# monday morning manager

ON THE WEEKEND,
YOU MAY HAVE WATCHED YOUR FAVORITE TEAM
LOSE A CRUCIAL DOUBLEHEADER. . .

BUT ON MONDAY MORNING, YOU'RE THE MANAGER!!!

In this fast paced game of sports strategy, YOU are the owner of a baseball franchise, spending bucks to create each player on your "dream team". Then, as manager, YOU'LL make all the game-by-game tactical decisions, to keep your team in the running as the pennant race unfolds!

Each player generated for Monday Morning Manager receives separate ratings for batting, fielding, throwing and running skills - all based on the way you allocate your cash resources. Each of these skill factors is incorporated into the determination of play results, providing a truly realistic simulation of game conditions - yet a full nine inning contest can be played in a lunch hour! During the course of play, managers can choose to employ a wide variety of offensive and defensive tactical options - You can call for a steal, sacrifice or hit and run - Move your infield in close to try and cut off a crucial run - Even have your power hitters "go for the fences" - It's all up to you!!

Monday Morning Manager also includes special rules to add flavor to seasonal play, by incorporating the effects of player injuries, hot streaks, and slumps into the game. So why would you pay $15 dollars for a boxed baseball game (and another $10 each year for a new set of player cards) - when for $4.95, Monday Morning Manager lets you have it all? Like we said, sports fan - IT'S UP TO YOU!!!

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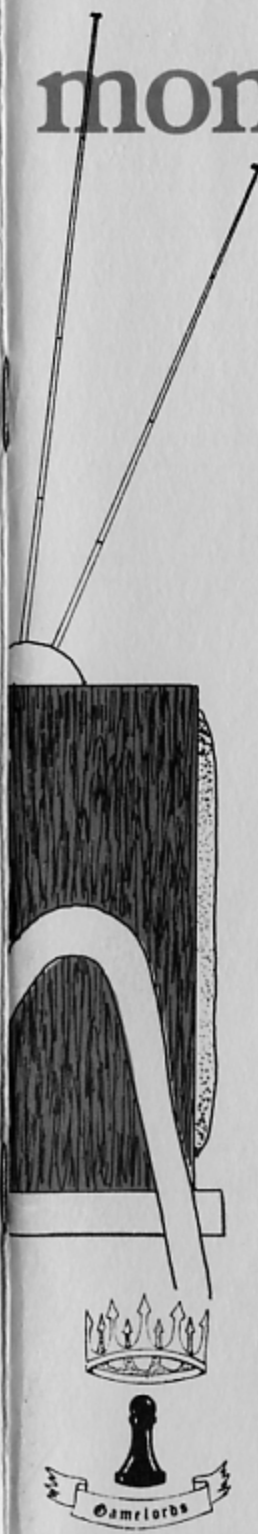
Gamelords,
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Gamelords

It was ninety-five degrees in Municipal Stadium on that steamy August night - and at least ten degrees hotter under manager Bucky Passer's collar as he stormed out to the mound. His team of high-priced superstars was clinging to a slim one game edge in their division; but here in the eighth inning of this crucial contest, they were playing like sandbox toddlers, trying to kick away a two run lead. Bucky knew his starting pitcher, Dick Stroyd, was tiring fast; the two line-drive singles that had opened the inning had rocketed back through the infield. But there was no excuse whatsoever for the wild throw that Hans Auph, the first baseman, had made on the sacrifice bunt attempt that followed - if that farm boy don't improve his damn fielding during the off-season, Bucky thought, he'll be playing next year in Schenectady! And now, to make matters worse, the Crabs had Ty Prider, a fine power hitter, standing at the plate with the tying run on third.

What am I goin' to do, Bucky muttered. It's risky to move the infield in to try for a play at the plate with the go-ahead run perched on second. I can bring in a fresh right-handed reliever to pitch to Prider - but the Crabs might bring in that left-handed hitter they have who's been on a hot streak lately. The sweat pouring from his brow, Bucky looked around at the rest of the expectant faces in the mound conference, each asking the same unspoken question:

WHAT ARE WE GONNA DO NOW, BOSS?

INTRODUCTION

MONDAY MORNING MANAGER is designed to give you, the fan, the opportunity to answer that question - by building a ballclub fitted to exact specifications. Then, as manager, you'll make the lineups, substitutions, and tactical moves, as you match wits with your opponent. Once two teams have been set up, the game is simple enough to be played in a lunch hour; however, rules are also included to permit the play of a full season's schedule, in which injuries, hot streaks, and slumps will all affect a team's performance.

The game rules in this booklet are divided into four parts. The first section describes MMM's unique system of character construction. The second section outlines the basic rules of play, and presents all the Results Tables necessary to handle game situations. The third section presents additional Optional rules, and the final section contains instructions for conducting seasonal play. In order to begin play, players will need a pair of percentile (20-sided) dice of different colors; these can be obtained at most hobby and game stores. Otherwise, the game includes all the materials needed for play; you do not have to purchase expensive sets of player cards, or Advanced Level expansion kits, once you own the game.

monday morning
manager
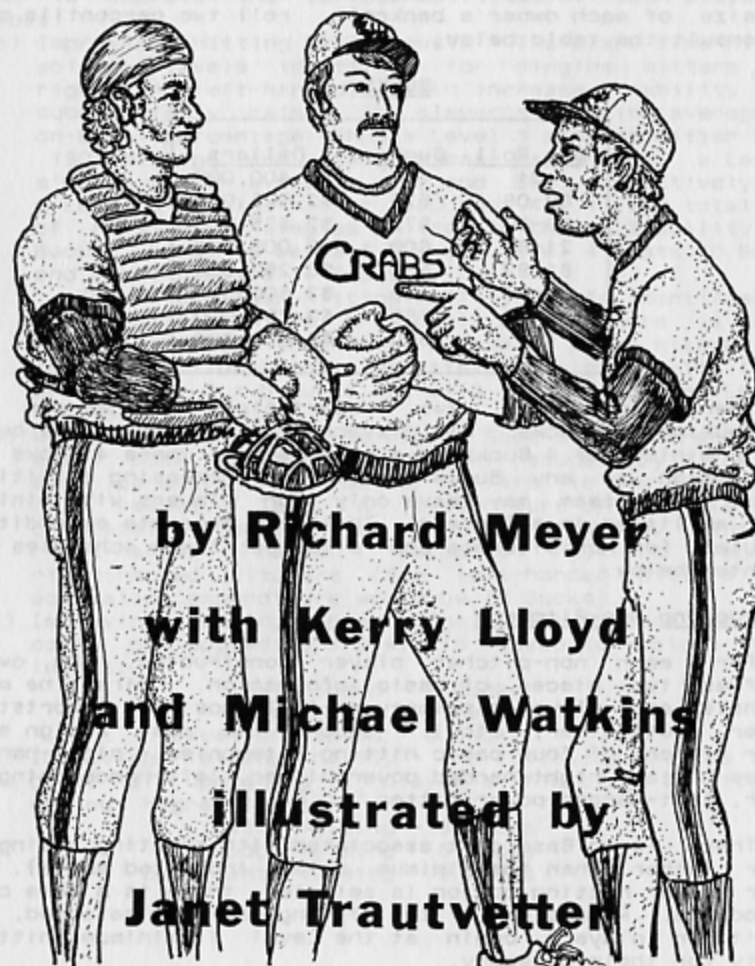
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Chapter I

CONSTRUCTING A TEAM

General Concept

In this portion of the game, each player takes on the duties of a team owner (and will be hereafter referred to in this section as "the owner") and will assemble a team of 25 player-characters (hereafter referred to as "the players"). Each of the players begins with minimum level abilities in all of the various aspects of play (hitting, running, fielding, etc.). The owner can then increase each player's competence in one or more of these skill areas by expending a specified number of "Bucks". Each buck represents approximately $5,000 in current (1980's) dollars.

An owner may continue to upgrade the capabilities of his players until his supply of Bucks is exhausted. To determine the size of each owner's bankroll, roll two percentile dice and consult the table below:

BUCKS

Die Roll	Bucks	Dollars
01	480	$2,400,000
02-08	525	$2,625,000
09-20	575	$2,875,000
21-80	600	$3,000,000
81-93	650	$3,250,000
94-97	700	$3,500,000
98-99	750	$3,750,000
100	800	$4,000,000

There are only two restrictions placed on the distribution of Bucks. All players constructed by the owner cost a minimum of 4 Bucks as a base salary; these 4 Bucks are in addition to any Bucks spent on increasing abilities. Second, each team may have only four players with minimum level abilities in all areas. There are separate expenditure schedules for non-pitchers and pitchers; these schedules are presented below.

Constructing Non-Pitchers

For each non-pitcher player constructed, the owner specifies two pieces of basic information. First, he must designate each player's primary on-field position (shortstop, catcher, outfielder, etc.). Second, he must assign each player to one of four basic hitting categories - right-handed singles hitter, right-handed power hitter, left-handed singles hitter, left-handed power hitter.

There is no Base cost associated with creating a singles hitter (other than the minimum salary indicated above). If either power hitting option is selected, there is a Base cost of 5 points. Regardless of the hitting category selected, all non-pitcher players begin at the Level 1 (minimum) hitting ability for their category.

Non-pitcher players also begin with the following other minimum abilities:

a) All non-pitchers begin with Poor running speed, Poor fielding ability, and Poor throwing arms.

b) All right-handed batters (singles and power hitters) start with a -5 adjustment to their Hitting die roll result whenever they face right-handed pitchers. This means that, if the actual percentile dice result were an 86, it would be treated as an 81 when consulting the Hitter's Result Card. All left-handed batters receive a -10 adjustment to their Hitting die roll result when facing left-handed pitchers. These adjustments are hereafter referred to as "same-side penalties" (SSP).

c) A singles hitter (right or left-handed) begins with Average Hit and Run and Sacrifice abilities. A power hitter begins with Poor Hit and Run and Sacrifice abilities.

Now, the team owner may use any portion of his total Bucks to improve the various abilities of each player, as follows:

a) Improving Hitting Skill Levels - There are five hitting ability levels identified for singles hitters (both right and left-handed). Each increase in ability level substantially raises the player's batting average and on-base percentage (thus a Level 1 singles hitter has a .190 average and .230 on-base percentage, a Level 3 singles hitter averages .260 and .340, respectively, and a Level 5 singles hitter .330 and .420.) The total cost of raising a singles hitter to Level 2 ability is 3 Bucks; Level 3 costs 6 Bucks, Level 4 costs 10 Bucks, and Level 5 costs 14 Bucks.

