

BOX SEAT BASEBALL

Under The Hood

Board Game Manual

Abbreviations Used

/ = Pitcher results separated by “/” are read as bases empty /

Runners-on results. Batter results separated by “/” use red 10 sided die if (0-4) use result preceding “/” if (5-9) use result following “/”

* = Used as a suffix on a BB play result number (for example, BB(3)*). If no net walk result from pitchers card reference, then it is a strike out.

On Trifolds, fielder: 3B, SS, 2B signify force out at 2nd base if 2outs and RG or HG (** on 3B signify force at 3rd base); hit to 1B signify on any putout at 1B situation would be 1B to P putout (no asterisk read as 1B unassisted putout)

aa = Fly ball single description for outfielder angling away from the infield when he fields the single

av = Fly ball single description for outfielder fielding single that was hit average distance away from him

BB = Player card symbol for base on balls

BD = Use black die for result clarification

bl = Fly ball single description for bloop single

BTR = Pitcher’s card result meaning to use the batter’s original play result

btw = Description for double that bounces to the wall

C = Catcher as the fielding player

cd = Game charts symbol to represent the appropriate Coach’s Decision chart

CF = Center Fielder as the fielding player

DB = Batter’s card symbol representing a double

DFH = Perform hit check routine and if pitcher does not block perform Deep Fly check

DFL1 = Use red 10-sided die for play result: (0-2) DFO1 (3-9) LF1

DFL2 = Use red 10-sided die for play result: (0-2) DFO2 (3-9) LF4

DFM1 = Use red 10-sided die for play result: (0-6) DFO1 (7-9) LF1

DFM2 = Use red 10-sided die for play result: (0-6) DFO2 (7-9) LF4

DFO = Perform Deep Fly Check

dpc = Double play check (refer to HG or RG DP Check charts)

dtl = Double hit down the line

FP = Player card symbol representing a foul pop up

gb = Description for single hit on the ground thru the infield

GD = Use green die for result clarification

HBP = Batters card symbol representing a hit by pitch

HG = Player card symbol representing a hard grounder

Hm = Game charts symbol representing home plate (base runner scores)

HR = Home Run

hs = Fly ball single description for outfielder fielding hard single that was hit a close distance to him

II = Batter card symbol representing the inner infield fielding positions (second baseman and shortstop)

iic = Game charts symbol representing the need for an infield in hit check to be performed

InBk = Game charts symbol representing infielder (s) playing back

inf = Single fielded by infielder. One base advance. Note optional advanced descriptions and base advance chart on Tri Folds

InIn = Game charts symbol representing infielder (s) playing in

ilg = Description for double hit into the left centerfield gap

irg = Description for double hit into the right centerfield gap

K = Player card symbol representing a strike out
LF = Player card symbol representing a long fly. Also represents the position of left field
LO = Player card symbol representing a line out
NF = Player card symbol representing a normal depth fly ball
OFCK = Doubles or Singles base advance code representing the need for the OF CK range routine to be performed
OI = Batter card symbol representing the outer infield fielding positions (first baseman and third baseman)
OO = Batter card symbol representing the outer outfield fielding positions (left field and right field)
orig = chart prefix representing to use original batter roll for die or dice (no re-roll necessary)
otw = Description for double hit directly off the wall
PU = Player card symbol representing a pop up
RD = Use red die for result clarification
RG = Player card symbol representing a ground ball hit at regular velocity
RF = Card symbol representing the Right Fielder as the fielding Player
RNG = Player card symbol representing the need to perform an out range check
R1 = Game charts symbol representing the base runner on first base
R2 = Game charts symbol representing the base runner on second base
R3 = Game charts symbol representing the base runner on third base
RP+WP = Batter card symbol representing the need for a Rare Play Chart play result and if runners on base preceded by a Wild Pitch / Passed ball check
SF = Flip card symbol representing a short depth fly ball (outfielder calling off infielder to make catch)
SG = Player card symbol representing a slowly hit ground ball
SN = Symbol representing a single
SP = Represents runner (s) in scoring position
SPH = Batters card symbol representing a scoring position hit. Use batters Scoring Position Hit Chart when base situation is runners in scoring position. If not then use out play result symbol given before “-“
SS = Flip card symbol representing the shortstop as the fielding player
TP = Symbol representing a triple
UT = Fielder plays multiple positions (see Pregame "Total Fielders Positions Played" guide)
WD = Use white die for result clarification
1B = Card symbol representing the first baseman as the fielding player
2B = Card symbol representing the second baseman as the fielding player
3B = Card symbol representing the third baseman as the fielding player

Batter's Card:

Row 1 :

Player Name

Bats (Left, Right, or Both)

GB, FB, or Norm: The predominant type of out the player hits into.

Row 2 :

2B/3B etc.: Player's position or positions he is available to play. For only seasons that have players rated with multiple F and E ratings the secondary position will be listed if he played at least 5% of innings played at that position(s). If not listed you will find his complete positions played on the Complete Positions played listing.

F: The player's range rating (for catchers, measures his ability to prevent wild pitches and passed balls). The ratings are from 1 (excellent) to 4 (poor). If two ratings are present (i.e., 1 / 4), the second rating is for his second fielding position.

ARM (in parenthesis): The catcher's or outfielder's throwing ability. Ranges from A (best) to D (worst) for outfielders, and from A (best) to E (worst) for catchers.

E: The player's error rating. The ratings are from 0 (poor) to 20 (excellent). If two ratings are present (i.e., 10 / 18), the second rating is for his second fielding position.

DP: A middle infielder's ability to turn a double play. Ranges from -1 (best) to +1 (worst).

Year and Team Box: Season and team of player

Row 3 :

B/R: The player's base running ability. This encompasses the player's speed and his base running savvy. Ranges from A+ (best) to C- (worst).

SBR: The player's ability to successfully steal a base after getting a "jump". Ranges from -3 (worst) to +3 (best) with 0 being average.

SBF: The player's ability to get a "jump" to attempt a steal. Ranges from -2 (worst) to +8 (best).

Row 4 and Row 5:

These rows are for the batter's stats and ratings vs. left-handed pitchers. Listed on Row 4 are his at bats followed by his batting average, homeruns, runs batted in and finally by his power rating all vs. lefties.

Line 5 contains the following:

Hit(ep): For use with Easy Play version only.

Sp: For use with Easy Play version only.

H/R: The player's ability to make contact on hit-and-run plays. Ranges from A (best) to D (worst).

BNT: This is the player's ability to sacrifice bunt. Ranges from Ex (best) to Pr (worst).

Hit(uth) or Chrt(uth): For Under The Hood version use only. Hit(uth) is the batter # range (see Hit Check Routine for complete detail and use) that results in either an automatic hit or scoring position out. Chrt(uth) is used for batters with extremely low hit ratings (approximately .125 avg and below). This value (0.0 to 4.0) is used on the Low Avg Batter Hit Check Chart on the Misc Tri-Folds page to receive the pitchers symbol for the Hit Check routine.

Row 6 and Row 7

These rows are for the batters stats and ratings vs. right-handed pitchers. The definitions are exactly the same as rows 5 and 6 above.

