

Optional Rules

Level 1 Charts Single Base Adv Outs Adjs

Make the following adjustment to the 10 sided die before referencing the base advance:

| Outs | Rnr on 1st | Rnr on 2nd |
|--------|------------|------------|
| 0 or 1 | -1 | -2 |
| 2 | +1 | +2 |

Optional SG Force Situation Adjustment

On slow grounders when referring to the SG Home Coaches Decision Chart subtract "2" from your dice roll if it is a force situation (as opposed to a tag play) at the plate.

Optional One Assist GB Double Plays

When performing RG or HG DP checks and ball hit to 2B or SS if 10 sided die value = 1 then do not use pivot mans DP rating to resolve play and if DP made then consider this a one assist double play (scored 4-3 or 6-3)

Optional Pivot Man Error Check

On RG or HG DP checks and an error check is required then reroll 10 sided die and if value = "0e" again then perform the error check on the pivot man and not the fielding infielder

Optional Strikeout Descriptions

| 3rd die | Result |
|---------|----------------------------------|
| 0 - 6 | Batter Strikes Out Swinging |
| 7 - 9 | Batter Takes Called Third Strike |

Optional Base Advance on RG to SS (Rnr on 2nd)

Note: Only applies when base situation = runner on 2nd or runner on 2nd & 3rd

Batter Adv to Third (otherwise Rnr holds)

| | |
|-----|-------|
| LHB | 0 - 6 |
| RHB | 7 - 9 |

Optional Infielder Infield In Range Play

When an infielder is playing In and he has a range play add "1" to his range rating (1 becomes a 2 etc.) and if the fielder has a "4" range rating then he does not make the play

Optional Error Check Distribution

On SB attempts when error check is required reroll 10 sided die and if "0e" again then perform error check on infielder receiving throw (RHB - 2B or LHB - SS) instead of catcher

Optional Classic Seasons Attempt To Steal Home

No "jump" roll but only use with Base Runner with SBF >=2

| | |
|------------------|---------|
| Balk | 11 - 15 |
| Pick-Off | 16 - 26 |
| Steal of Home! | 31 - 41 |
| Caught Stealing! | 42 - 66 |

Advanced Starting Pitcher Fatigue Adjustments

Pitcher With Outstanding "Stuff"

Completion of first 4 innings and meets both earned runs and hits plus walks requirements. Refer to chart below using Pitchers Advanced Fatigue Base and the requirements chart. To figure pitchers base add together each hits and walks column value (4 columns using both vs Left and vs Right for individual figures). The value equals the last line where a pitcher blocks a hit or walk. Count "e" or "r" blocks as .5 instead of 1. Thus a pitcher with a play result of "107e" in the -1 hit column vs lefties would get a -.5 value for that column. Pitcher keeps this adjustment until he fails to meet the final (>= 5) inning requirements (note Classic Seasons fatigue adjustment remains)

Adjustment: Add one block line to both his hits and walks ratings and use the Situational Outs chart to get out play result number

Example: a pitcher with a "0" hits rating and a "+1" walks rating would block batter hitter results with a "-1" flip card reference and walks with a "0" batter card reference

Additional Classic Seasons (Pre 1990) only pitcher fatigue adjustment: Level 1 Fatigue "+4"; Level 2 Fatigue "+3"

Complete Games Pitcher Fatigue Adjustments

Modern Seasons - Completion of first 7 innings and allows no more than 1 earned run

Classic Seasons - Completion of first 8 innings and allows no more than 1 earned run

Adjustment: Level 1 Fatigue "+4"; Level 2 Fatigue "+3"

Pitcher Bad Inning

Allows a combined total of 5 hits and walks in any one inning

Adjustment: Fatigue drops to "0" with next batter and continues to fatigue negatively from that point until inning is over. If pitcher survives inning (does not get removed from game) then fatigue the inning normally (use fatigue value from previous inning and make normal deduction for bad inning and disregard bad inning adjustments) from that point forward

Outstanding "Stuff" Requirements Charts

Pitcher Adv Fatg Base >= -2.5 and <= +2.5

| Innings Pitched | Hits + Walks Requirement | Earned Runs Requirement |
|-----------------|--------------------------|-------------------------|
| 4 | <= 3 | 0 |
| >= 5 | <= 5 | <= 1 |

Pitcher Adv Fatg Base <= -3

| Innings Pitched | Hits + Walks Requirement | Earned Runs Requirement |
|-----------------|--------------------------|-------------------------|
| 4 | <= 2 | 0 |
| >= 5 | <= 4 | 0 |