There are four hitting ability levels identified for power hitters. As previously noted, there is a Base cost of 5 Bucks to create a Level 1 power hitter. The total additional costs of attaining higher skill levels are: Level 2 = 5 Bucks, Level 3 = 10 Bucks, and Level 4 = 15 Bucks.

b) Reducing Hitting Penalties vs. Same-Side Pitchers - For every Buck expended, the owner reduces by 1 the same side penalty that a batter suffers to his Hitting die roll result. Thus, an expenditure of 5 Bucks would completely remove the hitting penalty that a right-handed batter normally suffers against right-handed pitchers (for left-handed hitters, the equivalent expenditure would be 10 Bucks).

c) Improving Running Speed - The following are the total costs of upgrading a player's speed to various higher levels:

> Fair Speed - 2 Bucks
> Good Speed - 4 Bucks
> Excellent Speed - 8 Bucks

d) Improving Fielding Ability - The following are the total costs of upgrading a player's fielding ability to various higher levels:

> Fair Fielding - 3 Bucks
> Good Fielding - 6 Bucks
> Excellent Fielding - 9 Bucks

e) Improving Throwing Arm - The total costs of upgrading a player's throwing arm rating to various higher levels are:

> Fair Arm - 2 Bucks
> Good Arm - 6 Bucks
> Excellent Arm - 10 Bucks

f) Increasing Player Versatility - For every 4 Bucks expended, the affected player can become proficient at one additional fielding position. A player may play this position at the same level of competence as his primary position; if a player takes the field at a position for which he has not been designated, he is treated as a Poor fielder, regardless of his normal rating. Outfielders are considered to be able to play any of the three outfield positions with equal facility.

g) Improving Hit and Run and/or Sacrifice Ability - A batter's Hit and Run rating will determine which result column is consulted when this tactical option is employed. It costs 3 Bucks to upgrade a player from a Poor to an Average rating (Note - only power hitters would need to make such an expenditure, since singles hitters begin with average abilities). It costs an additional 4 Bucks to upgrade a player to a Good rating. Improvements to Sacrifice ability can be made using the same cost schedule; thus it would cost 8 Bucks to make a singles hitter more proficient at both options.
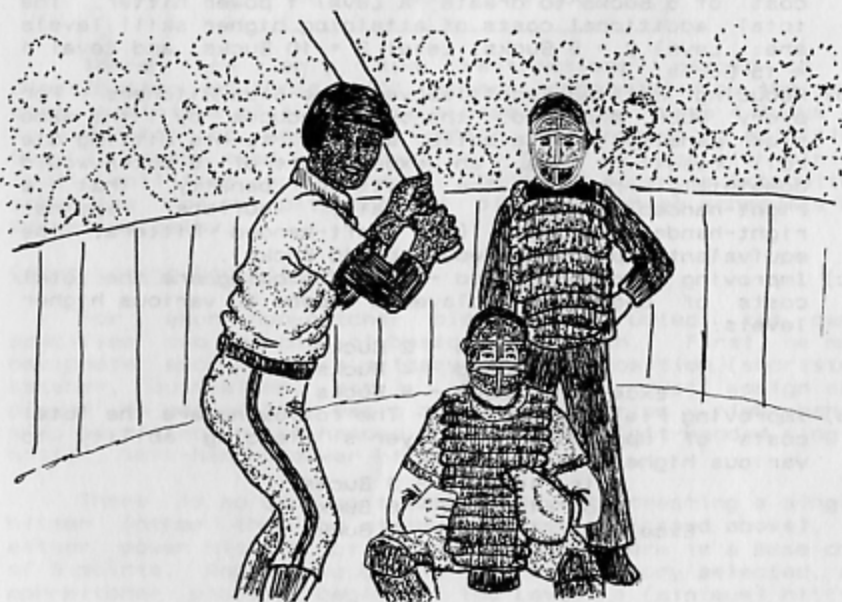
From this list, it should be easy to see that the owner faces a wide array of choices in assembling his team. Some sample players are presented below to illustrate the character construction rules, and to indicate a few of the possible expenditure patterns. Player A is an all-around superstar, a power hitter with great speed and fielding ability. However, at a cost of 63 Bucks ($315,000), this type of player will be rare indeed. Player B is designed especially to fit in the No. 2 spot in a batting order; he is a high average singles hitter with the special tactical talents that can be used to move the leadoff hitter into scoring position when the latter is on base. Player C is a pure longball hitter with suspect fielding and poor speed; he might be useful as a pinch-hitter, a designated hitter (if American League rules are being used), or as a part-time starter against lefthanded pitching. Finally, Player D typifies the image "Good field, no hit"; he would primarily be used as a late-innings defensive replacement, although he has the versatility to substitute at several positions if a starter should become injured.

Player A	
Left Handed Power Hitter	
	BUCK
ABILITIES	COSTS
Base Cost	5
Hitting Ability-P-4	15
Same Side Penalty-0	10
Speed - Excellent	8
Fielding - Excellent	9
Arm - Excellent	10
Position(s) - OF	0
Hit and Run - Average	3
Sacrifice - Average	3
-----	-----
TOTAL COST	63

Player C	
Right Handed Power Hitter	
	BUCK
ABILITIES	COSTS
Base Cost	5
Hitting Ability-P-3	10
Same Side Penalty -5	0
Speed - Poor	0
Fielding - Fair	3
Arm - Poor	0
Position(s) - 1B	0
Hit and Run - Poor	0
Sacrifice - Poor	0
-----	-----
TOTAL COSTS	18

Player B	
Right Handed Singles Hitter	
	BUCK
ABILITIES	COSTS
Base Cost	0
Hitting Ability-S-4	10
Same Side Penalty -2	3
Speed - Good	4
Fielding - Fair	3
Arm - Fair	2
Position(s) - OF	0
Hit and Run - Good	4
Sacrifice - Good	4
-----	-----
TOTAL COSTS	30

Player D	
Left Handed Singles Hitter	
	BUCK
ABILITIES	COSTS
Base Cost	0
Hitting Ability-S-1	0
Same Side Penalty -10	0
Speed - Good	4
Fielding - Excellent	9
Arm - Good	6
Position(s) - 2B,SS,3B	8
Hit and Run - Average	0
Sacrifice - Average	0
-----	-----
TOTAL COSTS	27

Constructing Pitchers

In the MMM gaming system, the results of each individual at bat are determined by rolling percentile dice and cross-checking the outcome against a Hitting result card. Pitchers affect results indirectly, as their various capabilities are transformed into die roll adjustment factors. Although each pitcher is assigned a general rating reflecting his overall effectiveness, he also receives separate rankings for his control, his strikeout ability, and his ability to avoid long ball "mistakes". A moundsman with good ratings in all these areas can significantly reduce the opposition's offensive opportunities - but constructing such a pitcher is a very expensive proposition, as will be seen below.

Each pitcher created is assigned to one of four pitching categories: right-handed Starter, right-handed Reliever, left-handed Starter, or left-handed Reliever. Although it costs no points to construct a right-handed starter, the other three categories all have Base costs:

It costs 2 Bucks to create a right-handed reliever.
It costs 4 Bucks to create a left-handed starter.
It costs 6 Bucks to create a left-handed reliever.

These costs represent the relative scarcity of these pitchers at the major league level. (It is possible for starting pitchers to pitch in relief, and vice versa; these options are covered in the discussion of Season Rules in Chapter III.)

For the Base costs indicated, the pitchers created by the owner begin with the following capabilities:

a) All starting pitchers begin with a general Pitching Rating of +10. (In this and other discussions of pitching abilities, the reader should note that a plus rating is bad for the pitcher. In this case, the +10 rating means that one would add 10 points to each batter's Hitting die roll result - and since the probabilities of a hit or walk are greater at higher numbers, this is decidedly unfavorable to the defensive team.) All relief pitchers begin with a Pitching Rating of +5.

b) Starting pitchers begin with a Stamina limit of 22 batters. Relief pitchers begin with a Stamina limit of 5 batters.

c) All pitchers begin with Poor control, Average strikeout ability, and a High tendency to give up Long Ball results.

d) All pitchers begin with a Poor Fielding rating, Good Throwing Arm, and Poor Speed. All pitchers must be classed as singles hitters; they begin at Hitting Ability level 0.

Now the team owner may use a portion of his total Bucks to upgrade the various abilities of the pitchers on his staff. Remember to subtract any Base costs paid for character creation from the Buck total before planning out your expenditures. The options and costs of ability enhancements are as follows:

a) Improving Pitching Rating - For both starters and relievers, it is possible to raise a pitcher's general Rating up to a maximum level of -10. The costs of improving Pitching Rating are based on a sliding scale, and differ for starters and relievers.

The lower costs of rating improvement for relievers reflect the fact that they can bear down and throw their best pitches throughout their shorter appearances on the mound. Therefore, if a starter and reliever are of relatively equal quality, the reliever is likely to maintain somewhat greater effectiveness over the course of a season.

Starters

For each 1 point increase in Rating, +10 to 0 -
1 Buck
(Total cost of upgrading a pitcher to 0 = 10 Bucks)
For each 1 point increase in Rating, 0 to -5 -
2 Bucks
(Total cost of upgrading a pitcher to -5 = 10 + 10, or 20 Bucks)
For each 1 point increase in rating, -5 to -10 -
4 Bucks
(Total cost of upgrading a pitcher to -10 = 10 + 10 + 20, or 40 Bucks)

Relievers

For each 1 point increase in rating, +5 to 0 -
1 Buck
(Total cost of upgrading a pitcher to 0 = 5 Bucks)
For each 1 point increase in rating, 0 to -5 -
2 Bucks
(Total cost of upgrading a pitcher to -5 = 5 + 10, or 15 Bucks)
For each 1 point increase in rating, -5 to -10 -
3 Bucks
(Total cost of upgrading a pitcher to -10 = 5 + 10 + 15, or 30 Bucks)

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b) Increasing Pitcher Stamina Limits - A pitcher's Stamina limit represents the number of batters he can face at his top effectiveness. A pitcher may continue to pitch beyond his Stamina limit, but each additional 5 batters faced, he adds +5 to his normal Pitching Rating. Thus, a starter with a Stamina limit of 30 batters and a Pitching Rating of -5 would have an effective rating of 0 against batters 31 to 35, +5 against batters 36 to 40, and +10 thereafter. A pitcher's rating may never increase above +10 as a result of exceeding Stamina limits (however, a reliever's Rating may increase to +10, even though the normal minimum for a reliever is +5). Costs of increasing Stamina limits are, like Pitching Rating improvements, different for starters and relievers, as follows:

Starters
For each 1 batter increase in limit, 22-30 - 1/2 Buck
(Total cost of raising Stamina limit to 30 batters = 4 Bucks)
For each 1 batter increase in limit, 31-36 - 1 Buck
(Total cost of raising Stamina limit to 36 batters = 4 + 6, or 10 Bucks)
For each 1 batter increase in limit, 37 and up - 3 Bucks

Relievers
For each 1 batter increase in limit, 5-8 - 1 Buck
(Total cost of raising Stamina limit to 8 batters = 4 Bucks)
For each 1 batter increase in limit, 9-13 - 2 Bucks
(Total cost of raising Stamina limit to 13 batters = 4 + 10, or 14 Bucks)
For each 1 batter increase in limit, 14 and up - 5 Bucks

c) Improving Pitcher's Control Rating - There are three classifications for a pitcher's control - Poor, Fair, and Good. All pitchers begin with Poor control ratings; it costs 5 Bucks to upgrade a pitcher to Fair control, or 10 Bucks to attain a Good control rating. The effects of each rating are described below.
Poor Control.
    Treat these Hitting die roll results (after batter and Pitcher Rating adjustments are made) as Bases on Balls, regardless of the outcome normally indicated on the Hitter's result card:
        21, 31, 41, 51, 61
Fair Control.
    No adjustments; use the normal Base on Ball results indicated on each hitter's card.
Good Control.
    Treat the first five Base on Ball results on each hitter's result card as Ground Balls. (Ex. - The card for singles hitter 3 (S-3) indicates walk results on the following die rolls:
        46-48, 57-58, 68-69, 74, 83, 96
    Against a pitcher with Good control, 46-48 and 57-58 would be treated as Ground Ball results.)

d) Improving Pitcher's Strikeout Ability - There are two classifications of a pitcher's ability to strike out opposing batters - Average and Good. A pitcher with Good strikeout ability has an advantage, since on a strikeout result, base runners may not advance, and the chance of a fielding error is removed. It costs 6 Bucks to upgrade a pitcher to a Good strikeout rating. The effects of each rating are:
Average Strikeout Ability
    No adjustments; use the normal Strikeout results on each Hitter's result card.
Good Strikeout Potential
    Treat the first three Ground Ball results and the first two Fly Ball results on each Hitter's result card as Strikeouts.