Play Result Columns

The bottom portion of the card that contain the black dice roll value columns (11-26, 31-46, and 51-66). To the right and across from each dice roll number is the play result. The left row is for vs. left-handed pitchers and the right row is for vs. right-handed pitchers.

Pitcher's Card:

Row 1 :

Name

THR: Pitcher's throwing arm.

FB, GB, or NORM: The predominant type of out the pitcher gets the batters to hit into.

Row 2:

P: Symbol for his fielding position (pitcher)

E: The pitcher's error rating. The ratings are from 0 (poor) to 20 (excellent).

Year and Team Box: Season and team of player

Row 3

Bats: (Left, Right, or Both)

Hit: Tells whether the pitcher has a personal hitting card or uses a generic card. Basically, pitchers who had 10 or more at bats have personal hitting cards. If "Card" is listed, then he has a personal card. If "Generic" is listed, use the generic card for any at bats.

Row 4 and Row 5:

Games: Total games pitched

GS: Total games pitcher was starting pitcher

IP: Total innings pitched

ERA: Earned run average

W/L: Win and loss record

Saves: Total saves

Row 7:

SB/R: The opposing team's ability to steal successfully off the pitcher. Ranges from -2 (best) to +3 (worst).

SBF: The ability of the opposing teams to get a "jump" to attempt a stolen base. Ranges from -2 (best) to +4 (worst).

Lev 1 Fatg (not available for all seasons): A more basic pitchers endurance rating. This will decline as the game progresses. Simply deduct one from the pitcher's value for each batter faced with the exception of intentional walks. Also, add 4 to a starting pitcher's fatigue if he completes 7 innings and allows 1 or fewer earned runs. When a pitcher's fatigue rating reaches 0, refer to the Level 1 portion of the Fatigued Pitcher chart (on the Miscellaneous Game Charts page) and the red die value to see if previously blocked hits or walks now become hits or walks. Note: If a pitcher's fatigue rating is less than 20 and he is scheduled to start a game, make his fatigue rating 20. Also, if a pitcher's fatigue rating is greater than or equal to 20 and you bring him into a game as a reliever, make his fatigue equal to 15.

Lev 2 Fatg: The pitcher's endurance rating. This fatigue system puts more weight on how a pitcher performs in relation to how quickly he will tire. The following events affect the pitchers fatigue:

Play Type Fatigue Effect

Base runners (hits, walks, errors that put new
base runners on base, hit by pitches, does not

include intentional walks) _____ **-1.0**

Outs _____ **-.66**

Double Play (cumulative effect of play
taking into account outs and runners

eliminated on the base paths) _____ **-.33**

Runners eliminated on the base paths _____ **+1.0**

Starting Pitcher Completes 7 Innings

allows one or fewer earned runs _____ **+3.0**

When the pitcher's fatigue reaches 0 or less than 0, his ability to prevent walks and hits will decline progressively. When he reaches this point, refer to the Level 2 section of the **Fatigued Pitcher** chart on the Tri Fold Charts and use the red die value and his fatigue rating before allowing a pitcher to "block" a hit or walk. If the red die value falls between the given range on the chart, use the batter's original play result.

Note: Using this fractions system for keeping track of the pitcher's fatigue may seem difficult to deal with but really isn't if you use the following guideline:

a) Until a pitcher is close to being fatigued (less than 3), don't figure the amount you need to deduct until after the inning is complete. Simply deduct one from the batters faced if he completed the entire half inning. Example:

7 batters hit in the 3rd inning

Pitchers fatigue rating = 15

7 (batters faced) - 1 = 6

Subtract 6 from pitchers fatigue rating

New fatigue rating: $15 - 6 = 9$

Be sure to not deduct one from pitchers fatigue for intentional walks (so if one of the 7 batters was an intentional walk in the above example, you have deducted 5 for the inning).

b) When his fatigue gets close to 0 or when figuring partial relief innings, think of 1 out as subtracting .7, and 2 outs as subtracting 1.3. An easier way may be to think of one out as .2 (representing 2/3's of 1 fatigue value) and two outs as 1.1 (representing 1 and 1/3 of a fatigue value). This may sound cumbersome but once you've played a game or two it'll be a snap.

Note: If a pitchers fatigue rating is less than 15 and he is scheduled to start a game make his fatigue rating 15. Also, if a pitcher's fatigue rating is greater than or equal to 15 and you bring him into a game as a reliever, make his fatigue equal to 11.

Row 8:

EARLY: The starting pitcher's ability in the first inning only. This rating will affect the pitcher's ability to prevent hits. Ranges from A (best) to E (worst).

LATE: The starting pitcher's ability from the seventh inning on. This rating will affect the pitcher's ability to prevent hits. Ranges from A (best) to E (worst).

WP: The pitcher's ability to prevent throwing a wild pitch. Ratings range from +5 (excellent) to -7 (poor).

PO/BK: The pitcher's ability to both pick off potential base stealers and his propensity to commit a balk. Ratings range from Ex (best) to Pr (worst).

Row 9:

Pitcher's rating vs. left-handed batters

HR: The pitchers ability to prevent homeruns. Ranges from -10 (best) to +30 (worst) with 0 being average.

Row 10:

Pitcher's rating vs. right-handed batters

HR: The pitcher's ability to prevent homeruns. Ranges from -10 (best) to +30 (worst) with 0 being average.

Hits Ratings:

HIT: The left column is for vs. lefties. The right column is for vs. righties. This measures the pitcher's ability to prevent hits. If the pitcher has a play result across from the rating numbers (-3 to +3), he blocks (supercede) a batter's result with his result. Pitchers are valued from -3 (no play

results across from that heading) worst to 3 (best) with 0 being average. Pitchers are also rated for the ability with runners on base. These results are separated by a “/” (such as “BTR/SG2”).

BB (Base on Balls) Ratings:

BB: The left column is for vs. lefties. The right column is for vs. righties. This measures the pitcher's ability to prevent walks. Headings range from -2 (worst) to 3 (best). A-2 would have no play results listed across from that column, and would not prevent any walks off the batter's card.

Note: for some seasons some pitchers have an “EWR” (extra walk rating) for pitchers with extreme control. This *EWR* symbol will be located under the appropriate (vs L or vs R) Walk rating column above the “-2” play result. For pitchers with this rating, when a batter achieves a BB result with no suffix refer to the 10 sided die value. If the value is “0” through “4” then result is a base on balls but if value is “5” through “9” then play result is a pitcher block of the walk and use the Special Situations Outs chart for the play result.

K (Strike Out) Ratings

K's: The left column is for vs. lefties. The right column is for vs. righties. This measures the pitcher's ability to strike out hitters. Headings range from 3 (play results across from that heading will turn a strikeout into a fly or ground ball out) to -3best (no play result across from any K's heading). A pitcher could also have additional K's under the Hits or Walks ratings heading if he was rated higher than a 3.

