	28-85	28-85	28-85	28-85	28-85	28-85
	straight	86-99	86-99	86-99	86-99	86-99	86-99
BOS	cross	00-27	00-27	00-27	00-27	00-27	00-27
	none	28-86	28-86	28-86	28-86	28-86	28-86
	straight	87-99	87-99	87-99	87-99	87-99	87-99
CHA	cross	00-28	00-28	00-28	00-28	00-28	00-28
	none	29-87	29-87	29-87	29-87	29-87	29-87
	straight	88-99	88-99	88-99	88-99	88-99	88-99
CHN	cross	00-22	00-22	00-22	00-22	00-22	00-22
	none	23-81	23-81	23-81	23-81	23-81	23-81
	straight	82-99	82-99	82-99	82-99	82-99	82-99
CIN	cross						
	none	00-99	00-99	00-99	00-99	00-99	00-99
	straight						
CLE	cross						
	none	00-91	00-91	00-91	00-91	00-91	00-91
	straight	92-99	92-99	92-99	92-99	92-99	92-99
COL	cross						
	none	00-69	00-69	00-69	00-69	00-69	00-69
	straight	70-99	70-99	70-99	70-99	70-99	70-99

MLB		APR	MAY	JUN	JUL	AUG	SEP
DET	cross	00-25	00-25	00-25	00-25	00-25	00-25
	none	26-84	26-84	26-84	26-84	26-84	26-84
	straight	85-99	85-99	85-99	85-99	85-99	85-99
HOU	cross						
	none	00-69	00-69	00-69	00-69	00-69	00-69
	straight	70-99	70-99	70-99	70-99	70-99	70-99
KC	cross						
	none	00-70	00-70	00-70	00-70	00-70	00-70
	straight	71-99	71-99	71-99	71-99	71-99	71-99
LAA	cross	00-28	00-28	00-28	00-28	00-28	00-28
	none	29-83	29-83	29-83	29-83	29-83	29-83
	straight	84-99	84-99	84-99	84-99	84-99	84-99
LAN	cross						
	none	00-66	00-66	00-66	00-66	00-66	00-66
	straight	67-99	67-99	67-99	67-99	67-99	67-99
MIA	cross						
	none	00-99	00-99	00-99	00-99	00-99	00-99
	straight						
MIL	cross						
	none	00-64	00-64	00-64	00-64	00-64	00-64
	straight	65-99	65-99	65-99	65-99	65-99	65-99
MIN	cross						
	none	00-80	00-80	00-80	00-80	00-80	00-80
	straight	81-99	81-99	81-99	81-99	81-99	81-99
NYA	cross	00-24	00-24	00-24	00-24	00-24	00-24
	none	25-84	25-84	25-84	25-84	25-84	25-84
	straight	85-99	85-99	85-99	85-99	85-99	85-99

MLB		APR	MAY	JUN	JUL	AUG	SEP
NYN	cross	00-25	00-25	00-25	00-25	00-25	00-25
	none	00-69	00-69	00-69	00-69	00-69	00-69
	straight	70-99	70-99	70-99	70-99	70-99	70-99
OAK	cross	00-18	00-18	00-18	00-18	00-18	00-18
	none	19-81	19-81	19-81	19-81	19-81	19-81
	straight	82-99	82-99	82-99	82-99	82-99	82-99
PHI	cross						
	none	00-68	00-68	00-68	00-68	00-68	00-68
	straight	69-99	69-99	69-99	69-99	69-99	69-99
PIT	cross	00-26	00-26	00-26	00-26	00-26	00-26
	none	27-83	27-83	27-83	27-83	27-83	27-83
	straight	84-99	84-99	84-99	84-99	84-99	84-99
SD	cross	00-23	00-23	00-23	00-23	00-23	00-23
	none	24-86	24-86	24-86	24-86	24-86	24-86
	straight	87-99	87-99	87-99	87-99	87-99	87-99
SEA	cross	00-22	00-22	00-22	00-22	00-22	00-22
	none	23-88	23-88	23-88	23-88	23-88	23-88
	straight	89-99	89-99	89-99	89-99	89-99	89-99
SF	cross	00-31	00-31	00-31	00-31	00-31	00-31
	none	32-86	32-86	32-86	32-86	32-86	32-86
	straight	87-99	87-99	87-99	87-99	87-99	87-99
STL	cross	00-30	00-30	00-30	00-30	00-30	00-30
	none	31-84	31-84	31-84	31-84	31-84	31-84
	straight	85-99	85-99	85-99	85-99	85-99	85-99
TB	cross						
	none	00-99	00-99	00-99	00-99	00-99	00-99
	straight						

MLB		APR	MAY	JUN	JUL	AUG	SEP
TEX	cross	00-23	00-23	00-23	00-23	00-23	00-23
	none	24-88	24-88	24-88	24-88	24-88	24-88
	straight	89-99	89-99	89-99	89-99	89-99	89-99
TOR	cross						
	none	00-99	00-99	00-99	00-99	00-99	00-99
	straight						
WAS	cross						
	none	00-99	00-99	00-99	00-99	00-99	00-99
	straight						

FENCE HEIGHT CHART (for asterisked parks)

	lfl	lf	lc	cf	rc	rf	rfl
ARI	9	9	10	25	10	9	9
ATL	6	8	8	8	16	16	16
BAL	7	7	7	7	7	25	25
BOS	37	37	17	5	5	5	3
CHN	15	12	12	12	12	12	15
CIN	12	12	12	8	8	8	8
CLE	19	19	19	8	8	8	8
COL	13	8	8	16	16	16	16
DET	8	8	8	8	11	11	11
HOU	21	21	10	7	7	7	7
LAN	4	8	8	8	8	8	4
MIA	11	7	11	9	9	11	9
MIL	8	8	8	6	6	6	6
MIN	8	8	8	8	23	23	23
OAK	8	15	15	8	15	15	8
PHI	8	8	13	6	13	13	13
PIT	6	6	10	10	21	21	21
SD	5	7	7	7	7	8	8
SF	8	8	11	8	25	25	25
TEX	14	14	14	8	8	8	8
WAS	8	8	8	10	14	8	8

TB: Dome, no wind. ARI*, HOU*, MIA*, MIL*, SEA*: Roof closed when outside weather is hot, cold, or cloudy. Wind unaffected by roof. TOR** Dome closed (no wind) when outside weather is hot, cold, or cloudy.