e) Reducing Pitcher's Long Ball Yield - The Long Ball rating represents a pitcher's tendency to throw batting practice pitches in game situations (affectionately referred to as "gopher balls" by opponents). There are three Long Ball ratings - High (worse than average), Average, and Low. All pitchers begin with High ratings; it costs 6 Bucks to improve a pitcher to an Average rating, or 12 Bucks to attain a Low rating. The effects of each rating are:
High Long Ball Yield.
    Treat these Hitting die roll results (after batter and Pitching Rating adjustments have been made) as Long Balls, regardless of the normal outcome indicated on the Hitter's result card:
        62, 72, 82, 92
Average Long Ball Yield.
    No adjustments; use the normal Long Ball results indicated on each Hitter's result card.
Low Long Ball Yield.
    Treat the first four Long Ball results on each Hitter's result card as Probable Hits.

f) Improving Pitcher Speed, Fielding, and Throwing Arm Ratings - Like non-pitchers, pitchers begin with Poor running speed and fielding ability. The cost of upgrading these skills are the same as for non-pitchers: 2,4, and 8 Bucks for Fair, Good, and Excellent speed, respectively, and 3,6, and 9 Bucks for the same improvements in fielding. All pitchers are assumed to have Good throwing arms; to upgrade their Arm rating to Excellent costs 3 Bucks.

g) Improving Pitcher Hitting Ability - All pitchers begin with a Hitting Ability rating of S-0. If National League rules are being used, the owner may wish to upgrade a pitcher's batting ability. It costs 5 Bucks to upgrade a pitcher to Level 1 batting ability; for subsequent levels, the cost is twice that charged non-pitchers. An owner can also pay to have a pitcher's same-side penalty removed; however, this costs 2 Bucks for every point of penalty removed, instead of the 1 Buck charged non-pitchers.

h) Improving Pitcher's Pickoff Move - All pitchers begin with an Average pickoff move (used to hold runners closer to the bases that they occupy, and thereby discourage steal attempts). An Average pickoff move has no effect on a runner's chances of stealing a base; a Good pickoff move does reduce success chances (see

Steals option in this Chapter for details). The Buck cost of a Good pickoff move is 2.

Some sample pitchers are provided to illustrate the character construction rules. Pitcher E would be the ace of any pitching staff, with excellent ratings in all phases of pitching. The high cost of developing such a player (75 Bucks, or $375,000), however, might seriously weaken the abilities of other members of the staff. Pitcher F is a good relief pitcher with moderate Stamina; he should yield a lower than average number of hits and walks in a typical 1 to 2 inning appearance. Pitcher G is an Average starting pitcher, who will neither help nor hinder his team while on the mound. Given his 23 Buck cost, and the limited resources available to the owner, every team is likely to have 2 or 3 pitchers like G on its roster.

Pitcher E Left Handed Starter			Pitcher F Right Handed Reliever	
ABILITIES	BUCK COSTS		ABILITIES	BUCK COSTS
Base Cost	4		Base Cost	2
Pitching Rating -8	32		Pitching Rating -5	15
Control - Good	10		Control - Good	10
Strikeouts - Good	6		Stikeouts - Average	0
Long Ball - Low	12		Long Ball - Average	6
Stamina Limit			Stamina Limit	
32 batters	6		9 batters	6
Fielding - Fair	3		Fielding - Good	6
Arm - Good	0		Arm - Good	6
Speed - Poor	0		Speed - Poor	0
Hitting Ability-S-0	0		Hitting Ability-S-0	0
Pickoff Move - Good	2		Pickoff Move - Good	2
TOTAL COSTS	75		TOTAL COSTS	47

Pitcher G Right Handed Starter				
ABILITIES	BUCK COSTS		ABILITIES	BUCK COSTS
Base Cost	0		Fielding - Poor	0
Pitching Rating - 0	10		Arm - Good	0
Control - Average	5		Speed - Poor	0
Strikeouts - Good	6		Hitting Ability-S-1	5
Long Ball - High	0		Pickoff Move - Average	0
Stamina Limit				
26 batters	2		TOTAL COSTS	28

When the owner has completed his/her expenditures on a team, a roster card should be made up which records the basic abilities of all players. A blank roster sheet has been included with the MMM game; this sheet may be xeroxed or photocopied to provide additional copies for other owners.

PLAYING THE GAME

(Note: Throughout this Chapter, the game players will be referred to as "managers" to avoid confusion with the 25 "player" characters on each team.)

Preparing for Play

Once the two owners have built their teams, they are ready to play a game. The opposing managers decide by coin flip or mutual agreement which team will be the home team and which team is visiting (the home team always bats last). Each manager declares one of his pitchers to be the starter for the upcoming game; this designated starter must pitch to at least one batter before he can be replaced. The managers then select the remainder of their lineups, taking into account the strengths and weaknesses of the opposing pitcher (for example, if one team's starter is a lefthander with High long ball yield, the opposing manager will probably load his lineup with all the right-handed power hitters he has). Managers must also agree before play whether American League rules (which permit a designated hitter to bat in place of the pitcher) or National League rules are being used.

When lineups have been selected, the managers should enter the basic information about each player into his half of the Lineup Card. A filled-in Lineup Card is provided in this Chapter to assist the manager in understanding the various segments of the card. A blank copy of the Lineup Card is also provided in this book; it may be reproduced so that a number of copies are available for use.

Enter players on the card in the order in which they will bat. To fill out the remainder of the card, use the following instructions:
1) Hitting Ability column - Enter the Hitting Ability level (S-3 for a Level 3 singles hitter, P-2 for Level 2 power hitter, etc.) for each hitter.
2) Same-side penalties - Enter any penalties to the hitting die roll which the players have. Remember, only those players who are facing a "same-side" pitcher (right vs. right or left vs. left) are subject to these penalties. Entries in this column may change during a game if the defensive team switches from a righthanded to a lefthanded pitcher, or vice versa.
3) Speed, Fielding, Arm ratings - For each of these abilities, fill in the numerical ratings that correspond to the player's ability in each area: Poor = 1, Fair = 3, Good = 4, Excellent = 6.
4) Sacrifice/Hit and Run ability - Enter the letter rating that corresponds to the player's ability (Poor = P, Average = A, Good = G). Remember that power hitters are rated Poor in both categories unless their abilities have been upgraded through Buck expenditures.
5) At the bottom of each team's Lineup Card, there are spaces provided to indicate several team Fielding ratings. If the Optional Rule regarding Batted Ball Location (see Chapter III) is not being used, these team averages must be computed, for they will play a key role in determining the outcome of each at-bat. Using the

numerical ratings for Fielding and Throwing Arm indicated on the Lineup Cards, compute each team rating in the following manner:

Ground Ball (GB)

Add together the fielding ratings for the following players: pitcher(P), catcher(C), 1st base(1B), 2nd base(2B), shortstop(SS), and 3rd base(3B). Add to this sum the Throwing Arm ratings for the 2B, SS, 3B. Divide this result by 9, and round to the nearest whole number (5.6 would be 6, 4.4 would be 4, 2.5 would be 3). Enter the result in the space marked GB.

Fly Ball (FB)

Add together the Fielding ratings of the three outfielders (LF, CF, RF). Divide this result by 3, and round to the nearest whole number. Enter the result in the space marked FB.

Runner Advancement (ADV)

Add together the Throwing Arm ratings of the three outfielders. Divide this result by 3, and round to the nearest whole number. Enter the result in the space marked ADV.

Sacrifice (SAC)

Add together the fielding ratings for the following players: P, C, 1B, 3B. Add to this sum the Throwing Arm ratings of the same four players. Divide this result by 8, and round to the nearest whole number. Enter this result in the space marked SAC.

Hit and Run (H&R)

Add together the fielding ratings for the following players: 1B, 2B, CF, RF. Add to this sum the Throwing Arm ratings of the CF and RF. Divide this result by 6, and round to the nearest whole number. Enter this result in the space marked H&R.

Stolen Base (SB)

Add the Throwing Arm rating of the catcher to the Control rating of the pitcher (Poor = 1 point, Average = 3 points, Good = 5 points). Add 1 to this total if the pitcher has a Good pickoff move. Divide this result by 2, and round to the nearest whole number. Enter this result in the space marked SB.

6) Pitching statistics - In the center of the card, there are spaces provided for each team to enter information on the basic capabilities of the pitcher being used - Pitching Rating; Stamina limit; control, strikeout, and long ball yield ratings. These ratings should be monitored by the defensive manager during play, since they may influence certain play results.

7) The running speed of offensive players will also be a significant factor in the determination of play outcomes. There no single team Speed rating calculated; instead, Speed ratings are computed as needed, as the sum of the ratings of the players on base at that time (including the current batter), divided by the total number of baserunners, and rounded to the nearest whole number.

Now, you are ready to "Play Ball!". The first batter for the visiting team steps to the plate. Each at bat consists of three phases: Hitting, Fielding, and Runner Advancement. The actions occurring in each of these phases are described below.

Chesapeake Crabs

LINE-UP CARD AND BOX SCORE

Game Date: 8 / 1 /

Visiting Team Lineup — Batting Results by Inning

Player Name	POS	HA	SSP	SPD	FLD	ARM	1	2	3	4	5	6	7	8	9	10	AB	R	H	BI
Rixo Raffelcha	2B SS	Ø	F3	6	6	44														
Jimmy Manders	CF S3	Ø	44	E6	6															
Bailey Wick	LF S4	Ø*F3	P6	6	F3															
Phil Abustree	RF P4	Ø	64	66																
Ty Peider	3B S4	-3	64	44 E4																
Percy Tonidas	C S5	-2	F3	F3 F3																
Dick Taschen	1B P2	Ø*P	44 P1																	
Dea Acres	SS S1	Ø*P	F3	F3																
Win Allott	SP S6	Ø*P	P1 P1	44																

Visiting Fielding Ratings: GB 4 FB 4 ADV 5 SAC 3 H&R 5 SB 6

Visiting Team Pitching Statistics

Name	RAT	STAM	CONT	K	LONG	IP/R/H/K/BB
Allott	LS -7	30	G	G	L	

Home Team Pitching Statistics

Name	RAT	STAM	CONT	K	LONG	IP/R/H/K/BB
Northwood	RS -5	32	A	A	A	

The Hitting Phase

The offensive manager rolls the percentile dice for his first hitter. The pitcher's Pitching Rating is added to or subtracted from this initial die roll. Also, if the batter and pitcher are "same-handed" (right vs. right, left vs. left), the batter's same-side penalty should be subtracted from the die roll. When the adjusted die roll result is determined, go to the Hitting Result card that matches the ability level of the current batter. (There are 10 Hitting Result cards presented on the pull-out reference charts in the center of the book; each represents a different skill level in the singles hitter or power hitter category. The S-O card is used to represent the batting ability of pitchers, if National League rules are used.)

Each Hitting Result card assign all die rolls from 01-100 (OO) to one of seven general results:

- Strikeout (K)
- Pop/Line Out (O)
- Base on Balls (W)
- Ground Ball (G)
- Fly Ball (F)
- Probable Hit (S)
- Long Ball (L)

Because of pitching ratings and batter penalties, adjusted die roll results of less than 0 or greater than 100 are possible. whenever one of these results is obtained, use the Special Hitting Result chart (provided on the reverse of the Hitting Result chart with the defensive Fielding tables) to determine the play result.