Pre-Game Set Up

- Fill out a score sheet.
- For weather effects (if you are using a computer-generated line-up sheet then the weather is provided on the sheet), refer to the Weather Effects (page 20). Write the wind effect and game time temperature in the appropriate boxes on the score sheet (Temp and Wind boxes).
- Seasons with a pre-game guide have suggested line-ups for vs left and vs right handed pitchers and a listing of all the positions a player played (in addition to the two most frequently played positions shown on the player cards). The positions are listed in the order of frequency of games played.

Important - Some things to remember while playing the game:

- Always refer to the appropriate column of the batter's or pitcher's card (left column for vs lefties and right column for vs righties) to obtain the appropriate play result.
- Always check the original dice roll to see whether the red die = "0E" as that signals an error check (page 13).

Game Play

- The roll of 2 six-sided dice and 3 ten-sided dice triggers game play.
- Read the white die and the black die in sequence, not added together (example: read a white 3 and a black 2 as “32”). The red die is used for fielder selection, to signal error checks and some other miscellaneous items. The green die is used for the hit check routine and to resolve certain game chart references. The opaque die is the pitchers die and is referenced on some red hitter results.
- The total of the white and black dice is taken to the batter's card and columns to get a play result. There are three possible actions to take from this initial play result:

- 1) A **blue** play result that is not play results “K” or “BB” with a suffix after it (example: K(-1) or BB(0) would not fall in this category)

Check the Abbreviations Used guide for the play description (at least until the symbols are memorized) and to the Tri Folds Charts to find the fielder. Base advance also is given on the Tri Folds Charts.

**2) A blue play result off the batter's card that is "K" or "BB" and has a suffix after it
(example: BB(-1) or K(0) would fall into this category)**

Check the opposing pitcher's columns (BB columns if the result is a BB(..) or K's columns if the result is a K(..)). Use the suffix (-1,0,2, etc.) to see whether the pitcher has a play result across from that column # heading. A pitcher's play result overrides the batter's result and is used for the play result description off the Abbreviations Used guide. If the pitcher's card does not contain a result, the play is either a "K" (strike out) or "BB" (base on balls) depending on the batter's play result. Example: a K(0) would be read as the play result "K" (a strike out) if the pitcher's card did not contain a play result across from his "(0)" heading in his K's ratings section for the appropriate batter hitting side (vs. left or vs. right).

3) A red play result

A possible hit or hit by pitch. See whether the batter's card has either a "Hit Range" (the vast majority of players have this) or "Hit Chart". If the red result is "HBP" note routine difference given after hit check routine below.

Chrt(uth):

Only for batters with extremely low hit percentages (batting averages of .125 and less). The value shown will be from 0.0 to 4.0. Take this value to the cover page of the Tri-Folds Charts page and the Low Average Batter Hit Check Chart. Re-roll the white and black six sided dice to get a pitcher's symbol and then check the pitcher's card for a possible over-riding or superseding play result (see Flip Card Red Pitcher Hit Check Symbol or Low Average Batter Hit Check Chart Symbol below for definition of symbols).

Hit(uth):

A hit range may contain no numbers (is blank), may contain a number not in parenthesis, a number in parenthesis, or both a number not in parenthesis and a number in parenthesis (i.e., "77(85)").

No Number

Refer to the pitcher's die to obtain pitcher hit check symbol (see examples below).

Only Number Not In Parenthesis

- This value represents the batter's auto hit range and is compared to the value of the green and red dice. This represents batters getting hits off of "quality" pitches (not pitchers mistakes).
- Read the large red die as 1's and the green die as 10's (no re-roll necessary as these values can be used from the initial at bat roll) -- red die "0e" and green die "8" would be read as 80.
- If the dice value is greater than or equal to the batter's hit range #, use the batter's play result.
- If the dice value is not greater than the batter's hit range #, refer to the pitcher's die to receive the pitcher's hit check symbol to see whether the pitcher blocks the original batter's hit result (see examples below).

Only Number In Parenthesis

- This value represents the batter's auto batter scoring position outs (only batters who performed poorly with runners in scoring position receive these numbers).
- With a runner in scoring position, compare this batter's card value to the value of the green and red dice.
- Read the large red die as 1's and the green die as 10's (no re-roll necessary as these values can be used from the initial at bat roll -- red die "0e" and green die "8" would be read as 80).
- If this dice value is greater than or equal to the batter's # in parenthesis, it is a scoring position out. Refer to the Special Situations Outs chart and green die for the play result.
- If the combined dice value is not greater than or equal to the batter card #, roll the pitcher's die for a hit check symbol and see whether the pitcher blocks the original batter's hit result (see examples below).

Numbers Both Not In Parenthesis And One In Parenthesis

- The value in parenthesis (auto scoring position out) takes precedence over the value that is not in parenthesis (auto hit) in scoring position situations.
- First check for the "Only Number In Parenthesis" qualifier above and if not an auto scoring position out, then compare the green and red dice value for the auto hit (Only Number Not In Parenthesis above).
- If neither occurs, roll the pitcher's die for pitcher's hit check symbol to see whether the pitcher blocks the original batter's hit result (see examples below).

Examples:

Green die + red die value = 85 and Batter Hit Range = 80

- A batter auto hit -- use the original batter's red play result

Green die + red die value = 78 and Batter Hit Range = 80

- No auto hit. Refer to the pitcher's die for pitcher's hit check symbol

Green die + red die value = 85 and Batter Hit Range = (80)

- Non-scoring position situations – refer to the pitcher's die for pitcher's hit check symbol since no auto hit range #.
- Scoring position situations -- this is an auto scoring position out. Refer to Special Situations Out chart for play result.

Green die + red die value = 85 and Batter Hit Range = 80(65)

- Non-scoring position situations -- auto hit (use batter's original play result #).
- Scoring position situations -- auto scoring position out.

Green die + red die value = 66 and Batter Hit Range = 80(65)

- Non-scoring position situation – refer to the pitcher's die for pitcher's hit check symbol.
- Scoring position situations -- auto scoring position out.

Pitcher Die Hit Check Symbol or Low Average Batter Hit Check Chart Symbol:

R:

Use the batter's play result to get the type of play and the green die roll for the fielder attempting to make the play. Then perform a range check (see page 23).

-3:

- Check the pitcher's Hit ratings to see if it contains a play result across from his "-3" heading.
- If the pitcher's card contains a play result, use that play result (remember left column is for vs. left-handed batters and right column is for vs. right-handed batters).
- If the pitcher's card does not contain a play result, use the original batter's play result.

-2:

Follow the same routine in -3 but check the pitcher's “-2” heading

-1:

Follow the same routine in -3 but check the pitcher's “-1” heading

0:

Follow the same routine in -3 but check the pitcher's “0” heading

1:

Follow the same routine in -3 but check the pitcher's “1” heading

2:

Follow the same routine in -3 but check the pitcher's “2” heading (note only referenced from Batter Low Average Hit Chart)

3:

Follow the same routine in -3 but check the pitcher's “3” heading (note only referenced from Batter Low Average Hit Chart)

2D:

- If the starting pitcher is still in the game, check his Early rating if it is the 1st inning or his Late rating if it is the 7th inning or later.
- If the rating (Early or Late) is a D or E, use the batter's play result.
- If it is inning 2 through 6 or the starting pitcher is not in the game or his rating is better than a D (A, B or C), use the pitcher's play result across from his "2" Hit Ratings heading or use the batter's play result if the pitcher does not have a play result.