WEATHER EFFECTS CHART

GREAT LAKES-NORTHEAST (BOS, CHA, CHN, CIN, CLE, DET, MIL, PIT, TOR)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot		00-03	00-11	00-22	00-12	00-04	
Warm	00-39	4-66	12-90	23-98	13-95	05-79	00-54
Cool	40-77	67-97	91-99	99	96-99	80-97	55-91
Cold	78-99	98-99				98-99	92-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot		00	00-02	00-06	00-04	00	
Warm		01-22	03-46	07-54	05-51	01-34	00-04
Cool	00-52	23-94	47-99	55-99	52-99	35-95	05-80
Cold	53-99	95-99				96-99	81-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-20	00-23	00-23	00-29	00-33	00-33	00-33
Partly Cloudy	21-46	24-57	24-62	30-72	34-72	34-67	34-63
Cloudy	47-99	58-99	63-99	73-99	73-99	68-99	64-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-10	00-14	00-20	00-21	00-16	00-10	00-03
Showers	11-40	15-41	21-37	22-31	17-28	11-30	04-30
Snow	41-46						
Fog	47-54	42-46	38-42	32-36	29-34	31-35	31-36
None	55-99	47-99	43-99	37-99	35-99	36-99	37-99

ROCKY MOUNTAIN (COL)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot			00-14	00-24	00-14	00-04	
Warm	00-19	00-39	15-69	25-79	15-79	5-36	00-27
Cool	20-69	40-89	70-99	80-99	80-99	37-99	28-89
Cold	70-99	90-99					90-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot			00-04	00-14	00-09		
Warm		00-14	05-55	15-64	10-74	00-29	00-24
Cool	00-59	15-84	56-99	65-99	75-99	30-89	25-79
Cold	60-99	85-99				90-99	80-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-34	00-39	00-49	00-64	00-49	00-34	00-34
Partly Cloudy	35-69	40-79	50-74	65-84	50-74	35-69	35-69
Cloudy	70-99	80-99	75-99	85-99	75-99	70-99	70-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-09	00-12	00-12	00-09	00-09	00-09	00-09
Showers	10-40	13-45	13-45	10-24	10-24	10-40	10-40
Snow	41-45						41-45
Fog	46-49	46-49	46-49	25-29	25-29	41-45	46-49
None	50-99	50-99	50-99	30-99	30-99	46-99	50-99

SOUTHERN CALIFORNIA (LAA, LAN, SD)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00-03	00-03	00-03	00-13	00-13	00-13	00-10
Warm	04-71	04-74	04-82	14-99	14-99	14-99	11-90
Cool	72-99	75-99	83-99				91-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00	00	00	00-03	00-03	00-05	00-02
Warm	01-36	01-42	01-49	04-55	04-57	06-54	03-46
Cool	37-99	43-94	50-99	56-99	58-99	55-99	47-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-40	00-36	00-47	00-70	00-73	00-60	00-53
Partly Cloudy	41-74	37-77	48-80	71-96	74-96	61-90	54-83
Cloudy	75-99	78-99	81-99	97-99	97-99	91-99	84-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-03	00	00	00	00	00	00
Showers	04-13	01-03	01-03	01	01-03	01-03	01-07
Fog	14-16	04-06	04-06	02-04	04-06	04-06	08-17
None	17-99	7-99	7-99	5-99	7-99	7-99	18-99

NORTH (MIN)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot			00-04	00-09	00-06	00	
Warm	00-19	00-46	05-70	10-79	07-79	01-59	00-34
Cool	20-59	47-86	71-99	80-99	80-99	60-89	35-74
Cold	60-99	87-99				90-99	75-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot				00-02	00		
Warm		00-10	00-30	03-40	01-35	00-19	
Cool	00-29	11-74	31-89	41-96	36-93	20-81	00-49
Cold	30-99	75-99	90-99	97-99	94-99	82-99	50-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-20	00-23	00-23		00-33	00-33	00-33
Partly Cloudy	21-47	24-57	24-63	31-74	34-73	34-67	34-63
Cloudy	48-99	58-99	64-99	75-99	74-99	68-99	64-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-10	00-13	00-20	00-20	00-17	00-10	00-03
Showers	11-40	14-40	21-37	21-30	18-30	11-30	04-30
Snow	41-56						31-33
Fog	57-66	41-44	38-41	31-34	31-34	31-34	34-37
None	67-99	45-99	42-99	35-99	35-99	35-99	38-99

EASTERN SEABOARD (BAL, NYA, NYN, PHI, WAS)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00	00-03	00-19	00-35	00-26	00-13	00-01
Warm	01-50	04-74	20-99	36-99	27-99	14-84	02-57
Cool	51-88	75-99				85-99	58-91
Cold	89-99						92-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot		00	00-07	00-12	00-08	00-04	
Warm	00-05	01-34	08-50	13-59	09-57	05-45	00-23
Cool	06-78	35-99	51-99	60-99	58-99	46-99	24-85
Cold	79-99						86-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-27	00-27	00-30	00-33	00-37	00-40	
Partly Cloudy	28-57	28-60	31-67	31-70	34-67	38-63	41-67
Cloudy	58-99	61-99	68-99	71-99	68-99	64-99	68-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-07	00-13	00-20	00-20	00-17	00-07	00-03
Showers	08-37	14-37	21-30	21-30	18-33	08-23	04-23
Fog	38-44	38-44	31-34	31-34	34-37	24-31	24-34
None	45-99	45-99	35-99	35-99	38-99	32-99	35-99

HEARTLAND (KC, STL)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00	00-03	00-23	00-50	00-37	00-13	00
Warm	01-61	04-79	24-99	51-99	38-99	14-99	01-65
Cool	62-89	80-99					66-99
Cold	90-99						

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot		00	00-07	00-16	00-11	00-04	
Warm	00-02	01-42	08-55	17-67	12-63	05-50	00-53
Cool	03-79	43-99	56-99	68-99	64-99	51-99	54-94
Cold	80-99						95-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-23	00-27	00-27	00-30	00-33	00-40	00-43
Partly Cloudy	24-50	28-57	28-60	31-70	34-70	41-67	44-70
Cloudy	51-99	58-99	61-99	71-99	71-99	68-99	71-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-20	00-23	00-20	00-23	00-20	00-13	00-07
Showers	21-37	24-37	24-30	24-30	21-27	14-27	08-27
Snow	38-39						
Fog	40-43	38-41	31-34	31-34	28-31	28-32	28-32
None	44-99	42-99	35-99	35-99	32-99	33-99	33-99