Note that some pitcher abilities - good or poor control, good strikeout ability, high or low long ball yield - may change the play results associated with particular die rolls; the effects of each of these abilities were described in the Character Creation Chapter. The Hitting Results chart has been marked with special symbols to indicate which results are potentially affected. It is important that the defensive manager be aware of the abilities of his pitcher, for he is responsible for making the appropriate adjustments to indicated play results - these changes must be made during the Hitting phase, as they will significantly impact the rest of the play resolution process.

If the indicated code on the Hitting Result chart is K (Strikeout), O (Pop/Line Out), or W (Base on Balls), no further die roll is necessary for that batter. On K or O, he is out, and all the baserunners must remain at their current bases. On W, the batter is awarded 1st base; runners advance 1 base only if "forced" (i.e., a runner on 1st would be "forced" to advance, since two runners may not legally occupy the same base; however, a runner on 3rd would not advance, unless the bases were loaded). In all three of these instances, play moves to the Hitting Phase of the next batter; the Fielding and Runner Advancement phases are not employed. If the Hitting Result is G (Ground Ball), F (Fly Ball), S (Probable Hit), or L (Long Ball), play proceeds to the Fielding phase.

The Fielding Phase

In this phase, the defensive manager makes a percentile die roll on one of the four Fielding Result charts to determine the outcome of a batted ball. These charts can be found on the reverse of the Hitting Result chart (the pullouts in the center of the book); instructions for the use of each of the charts are provided below.

Ground Ball

To determine which of the nine columns of this chart is to be used in deciding the outcome of a given play, follow these two steps:

1) Subtract the average Speed Rating (SP) of the current baserunners (including the batter) from the Ground Ball Rating (GB) of the defensive team; locate the result on the top row of the chart.
2) Determine which of the three on-base situations listed below actually exists at the moment:

A - Bases empty.
B - Runners in "force" position (runner on 1st, runners on 1st & 2nd, runners on 1st & 3rd, bases loaded).
C - Other (runner on 2nd, runner on 3rd, runners on 2nd & 3rd).

Roll percentile dice and find the result in the proper column. advance or retire the batter and other baserunners according to the instructions accompanying each outcome. Because the relative differences between offensive running speed and defensive fielding ability have already the primary determinant of the play's outcome, the Ground Ball Result chart specifies the only circumstances in which the runners may attempt additional bases during the Runner Advancement phase - no others are allowed; any runner so attempting is considered to have been thrown out!

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With 1 out and runners on 1st & 2nd, the batter hits a Ground Ball. The baserunners have speed ratings of E(xcellent, 6pts.) and G(ood, 4pts.) respectively, and the batter is F(air, 3pts.); their average speed is 13/3 = 4.33 = 4. The defensive team has a GB rating of 3, so the relative difference is -1 (GB - RA). Column B under the -1,0,+1 heading would therefore be used. The defensive manager rolls 63, and the result indicated is -

Batter out at 1st
Runners may advance 1 base
(No further advancement is allowed on this result)
***** * *****

Fly Ball

There are two parts to the Fly Ball Results chart:
Chart A is used when the defensive manager's Fielding die roll is between 01 - 80; apply the result matching the die roll in the column reflecting the rated Hitting Ability of thet current batter.
Chart B is used when the Fielding die roll is between 81 - 00; the column used is determined by the FB rating of the defensive team.
The play outcome will indicate the number of bases that baserunners may automatically advance. In addition, the batter and/or one or more runners may attempt to advance one additional base during the Runner Advancement phase.

Probable Hit

To determine play outcomes on this chart, use the column that matches the GB rating of the defensive team. When the defensive team manager has made the Fielding die roll, locate the appropriate result. The play outcome will indicate the number of bases that baserunners may automatically advance. In addition, on all play results except a Ground Out, the batter and/or one or more runners may attempt to advance one additional base during the Runner Advancement phase.

Long Ball

There are two parts to the Long Ball results chart:
Chart A is used when the defensive manager's Fielding die roll is between 01 and 10; the column used in this chart is determined by the FB rating of the defensive team.
Chart B is used when the Fielding die roll is between 11 and 00; the column used in this chart is dependent on the rated Hitting Ability of the current batter.
The play outcome will indicate the number of bases that baserunners may automatically advance. In addition, the batter and/or one or more runners may attempt to advance one additional base during the Runner Advancement phase.

The Runner Advancement Phase

As noted in the previous section, all runners on base at the beginning of at bat will receive any automatic base adjustments indicated on the various Fielding results charts. However, many of the fielding results on the Fly Ball, Probable Hit and Long Ball charts also give the offensive manager the option to attempt advancing one or more runners an additional base. In this phase of the batting turn, the offensive manager must decide whether to exercise this option, by evaluating his percentage chances of success on the Runner Advancement chart.

To determine the success chances of advancement for each runner, subtract his individual Speed rating from the defensive team's ADV rating. The result indicates which results column is to be used. Next, find the row in the chart that corresponds to both the play result and the target base of the runner in question. The number in this row-column combination indicates the die roll result that must be exceeded for a successful advance.

Once the offensive manager has identified the success chances for all his runners, he must announce which (if any) runners are attempting to advance. The manager may choose to advance more than one runner on a play; all advance attempts must be announced simultaneously, however. If no runners are advanced, play reverts to the Hitting phase. The defensive manager now decides whether he will attempt to throw out an advancing runner (and if more than one runner is advancing, which one he will attempt to throw out). There is an Error chance associated with each play result on the Advancement chart; if this number is equalled or exceeded on an Advancement dice roll, a throwing error results, regardless of the base being thrown to. An error result means that all advancing runners are safe at their target bases; in addition, all runners (including those not trying to advance) advance one base on the error. A manager may decide that his chances of throwing out a runner are too low to justify the risk of an error. If no throw is made, all advancing runners are considered safe, and play reverts to the Hitting phase.

If a throw is made, the offensive manager makes an Advancement die roll for the runner indicated. If he equals or exceeds the indicated die roll result, the runner is safe; otherwise, that runner is declared out. All other runners who advanced on the play are automatically safe at their target bases (unless the third out has been scored on a defensive throw). If the two managers wish to add to the realism of the Runner Advancement phase, they may add the Optional Rules on "Delayed Runner Advancement" (see Chapter III).

***** EXAMPLE *****

With runners on first and second bases, the batter obtains a Single on the Probable Hit results chart. The runners automatically advance to 2nd and 3rd, respectively. The runner who was on 2nd was an E(xcellent, 6 pt.) runner; the runner on 1st was a G(ood, 4 pt) runner, and the batter is a F(air, 3 pt) runner. The ADV rating of the defense is 4. Thus, to find the success chances for Runner Advancement, we would use the following row-column

combinations: Runner on 2nd - -2 column (4 - 6), target base Home (H); Runner on 1st - 0 column (4 - 4), target base 3rd (3B); Batter - +1/+2 column, target base 2nd (2B). Reading from the Advancement chart, the offensive manager finds that his minimum die roll results for successful advancement are 11, 46, and 96, respectively. He decides to advance both the runner on 2nd and the runner on 1st, holding the batter at 1st base. The defensive manager, given the wide difference in success chances, elects to challenge the runner going to third base. The offensive manager's die roll is a 42; the runner on 1st is out trying to advance to 3rd. If this does not represent the third out of the inning, the runner on 2nd will automatically advance successfully and score.

***** * *****

After the Runner Advancement phase is completed, the offensive player goes to the next batter in his line-up and makes a Hitting die roll for that batter. This continues until three outs are scored; then the teams switch offensive and defensive roles and proceed in the same mode. Play continues in this fashion until nine innings have been completed; the team with the most runs at the end of this period wins the game (IF the score is tied after nine innings, extra innings are played until the tie is broken).

OFFENSIVE TACTICAL OPTIONS

When the offensive team has runners on base, it may have the option to employ certain tactical manuevers in place of a normal Hitting die roll. There are four basic tactical options available to the manager: Sacrifice bunts, Squeeze Plays, Hit and Runs, and Steals (single or multiple-player). These options (and the restrictions on their use) are described below.

Sacrifice Bunt

A Sacrifice may only be attempted in the following on-base situations: 1) Runner on 1st, 2) runner on 2nd, or 3) runners on 1st and 2nd. The purpose of a sacrifice bunt is to advance runners into a position where they can score more easily on a single, ground ball or fly ball. The percentage chance of advancing runners using a Sacrifice are high; however, the batter will almost always be out at 1st base; therefore, the option is used most frequently when the offense has no outs, and the game is fairly close.

To use the Sacrifice results chart, find the column heading that corresponds to the Sacrifice ability of the current batter. Next, subtract the average running speed of the current baserunners (including the batter) from the SAC Fielding rating of the defensive team and find the subcolumn under the first heading that matches this result. The defensive manager then makes a die roll to determine the outcome of the Sacrifice attempt. This die roll result is adjusted in the same way as a normal Hitting die roll, to reflect the effects of Pitching Ratings and/or batter Same-Side Penalties. Results of

greater than 100 are treated as 00 outcomes; results less than 01 as 01 outcomes.

Squeeze Play

A squeeze play may only be attempted in the following on-base situations: Runner on 3rd, runners on 1st and 3rd, runners on 2nd and 3rd, or bases loaded. The purpose of the squeeze play is to score the runner on third; this is a risky tactic, which frequently results in the runner on third being thrown out at home. Consequently, this option is normally used sparingly, in situations where one run can win a ballgame.

To use the Squeeze Play results chart, follow the instructions outlined above under the Sacrifice option. As above, initial die roll results are adjusted to reflect Pitching Ratings and Same-Side Penalties.

Hit and Run

This option is used only in the following on-base situations: Runner on 1st, or runners on 1st and 3rd. On a hit and run play, the runner on 1st heads toward 2nd base on the pitch as the batter attempts to hit behind the runner into right field. The hit and run, when executed by a player with Good abilities in this specialty, offers better than average base hit and runner advancement opportunities; however, by committing the runner, there are also chances for disastrous results like line-drive double plays or missed swings that force the runner to try to Steal 2nd base (see Steals option below).

To use the Hit and Run results chart, find the column heading that corresponds to the Hit and Run ability of the current batter. Then, find the subcolumn under this first heading that corresponds to the H-R Fielding rating of the defensive team. As in the Sacrifice and Squeeze Play options, initial die roll results on this chart should be adjusted to reflect Pitching Ratings and Same-Side Penalties.

Stolen Base Attempts

Steal attempts involving one or more runners may be undertaken in any on-base situation, prior to a normal Hitting phase. To determine the success chances of a particular steal attempt, subtract the Speed rating of the runner involved from the SB Fielding rating of the defensive team; use the column heading that includes the numerical result obtained. Go down this column to the target base that is to be stolen; the number presented is the die roll result that must be equalled or exceeded for a steal to be successful.

During any Hitting phase, an offensive manager may declare that one or more runners are attempting to Steal. The defensive manager must then decide whether to try to throw out the stealing baserunner (since, as in the case of Runner Advancement, there is the possibility of a throwing error result that would allow all runners to advance an additional base). If more than one runner is attempting to steal, the defensive team must choose which runner it will challenge; all others are considered to be automatically safe.

Certain defensive team abilities may reduce the base stealing success chances indicated in the Steals result chart, as follows:

-Add 10 to the indicated required minimum die roll (on steals of 2nd only) if the opposing pitcher is lefthanded.

-If the opposing pitcher has a Good pickoff move, add 10 to the indicated minimum die roll requirement for steals of 2nd, and 5 to the success number for steals of 3rd base.