3E:

- If the starting pitcher is in the game, check his Early rating if it is the 1st inning or his Late rating if it is the 7th inning or later. If the appropriate rating (Early or Late) is an E, use the batter's play result.
- If it is inning 2 through 6 or if the starting pitcher is not in the game or his rating is better than an E (A, B, C, or D), then use the pitcher's play result across from his "3" Hit Ratings heading or use the batter's play result if the pitcher does not have a play result number across from his “3” Hit Rating heading.

A:

- If the starting pitcher is in the game, check his Early rating if it is the 1st inning or his Late rating if it is the 7th inning or later.
- If the appropriate rating is an A, use the **Special Situations Outs** chart to obtain the play result.
- If his rating is worse than an A (B, C, D, or E), or if it is inning 2 through 6, or if the starting pitcher is no longer in the game, use the batter's original play result.

B:

- If the starting pitcher is in the game, check his Early rating if it is the 1st inning or his Late rating if it is the 7th inning or later.
- If the appropriate rating is an A or B, use the **Special Situations Outs** chart to obtain the play result.

- If his rating is worse than a B (C, D, or E) or if it is inning 2 through 6, or if the starting pitcher is no longer in the game, then use the batter's original play result.

HBP (Hit By Pitch) Red Results Routine

- 1) When you receive an HBP result off of the batters card check for any auto hitter result (scoring position out or auto hit as a result of the check against the batters hit ratings – routine given directly above). If the batter qualified for a scoring position out then go to the special situations out chart for the out result. If batter qualified for the auto hit then he is hit by the pitch.
- 2) If neither of the batter auto results occurred refer to the pitchers die and reference the die results below to determine if an HBP occurred.
 - “*A” or “*B” or “Rng” if pitchers HBP rating = “-4” then use the Special Situations Out chart. If pitchers HBP rating \geq “-3” then a hit by pitch has been committed
 - “(-3)” – if pitchers HBP rating \leq “-3” then special situation out. If >-3 then HBP has been committed
 - “(-2)” – if pitchers HBP rating \leq “-2” then special situation out. If >-2 then HBP has been committed
 - “(-1)” – if pitchers HBP rating \leq “-1” then special situation out. If >-1 then HBP has been committed
 - “(0)” – if pitchers HBP rating \leq “0” then special situation out. If > 0 then HBP has been committed
 - “(1)” – if pitchers HBP rating \leq “1” then special situation out. If > 1 then HBP has been committed
 - “(2)*D” – if pitchers HBP rating \leq “2” then special situation out. If > 2 then HBP has been committed
 - “(3)*E” – if pitchers HBP rating \leq “3” then special situation out. If > 3 then HBP has been committed

Fielder Selection

After receiving a final play result, use the play result and refer to the trifolds fielder / play result charts (Note: all ground ball types, HG RG SG, are summarized under the GB category, thus HG3 would be referenced as GB3 on the Trifolds for fielder selection and also note that you need to reference the appropriate base situation category – bases empty, runner on first or runners in scoring position).

Hits and Outs Base Advance

For hits and fly balls, base advance is given in the same box as the fielder designation, for ground balls the advance is summarized to the left of the fielder designations. For line outs perform a double play check whenever applicable (runner on base and less than 2 outs) and that chart is located in the

lower right corner of the ground balls, pop ups and line drives trifold page. The following abbreviations apply for all types of play results:

ABBREVIATION MEANING

-> Advance notation (thus R1 -> 2nd would mean runner on first advances to second base)

Btr Batter

R1 Runner on 1st

R2 Runner on 2nd

R3 Runner on 3rd

1st First Base

2nd Second Base

3rd Third Base

Hm Home Plate (runner scores)

Advance Codes in Parenthesis On hits base advance only, represents 2 out situations

Red Letters Minimum B/R rating of base runner needed to advance

cd Coaches Decision: refer to appropriate coach's decision chart for that situation (on that Tri Folds page)

fo Force Out: runner is forced out at next base

dpc Double Play Check: refer to the appropriate base adv double play check chart (RG or HG) on that Tri Folds page

InIn Infield In

InBk Infield Back

iinc Infield in hit check chart: refer to the appropriate chart on the Tri Folds chart page to find if the out result # turned into a GB single due to the infield playing in. For example: InBk: R3 -> Hm; R2 -> 3rd; R1 -> 2nd; Btr -> out at 1st. This would be read as with the infield back then runner on 3rd scores, the runner on second advances to third, the runner on first advances to second the batter is thrown out at first base.

OF CK Perform a outfielder base advance range check (page 16)

GAME PLAY EXAMPLES

ROGER CLEMENS

P E: 8 T/Right [gb]
 B/Right Hit: Generic
 Games: 34 GS: 34 IP: 242
 ERA: 3.63 W/L: 10-13 SV's: 0
 SBR: 3 SBF: 0 Fatigue: 20
 Early: A Late: E
 Vs Lefties: HR: -5
 Vs Righties: HR: -4

HIT RATING

	<u>Vs L</u>	<u>Vs R</u>	<u>Vs L</u>	<u>Vs R</u>
-3	BTR/LO2		-2	
-2	FP2		-1	RG2
-1	NF3	LO1	0	RG2
0	LF3	FP1	1	RG3
1	SG3	K	2	HG3
2	RG3	LF2	3	HG3
3	RG3	SG2		

T/Right [gb]
 1996 Bos

BERNIE WILLIAMS

B/Both [gb]
 F: 4 E: 17 Arm: C 1996 Nyy
 B/R: B SB/R: 1 SBF: 0

Vs Right ab's: 378 .272 Norm
 H/R: B Hit (uth): 70

	<u>Vs L</u>	<u>Vs R</u>
11	DBL1	DFH2
12	NF2-SPH	K(-3)
13	SN1	K(-1)
14	DFH1	K(1)
15	BB	BB(-1)
16	DFO1	SN1
21	DFO1	LF1-SPH
22	DFO1	DFL1
23	K(2)	DFO2

Examples: Use the partial 1996 Roger Clemens card as the pitcher and the partial 1996 Bernie Williams card as the hitter with a runner on first in the 3rd inning (note play results have been changed from actual Williams card to allow a more thorough example):

Original dice roll: White die 2, Black die 2, Red die 8, Green die 3, Pitcher Die 2(D)

Result:

- Blue play result DFL1 on Williams' card vs. RHP.
- Check the Abbreviations Used list on page 5 for a DFL1 chance. The red die roll of 8 is within the LF1 range (3-9), so the DFL1 result becomes an LF1.
- Using the "1" play result suffix of LF1 and the red die value of "8" go to the LF1Runner 1st Result chart in the Tri Folds charts and find the result for red die values of "(5-8) = "CF" thus long fly ball to the center fielder
- No advance is given in that same play results box, so the runner on first holds.