FLORIDA (MIA)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00-03	00-14	00-32	00-32	00-32	00-29	00-09
Warm	4-85	15-89	33-99	33-99	33-99	30-99	10-89
Cool	86-99	90-99					90-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot		00-07	00-24	00-14	00-14	00-14	00-04
Warm	00-54	08-95	25-96	15-79	15-79	15-79	05-74
Cool	55-99	96-99	97-99	80-99	80-99	80-99	75-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-39	00-29	00-24	00-29	00-39	00-39	00-39
Partly Cloudy	40-74	30-64	25-44	30-64	40-74	40-74	40-74
Cloudy	75-99	65-99	45-99	65-99	75-99	75-99	75-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	21-36	21-40	21-46	21-46	21-36	16-36	16-36
Fog	37-39	41-44	47-49	47-49	37-39	37-39	37-39
None	40-99	45-99	50-99	50-99	40-99	40-99	40-99

NORTHERN CALIFORNIA (OAK, SF)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot			00-03	00	00		
Warm	00-51	01-58	04-66	01-65	01-66	04-72	00-63
Cool	52-99	59-99	67-99	66-99	67-99	73-99	64-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Warm	00-21	00-29	00-35	00-37	00-38	00-38	00-30
Cool	22-91	30-93	36-95	38-95	39-95	39-95	31-93
Cold	92-99	94-99	96-99	96-99	96-99	96-99	94-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-37	00-43	00-50	00-57	00-50	00-53	00-47
Partly Cloudy	38-70	44-80	51-83	58-93	51-90	54-87	48-77
Cloudy	71-99	81-99	84-99	94-99	91-99	88-99	78-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-01	00-01	00-01		00-01	00-01	00-01
Showers	02-20	02-10	02-03	00-01	02-03	02-03	02-13
Fog	21-24	11-14			04-08		14-21
None	25-99	15-99	04-99	02-99	04-99	09-99	22-99

DEEP SOUTH (ATL)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00	00-03	00-20	00-30	00-27	00-10	
Warm	01-72	04-85	21-99	38-99	28-99	11-97	00-71
Cool	73-99	86-99				98-99	72-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot		00	00-06	00-12	00-09	00-02	
Warm	00-30	01-45	07-57	13-63	10-61	03-54	00-31
Cool	31-95	46-99	58-99	64-99	62-99	55-99	32-99
Cold	96-99						

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-33	00-30	00-23	00-20	00-23	00-33	00-47
Partly Cloudy	34-60	31-67	24-67	21-63	24-70	34-63	48-70
Cloudy	61-99	68-99	68-99	64-99	71-99	64-99	71-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-13	00-20	00-30	00-33	00-27	00-10	00-03
Showers	14-30	21-30	31-33	34-40	28-30	11-27	04-20
Fog	31-34	31-34	34-37	41-48	31-41	28-35	21-28
None	35-99	35-99	38-99	49-99	42-99	36-99	29-99

SOUTHWEST (ARI, HOU, TEX)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00-03	00-10	00-67	00-93	00-90	00-47	00-10
Warm	04-81	11-99	68-99	94-99	91-99	48-99	11-99
Cool	82-99						

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot	00	00-02	00-22	00-31	00-30	00-16	00-02
Warm	01-35	03-52	23-65	32-73	31-71	17-60	03-47
Cool	36-95	53-99	66-99	74-99	72-99	61-99	48-99
Cold	96-99						

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-27	00-27	00-37	00-50	00-50	00-43	00-47
Partly Cloudy	28-53	28-63	38-77	51-83	51-83	44-73	48-70
Cloudy	54-99	64-99	78-99	84-99	84-99	74-99	71-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-20	00-23	00-20	00-17	00-17	00-13	00-10
Showers	21-27	24-30				14-23	11-20
Fog	28-31	31	21		18	24	21-24
None	32-99	32-99	22-99	18-99	19-99	25-99	25-99

PACIFIC NORTHWEST (SEA)

Day Temp:	April	May	June	July	Aug.	Sept.	Oct.
Hot			00-01	00-03	00-02	00	
Warm	00-09	00-44	02-61	04-71	03-69	01-63	00-23
Cool	10-79	45-94	62-99	72-99	70-99	64-99	24-84
Cold	80-99	95-99					84-99

Night Temp:	April	May	June	July	Aug.	Sept.	Oct.
Warm		00-08	00-31	00-37	00-35	00-31	00-04
Cool	00-71	09-86	32-95	38-95	36-95	32-93	05-79
Cold	72-99	87-99	96-99	96-99	96-99	94-99	80-99

Sky:	April	May	June	July	Aug.	Sept.	Oct.
Clear	00-11	00-09	00-16	00-19	00-17	00-16	
Partly Cloudy	12-68	10-70	12-78	17-81	20-83	18-76	17-74
Cloudy	69-99	71-99	79-99	82-99	84-99	77-99	75-99

Precipitation:	April	May	June	July	Aug.	Sept.	Oct.
Thunderstorms	00-01	00-01	00-01	00-01	00-01	00-01	00-01
Showers	02-39	02-28	02-31	02-18	02-28	02-35	02-57
Fog	40-45	29-33	32-34	19-21	29-31	36-40	58-72
None	46-99	34-99	35-99	22-99	32-99	41-99	73-99

DOMED (TB, TOR) No weather or wind effects. Temperature in domed parks is considered Cool. TOR roof closed (domed) when outside weather is hot, cold, or cloudy.

ROOF (ARI, HOU, MIA, MIL, SEA) Roof closed when outside weather is hot, cold, or cloudy. Inside temperature Warm when outside Hot, and Cool when outside Cold. Wind unaffected by roof.