GOING FOR THE FENCES

The offense has one additional tactical option available to it. Before any Hitting phase in which a Power Hitter is at bat, a manager can announce that his batter is "Going for the fences". If this option is selected, all S and G results on a player's Hitting results card are transformed. If the S result on the results card is accompanied by the symbol "z", it is treated as a Long Ball result, and that Fielding chart is consulted for the play result; all other S results are converted to Fly Ball results. Similarly, all G (Ground Ball) results are treated as Strikeouts(K). This option offers a last resort to a team trailing a large number of runs late in the game; it might also be used sparingly in a close game, in a situation where a power hitter comes to the plate with two outs and no one on base. Going for the fences, however, is no substitute for sound strategy over the course of a season; a player who resorts to this tactic too frequently should critically consider his basic baseball decision-making prowess.

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Chapter III

OPTIONAL RULES

The basic game presented in Chapter II will provide owner-managers with a reasonably realisitic simulation of major league baseball which can be played in less than an hour. However, at the cost of some complexity, there are a number of ways in which the interplay between managers can be further increased to more accurately reflect the range of strategic and tactical choices available to each team. Managers should mutually agree on which (if any) of the optional rules described below will be used before a particular game begins.

Determining Batted Ball Position

The basic game rules use average fielding ratings for various groups of defensive players to determine fielding results, when in fact only one player is attempting to make the defensive play. To simulate this, a die roll determining batted ball location is made at the begining of each fielding phase. Find the column in the location chart below which corresponds to the hit result in the section for the batter's handedness. When the fielder on the play is determined, use his Fielding and Throwing Arm Ratings in place of the team ratings:

Ground Ball

Use the average of the Fielding and Throwing Arm Ratings for the player making the fielding play to arrive at the GB Rating; subtract the offensive Speed Rating from this figure to determine which result column will be used.

Fly Ball

Use the Fielding Rating of the designated player in place of the team FB Rating on all die roll results of 81-00.

Probable Hit

Handle in the same manner as for Fly Balls.

Extra Base Hit

Handle in the same manner as for Fly Balls for all die roll resultsof 01-10.

Sacrifice and Squeeze Play

Use the average of the indicated player's Fielding and Throwing Arm Ratings in place of the team's SAC Rating; subtract the offensive Speed Rating from this figure to determine which result column should be used.

Hit & Run and Stolen Base

No change is made to the team's Ratings (both result charts reflect the interplay of several players in their probabilities; a runner steals a base on the pitcher as well as the catcher).

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BATTED BALL LOCATION

right-handed hitter

Fielder	Ground Ball	Fly Ball	Probable Hit	Extra Base Hit	Sacrifice Squeeze
P	01-06	-	-	-	01-22
C	07-09	-	-	-	23-45
1B	10-16	-	-	-	46-67
2B	17-33	01-03	01-15	-	-
SS	34-78	04-10	16-35	-	-
3B	79-00	-	-	-	68-00
LF	-	11-58	36-70	01-60	-
CF	-	59-84	71-90	61-88	-
RF	-	85-00	91-00	89-00	-

left-handed hitter

Fielder	Ground Ball	Fly Ball	Probable Hit	Extra Base Hit	Sacrifice Squeeze
P	01-06	-	-	-	01-22
C	07-09	-	-	-	23-45
1B	10-30	-	-	-	46-67
2B	31-72	01-07	01-20	-	-
SS	73-90	08-10	21-35	-	-
3B	91-00	-	36-38	-	68-00
LF	-	11-22	39-45	01-10	-
CF	-	23-45	46-65	11-40	-
RF	-	46-00	66-00	41-00	-

Delayed Runner Advancement

To increase the realism of the Runner Advancement phase, the opposing managers may agree to permit "delayed" runner advancement. If this rule is employed, the sequence of events for die rolls and decision-making during the Advancement phase is as follows:

1) Offensive manager declares which runners are advancing.
2) Defensive manager indicates whether he will attempt to throw an advancing runner out, and if so, which runner will be challenged.
3) If the defense chooses to make a throw, the offensive manager may choose to have additional runners attempt to advance "on the throw". To determine the success chances for such an attempt, subtract the runner's Speed rating from the Throwing Arm rating of the infielder receiving the initial throw (throws to home = catcher, 3B = third baseman, 2B = second baseman if batter was right-handed, shortstop if left-handed). Find the row-column combination that corresponds to both the play outcome and the numerical result; subtract 50 from the normal minimum success chance indicated there. The offensive manager then declares which runners, if any, are advancing on the throw.
4) The defensive manager determines the outcome of the initial throw. Unless this throw results in an error, the defensive team may also attempt to throw out any runner attempting delayed advancement, using the success chance computed above.

This rule makes the defensive manager's choice of whether or not to attempt to throw out an advancing runner more critical. In the basic game, the only thing discouraging a manager from making a throw is the chance of error; under these circumstances, many marginal throws may be risked. The optional rule, by permitting runners to advance on throwing

attempts at a substantial bonus to normal chances, forces the defensive manager to take a more realistic, conservative approach. At the same time, the rule provides the potential for rare plays, such as double plays resulting from two consecutive runners being thrown out on advancement attempts.

Defensive Tactical Options

In various game situations, defensive managers may choose to adjust the position of some of their fielders, in order to reduce the chances of a particular play result. MMM provides three tactical options that defensive managers may use. If these rules are employed, the defensive manager must state his intention to use a particular tactic prior to the Hitting die roll for the current batter. The three options are outlined below.

a) Pitching from a stretch.

If there are runners on base, the manager may elect to have his pitcher throw from a "stretch" position. When throwing from a stretch position, the defensive team adds 15 points to the normal minimum success roll indicated on the stolen base chart, reflecting the pitcher's improved ability to hold the runner close to his current base. However, splitting a pitcher's attentions in this manner will somewhat reduce his effectiveness against hitters; temporarily add +5 to a pitcher's rating while the stretch position is in use. In such a case, a pitcher's rating can become greater than +10 as a result of this modification.

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b) Playing the infield "in".

In a close game, a manager may move his infield in closer than their normal depth when a runner is on third base, trying to prevent the runner from scoring on a Ground Ball or Squeeze Play result. If a Squeeze Play is attempted while this option is being used, subtract 10 points from the die roll result (This is in addition to any adjustments already made to reflect pitching ratings or same-side penalties). If a Hit and Run attempt is made while this option is being employed, add 5 points to the nomal adjusted die roll. If this option is in effect and a Ground Ball result is obtained during the hitting phase, use the Fielding results chart provided below in place of the normal Ground Ball chart.

GROUND BALL RESULTS (INFIELD IN)

| Play \   GB-SP= | -2 or less | | -1, 0, +1 | | +2 or more | |
Result \ On-Base	B	C	B	C	B	C
Double Play (1)	01-03	–	01-04	–	01-06	–
Fielders Choice (2)	04-42	01-02	05-60	01-05	07-75	01-10
Out at 1st (3)	–	03-40	–	06-55	–	11-68
Out at 1st (4)	43-80	41-76	61-88	56-85	76-93	69-90
Infield Single (5)	81-88	77-85	89-93	86-92	94-96	91-95
Single (6)	89-92	86-92	94-96	93-96	97-98	96-98
Error (7)	93-00	93-00	97-00	97-00	99-00	99-00

(1) Runner on 1st and batter out; all others advance 1 base.
(2) Lead Runner out; batter safe at 1st; others advance 1 base
(3) Batter out at first; all runners hold.
(4) Batter out at 1st; all runners advance 1 base.
(5) Batter safe at 1st; runners advance 1 base only if forced.
(6) Batter safe at 1st; runners advance 1 base automatically,
    may attempt Runner Advancement.
(7) Batter safe at 1st; runners advance 2 bases automatically.

c) Playing the outfield "in".

As in option b), this manuever is usually employed in late inning situations, when a team must try to prevent its opponent from scoring. When this option is in use, chances for Runner Advancement on certain play results are greatly reduced:

Short Fly Out - Add 20 to normal minimum success roll
Medium Fly Out - Add 15 to normal minimum success roll
Single - Add 20 to normal minimum success roll

The negative aspect of this option is that by moving in, the outfielder reduces his ability to move back after a well-hit ball. Thus, if a Long Fly Out result is rolled on the Fielding results chart, there is a 50% chance (51-00) that the ball will drop safely for either a single (51-66) or double (67-00). In such an event, runners may advance normally on these results during the Advancement phase.

Chapter IV

RULES FOR SEASONAL PLAY

Although Monday Morning Manager can be played as a series of unrelated individual games, the designers believe that owner/managers will enjoy the greatest challenge to their decision making prowess by assembling a league of four or more teams and playing out a complete season schedule. This chapter contains additional rules to be used in conducting seasonal play. Instructions are provided for simulating the effects of injuries, hot streaks and slumps on individual and team performance; more realistic restrictions on player availability and use are also incorporated.

In preparing for seasonal play, one team owner should be appointed by the league to draw up a season schedule. All teams should play each other an equal number of times, playing half their games at home and half as visitors. For ease of arrangements, it is often best to arrange the schedule in the form of 3 or 4 game series between teams which must be completed by a specified date; this allows the two managers to find a mutually acceptable evening or weekend afternoon to meet and play the series. The owners should collectively decide the overall length of the season, and what type of championship playoffs will be held at the end of the regular season.

Restrictions on Player Use

Over the course of a long season, it is not feasible for a team to use only its best players, game after game. Consequently, the MMM seasonal play rules place the following restrictions on the frequency of pitcher and other player use.

Pitcher Restrictions

a) Starting pitchers must have a minimum of three games of rest between starts. Thus, the starter in Game 1 of the season may not start again until Game 5. (Exception - this rule is waived if a starter faces less than six batters in a starting appearance.)

b) Relievers may pitch in any number of consecutive ballgames up to the point when the cumulative number of batters they have faced in consecutive appearances equals or exceeds their Stamina limit. Whenever a reliever reaches his limit, he must rest for one game. Thus, if a reliever has a Stamina limit of 10 batters, and pitches to 12 in one appearance, he must rest the next game. If, on the other hand, he faces only 6 batters in his first appearance, he may pitch again in the following game; if in this next game, he faces 3 batters, he could pitch in yet a third game. Regardless of the number of batters he faces in the third game, his cumulative total would exceed 10; therefore, after this game, he would have to rest.

c) During the course of a season, starting pitchers may have to sustitute as relievers, or vice versa. When a starting pitcher is used in relief, his Stamina limit for relief purposes is one-half his normal limit (rounded up). As long as the starter is used in relief, he uses this revised Stamina limit and follows the normal rules for rest outlined for relievers. However, before he may start again, he must rest for three games,

regardless of the number of batters faced in his last relief appearance.

d) When acting as starters, relievers have a Stamina limit of twice their normal rating. After a start, a reliever must rest three days before he may either start or relieve again.

Non-Pitchers

At the beginning of the season, the owner/manager may designate three players on his team as "iron men". These players are permitted to play in every game of the season (although they are not exempted from the possibility of disabling injuries or batting slumps which may remove them from the lineup). All other players must be rested periodically; over the course of a season, they may play in no more than seven-eighths of their team's games (e.g., in an 80 game season, they could play no more than 70 games).

Reflecting Scarcity of High Level Abilities

In real life, there are only a limited number of players at the highest echelon of particular skill categories. Monday Morning Manager attempts to reflect the scarcity of top quality talent by imposing restrictions on the number of players that may possess these abilities:

Hitting Ability ratings of S-5, S-4, P-4, and P-3
Speed, Fielding and Throwing Arm ratings of Excellent
Pitching Ratings of -2 or better.