Note: if Williams had been facing a left-handed pitcher, the play result would have been DFO1 -- a deep fly check on the Miscellaneous Charts page of the Tri Folds. A red die value of "8" would have meant the ball was hit to right field and the Deep Fly Ck chart would have been consulted.

Original dice roll: White die 2, Black die 2, Red die 8, Green die 3, Pitcher Die 3E

Result:

- Red play result DFH2 on Williams' card vs. righties. Check Williams' Hit Range -- 70 -- and compare that to the green and red dice value of 38 and it's not an auto hit.
- Refer to the Pitchers Die value of "3E".
- Check Clemens' pitcher card vs. LHBs (Williams being a switch hitter would bat from the left side). Clemens' "3" row in his hits column results in an RG3. Since it is the 3rd inning, the E portion

of the 3E result doesn't apply (a starting pitcher's Early or Late ratings only apply in the 1st or 7th inning or later).

- The RG3 would be read as a regular grounder and using the "3" play result suffix and the red die value of "8" refer to the GB3 Runner 1stFielder result chart – since Williams would be batting from the left side (LHB) you have a fielder result of "1B" a grounder to 1B.
- Next, check the Regular Grounder base advance section (to the left of the GB, PU, FP and LO fielder selection results).The applicable description is "R1 -> fo; Btr -> dpc". Check for a possible double play further down the page (RG DP Check chart).

Original dice roll: White die 1, Black die 6, Red die 6, Green die, 5 Pitchers die -3

Result:

- Red play result SN1 onWilliams' card vs. righties. Again, the green and red dice result – 56 – is less than Williams' rating of 70 and is no auto hit.
- Refer to the Pitchers Die value of "-3".
- Check Clemens' pitcher card vs. LHBs. The play result is BTR/LO2. Since there is a runner on, use the result to the right of the slash -- LO2 -- for the play result.
- The LO2 would be read as a line drive and using the "2" play result suffix and the red die value of 6 refer to the LO2 Runner 1st result chart and find the result for red die values of "(3-6)" = SS which yields a line drive to the shortstop. Since there is a runner on 1st, refer to Line Out Double Play Check (orig BD) chart in the lower right corner below the Scoring Position play results to check for a double play. In this instance BD (black die) value = 6 and checking the Fldr of SS and base situation of 1st the BD needed to be a 1 for a double play to have occurred.
- Note: if Clemens were facing anRHB, he would not have had a play result across from his Hits "-3" column, and if Williams had been hitting from the right side, then the SN1 (batter's original play result) would have been used with a fielder's play result off the SN1 Runner on 1st chart to get a play result of "CF hd R1->2nd(2nd)" thus a hard Single to CF, the runner on 1st would only advance to 2nd (in this situation there is no difference in the runner of 1st base advance with 2 outs as the "2nd" is also in parenthesis).

Original dice roll: White die 1, Black die 5, Red die 2, Green die 2, Pitchers die A

Result:

- Blue play result BB(-1) off Williams' card vs. righties. Clemens vs. LHBs on the BB section of his card at "-1" doesn't have a play result, so Williams' play result of BB is used for a base on balls.

Original dice roll: White die 2, Black die 3, Red die 4, Green die 9 Pitchers die 0

Result:

- Blue play result DFO2 off Williams' card vs. righties. It's a deep fly check so using the DF2 Runner on 1st chart and red die value of "4" yields a play result of a deep fly check to RF and base advance code of "R1A->cd".
- Go to the Deep Fly CK chart (directly below the DF play result charts) and add the ball park value for a long fly to RF to the pitcher's value vs. an LHB. Roll the red die. If the roll is equal to or greater than the pitcher+ball park value, it's a HR. If less than the value, it's a fly out, use the base advance code (in this instance it would be a coach's decision if BR on 1st has a B/R rating>= "A" otherwise no advance for the runner on 1st).

Chart Re-Rolls and Die References

After the chart headings in parenthesis there are the dice required for a reroll or to reference from the original batter play result roll (if no reroll is necessary then the dice abbreviation will be prefixed by “orig”). Listed below are dice abbreviations used:

- (WBRGD) Reroll all 4 batter result game die (2 six sided die + 10 sided red and green die)
- (orig WBRGD) Use original roll all 4 batter result game die (2 six sided die + 10 sided red and green die)
- (WBGD) Reroll white, black and green die
- (orig WBGD) Use original roll of white, black and green die
- (GRD) Reroll green and red die
- (orig GRD) Use original roll of green and red die
- (WBD) Reroll white and black die
- (orig WBD) Use original roll of white and black die
- (RD) Reroll red die
- (orig RD) Use original roll of red die
- (BD) Reroll black die
- (orig BD) Use original roll of black die
- (GD) Reroll green die
- (orig GD) Use original roll of green die

Misc Plays

Errors

- Make an error check when the red 10-sided die equals 0 on the original dice roll that is read off the batter’s card or when referenced off the Wild Play Chart. Check for errors on all plays in which a fielder is involved except walks, strikeouts and wild plays. There are 5 different error charts depending on the play result involved.
- To resolve the error play, find the fielder by using the original play result with the value of the green die (note: the green die value cannot equal “0”; if a 0 comes up, then re-roll to get a value other than 0). Take this value to the Tri Fold chart for the type of play (GB, FB, single, etc.) to get the fielder.
- Go to the appropriate error check chart: GB for ground balls, FB for fly balls, POP for pop ups, foul pop ups and line outs (note: for line outs, the 6-sided black die must also be even to warrant an error check), HIT for hit play results, and STL for steal attempts. All error charts are on the Outfielder play results page of the Tri Fold with the exception of the STL Error Ck chart which is on the Miscellaneous Charts page of the Tri Fold.
- Use the value of the white, black and green dice (from original batters play result roll, no need to reroll and the STL chart only requires the white and black dice) on the appropriate error chart to find the error rating that the fielder must have at a minimum to not commit an error. For example, a value of 61 on the white and black dice and 3 on the green die on the FB Error CK chart would be an error if the outfielder’s rating were an 8 or lower, but if his rating were a 9 or higher, it would be a good catch. A 63 (0) would only be an error if the fielder’s rating were a 12 or lower.
- An error check on a GB or HIT when the original green die came up a “0” (which then would have required a reroll of the green die to find the fielder) and a subsequent check results in an error would then be a 2-base error (all base runners and the batter advance two bases).
- Note that the odds of committing errors vary depending on the type of play being checked (for example, the chance of an error on a pop up is much less than on a ground ball).
- Error checks on hits should be referenced after the standard base advance is given (only auto advances -- no coach’s decision advances unless there is no error).

- If an error is committed, reroll the red die to get the advanced error description and base advance.

Range Plays and Optional Ball Park Effects

Box Seat Baseball gives players two ways to resolve plays that test a fielder's ability to get to the ball:

- Use the range rating number given on the Range Check chart on the Range Plays page of the Tri Fold.
- Use the optional Ball Park "BP" rating given on some range chart checks following the fielding rating requirement.

There is also an outfielder range check for how quickly a fielder gets to singles and doubles -- the OF CK routine, which is only referenced off the singles and doubles base advance charts (see below).