WEATHER EFFECTS CHART KEY

TEMPERATURE:
Hot - Reduce starter's fatigue rating by 4 BF (or 2 innings).
Cool - Increase starter's fatigue rating by 2 BF (or 1 inning).
Cold - Roll two dice...
    (a) If number is 00-01, game is called because of cold.
    (b) If number is 02-99, game is played as scheduled.
Note: fatigue modifiers are applied only at the start of the game.
PRECIPITATION (only when Cloudy):
Thunderstorms - Roll two dice...
    (a) If number rolled is 00-19, game is rained out.
    (b) If number rolled is 20-99, game is held up by a rain delay, but the sky clears and the game is played as scheduled (wet field innings 1-4).
Showers - Roll two dice...
    (a) If number rolled is 00-14, game is rained out.
    (b) If number rolled is 15-49, game is held up by a rain delay, but started in drizzle (wet field). Roll two dice after every half-inning. If number is 00-04, game is rained out.
    (c) If number rolled is 50-99, game is played (wet field).
Fog - Roll two dice...
    (a) If number rolled is 00-01, game is fogged out.
    (b) If number rolled is 02-99, game is played in foggy conditions.
Snow - If weather is Cool/Cold, Roll two dice...
    (a) If number rolled is 00-49, game is snowed out.
    (b) If number rolled is 50-99, game is played in snowy conditions (wet field).
    If weather is not Cool/Cold, resolve as Showers.

WILD PLAY CHART - BASES EMPTY

000-199 Randomly select a pitcher who has pitched in this game (including current pitchers for both teams and excluding those who have already been injured) and check for an arm injury after he is removed from the game.

200-214 Catcher's interference is called and the batter is awarded 1st. Score as E2, but do not count as an at bat for batter.

215-219 Batter walks (BB). Catcher is tossed out for arguing balls and strikes.

220-224 Borderline pitch is called a ball. Batter walks (BB). Pitcher tells umpire what he thought of his last call.

225-235 (a) If catcher has "Fr" or "Pr" passed ball rating ... third strike eludes him and rolls all the way to the backstop. Batter safe at 1st. Official scorer rules it a SO & PB.
(b) All other catchers ... he hangs onto foul tip. (SO).

236-240 (a) With 0 or 1 out, batter strikes out on ball in the dirt and takes off for first base. Resolve as CLOSE PLAY, adjusting for catcher's arm (scored SO & WP when safe).
(b) With 2 outs, batter strikes out swinging on a ball caught just off the ground. As the fielding team heads for the dugout, the batter sprints down to first. Umpire rules the catcher trapped the ball, no catch, batter is safe at first (score as E2).

241-244 Player on batting team gets kidney stone. Roll one die to determine player: 0=DH, 1=P, etc. Roll one die to determine days missed (excluding current game), while passing stone.

245-252 Batter hit by pitch (HB). If this batter hit a HR earlier in the game, or if a batter on the fielding team had been hit by a pitch earlier in the game, the batter charges the mound and a melee ensues. After the brawl, the umpires eject the batter, pitcher, and all players with special HOT symbol. Check batter and pitcher for injury.

253-256 Pitcher is ejected for doctoring the ball! Pitcher suspended for 5 games.

257-260 Batter fouls pitch off and his bat explodes, revealing cork! Batter is declared out, ejected, and suspended for 5 games.

261-263 Pitcher charged with obstruction on dribbler down the line. Score as an error on the pitcher. Batter is awarded first base.

264-280 Slow grounder to short (SG ss): (a) If temperature is "Cool" or "Cold"... batter pulls a muscle trying to beat the throw. Check for injury (maximum 15 days). Batter may play during injury, but can only DH or pinch hit, and his baserunning, stealing, and jump are reduced by 2 for the duration of the injury.
(b) If temperature is "Warm" or "Hot"... batter OK.

281-291 Batter hits slow chopper to pitcher and is thrown out at first. Batter steps awkwardly on bag. Check for injury.

292-299 SS twists his back making a play deep in the hole (HG ss). Check for injury.

300-307 2B twists his back making a play deep up the middle (HG 2b). Check for injury.

308-315 3B twists his back making a diving stop down the line (HG 3b). Check for injury.

316-335 Pitcher's energy sapped. An unfatigued pitcher becomes fatigued. A fatigued pitcher must now use the emergency pitcher's card.

336-346 The batter is drilled by a pitch (HB) and takes exception, causing a ruckus. If a batter on the fielding team is hit later this game the umpires assume it was retaliation, ejecting the pitcher. All subsequent HB result in the pitcher being ejected.

347-356 Infielder pulls a muscle on tough defensive play. Resolve using IFR CHART. Check fielder for injury.

357-367 Blooper hit into shallow lf, SS and LF collide attempting to make play. Resolve as OFR "blooper" using the best range rating of SS/LF. Check both players for injury.

368-378 Blooper hit into shallow rf, 2B and RF collide attempting to make play. Resolve as OFR "blooper" using the best range rating of 2B/RF. Check both players for injury.

379-383 Batter makes head-first slide into first base attempting to beat out slow grounder to shortstop (score as SG ss). Check for injury.

384-394 Foul ball strikes the on-deck hitter. Check for injury.

395-450 Pitcher develops arm trouble. Check for injury.

451-475 Foul tip ricochets off catcher. Check for injury.

476-485 3B falls into dugout attempting spectacular catch of foul ball. Roll one die… even roll he hangs on for the out, odd he drops the ball. Check for injury.

486-495 1B falls into dugout attempting spectacular catch of foul ball. Roll one die… even roll he hangs on for the out, odd he drops the ball. Check for injury.

496-515 Pitcher hit by sharp grounder, slowing down the ball. Resolve as slow roller IFR to SS (RHB) or 2B (LHB), subtracting 2 from range. Check pitcher for injury.

516 Pitcher hit by stinging liner, ball caroms into dugout and batter is awarded second base (score as 2b). Check pitcher for injury.

517-546 Batter fouls ball off foot. Check for injury.

547-566 Long drive causes CF to crash into outfield wall, resolve play as OFR "over the head" cf and check for injury. If CF is injured on "off the wall" result, give baserunner +1 BR bonus on STRETCH attempt (use arm rating of LF with RHB and RF for LHB).

567-581 Pitcher develops blister and must be removed from game (no injury roll).

582-593 Long drive causes LF to crash into outfield wall, resolve play as OFR "over the head" lf and check for injury. If LF is injured on "off the wall" result, give baserunner +1 BR bonus on STRETCH attempt (use arm rating of CF).

594-595 Ball hit into the lc gap, LF and CF collide attempting to make play. Resolve as OFR "in the gap" using the best range rating of LF/CF. Check both players for injury. "To the wall" result with both players injured becomes inside the park HR.