The number of players that can be created with these skills will depend on the total number of teams in the league, based on the following guidelines:

PLAYER AVAILABILITY LIMITS

Category of Ability	players available per team	Number of Players Available if League is:				
		4 teams	6 teams	8 teams	10 teams	12 teams
Hitting						
P-4	0.8	3	5	6	8	10
P-3	2.0	8	12	16	20	24
S-5	1.0	4	6	8	10	12
S-4	2.5	10	15	20	25	30
Running Speed						
Excellent	3.2	13	19	26	32	38
Fielding						
Excellent-Catchers	0.5	2	3	4	5	6
Excellent-Infield	1.6	6	10	13	16	19
Excellent-Outfield	0.8	3	5	6	8	10
Throwing Arm						
Excellent-Catchers	0.6	2	4	5	6	7
Excellent-Infield	1.4	6	8	11	14	17
Excellent-Outfield	1.1	4	7	9	11	13
Pitching						
-6 to -10 Starters	1.2	5	7	10	12	14
-2 to -5 Starters	2.1	8	13	17	21	25
-6 to -10 Relief	1.0	4	6	8	10	12
-2 to -5 Relief	1.2	5	7	10	12	14

All owners construct their teams for seasonal play at the same time. At the end of the initial team creation process, add up the total number of players assigned each skill on the above list. If the demand for players in a particular

category exceeds the indicated supply, that skill is auctioned off to the highest bidders. In the auction, owners submit closed (i.e.,unseen by other owners) bids for each player who has been assigned the skill involved, indicating the number of additional Bucks he is willing to pay to acquire that skill rating. All bids are then revealed; starting with the highest bid, the rating is awarded on down the list of bids until the supply is exhausted. If ties result for the last remaining skill awards, a second round of bidding among the tied parties may be required.

It is suggested that, when the auction rules are used, each team should be assigned an additional 25 Bucks to be used solely for auction purposes. Owners may voluntarily add to this base bidding capability by withholding some of their Buck resources during the original team construction phase; funds saved in this manner that are not expended during auction may be later used to upgrade player abilities, provided that they do not upgrade skills beyond scarcity limits. Conversely, owners may spend Bucks already allocated during team construction during the auction phase; however, they must reduce the skill levels of other players on their team to cover these extra costs.

Player Injuries

Injuries to key personnel may jeopardize the success of any season, forcing the manager to juggle his lineups and rely on the talents on his bench. To simulate the on-field probabilities of player injury, chances of injury have been assigned to certain play outcomes, as follows:

1) Great fielding plays on Probable Hits -
Whenever an out is scored during the Fielding phase on a Probable Hit result, there is a 5% chance (die roll result of 96-00) that the fielder making the play will be injured. (If an injury result is rolled, the fielder involved can be identified by using the Batted Ball Location charts in the Optional Rules, Chapter III.)

2) Spectacular catches on Long Balls -
If an out result is obtained on a Fielding die roll for a Long Ball result, there is a 30% chance of fielder injury. Determine fielder involved in the manner outlined above.

3) Outfielder "bobbles" on Probable Hits -
There is a 3% (98-00) chance of fielder injury if this play outcome is rolled during the Fielding phase. Determine fielder involved as above.

4) Errors on Ground Balls -
Whenever this is the outcome of the Fielding phase, there is a 10% chance (91-00) of fielder injury. Determine fielder involved as above.

5) Close plays on Runner Advancement/Stolen Base attempts -
If the die roll result on one of these attempts is within +5/-5 of the minimum success roll needed, check for injury for both the fielder receiving the throw and the baserunner. There is a 20% chance of injury (81-00) to each player.

6) Hit Batsmen -
If a batter obtains a Base on Balls result in his Hitting phase against a pitcher with Average or Poor control, there is an 8% chance (93-00) that he was instead hit by a pitched ball. If hit, there is a 30%

chance (71-00) that the batter sustains an injury as a result.

7) Pitchers exceeding Stamina limits - After any game in which a pitcher has gone beyond his Stamina limit, there is a risk that he has strained his arm. The chances of such an injury are 4% + 1% for each batter faced over the Stamina limit. If a starting pitcher suffers an injury in this manner, multiply the number of games indicated in the Injury Duration table by 4.

(These play-related percentage chances of injury are summarized on the Tactical Options pull-out chart, so that they may be quickly referenced during play.)

In addition to on-field injuries, off-field events may also add to the injury toll. Besides common problems like disease, players have been known to fall down flights of stairs, injure themselves in auto accidents or while playing other sports, or even become involved in extracurricular fisticuffs (as in the costly 1979 locker room brawl involving Goose Gossage of the New York Yankees). To reflect the whims of fate, each team must make a die roll before every seventh game played, and consult the Off-Field Injury table. If the result indicates an injury, determine the player injured by rolling percentile dice, and dividing the result by 4 (rounding up). The player that corresponds to this number on your team roster sheet is the one injured.

OFF-FIELD INJURIES

DIE ROLL	EFFECT
01-85	No players injured
86-90	1 player - minor injury (reroll all Injury Duration results of 21 games or greater)
91-98	1 player injured (make normal die roll on Injury Duration table)
99-00	2 players injured (make normal die roll on Injury Duration table)

If an on or off-field injury is sustained, the Injury Duration table is used to indicate the number of games a player remains injured. An injured player may attempt to return before his recovery is complete; however, there is a 50% chance per game that he will reinjure himself by doing so (requiring a new Injury Duration die roll).

INJURY DURATION CHART

DIE ROLL	# OF GAMES LOST
01-10	1
11-25	3
26-50	7
51-70	14
71-85	21
86-97	30
98-00	rest of season

Player Hot Streaks and Slumps

Over certain time periods within a season, individual hitters may perform well above or below their normal batting ability level. MMM has worked out a unique system of bonuses and penalties to base hitting skills that may be used to reflect the effects of "hot streaks" and "slumps" on batter performance.

In order to use these rules, each owner/manager must keep complete batting records for each player on his team. When any player has completed a series of 40 official at-bats (walks and successful sacrifices are not counted as official at-bats), divide the number of hits he has received in that period by 40 (at bats in which a hitter reaches base on an error or fielder's choice are outs, not hits). The resulting number is that player's batting average for that period.

The basic concept employed in determining whether a batter qualifies for hot streak or slump adjustments is that each Hitting Ability rating implicitly represents a certain batting average, as indicated in the Representative Average chart below. If a batter's actual performance in his most recent set of at-bats equals or exceeds the listed batting average for the Hitting Ability level two higher than his own, he is considered to be on a "hot streak". If a batter's performance is equal or lower than the average listed for the Ability level two below his own, he is considered to be in a slump. If a hitter on your team falls into one of these categories, proceed to the description of the effects of these conditions.

REPRESENTATIVE BATTING AVERAGES
FOR VARIOUS HITTING ABILITY LEVELS

HA Level- Single Hitters	Approximate Batting Average	HA Level- Power Hitters	Approximate Batting Average
S-0	.120	P-0*	.120
S-1/2*	.155	P-1/2*	.160
S-1	.190	P-1	.200
S-2	.230	P-2	.240
S-3	.270	P-3	.275
S-4	.300	P-4	.310
S-5	.335	P-5*	.360
S-6*	.380	P-6*	.400
S-7*	.430	P-7*	.450
S-8*	.480		

(Note that this chart provides averages for several hitting ability levels that cannot be purchased during player creation; many of these levels may be attained, however, as a result of hot streaks or slumps.)

Hot Streaks - If a player qualifies under the hot streak eligibility requirements, for his next 40 at-bats he will use the Hitting result chart for the ability level one higher than his "original" rating (i.e, P-2 would use the P-3 chart, S-4 uses S-5, etc.). If a player advances to a P-5 or S-6 rating, these ratings are treated as die roll adjustments of +5 to the P-4 and S-5 results charts. (It is possible in an extended hot streak for a player to attain a temporary rating of P-6 or S-7; these ratings

would be treated as a +10 adjustment to the normal Hitting results on the P-4 and S-5 charts).

Once a player has entered a hot streak, future series of at-bats are evaluated in a somewhat different manner. As before, calculate the player's batting average for these at-bats, and compare the result to the Representative Averages chart. The result will correspond to one of four conditions:
1) If the player's actual average equals or exceeds the listed batting average for the Hitting ability two levels higher than his current (not original) Ability rating, the hot streak escalates; increase the player's current rating one further level for the next 40 at bats.
2) If the player's actual average equals or exceeds the listed batting average for the Hitting ability two levels higher than the player's original Ability rating, but does not satisfy condition 1 above, the hot streak continues; continue to use the current Hitting rating for the next 40 at bats.
3) If the player's actual average exceeds the listed batting average for the Hitting ability two levels below his original Ability rating, but does not satisfy conditions 1 or 2, the hot streak has ended; use the player's original Hitting rating for the next 40 at bats.
4) If the player's actual average is equal to or less than the listed batting average for the Hitting ability two levels below his original Ability rating, the hot streak turns into a slump; use the Hitting Ability rating one below his original rating for the next 40 at bats, and turn to the discussion of slump conditions.

A hot streak can continue as long as a player's average in each series of at-bats satisfies conditions 1 or 2 above; thus it is possible for a player's current rating to become many levels higher than his original rating. However, whenever a player fails to maintain conditions 1 or 2 in a series of at-bats, he returns to his original rating.

Slumps represent the exact mirror image of hot streak bonuses. If a player's actual average falls in the slump range, his original Hitting rating is reduced by one level for the next 40 at bats. Slumps can linger or escalate in the same manner as hot streaks. Once in a slump, a player compares his current batting average to determine which of the following four situations prevail:
1) If actual average is more than two levels below current (not original) Hitting rating, reduce rating one further level for the next 40 at bats.
2) If actual average is more than two levels below original Hitting rating, but not low enough to satisfy condition 1, continue to use the current Hitting rating for the next 40 at bats.
3) If actual average is less than two levels below original Hitting rating, but not more than two levels above the original rating, the slump ends and the player reverts to his original rating.
4) If actual average is more than two levels above the original Hitting rating, the player moves into the hot streak category, and follows the instructions previously outlined.

***** EXAMPLE *****

Nino Celada is rated as an S-3 hitter at the start of the season. After his first 40 at-bats of the season, his batting average is .350; this is above the listed Representative Average for an S-5 (.335), so he is eligible for the hot streak bonus and is rated as an S-4 hitter for the next 40 at bats. In order for his hot streak to escalate further, Nino would have to equal or exceed the Representative Average listed for an S-6 batter (two levels above his current rating). If his average for this period were between .335 and .379 (S-5 rating), the hot streak would be continued; Nino's Hitting Ability would remain at S-4 (his current level) for another 40 at-bats. If Nino's average for this period was between .191 and .334 (higher than an S-1 rating but lower than an S-5), the hot streak would end and Nino would return to his original S-3 rating. Finally, if Nino attained an average of .190 or less in his next 40 at-bats, this would place him below the Representative average for the S-1 category two levels below his original rating, and Nino would fall into a slump; his Hitting rating would decline to an S-2 for his third series of at-bats, and he would have to follow the instructions on slumps.

***** * *****

Mid-Season Replacements (Optional)

As the season progresses, some league teams may begin to lag behind in the standings. The owner-managers may mutually agree at the beginning of the season to permit the possibility of teams recruiting additional talent (in the form of rookies brought up from the minors) during the course of the season; this will make it possible to improve the competitive balance of the league. If this concept is accepted, each team makes a percentile die roll at the halfway point of the season. The percentage chance that each team has of gaining additional recruits is equal to 10 x the position of the team in the league standings (thus, the first place team would have a 10% chance of receiving help, while an eighth place team has an 80% chance). Each team which successfully earns resources then makes a second die roll; the result represents the number of Bucks they have available to spend on upgrading new recruits. Bucks obtained in this manner may be spent to create one or more new players, following normal character creation procedures; they may not be spent on existing players. For each player added to the roster in this manner, a team must drop an existing player, to maintain the roster limit of 25.

