

HIT & RUN

The Batter is governed by whatever the BATTER CARD denotes. (For procedure refer to the other side, 2nd paragraph from the top). The Runner is governed by the following CHART:

With RUNNER on 1st Base

<u>The BATTER CARD shows:</u>	<u>BATTER</u>	<u>RUNNER</u>
WALK	Goes to 1st Base	ADVANCES to 2nd Base
SINGLE	Goes to 1st Base	ADVANCES to 3rd Base
LONG SINGLE, DOUBLE, TRIPLE, H.R.	Goes to appr. Base	SCORES
Ground Out to 1st Baseman	OUT at 1st Base	ADVANCES to 2nd Base
Ground Out to 3rd Baseman	OUT at 1st Base	ADVANCES to 2nd Base
Ground Out to Shortstop	SAFE at 1st Base	OUT at 2nd Base
Ground Out to 2nd Baseman or Pitcher	OUT at 1st Base	OUT at 2nd Base (DP)
Line Out to any position	OUT	OUT (DP)
Strikeout	OUT	OUT (DP)
All other Outs	OUT	Remains at 1st Base

With RUNNER on 2nd Base

WALK	Goes to 1st Base	Remains at 2nd Base
SINGLE, L.SINGLE, DOUBLE, TRIPLE, HR	Goes to appr. Base	SCORES
Ground Out to 1st or 2nd Baseman	OUT at 1st Base	ADVANCES to 3rd Base
Ground Out to Pitcher	OUT at 1st Base	Remains at 2nd Base
Ground Out to 3rd Baseman or Shortstop	SAFE at 1st Base	OUT at 3rd Base
Line Out to any position	OUT	OUT (DP)
Strikeout	OUT	OUT (DP)
All other Outs	OUT	Remains at 2nd Base

With RUNNERS on 1st and 2nd Base

<u>The BATTER CARD shows-</u>	<u>BATTER</u>	<u>RUNNER on 1st</u>	<u>RUNNER on 2nd</u>
WALK	Goes to 1st	ADVANCES to 2nd	ADVANCES to 3rd
SINGLE	Goes to 1st	ADVANCES to 3rd	SCORES
L.SINGLE, DOUBLE, TRIPLE, HR.	To appr. Base	SCORES	SCORES
Ground Out to 1st Baseman	OUT at 1st	ADVANCES to 2nd	ADVANCES to 3rd
Ground Out to 2nd Baseman	SAFE at 1st	OUT at 2nd	ADVANCES to 3rd
Ground Out to 3rd Baseman	SAFE at 1st	OUT at 2nd	OUT at 3rd (DP)
Ground Out to Shortstop	OUT at 1st	OUT at 2nd (DP)	ADVANCES to 3rd
Ground Out to Pitcher	OUT at 1st	ADVANCES to 2nd	OUT at 3rd (DP)
Line Out to any position	OUT	Remains at 1st	OUT (DP)
Strikeout	OUT	OUT (DP)	Remains at 2nd
All other Outs	OUT	Remains at 1st	Remains at 2nd

No HIT & RUN may be attempted if there is a Runner on 3rd Base or if more than one out

If you play a complete series, decide to keep seasonal records, or want to keep your games realistic, the following point should be followed:

NEVER let a starting pitcher be used more than ONCE in every FOUR games. Pretend that you are an actual Major League Manager and that your PITCHER'S and BATTER'S CARDS are actual ballplayers; then use the CARD as you would the actual ballplayer. If an actual pitcher does not pitch every day in the Major Leagues, you therefore would not have him pitch every day in your league so that you could keep your game realistic.

You, as manager can affect your team's wins and losses, but you will not be able (except to perhaps a very slight extent), to affect the performances of your players. It is your skill which will bring out the best in your players and it is your managing that will achieve victory. It is your accomplishment when you win, for even if you have the worst team in the league, if you put in the right pitchers, put in pinch-hitters at the right time, steal or make the right moves at the right time you have a good chance of winning. Remember, you are a MANAGER, not a spectator.

For the sake of realism, we would advise that both managers agree before the game not to use the HIT & RUN CHART more than three times during the game.