596-597 Ball hit into the rc gap, CF and RF collide attempting to make play. Resolve as OFR "in the gap" using the best range rating of CF/RF. Check both players for injury. "To the wall" result with both players injured becomes inside the park HR.

598-609 Long drive causes RF to crash into outfield wall, resolve play as OFR "over the head" rf and check for injury. If RF is injured on "off the wall" result, give baserunner +1 BR bonus on STRETCH attempt (use arm rating of CF).

610-624 Randomly select one player with the special GEEZER symbol. If the player is currently in the game he informs the manager he cannot continue and must be removed (no injury roll). If the player has not yet played, he informs the manager he is unavailable for the rest of the game (no injury roll).

625-629 Batter pulls a rib cage muscle striking out (SO). Check for injury.

630-639 Batter hits a slow grounder to 1B, who flips to the pitcher covering. Batter and pitcher collide, resolve as COLLISION on COACH'S CHOICE CHART. Check both players for injury.

640-642 Pitcher and catcher get crossed up and the home plate umpire is hit by the ball, forcing him to leave the game. The remaining umps hold a grudge against the team in the field and the intial call on any REPLAY during the game goes against them.

643-649 (a) If a day game is being played... a swarm of bees circles the batters box, distracting the batter, who loses his concentration and strikes out (SO).
(b) If a night game is being played... a swarm of midges descends upon the infield. The pitcher loses his concentration and walks the batter (BB).
(c) If in a dome or roof closed, glare gets in the batter's eyes and he strikes out (SO).

650-652 (a) If the game is being played in an open stadium... line drive to cf hits bird in flight and falls in for a 1b.
(b) If the game is being played in a dome or roof closed... high fly hits object hanging from roof and falls in for a 2b.

653-657 (a) If the game is being played in twilight conditions (open stadium, innings 8-11 of day game or 1-2 of night game), CF loses liner and is hit in the face! Scorer rules it a 2b. Check for injury.
(b) All other conditions (including dome/roof closed) ... CF makes the catch (HF cf).

658-662 (a) If game is being played on field in poor or fair condition... routine grounder takes a bad hop and hits infielder in the face for infield hit (1b inf). Roll one die... 0-1 1B, 2-4 2B, 5-7 SS, 8-9 3B. Check fielder for injury.
(b) All other surfaces... RG (roll for fielder as in "a").

663-677 (a) If game is being played on field in poor condition... bad hop single (1b glf).
(b) All other surfaces ... RG ss

678-679 Routine grounder back through the box is stabbed by pitcher, but gets caught in the webbing of his glove. Pitcher takes off glove and throws the glove with the ball to 1st for the out (RG).

680-682 (a) If catcher has a "Pr" passed ball rating ... batter strikes out (SO) on curveball, but advances to 2nd when ball gets by catcher. Scorer rules it SO & PB.
(b) All other catchers... batter strikes out (SO).

683-704 If infield is back, batter surprises everyone and tries to bunt for a hit. Resolve play on BUNTING CHART, adding 20 to in play rating and 3 to batter's running rating.

705-708 Grounder up the middle strikes the ump and bounces away from the infielders. Batter is credited with a 1b, and may attempt to STRETCH to a 2b by going to the COACH'S CHOICE CHART.

709-748 Weather front passes through. Go to the WEATHER EFFECTS CHART and re-roll all weather effects. If the game is delayed, pitcher on the mound stiffens up and must be removed (no injury roll).

749-763 (a) If temperature is "Warm"... 1b lcf.
(b) If temperature is "Cold"... RG p.
(c) All other temperatures... return to normal play sequence.

764-793 If the game is being played in twilight conditions (open stadium, innings 8-9 of day game or 1-2 of night game) and pitcher SO range is >= 100 numbers... batter strikes out (SO). All other situations (including dome/roof closed) pitch is fouled off, return to normal play.

794-796 Batter hits a dribbler in front of the plate and is hit in the shoulder by the catcher's throw to first. Roll one die… on odd roll the umpire calls the batter out for running inside the baseline, even roll the batter is safe at 2nd on the error (E2).

797-799 Batter hits a scorching line drive just in front of the RF. If batter has a baserunning rating of 1 or less and the outfielder has a throwing arm of -2, -3, or -4, batter may be thrown out by RF. Roll one die. Batter is out at first if -2 (0-3), -3 (0-5), -4 (0-7). If situation above does not apply, batter hits a 1b lrf.

800-804 Catcher fails in an attempt to catch a high pop foul near the opposing teams's dugout. Opposition players do not help and he crashes into the dugout. Check for injury to the catcher, along with all players in the dugout with the special GEEZER symbol.

805-813 RG ss. Batter tries to beat out the hit and spikes the 1B, tripping and falling in the process. Check for injury to both players.

814-828 (a) If the game is being played in "Fog"... CF loses high fly and cannot find the ball! Batter trots home with an inside-the-park HR!
(b) If the game is being played in "Snow" or on a wet field... CF slips and falls down chasing after ball lined into the gap in right center. Batter safe at third with a 3b!
(c) All other conditions... HF cf.

829-838 Bruise forms from HB earlier in game. Last player on either team to be HB must be removed from game. If no such player, return to normal play sequence.

839-843 Sizzling liner hits fielder in forearm, use IFR chart to determine fielder and roll for injury. If pitcher, batter is safe on infield hit (1b inf). Otherwise, liner caroms toward adjacent fielder (3B paired with SS, 2B paired with 1B), resolve as IFR "line drive".

844-849 Pitcher who started away team's last game reports to the ballpark with a stiff shoulder. Check for injury.

850-855 RG ss. If batter has special HOT symbol, he fails to run out grounder and is removed from the game by his manager.

856-862 If a player on the fielding team struck out for the final out of the previous half-inning, he starts chirping at the umpire about a borderline pitch called a ball and is ejected from the game.

863-872 (a) If Temp "Hot" pitcher is forced from the game after having difficulty breathing due to heat stroke. If pitcher has special GEEZER symbol he is also unavailable for next two days.
(b) Else... reduce pitcher's fatigue rating by 2 BF (or 1 inning and 1 baserunner under traditional rules).

873-882 Home team player strains abdominal muscles tomorrow while doing pre-game batting drills. Roll one die to determine player: 0=DH, 1=P, etc. Roll for injury, adding one day to result (maximum 15 days). Player may still pinch run (ONLY!) during injury.