A Standard Range Check (no BP # on the result or not using the optional Ball Park Effects):

- Range Plays can be triggered by either the pitcher's hit check symbol (the R result) or directly from the batter's card (results that have an RNG- before a ground ball or fly ball chance).
- Use values of green and red die (using original batter result roll and read as green for the tens value and red as one's value) and then locate the number on the Range Check chart on the Range Plays page to find the fielder's range rating that is required to make the play. For example, a value of 61 on the green and red dice would give the DNMP result – did not make play regardless of what his fielding rating is. A roll of 21 would give a <3 result and require that the fielder have a 1 or 2 F rating to make the play. A roll of 80 would be an MP, an automatic made play.

Range Plays originating from the pitcher's die during hit check routine ("R" result)

- If the fielder makes the play, refer to the Descriptions for Range Plays Made on Hit Play Results chart on the Range Plays page. The description will tell how the hit was taken away and the base advance for any base runners.
- If the fielder does not make the play, then the play result and the base advance remain the same as the original play result (think of it as a hit that wasn't taken away), and if it is on a Deep Fly – first check for a home run and if no home run then rule it a Double (otw).
- There are no range checks on HBPs. If the pitcher's die indicates a range check (value of "R") on an HBP, then it is always a hit by pitch.
- On ground ball singles, refer to the Fielder for GB Single Range Checks chart on the Range Plays page to get the infielder whose range should be checked by using the field that the single was hit to, the side of the plate the batter is hitting from, and the batter's power rating.

Range Plays originating from the Batter's Card (blue results with the RNG prefix)

- If the play is made, then the original play result is used (think of this as an out that remained an out or an out that wasn't turned into a hit by bad fielding).
- If the play is not made, refer to the Hits on Out Play Results Type Range Checks chart on the Range Plays page to get the type of hit (for example, a range check on a Normal Fly turns into a single).

Using the Optional Ball Park Effects (a BP # on the range check chart following the standard range fielder number requirement):

- Use the BP # following the range rating requirement instead of the fielders range rating to resolve the play (except for Deep Flies since they take into account the ball park's separate left- and right-

handed batters ratings on every Deep Fly so the optional effects are not necessary. Resolve these using the standard range check routine noted above).

- Resolve the range play by taking the BP number to the Ball Park card of the home team and referring to the appropriate column (determined by the type of play being checked – single, long fly, etc.). For example, if the BP rating from the Range Check chart was "1" and the range check originated from a "Single to CF" play result from the batter's card, refer to the "Singles/Normal Fly/Ground Balls" column on the Ball Park card and the "1" row to get the play result. The Ball Park card will either provide a hit result ("Single," for this example) or an out result.

Hit Results for BP range checks

- If the range play came from the Pitcher Hit Check Symbol off the pitcher's die (the R result), then use the original play result for base advance.
- If the range play came from the batter's card (blue play result), then refer to the Hits on Out Play Result Type Range Checks chart on the separate Range Plays page for base advance.

Out Results for BP range checks

- If the range play came from the pitcher's die (Pitcher Hit Check Symbol and batter original red play results), then refer to the Descriptions for Range Plays Made on Hit Results chart on the Range Plays page to find out how the hit was taken away and the base advance for any base runners.
- If the range play came from the batter's card (blue play results), then use the original play result for the out description and base advance.

Optional Routine for Optional Ballpark Effects

To increase fielder involvement when using the optional ballpark effects, adjust the BP # with the fielder's fielding ("F") rating. The adjustments are:

Fielders Fielding Rating BP # Adjustment

1	+2
2	+1
3	-1
4	-2

Ballpark Peculiarities

These are unusual characteristics of some ballparks that are referenced with an asterisk. These override the preceding "Hit Results" and "Out Results" descriptions and base advance and are used instead. These descriptions are below the ballpark picture.

Triples in the Doubles Column

For some seasons, the "-4" row in the doubles/long flies column contains a split play result that uses the reddie to resolve whether there is a double or triple. If the reddie's value falls in the triples range, give the batter a triple only if his B/R rating = "A+", "A" or "B". If his rating equals "C" then he has a double. The triple should be scored as a triple to right field.

OF CK Range Routine

The outfielder range check (OF CK) models how quickly a fielder gets to singles and doubles. On the Hits charts for Singles and Doubles, there are base advance suffixes on some results. When they come up, use the following routines:

- Roll the green and red dice (read once again as green representing the tens value and the red die representing the ones value) and go to the OF CK Range Check chart (on the cover page of the Tri Folds).
- The first column on the left contains the minimum dice values for each line of results. For each dice value, check either the singles (SNG) column or the doubles (DBL) column. To the right of the SNG or DBL header is either a fielding rating qualifier to see if the outfielder was successful at keeping a single a single (or if the player's rating is higher than the qualifier then a single would be turned into a double due to poor fielding) or on turning a would-be double into a single (due to outstanding range and quickness by the outfielder in getting to the potential double).
- If ARM is listed, refer to the OF CK Routines ARM section. Use the outfielder's arm rating and reroll the 10-sided die to determine the batter's destination (single, double, or thrown out at second trying to advance) and any other base runner advance.

Example 1:

A play result of SINGLE (fb) to CF (OF CK).

- After re-rolling the dice and checking the OF CK chart, the SNG section of the result line corresponding to the dice roll has a qualifier of “< 4”.
- Check the center fielder's range rating. If it is less than or equal to 3, the single remains a single.
- If the center fielder's rating is 4, then the single become a double -- the outfielder was late in getting to the hit or was unable to prevent it from getting past him.

Example 2: A play result of DOUBLE (dtl) to LF (OF CK).

- After re-rolling the three dice and checking the OF CK chart, the DBL section of the result line corresponding to the dice roll has a qualifier of “< 2”.
- Check the left fielder's range rating. If it is greater than or equal to 2, the double remains a double.
- However if the left fielder's rating is 1, then the double become a single -- the outfielder was able to get to the ball quickly enough to hold the runner to one base.

Example 3: A play result of DOUBLE (dtl) to LF (OF CK).

- After re-rolling the three dice and checking the OF CK chart and the DBL section of the result line corresponding to the dice roll, there is a qualifier of “ARM”.
- Check the left fielder's arm rating and refer to the ARM chart on the Tri Folds in the OFCK Routines section and re-roll the 10-sided die to determine the play's final outcome.
- Always use the other base runner's advance given in the ARM section for any ARM OF CK checks.

For base advance on OF CK “F” rating checks

- Singles (whether off an initial single or a double that was turned into a single) can have either “norm” or “Z” base advance codes.
- For “norm” base advance, a runner on 2nd scores and a runner on 1st would use the OF CK CD charts given below the hit result on the OFCK section of the Tri Folds.
- For a “Z” result, if there is a runner on 1st (1st, 1st and 3rd, 1st and 2nd, etc.) with a BR rating of “A+” or “A”, he scores from 1st on the single. For all other situations, a “norm” base advance is used.
- Doubles (whether off an initial double or a double that was a single that turned into a double) will always show a “Z” base advance code off the OF CK Range Check chart, but the only time this rare base advance will qualify is when the base situation is either runner on 2nd or runners on 2nd and 3rd and less than 2 out.