Pitcher Adv Fatg Base >= +3

| Innings Pitched | Hits + Walks Requirement | Earned Runs Requirement |
|-----------------|--------------------------|-------------------------|
| 4 | <= 4 | <= 1 |
| >= 5 | <= 6 | <= 2 |

Convert Pitcher Fatigue Ratings to Level 1

To convert pitcher cards for years (1971, 1995, 1996, 2002) in which they were only rated for Level 2 Fatigue make the following adjustments to each pitchers fatigue to allow for playing with Level 1 fatigue rules:

Starting Pitchers - Modern Seasons add "6"; Classic Seasons (Pre 1990) add "7"

Relief Pitchers - Use this conversion chart:

| Current Lev 2 Ftg | New Lev 1 Ftg |
|-------------------|---------------|
| 6 | 8 |
| 8 | 11 |
| 11 | 15 |

Cross Wind Deep Fly Effect

On all cross winds (wind blowing left to right or blowing right to left) apply a 50% effect to both fields. For left to right it would be a 50% effect for wind blowing in from left and 50% effect for wind blowing out to right (and vice versa for wind blowing for right to left). Always round conservatively when cutting in half.

Example:

Wind effect is left to right at 10 mph
 Game effect would be: -1 for DF's to left field and +1 for DF's to right field

Wild Pitch/Passed Ball Routine

If you want to separate the wild pitch/passed ball check from the Rare Plays you can do the following:

- 1) Before each game roll the 2 six sided die to get a WP/PB "hot" number.
- 2) During the game you must check every original dice roll (roll used for batters play result #) whenever there are runners on base. If this original roll equals your WP/PB "hot" number then you'd perform a WP/PB check (refer to the WP/PB routine in the rule book).
- 3) Important that if you choose to use this routine then do not perform the WP/PB check when it is designated on the Play Result Charts (when there is a Rare Play with runners on base)

Fielding Rating Adjustments

An adjustment can be made for fielders who play multiple positions.
 Use the following chart to make F Rating adjs when a player plays his secondary position.

| Primary Position | Secondary Position | F Rating Effect |
|--------------------|--------------------|-----------------|
| CF | LF or RF | -1 |
| LF or RF | CF | +1 |
| 1B | OF | +1 |
| OF | 1B | -1 |
| 1B | 3B | +1 |
| 3B | 1B | -1 |
| C | Any Other Position | 4 Rating |
| Any Other Position | C | 4 Rating |

Example:

If outfielders primary position (listed first on card) is center field then subtract one from his rating when he is playing a corner outfield position. Thus a 2 rating would become a 1.

Home Run Locator Charts

On all Home Runs use black die value from Deep Fly check roll for direction and reroll 10 sided die for distance.

Direction Pinpointer For Where Ball Cleared The Fence

Home Run To Left Field

Black

Die Area Hit To

| | |
|-------|------------------|
| 1 - 2 | Left Field Line |
| 3 - 4 | Straight Away LF |
| 5 - 6 | Left Center |

Home Run To Center Field

Black

Die Area Hit To

| | |
|-------|------------------|
| 1 - 2 | Left Center CF |
| 3 - 4 | Straight Away CF |
| 5 - 6 | Right Center CF |

Home Run To Right Field

Black

Die Area Hit To

| | |
|-------|------------------|
| 1 - 2 | Right Center |
| 3 - 4 | Straight Away RF |
| 5 - 6 | Right Field Line |

Distance Pinpointer For How Far Ball Cleared The Fence

Home Runs to Left Field or Right Field (1)

Batter Power

| Weak | Norm | Power | Distance (Ft hit beyond fence) |
|-------|-------|-------|--------------------------------|
| 0 - 7 | 0 - 2 | 0 - 1 | Wall Scraper! (1 - 5 ft) |
| 8 - 9 | 3 - 7 | 2 - 5 | Average Home Run (6 - 50 ft) |
| | 8 - 9 | 6 - 8 | Big Blast! (51 - 100 ft) |
| | | 9 | Tape Measure Shot! (101 ft +) |

Home Runs to Center Field (1)

Batter Power

| Weak | Norm | Power | Distance (Ft hit beyond fence) |
|-------|-------|-------|--------------------------------|
| 0 - 7 | 0 - 2 | 0 - 1 | Wall Scraper! (1 - 5 ft) |
| 8 - 9 | 3 - 7 | 2 - 4 | Average Home Run (6 - 15 ft) |
| | 8 - 9 | 5 - 8 | Big Blast! (16 - 30 ft) |
| | | 9 | Tape Measure Shot! (31 ft +) |