883-885 Home team on the field— heckler gets it with player who made the final out of the last half-inning. Player has to be restrained by teammates, and manager removes him from the game. Visiting team on the field— fan throws object on the field, striking last outfielder to bat in the game. Manager removes outfielder for precautionary reasons.

886-893 Batter hits foul pop-up behind the plate, resolve using WP&PB bases empty chart. While running down the ball, the catcher runs into railing. Check for injury. Catcher may play through injury but must add +2 to arm rating for the duration (maximum 15 days).

894-898 After the game, player on visiting team hurts his knee when stepping on the team bus. Roll one die to determine player: 0=DH, 1=P, etc. Check for injury.

899-903 RG ss. Batter's bat explodes and shard hits pitcher on the arm! Check for injury to pitcher. If pitcher is injured, batter becomes ill and must be removed from game (no injury roll).

904-908 Home player suffering from the flu has to leave game. Roll one die: 0=DH, 1=P, etc. Player must sit out the following day as well (no injury roll).

909-913 HF to outfielder. Roll one die: 0-2=LF, 3-6=CF, 7-9=RF. Player drops ball and batter safe at 1st on error. Fielder taken out of game with blurred vision (no injury roll).

914-917 (a) Day game in an open stadium— a freak weather front causes a rain delay for several hours. When play resumes both teams must replace their pitchers (no injury roll). Re-roll temperature and wind on WEATHER EFFECTS CHART.
(b) Night game in an open stadium— a transformer explodes on a bank of lights. Game is suspended and must be completed before the start of the next game.
(c) Game played in a park with a retractable roof— a freak weather front rolls in but the roof malfunctions. Re-roll weather using WEATHER EFFECTS CHART, assuming cloudy weather and rolling for precipitation. If rain, the game is postponed.
(d) Game played in a domed stadium— prior to the next home game, material from the roof structure falls onto the field, causing the game to be postponed.

918-951 If a player on the fielding team was hit by a pitch previously in the game, the current pitcher takes it upon himself to retaliate, throwing a high hard one that just misses the batter's head. If either the batter or the pitcher have the special HOT symbol a brawl ensues, resulting in ejections and 5 game suspensions for the batter and pitcher. If neither are HOT the umpires warn both teams and any further HB result in the immediate ejection of the pitcher.

952-966 Ump blows the call on a 3-2 pitch, roll one die… on even roll batter strikes out (SO), on odd roll batter walks (BB). If the call goes against a player with special HOT symbol, he gets into an argument and makes contact with the umpire, resulting in an ejection and 2 game suspension.

967-969 After the game, a player on the winning team accidentally injures himself while celebrating the victory. Randomly select one player from the winning team for an injury roll.

970-984 (a) If the batter has special CORK symbol his bat is challenged and after the game is found to be illegally modified. Batter is suspended 8 games.
(b) If the pitcher has special SPIT symbol he is caught with a foreign substance on his arm and is ejected. Pitcher is suspended 8 games. If both batter and pitcher have symbols, pick one randomly.
(c) Otherwise, randomly select one player with the special LAW symbol. Player is unavailable to play the next day due to legal proceedings.

985-999 Randomly select one player with a special symbol of SUSP or TEST who has not already served their suspension this season. Player with SUSP symbol violates league conduct rules and is suspended. Player with TEST symbol fails random drug test and is suspended. Refer to league rules regarding length of suspension. Suspensions take effect the following game.

WILD PLAY CHART - MEN ON BASE

000-199 Randomly select a pitcher who has pitched in this game (including current pitchers for both teams and excluding those who have already been injured) and check for an arm injury after he is removed from the game.

200-214 Catcher's interference is called and the batter is awarded 1st. Score as E2 but do not count as an at bat for the batter. Runners advance if forced or stealing on play (h&r).

215-219 Borderline pitch is called a ball. Batter walks (BB). Pitcher tells umpire what he thinks. Umpire tells pitcher to leave the game.

220-230 (a) If catcher has "Fr" or "Pr" passed ball rating ... third strike eludes him and rolls all the way to the backstop. Batter safe at 1st if 2 outs or no runner on 1st base, otherwise batter is out. Runners advance 1 base. Official scorer rules it a SO & PB. (b) All other catchers ... he hangs onto foul tip. (SO).

231-235 Batter strikes out swinging on pitch that sails over catcher's head. Batter safe at 1st if 2 outs or no runner on 1st base, otherwise batter is out. Runners advance 1 base. Official scorer rules it a WP & SO.

236-255 Slow grounder to SS (SG ss): (a) If temperature is "Cool" or "Cold"... batter pulls a muscle trying to beat the throw. Check for injury (maximum 15 days). Batter may play during injury, but can only DH or pinch hit, and his baserunning, stealing, and jump are reduced by 2 for the duration of the injury. (b) If temperature is "Warm" or "Hot"... batter OK.

256-260 Batter walks (BB). Catcher is tossed for arguing balls and strikes.

261-265 If any player on the bench of the batting team has a HOT symbol, he is ejected from the game for yelling from the dugout about ball/strike calls.

266-269 Wild pitch. Runners advance one base. If runner on 3rd, batter frantically waves runner home, hurting his shoulder. Check batter for injury.

270-279 Batter is hit by pitch (HB) and removed from the game for precautionary X-rays. X-rays are negative and batter is OK to play the next game (no injury roll).

280-285 Fly ball to the warning track (WT) in rf. If less than two outs the lead runner tags up and advances. The fielding team appeals that the runner left early, roll one die... if result is > runner's BR rating he is called out!

286-309 If lead runner (1st or 2nd only) has unadjusted Jump > 0 and pitcher has Pickoff rating >= 3, pitcher tries to pick off the runner with a borderline move. Resolve as PICKOFF-HOLDS and roll one die to determine umpire's call... even roll ump calls it legal, odd roll ump calls a balk. If the runner is picked off he is ejected for arguing. If the pitcher is called for a balk he is ejected for arguing. If ejected player has special HOT symbol he makes contact with the ump and is suspended for 2 games.

310-322 Infielder charges a slow grounder but bobbles the ball, roll one die for fielder... 0-1=3B, 2-4=SS, 5-7=2B, 8-9=1B. Resolve as CLOSE PLAY at first (if fielder is in then play is at home). Other runners advance 1 base and have CHOICE to advance an additional base with a -2 adjustment to their baserunning rating. If no out is recorded on the play score as an error.