30

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GROUND BALL RESULTS

Situations:
a) Bases empty.
b) Runners in force position:
   1st, 1st & 2nd, 1st & 3rd*, bases loaded.
c) Other: 2nd, 2nd & 3rd, 3rd.

GB(def) - HA(off) =	-2 or less			-1, 0, or +1			+2 or more		
Result \ Situation	a	b	c	a	b	c	a	b	c
Double play (1)	-	01-03	-	-	01-07	-	-	01-12	-
Fielder's choice (2)	-	*04-30	-	-	*08-50	01-02	-	*13-67	01-05
Out at 1st (3)	-	-	01-25	-	-	03-45	-	-	06-60
Out at 1st (4)	-	36-88	26-88	-	51-94	46-94	-	66-97	61-97
Out at 1st	01-88	-	-	01-94	-	-	01-97	-	-
Infield single (5)	89-95	89-95	89-95	95-98	95-98	95-98	98-99	98-99	98-99
Error (6)	96-00	96-00	96-00	99-00	99-00	99-00	00	00	00

(1) Batter and runner at 1st are out; all other runners may advance 1 base
(2) Lead runner is out*; all other runners may advance 1 base
   * If situation is 1st & 3rd, lead runner is runner on 1st; runner on 3rd holds
(3) All runners hold
(4) All other runners may advance 1 base
(5) Batter is safe at 1st; all other runners may advance 1 base only if forced
(6) Batter is safe at 1st; all other runners may advance 1 base, and batter may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS

RUNNER ADVANCEMENT RESULTS

Play Result	ADV - PA = Target	-2 (=	-1	0	+1/+2	+3 =)
Short Fly-out	2B	81	86	91	96	99
	3B	56	76	81	91	98
	H	46	61	81	86	96
	ER	98	00	-	-	-
Medium Fly-out	2B	71	81	86	91	96
	3B	41	51	61	76	86
	H	26	36	51	71	81
	ER	96	98	99	00	-
Long Fly-out	2B	56	71	81	86	91
	3B	21	36	46	71	81
	H	16	26	36	56	76
	ER	93	95	98	99	00
Single	2B*	76	86	91	96	98
	2B#	31	41	51	76	91
	3B	21	26	46	61	81
	H	11	21	36	46	71
	ER	96	97	98	99	00
Double	3B#	71	81	91	97	00
	H	21	36	51	61	86
	ER	98	99	00	-	-
Triple	H*	81	89	94	97	00

* Represents % chance to "stretch" his hit to an extra base (i.e., a double into a triple)
# Represents % chance for advancing when an outfielder bobbles the ball

LONG BALL RESULTS

Use Chart A if die roll 01-10.
Use Chart B if die roll 11-00.

(A)

Play \ FB	1	3	5
Result \ =	2	4	6
Long fly*	01	01-03	01-05
Double**	02-07	04-08	06-09
Double***	08-10	09-10	10

(B)

HA \ Result	2B**	3B****	Homer
S0-S2	11-85	86-95	96-00
S3-S5	11-60	61-78	79-00
P1-P2	11-60	61-68	69-00
P3-P4	11-45	46-55	56-00

* Batter out; runners may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS
** Runners may advance 2 bases; runners may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS; batter may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS using appropriate row
*** Outfielder bobbles ball; all runners may advance 2 bases; batter may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS using appropriate row
**** All runners score; batter may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS using appropriate row

PROBABLE HIT RESULTS

Play \ GB	1	3	5
Result \ =	2	4	6
Short fly*	01	01-03	01-05
Grounder*	02-05	04-10	06-16
Single**	06-85	11-92	17-96
Single***	86-00	93-00	97-00

* Batter out; runners may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS
** Batter safe at 1st; runners may advance 1 base; batter and runners may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS
*** Outfielder bobbles ball; batter safe at 1st; all other runners may advance 2 bases; batter may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS on appropriate row

FLY BALL RESULTS

Use Chart A if die roll is 01-80.
Use Chart B if die roll is 81-00.

(A)

Play \ HA	S0-S3	S4-S5	
Result \ =	P1	P2-P3	P4
Short*	01-40	01-20	01-15
Medium*	41-70	21-55	16-40
Long*	71-80	56-80	41-80

(B)

Play \ FB	1	3	5
Result \ =	2	4	6
Dbl. Play**		81	81-82
Medium*	-	-	83-87
Long*	81-85	82-91	88-96
Single***	86-94	92-97	97-99
Error****	95-00	98-00	00

* Runners may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS
** Batter and lead runner out; all other runners may advance 1 base
*** Batter safe at 1st; all other runners may advance 1 base; batter and runners may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS
**** Batter safe at 1st; all other runners may advance 2 bases; batter may attempt to advance 1 additional base using RUNNER ADVANCEMENT RESULTS

UNDER 1 OR OVER 100

Adjusted Die Roll	Result	Adjusted Die Roll	Result
-19	W	101	W
-18	F	102	S
-17	C	103	S
-16	K	104	S
-15	K	105	L
-14	K	106	W
-13	O	107	S
-12	O	108	S
-11	O	109	L
-10	F	110	L
-9	F	111	S
-8	F	112	S
-7	C	113	S
-6	C	114	L
-5	C	115	L
-4	K	116	W
-3	K	117	S
-2	K	118	S
-1	K	119	L
0	K	120	L

HITTING RESULTS
(Defensive manager reads results.)

ROLL	S0	S1	S2	S3	S4	S5	P1	P2	P3	P4
01	K	K	K	K	K	K	K	K	K	K
02	K	K	K	K	K	K	K	K	K	K
03	K	K	K	K	K	K	K	K	K	K
04	K	K	K	K	K	G‡	K	K	K	K
05	K	K	K	K	K	G‡	K	K	K	K
06	K	K	K	G‡	G‡	G‡	K	K	K	G‡
07	O	K	G‡	G‡	G‡	G	K	G‡	G‡	G‡
08	O	G‡	G‡	G‡	G‡	G	G‡	G‡	G‡	G‡
09	O	G‡	G‡	G	G	G	G‡	G‡	G‡	G
10	O	G‡	G	G	G	G	G‡	G	G	G
11	O	O	O	O	O	O	O	O	O	O
12	K	O	O	O	O	O	O	O	O	O
13	K	O	O	O	O	O	O	O	O	O
14	K	O	O	O	O	O	O	O	O	F‡
15	K	O	O	O	F‡	F‡	O	O	O	F‡
16	K	O	O	O	F‡	F‡	O	K	F‡	F
17	O	F‡	F‡	F‡	F	F	K	K	F‡	F
18	O	F‡	F‡	F‡	F	F	K	K	F	F
19	O	F	F	F	F	F	K	K	F	F
20	O	F	F	F	F	F	K	K	F	F
21	K+	K+	K+	K+	K+	G+	K+	O+	K+	K+
22	K	K	K	K	K	G	K	O	K	K
23	K	K	K	K	K	G	K	O	K	K
24	K	K	K	K	G	G	K	O	K	K
25	K	K	K	K	G	G	K	O	K	K
26	K	K	K	G	G	G	O	F‡	G	G
27	G‡	G	G	G	G	G	O	F‡	G	G
28	G‡	G	G	G	G	F	F‡	F	G	G
29	G‡	G	G	G	G	F	F‡	F	G	G
30	G	G	G	G	G	F	F	F	G	G
31	O+	O+	O+	O+	O+	K+	K+	K+	O+	O+
32	O	O	O	O	O	K	K	K	O	O
33	O	O	O	O	O	O	K	K	O	O
34	O	O	G	O	O	O	K	K	O	F
35	F‡	O	O	G	O	O	K	G	O	F
36	F‡	F	G	F	W!	W!	K	G	F	F
37	F	F	F	G	F	F	G	G	F	F
38	F	F	F	G	F	F	G	G	F	F
39	F	F	F	G	F	F	G	F	F	F
40	F	F	F	G	F	F	F	F	F	F
41	K+	K+	K+	G+	G+	G+	O+	K+	K+	K+
42	K	K	K	G	G	G	O	K	K	K
43	K	K	K	K	K	G	O	K	K	O
44	K	K	K	O	K	G	G	K	K	O
45	K	K	O	O	K	G	W!	O	K	O
46	G	O	O	G!	W!	W!	F	O	O	W!
47	G	O	W!	W!	W!	W!	F	O	W!	W!
48	G	W!	W!	W!	W!	F	F	W!	W!	W!
49	G	G	G	F	F	F	F	F	W!	G
50	G	G	G	G	F	F	W!	F	G	G

HITTING RESULTS
(Defensive manager reads results.)

ROLL	S0	S1	S2	S3	S4	S5	P1	P2	P3	P4
51	K+	G+	G+	F+	F+	F+	K+	F+	G+	G+
52	K	G	G	F	F	F	K	F	G	G
53	K	G	G	F	F	F	K	F	G	G
54	K	G	G	F	W!	W!	K	W!	W!	W!
55	W!	G	S	F	W	W!	K	S	W!	W!
56	F	G	S	S	S	S	W!	G	F	F
57	F	G	W!	W!	S	S	W!	G	F	F
58	F	S	W!	W!	G	S	F	G	F	F
59	F	S	F	F	G	G	F	G	G	F
60	F	W!	F	G	G	F	G	G	LX	LX
61	O+	F+	F+	G+	G+	F+	G+	G+	G+	F+
62	O$	F$	F$	G$	G$	F$	G$	G$	G$	F$
63	O	F	W!	G	G	W	G	G	G	F
64	O	F	S	S	G	W	G	G	G	W
65	W!	S	S	G	W	W	G	LX	LX	W
66	W!	S	S	W	S	S	G	W!	S	S
67	S	S	S	S	S	S	G	S	S	S
68	G	G	G	W	S	S	S	S	S	LX
69	G	G	G	W	S	S	LX	S	LX	LX
70	G	G	G	LX	LX	LX	LX	LX	LX	LX
71	G	G	G	F	F	F	F	F	F	G
72	G$	G$	G$	F$	F$	W$	F$	F$	F$	G$
73	G	G	G	F	W	W	F	F	F	S
74	G	W!	W	W	W	LX	F	W!	W	S
75	G	S	LX	LX	LX	LX	F	LX	S	S
76	G	G	S	S	S	S	S	S	S	S
77	W!	S	S	S	S	S	S	S	S	S
78	S	G	S	S	S	S	S	S	LX	L
79	S	G	S	S	LX	LX	LX	L	L	L
80	LX	LX	LX	LX	L	LX	L	L	L	L
81	G	G	F	G	G	F	G	G	F	F
82	G$	G$	F$	G$	W$	W$	G$	G$	F$	W$
83	G	G	F	W	S	S	G	G	W	W
84	G	W!	W	S	S	S	W!	W!	W	S
85	G	G	W!	S	W!	W	S	S	S	S
86	G	S	S	S	S	S	S	S	S	S
87	S	S	S	S	S	S	S	S	S	S
88	S	S	S	S	S	S	S	S	L	L
89	S	F	S	S	LX	L	L	L	L	L
90	S	F	LX	LX	L	L	L	L	F	L
91	F	F	F	F	W	S	F	F	G	W
92	F$	F$	F$	S$	S$	S$	F$	W$	W$	S$
93	F	F	F	S	S	S	W	W	S	S
94	F	W!	W	S	S	S	W	W	S	S
95	F	LX	LX	L	L	L	L	L	S	L
96	W!	S	S	W	W	W	S	S	S	W
97	S	S	S	S	S	S	S	S	S	S
98	S	S	S	S	S	S	S	S	S	S
99	S	S	S	S	S	L	L	S	S	L
00	LX	LX	L	L	L	L	L	L	L	L

W = base on balls, or walk, runners advance if forced
K = strikeout, runners may not advance
O = pop-out or line-out, runners may not advance
G = ground-out to infield, runners may advance
F = fly-out to outfield, runners may advance
S = probable hit, runners may advance
L = extra base hit, runners may advance

+ = result becomes W if pitcher is P on "Control"
! = result becomes G if pitcher is G on "Control"
‡ = result becomes K if pitcher is G on "Strikeout"
$ = result becomes L if pitcher is H on "Long Ball Yield"
X = result becomes S if pitcher is L on "Long Ball Yield"

HIT & RUN RESULTS

(May only be used in situations with a
runner present on 1st, and no runner on
2nd.)