- If this base situation prerequisite exists and if the runner on 2nd has a BR rating of “C-” or “C”, then he only advances to 3rd due to his misreading of the fly ball / hit. For all other situations, the base advance is a normal two-base advance for the runner on 2nd and a coach’s decision to attempt a score from 1st (1 -> cd) if that situation exists.

Important: Be sure to use the base advance for the final result of the hit on “F” rating checks.

Example: If a single turns into a double because of poor outfield play, then use the DBL base advance given. If a double turns into a single due to outstanding outfield play, use the SGL base advance notation.

Deep Flies

On all deep fly checks, first check to see if there is a home run. Add the following three items together to get the number that is used on the Deep Fly CKchart(located directly below the deep fly fielder designation and base advance result charts):

- Pitcher’s Home Run rating (vs. lefty or righty batters)
- Ballpark Home Run rating (field ball hit to)
- Wind Effect (if wind is blowing in or out to the field the deep fly is hit to)

Re-roll the red die. If the result is greater than or equal to the value given under the HR #'s column, it is a home run (for example, a “4” means any green die value of 4 through 9 is a home run). If the value given in the HR #'s column has an “r” following the numerical value, then re-roll -- a 0-4 is a deep fly out and a 5-9 is a home run. If there is no home run, go to the Fly Balls and Line Outs charts page for possible base runner advance.

Note: If the original roll for the batter’s play result included a “0” red die value, then use the green die value to add to the play result suffix to find the field / fielder for the deep fly and possible error check.

Stolen Base Routine

There are two basic steps to a stolen base attempt: 1) go to the appropriate Check for Jump chart on the Miscellaneous Game Charts page of the Tri Folds. There are columns for an attempt to get a jump for stealing second or third. 2) If the base runner gets the jump, then go to the Stolen Base Attempt chart on the same page.

- To check for a jump, add together the base runner’s and the pitcher’s SBF ratings. Roll the white and black dice and the red die and use the chart to see whether a steal can be attempted. If an error check is required (10 sided die value of “0”) and if the black 6- sided die has an even value (2,4, or 6), then use the FB Error Ck section of the error charts and the pitcher’s error rating to check for a possible errant pick-off throw.
- To check for a stolen base, add the pitcher’s steal rating to the catcher’s arm rating and halve the total. For the catcher’s arm rating, convert the catcher’s letter rating to a number:

Catchers Arm Rating Numeral Value

- A -2
- B -1
- C 0
- D +1
- E +2

Add this combined figure to the base runner’s steal rating and use that figure for the chart. For example, the pitcher’s SB/R rating is 1, the catcher’s arm rating is A and the base runner’s steal

rating is 1. The pitcher's and catcher's ratings equal -1 halved to -0.5. The base runner's rating of 1 added to that equals +0.5.

Important: For attempted steals of third base, add one to the total dice roll before reading the chart.

If an error check (3rd die = "0") occurs, re-roll the white and black dice and refer to the STL Error CK chart on the same page to get the minimum error value necessary for the fielder to not commit an error. If he does make the error then the play is a stolen base and a one-base error on the catcher. The base runner attempting the steal would end up either on 3rd base if he attempted a steal of 2nd or he would score on the error if he was trying to steal 3rd.

Auto Steal Option

Use the auto steal option to get the rarely used base stealers their few steal attempts. This method also improves game flow and overall base stealing percentages. The Additional Optional Rules sheet includes an Auto Steal Overrides Guideline chart. Use the red die value to reference the combined (base runner + pitcher) SBF that is required for the base runner to be sent to steal. Use this system only once you have decided it is a potential base steal situation.

Auto Steal Overrides Guideline

To give accurate overall base steal attempts and success percentages I am providing the Auto Steal Overrides Guide. This is a guide to give you the times you should not use the auto steal.

Steal of 2nd

- Decide first whether to bunt or hit and run and then check the following score differentials:
 - Inn 1 - 6: Team leading by ≥ 5 or trailing by ≥ 4
 - Inn 7 - 8: Team leading by ≥ 4 or trailing by ≥ 3
 - Inn 9 on: Team leading by ≥ 3 or trailing by ≥ 2
 -

Steal of 3rd

- Same as above except only attempt steal if one out

“” Suffixes*

When an * appears after the SBF requirement, disregard all overrides and see whether the base runner qualifies for the steal attempt (this will account for the low percentage of steal attempts that are made outside of the parameters listed above).

“E” Suffixes

A percentage of the SBF requirements also have an "E" suffix which indicates to first check for an error on the pickoff throw (see routine in Stolen Base Attempt section of the Tri Folds page in the Stolen Base section). Note: Only use if base runner qualified for the steal attempt.

Use Your Own Baseball Intuition as a Guide

This guide is for optimal results and you can stick to it as strictly as you wish. There will be times when you might not want to steal even when it falls within the above parameters (one instance might be when you are 1 run down and you have a power or gap hitter at the plate so in essence that runner on 1st is already in scoring position and you wouldn't want to risk taking the bat out of the hitters hands) so don't use the system for these spots.

There will also be times you'd want to send the runner (great base stealer at 1st, late in the game, 2 outs, singles hitter at the plate) and the base runner didn't qualify for the attempt via auto steal chart. For these situations along with any other that do not qualify due to the overrides above (steal of third

with 0 or 2 outs, steal of second with runners on first and third etc.) you should use the manual "Jump" chart to try to earn the attempt.

The fewer exceptions you make the closer your overall steal attempts and success percentage will mimic real life. But the overall goal of this system is to keep it intelligent and to keep the attempts in context with the game situation. Don't hesitate to use your own baseball intuition to guide you as well.

Hit and Run

A hit and run has the following effects (note a more advanced listing is included on the Tri Folds):

On all **Ks**: Subtract 2.5 from base runner's steal rating

On all **GBs**: There is no double play and the batter is out at first.

On **LOs**: The lead runner is doubled off.

On all **Singles** to CF and RF: Auto 2-base advance for base runners

On all **Singles** to LF: If base runner on 1st B/R = A

and third die = 3-9 or B/R = B

and third die = 7-9 goes to 3rd;

"C" only advance to 2nd

On all **Doubles**: Any runner on 1st scores

Sacrifice Bunts

- Go to the Sacrifice Bunt Attempt chart on the Miscellaneous Game Charts page of the Tri Folds.
- Roll all four regular game dice, check the red die to make sure there is no error check (10-sided die = "0") and use the green die to determine the fielder.
- If an error check is needed, use the GB Error CK chart or the POP Error CK chart if the fielder is the catcher. If an error is committed, add the extra base or bases to the original play result.

For example: If an error results and the sacrifice is successful, add the one or two base advance to the base where the lead runner was sacrificed to and the batter would be either on 1st or 2nd depending on whether it was a one- or two-base error. A one-base error on a failed sacrifice bunt would make the lead runner safe at the base he was attempting to be sacrificed to and a two-base error would move him and any other base runner up an extra base -- batter would end up at 2nd.