323-342 Grounder to SS. With fielder playing back in a double-play situation, SS flips to 2B who gets the force out but is taken out by hard slide. Resolve as RG+, check 2B and runner for injury. All other situations, including fielder playing in, resolve as RG ss.

343-362 Grounder to 2B With fielder playing back in a double-play situation, 2B flips to SS who gets the force out but is taken out by hard slide. Resolve as RG+, check SS and runner for injury. All other situations, including fielder playing in, resolve as RG 2b.

363-374 Infielder pulls a muscle on tough defensive play. Resolve using IFR CHART. Check for injury.

375-398 An unfatigued pitcher gets his second wind: increase fatigue rating by 4 BF (or subtract 2 baserunners under traditional rules) and subtract 2 earned runs.

399-414 If the catcher has a Pickoff rating > 0, he catches a baserunner napping and fires a throw behind the runner (with multiple runners, choose in this order: 3rd base, 1st base, 2nd base). Resolve as PICKOFF-HOLDS (+3 to rating on H&R, 1b ONLY).

415-434 Pitcher hit by sharp grounder, slowing down the ball. Resolve as slow roller IFR to SS (RHB) or 2B (LHB), subtracting 2 from range. Pitcher unhurt, but is shaken. Reduce fatigue by 8 BF for starters or 4 BF for relievers (2 innnings for starters, 2 baserunners for relievers under traditional rules).

435-436 The 2B makes a diving stab of a line drive for an out. With a runner on 2nd, he steps on the bag for a DP! If there is also a man on 1st, he tags the runner for an unassisted triple play! A runner on 1st with a baserunning rating > 3 gets back safely.

437-442 Batter hits long drive, resolve as OFR "over the head", rolling 1 die to determine fielder... 0-2=LF, 3-6=CF, 7-9=RF. On "off the wall" result with less than 2 outs, baserunners get terrible read and are forced to attempt to advance 2-bases using COACH'S CHOICE CHART.

443 Batter walks (BB). If man is on first with second base open, he is running on the pitch. The catcher throws and runner overslides the bag! Resolve as a SB attempt (use STEALING CHART).

444-457 Infielder attempts diving catch of blooper into cf. Roll one die to determine fielder... even SS, odd 2B. Resolve as OFR "blooper". Check fielder for injury. Runner on 3b may attempt to tag up using COACH'S CHOICE CHART. If fielder is injured runners receive +2 bonus to baserunning rating while attempting to advance (use CF arm rating).

458-469 Outfielder attempts diving catch of soft liner, roll one die for fielder: 0-2=LF, 3-6=CF, 7-9=RF. Resolve as OFR "looping liner". Check outfielder for injury. If fielder is injured he is unable to double off any runners on a catch and runners receive +2 bonus to baserunning rating while attempting to advance (ignore outfielder arm rating as well).

470-525 Pitcher develops arm trouble. Check for injury.

526-554 Foul tip ricochets off catcher. Check for injury.

555-566 3B falls into dugout attempting spectacular catch of foul ball. Roll one die... even roll he hangs on for the out, odd he drops the ball. If fielder holds on, runners advance one base. Check for injury.

567-578 1B falls into dugout attempting spectacular catch of foul ball. Roll one die... even roll he hangs on for the out, odd he drops the ball. If fielder holds on, runners advance one base. Check for injury.

579-583 Pitcher hit by a stinging liner. Check for injury (1b inf, runners advance one base).

584-611 Batter fouls ball off foot. Check for injury.

612-623 Long drive causes CF to crash into outfield wall, resolve play as OFR "over the head" cf and check for injury. If CF is injured on "off the wall" result, give baserunner +1 BR bonus on STRETCH attempt (use arm rating of LF with RHB and RF for LHB).

624-639 Batter strikes out (SO) and takes exception to the pitcher showboating. After the half-inning the batter and pitcher exchange words and have to be restrained. Both teams are warned, and if a batter is hit in the remainder of the game the pitcher who hit him is ejected.

640-654 Pitcher develops blister and must be removed from game (no injury roll).

655-669 Long drive causes LF to crash into outfield wall, resolve play as OFR "over the head" lf and check for injury. If LF is injured on "off the wall" result, give baserunner +1 BR bonus on STRETCH attempt (use arm rating of CF).

670-671 Ball hit into the lc gap, LF and CF collide attempting to make play. Resolve as OFR "in the gap" using the best range rating of LF/CF. Check both players for injury. "To the wall" result with both players injured becomes inside the park HR.

672-673 Ball hit into the rc gap, CF and RF collide attempting to make play. Resolve as OFR "in the gap" using the best range rating of CF/RF. Check both players for injury. "To the wall" result with both players injured becomes inside the park HR.

674-688 Long drive causes RF to crash into outfield wall, resolve play as OFR "over the head" rf and check for injury. If RF is injured on "off the wall" result, give baserunner +1 BR bonus on STRETCH attempt (use arm rating of CF).

689-703 Randomly select one player with the special GEEZER symbol. If the player is currently in the game he informs the manager he cannot continue and must be removed. If the player has not yet played, he informs the manager he is unavailable for the rest of the game.

704-709 Batter pulls a rib cage muscle striking out (SO). Check for injury.

710-749 Weather front passes through. Go to the WEATHER EFFECTS CHART and re-roll all weather effects. If the game is delayed, pitcher on the mound stiffens up and must be removed from the game.

750-759 Batter hits a slow grounder to 1B. If 1B playing in and runner on 3rd he throws home, runner and catcher collide. Otherwise, 1B flips to the pitcher covering first, batter and pitcher collide. Resolve as COLLISION on COACH'S CHOICE CHART. Check both players for injury. Baserunners advance one base.

760-768 Catcher tries to pickoff a baserunner (with multiple runners, choose in this order: 3rd base, 1st base, 2nd base). Roll one die... if roll > catcher E rating he throws it into the outfield (E2), runners advance 2 bases. Otherwise, throw is on target but late.

769-773 If game is being played on field in poor condition... routine grounder takes a bad hop and hits infielder in the face for a infield hit (1b inf). Roll one die... 0-1=1B, 2-4=2B, 5-7=SS, 8-9=3B. Check for injury to fielder. All other surfaces... RG ss.

774-788 Lead runner (1st or 2nd only) with unadjusted Jump rating > 0 misses sign and must attempt to steal (roll for jump, considering all "holds" results to be "bad jump").