Batter H&R =		GOOD			AVERAGE			POOR	
Play \ Defensive	1	3	5	1	3	5	1	3	5
Result \ H&R =	2	4	6	2	4	6	2	4	6
Double Play (1)	01-02	01-05	01-08	01-04	01-07	01-10	01-06	01-10	01-15
Popout or Flyout (2)	03-22	06-30	09-40	05-30	08-40	11-50	07-37	11-45	16-55
Missed Swing (3)	23-27	31-35	41-45	31-40	41-50	51-60	38-52	46-60	56-70
Ground Out (4)	28-53	36-60	46-67	41-62	51-68	61-75	53-70	61-75	71-80
Single (5)	54-92	61-92	68-94	63-95	69-95	76-96	71-95	76-95	81-96
Use LONG BALL RESULTS	93-00	93-00	95-00	96-00	96-00	97-00	96-00	96-0	97-00

(1) Batter and runner on 1st are out; all other runners hold
(2) All runners hold
(3) Runner on 1st must try to steal 2nd using STEAL RESULTS below
(4) All runners may advance 1 base
(5) All runners may advance 2 bases; batter may attempt to advance 1
    additional base using RUNNER ADVANCEMENT RESULTS

STEAL RESULTS

Defensive SB	2B Stolen		3B Stolen		H Stolen	
- Runner RA	Steal	Error	Steal	Error	Steal	Error
-2 or less	16	95	31	96	76	99
-1 or 0	31	97	51	98	86	99
+1 or +2	46	98	61	99	96	00
+3 or more	76	99	86	99	99	00
	‡(4)		‡(4)		‡(4)	

‡ Where 'Error' is specified, see note (4) above; 'Error' includes
  wild pitches, balks, and passed balls, as well as throwing
  errors

ON-FIELD INJURIES
(Seasonal Rules)

Play Result	Injury Chance
Long Ball - Out	30% (fielder)
Probable Hit - Out	5% (fielder)
Probable Hit - Bobble	3% (fielder)
Long Ball - Bobble	3% (fielder)
Ground Ball - Error	10% (fielder)
Runner Advance	10% (fielder)
(-5% to +5%)	10% (runner)
Hit batsman (8%/W)	30% (batter)
Exceeding	4% (pitcher)
Stamina Limit	+1%/batter

SQUEEZE PLAY RESULTS

(May only be used if runner on 3rd,
and/or other bases.)

Batter SAC =		GOOD			AVERAGE			POOR	
Play \ Defensive	-2 or	-1,	+2 or	-2 or	-1,	+2 or	-2 or	-1,	+2 or
Result \ HAR =	less	0, +1	more	less	0, +1	more	less	0, +1	more
Double play (1)	01-03	01-05	01-10	01-05	01-12	01-17	01-10	01-20	01-25
Fielder's Choice (2)	04-34	06-40	11-50	06-43	13-50	18-56	11-53	21-60	26-65
Popout/Strikeout (3)	35-49	41-55	51-65	44-58	51-65	57-71	54-73	61-80	66-84
Out at 1st (4)	50-84	56-88	66-94	59-88	66-92	72-96	74-94	81-96	85-98
Bunt Single (5)	85-00	89-00	95-00	89-00	93-00	97-00	95-00	97-00	99-00

(1) Batter and runner at 1st are out; all other runners may advance 1 base
(2) Lead runner is out‡; all other runners may advance 1 base
    ‡ If situation is 1st & 3rd, lead runner is runner on 1st; runner on 3rd holds
(3) All runners hold
(4) All other runners may advance 1 base
(5) Batter is safe at 1st; all other runners may advance 1 base

SACRIFICE RESULTS

(May only be used if no runner is
present on 3rd.)

Batter SAC =		GOOD			AVERAGE			POOR	
Play \ Defensive	-2 or	-1,	+2 or	-2 or	-1,	+2 or	-2 or	-1,	+2 or
Result \ SAC - KA=	less	0, +1	more	less	0, +1	more	less	0, +1	more
Double play (1)	-	01	01-03	01	01-02	01-05	01-03	01-05	01-10
Fielder's Choice (2)	01-02	02-01	04-10	02-09	03-12	09-17	04-18	07-20	11-25
Popout/Strikeout (3)	03-07	05-11	11-17	10-18	13-27	18-39	19-38	21-49	26-60
Out at 1st (4)	08-85	12-94	18-97	19-95	28-97	40-99	39-98	50-99	61-00
Bunt Single (5)	86-00	95-00	98-00	96-00	98-00	00	99-00	00	-

Page 2   Expenditures made to increase player abilities <u>do</u> count toward the minimum salary requirement of 4 Bucks (contrary to the statement in the booklet). Thus, an owner need only spend Bucks on minimum salaries for players receiving less than 4 Bucks of ability enhancement.

Page 6   The rules for starting pitchers as relievers, and vice versa, are presented in Chapter IV, pp. 25-26, not Chapter III.

Page 8   Pitchers exceeding stamina limits -- for each batter faced in excess of a pitcher's Stamina Rating, add +1 to his normal Pitching Rating.

Page 10   Steals option is discussed in Chapter II, p. 19.

Page 11   <u>Line-Up card Instructions</u> -- Put information indicated in point 1) under the 'HA' column on the line-up card. Put information indicated in point 2) in the 'SSP' column; also, if a hitter has a non-zero SSP, which is not in effect at the start of a game because the pitcher is opposite-handed, put an asterisk (*) next to the 0 in this column, and remember to change this column if a pitching change is made.

              Due to space limitations, no separate columns were provided on the line-up card to indicate hit & run/sacrifice abilities. If managers wish to keep this information on the line-up card, it is suggested that they use one plus sign (+) for Average ability, and two plus signs (++) for good ability, placing the Hit & Run Rating in the Fielding column, and the Sacrifice Rating in the Throwing Arm column.

TEAM ROSTER

Team Name: ROCHESTER LUMBERJACKS

	Player Name	Pos.	Hand Used	Hitting Ability		Same Side Penalty		Running Speed		Fielding Ability		Throwing Arm		Sacrifice Ability		Hit&Run Ability		Total Cost
	BUCK Costs of Skill Levels	Extra +4 each		S 0/3/6/10/14 P 5/10/15/20		R 1-5 L 1-10		P/F/G/E 0/2/4/8		P/F/G/E 0/3/6/9		P/F/G/E 0/2/6/10		P/A/G 0/3/7 S 0/0/4		P/A/G 0/3/7 S 0/0/4		600
★	01 Carlos Reynolds	C	R	P2 .240	10	-5	0	P 0		G 6		G 6		P 0		P 0		22
♣	02 Steve Cochrane	C	L	S2 .230	3	-10	0	F 2		F 3		F 2		A 0		A 0		10
★	03 Leroy Hamilton	1B	L	P2 .240	10	-5	5	P 0		F 3		P 0		P 0		A 3		21
	04 Shane White	1B	R	S2 .230	3	-5	0	F 2		F 3		P 0		A 0		G 4		12
★	05 Maurice Settle	2B	R	S3 .270	6	-5	0	F 2		G 6		F 2		A 0		A 0		16
	06 Ronald Chrisman	2B	R	S1 .190	0	-5	0	G 4		E 9		F 2		A 0		A 0		15
★	07 Stanley Hepke	SS	L	S2 .230	3	-5	5	F 2		E 9		G 6		A 0		A 0		25
	08 Forrest Frazier	SS	R	S1 .190	0	-5	0	F 2		F 3		P 0		A 0		A 0		5
★	09 Julio Hernandez	3B	R	S3 .270	6	0	5	F 2		F 3		G 6		A 0		G 4		26
	10 Norman Tyrell	3B	R	P1 .200	5	-5	0	P 0		P 0		P 0		P 0		P 0		5
★	11 Orlando MacKinny	OF	R	P3 .275	15	0	5	G 4		F 3		F 2		A 3		A 3		35
★	12 J.P. Bohannon	OF	L	S4 .300	10	-10	0	E 8		F 3		P 0		G 4		G 4		29
★	13 Percy Black	OF	R	S3 .270	6	-3	2	F 2		P 0		G 6		A 0		G 4		20
	14 Earl Steff	OF	R	S3 .270	6	-5	0	P 0		P 0		F 2		G 4		A 0		12
	15 Sam Wright	OF	L	S2 .230	3	-8	2	F 2		G 6		G 6		A 0		A 0		19
	16																	
	17																	
	18																	
	19																	
	20																	

	Pitcher Name	Type & Hand	Base Cost	Pitching Rating		Stamina Limit		Control Rating		Strk'out Rating		Long Ball Yield Rating		Pick Off Move		Fielding Ability		Hitting Ability		Total Cost
	BUCK Costs of Skill Levels	RS/RR LS/LR	0/2 4/6	(see book)		(see book)		P/A/G 0/5/10		A/G 0/6		H/A/L 0/6/12		A/G 0/2		P/F/G/E 0/3/6/9		S 5/11/17/25		
2	21 Paul Zwicker	RS	0	-5	20	34	8	G 10		A 0		A 6		A 0		P 0		S0 0		44
3	22 Arnold Jackson	RS	0	0	10	36	10	A 5		G 6		H 0		G 2		F 3		50 0		36
4	23 Junior Washington	LS	4	0	10	32	6	A 5		A 0		A 6		A 0		P 0		S0 0		31
5	24 Denver Larrimore	RS	0	+4	3	36	10	A 5		A 0		A 6		A 0		F 3		S0 0		27
1	25 Terry Crowder	LS	4	-1	12	34	8	G 10		G 6		L 12		A 0		G 6		S0 0		58
	26 Lawrence Eisenberg	RS	0	+10	0	28	3	A 5		A 0		H 0		A 0		F 3		50 0		11
	27 Bill Partee	RS	0	+6	2	26	2	P 0		A 0		A 6		A 0		P 0		S0 0		10
	28																			
	29 Billy Bob Goodlett	RR	2	-10	30	7	3	G 10		G 6		H 0		G 2		F 3		50 0		56
	30 James Dhik	LR	6	0	5	8	4	G 10		A 0		A 6		A 0		P 0		50 0		31
	31 Wallace Strother	RR	2	+5	0	13	14	A 5		A 0		H 0		A 0		F 3		50 0		24
	32																			

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Settle	2B	S3	.270
Black	RF	5B	.270
Bohannon	CF	S4	.300
MacKinny	LF	P3	.275
Reynolds	C	P2	.240
Hamilton	1B	P2	.240
Hernandez	3B	S3	.270
Hepke	SS	S2	.230

GB = 4   SB =

FB = 2

ADV = 3

SAC = 4

H&R = 3

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