Passed Ball/Wild Pitch Checks

- Whenever a play result of "RP/+WP" comes up on the batter's card and there are runners on base, refer to the **Passed Ball/Wild Pitch** chart (below the Rare Play Chart on the Miscellaneous Game Charts page). All pitchers are rated for their propensity to throw a wild pitch (WP rating). Add or subtract this value to the red 10-sided die value.
- Use this adjusted red die value and the defensive catcher's "F" (fielding) rating to see whether a passed ball/wild pitch has occurred.
- If a wild pitch/passed ball occurs, use the green die value and refer to the chart directly below the Passed Ball/Wild Pitch chart to see how the official scorer ruled the errant pitch (wild pitch or a passed ball).
- Following resolution of the PB/+WP result, roll for a rare play.

Double Play Checks

All shortstops and second basemen are rated for their ability to complete a double play. These ratings are to be used when the HG and RG DP Check charts are referenced from the play result charts. Simply add or subtract the double play "middle man" (second baseman if ball is hit to the third

baseman or shortstop or the shortstop if the ball is hit to the first or second baseman) DP rating from the 10-sided die value before referencing the HG or RG DP Check chart to obtain the play result.

Pickoff / Balk Checks

All pitchers are rated for their pickoff move. The routine uses the chart located in the Stolen Base section on the Misc. Charts page of the Tri Folds and is referenced on actual steal attempts (after a "jump" has been successfully attained) on die rolls 11 and 12 for all pitchers and also die rolls of 13 for pitchers rated either "Pr" (an automatic balk occurs) or "Ex" (an automatic pickoff occurs).

Weather Effects

- Use the individual ball park weather effects on the team sheets (in the Weather or Pregame book or on more recent seasons on the back of the ballpark card). Choose the month and time of day (day or night) of the game to be played.
- Roll the two 6-sided dice and a 10-sided die for the game time temperature. Read the dice exactly as you would for a game (white then black die) to get your base temperature.
Note: if the temperature is followed by "RC" or "Dome", this means the roof is closed and there are no wind effects (no need to roll for wind direction or velocity). The base temperature (if no roof closure) is adjusted by the red third die (see 3rd die adjustment chart below). Note this total on the score sheet.
- Check for the wind direction by rolling two 6-sided dice. Take the numeral value to the chart below to get the wind direction and write this on the score sheet.
- Roll the two 6-sided dice and a 10-sided die for the wind velocity. Adjust this figure with the third red die adjustment (use chart below and these weather charts are also included on the loose charts page) and write this value on the score sheet.

10 Sided Die Adjustment Values

Value Added To or Subtracted

10 Sided Die Value From Temp or Wind Velocity

0 -4
1 -3
2 -2
3 -1
4 or 5 0
6 +1
7 +2
8 +3
9 +4

Note: If ball park chart base value has a "+" following it (for example, 75+), then treat negative values as positive for red die adjustments. Also, if chart base value has a "-" following it (for example, 10-), then treat all positive red die adjustments as negative (for example if your third die roll was 7 then make your adjustment -2 instead of +2).

Wind Direction Guide

Numeric Value From Game Time

Ball Park Sheets Wind Direction

- 1 Out to Left Field
- 2 Out to Center Field
- 3 Out to Right Field
- 4 Left Field to Right Field
- 5 In from Left Field
- 6 In from Center Field
- 7 In from Right Field
- 8 Right Field to Left Field

The game time temperature will affect the starting pitcher's fatigue. Deduct or add the following amounts given:

Day/Night Temp Fatigue Affect

Day > 90 - 4

Night > 90 - 2

Both 56 through 77 + 2

For the wind conditions, write the adjustment that will be used on DF's (deep flies) on the score sheet. Use the following guide to get the adjustment to the field the wind is blowing in (subtract the given value) or out (add the given value):

Wind Velocity DFB Affect

0 to 4 mph no affect

5 to 9 mph 1

10 to 14 mph 2

15 to 19 mph 3

20 to 24 mph 4

> or = 25 mph 5

Optional Routines

Run on Contact Offensive Option

This strategy is a way for the offense to counteract the defensive option of bringing the infield in when a run is desperately needed (or when the coach just wants to try his luck). The different play results when this option is used are built into the game charts.

Use this offensive game strategy only in non-force situations (runner on 3rd or runners on 1st and 3rd or runners on 2nd and 3rd) with the infield in and less than 2 outs.

With this strategy, the runner on 3rd breaks for home immediately upon the batter making contact and allows for the possibility of scoring on hard grounders and regular grounders. However, it also commits the runner to attempt to score and, depending on the type of ground ball hit, it can increase the odds of getting thrown out at the plate or doubled off in line-out plays.

Guarding the Lines Defensive Option

This defensive strategy can be employed as a late-inning option in close games to reduce the chance of doubles down the line (note: advise employing only from 8th inning on in 1-run game).

Make the following adjustments when employed:

- On all DBs dtl, check 10-sided die value

(0-4) DB-dtl-5 (5-9) HG to either 3B or 1B depending on field hit to

- On all HGs to 3B or 1B check 10-sided die value

(0-5) HG (6-9) SN-gb-8 to either LF or RF depending on infielder ball hit to.

Team Base Running Styles Option

You have an option of putting your team into three different base running styles:

Norm: the predominant style and the default mode if you do not wish to employ the new base running styles system.

Conservative: Use this style when a team falls behind to the point where you would not want to risk a single base advance due to the possibility of it ending or decreasing the chance of a multi run inning. When employed all base runner BR ratings are decreased 1 level. Thus a "C" BR rated runner becomes a "C-" runner (note this does not apply to the batter – only runners already on base).

Aggressive: the most infrequently used style and would be used by a manager / team that depend primarily on the running game to generate their offense (as opposed to a power / extra base hitting team). Would recommend only employing sporadically (a few innings of a game for a team with a primarily high level of BR ratings). When employed all BR ratings are increased 1 level, thus an "A" BR rated runner would become an "A+" runner (again, do not apply the adjustment to the batter as it only applies to runners on base). Also all coaches decisions must be attempted when in the aggressive base running style.

Here is how playing with these styles will affect your game play:

- On the single fielder and base advance charts on the Tri Folds some singles base advance code is now prefaced with an "*". This asterisk signifies that if your team is in an aggressive base running mode then this base runner must attempt to advance to 3rd (using the 1st to 3rd cd chart). He would use his adjusted BR rating (increased 1 grade for being in the aggressive mode). If not in the aggressive mode or if not using the base running styles option then disregard the asterisk and treat the rest of the base advance code in a normal manner.
- On the Tri Folds in the Back Base runner Advance on Coaches Decision plays at the plate and in the OF CK Arm section you will also find situations where the base running styles are noted.

Basically with the adjustments in these areas if you are in an aggressive mode you will find yourself advancing more frequently and also being thrown out on the bases more frequently as opposed to if you were in a conservative mode you will rarely be thrown out on the bases but will also rarely move up an extra base.

Please remember that the base running styles are purely optional and I've included them in a manner that will not affect the ease of play in a negative manner for those who choose not to use them.