789-792 (a) If there is a runner on 1st or 2nd... grounder strikes the trailing runner in the heel. Runner out. Batter is credited with a single (1b inf). Runners advance one base if forced. (b) Otherwise... 1b grf. Runners advance two bases.

793-822 If the game is being played in twilight conditions (open stadium, innings 8-9 of day game or 1-2 of night game) and pitcher SO range is >= 100 numbers... batter strikes out (SO). All other situations (including dome/roof closed) pitch is fouled off, return to normal play.

823-826 (a) If there is a runner on 1st... sinking liner to left of the SS. Ball skips off SS glove, but he recovers quickly, steps on the bag for the force at 2nd, but relay throw to 1st hits runner coming from 1st in leg and skids into rf. Batter safe at 2nd on error. Runners advance 2 bases. (b) All other situations... RG ss.

827-841 (a) If temperature is "Warm"... 1b lcf. Runners advance 2 bases. (b) If temperature is "Cold"... RG p. (c) All other temperatures... return to normal play sequence.

842-843 If there is a runner at first base... Batter takes ball three but mistakenly thought it was ball four and starts trotting to first base. Any runners who would be forced to advance become confused and start to advance as well. Lead runner is tagged out.

844-848 Liner back to pitcher (L)... if less than 2 outs, the pitcher tries to double off lead baserunner. Roll one die... if > pitcher's E rating throw deflects off the runner's helmet for an error, runners advance two bases. Otherwise, throw on target but late.

849-863 Batter hits a hard grounder, resolve as IFR "in the hole" rolling 1 die for fielder... 0-1=3B, 2-4=SS, 5-7=2B, 8-9=1B. On "thru for a hit" result, lead baserunner must attempt to advance 2 bases by going to the COACH'S CHOICE CHART. Otherwise, lead baserunner stumbles while successfully advancing to the next base. In either case, check baserunner for injury.

864-868 If runner on 2nd and 3rd base open, catcher accidentally signals pitcher for a no-look pickoff play but no one covers 2nd. Ball sails into cf. Runners advance one base, runner on 2nd can try for home using COACH'S CHOICE CHART.

869-883 Lead runner (1st or 2nd only) notices the pitcher isn't paying close enough attention to him. Add 2 to runner's stealing rating and if his ASR is >= 9 (including all other applicable adjustments) the runner automatically gets a great jump and attempts a steal on his own.

884-893 Batter slices towering pop-up into foul territory. Resolve as OFR blooper, using best range rating of 3B/SS/LF for LHB or 1B/2B/RF for RHB. If park has VSmall foul territory reduce range by 2 grades, if VLarge increase range by 2 grades. If caught, runner on 3rd may tag up and attempt to score by going to CHOICE CHART.

894-903 (a) If runner only on 1st and < 2 outs... batter strikes out on hit-and-run attempt. The runner tries to advance. Roll one die, if the roll is <= the runner's ASR he makes it back to first safely, otherwise he is caught in a RUNDOWN. (b) Else... pitcher throws to lead base catching runner daydreaming. The runner tries to advance, starting a RUNDOWN.

904-905 Wild pitch bounces in dirt and lodges underneath catcher's chest protector. Ump awards all runners one base according to rule 5.09(g).

906-907 Pitcher doesn't like the baseball, but forgets to call time before tossing the old ball toward the ump who lets it roll to the backstop. Runners advance one base. Score as an error (E1).

908-909 While on the rubber, the ball falls out of the pitcher's glove and hits the ground. Umpire signals a balk, all runners advance one base.

910-911 Pitcher drops return throw from catcher. Ball rolls away, runners advance one base. Score as error (E1).

912-926 Ump blows the call on a 3-2 pitch, roll one die... on even roll batter strikes out (SO), on odd roll batter walks (BB). If the call goes against a player with special HOT symbol, he gets into an argument and makes contact with the umpire, resulting in an ejection and 2 game suspension.

927-936 (a) If less than two out and batter has Ex or Vg bunt rating, batter picks up the wrong sign from the third base coach and mistakenly tries to lay down a sacrifice bunt. Use BUNTING CHART to resolve play, bunt is automatically "in-play". (b) Else... batter hits squibber off the end of the bat. Resolve as bunting for a hit (automatically "in-play"). In either case, after making the play the fielder trips and falls awkwardly. Check for injury.

937-939 Popup to infielder nearest the lead runner. If less than two outs, the lead runner thinks it is the third out and is tagged out after walking off the bag.

940-942 HF to outfielder. Roll one die: 0-2=LF, 3-6=CF, 7-9=RF. With less than two outs, player starts to jog off the field after making catch... all runners advance one base (score as error).

943-944 With runner on first base and second base open, fielding team attempts the hidden ball trick after a pickoff attempt. Resolve as PICKOFF-HOLDS, using a pitcher's pickoff rating of 2 (ignore actual rating).

945-954 After game, visiting player leaves team for a child's birth. Roll one die: 0=DH, 1=P, etc. Player misses next 2 days.

955-959 After game, home player leaves team for a parent's funeral. Roll one die: 0=DH, 1=P, etc. Player misses next 2 days

960-964 Visiting player suffering from food poisoning has to leave game. Roll one die: 0=dh, 1=P, etc. Player must sit out the following day as well (no injury roll).

965-966 If the previous batter reached base on a hit, the defensive team tries the "hidden ball" trick against him. Roll one die... 0 = runner is caught napping and is out, 1-8 = no play, 9 = pitcher mistakenly straddles the rubber without the ball, resulting in a balk.

967-969 After the game, a player on the winning team accidentally injures himself while celebrating the victory. Randomly select one player from the winning team for an injury roll.

970-984 (a) If the batter has special CORK symbol his bat is challenged and after the game is found to be illegally modified. Batter is suspended 8 games. (b) If the pitcher has special SPIT symbol he is caught with a foreign substance on his arm and is ejected. Pitcher is suspended 8 games. If both batter and pitcher have symbols, pick one randomly. (c) Otherwise, randomly select one player with the special LAW symbol. Player is unavailable to play the next day due to legal proceedings.

985-999 Randomly select one player with a special symbol of SUSP or TEST who has not already served their suspension this season. Player with SUSP symbol violates league conduct rules and is suspended. Player with TEST symbol fails random drug test and is suspended. Refer to league rules regarding length of suspension. Suspensions take effect the following game.