

STOLEN BASE

Runner in LEAD position

Use "SPD" of runner

* Use "ARM" of catcher

Check for error

2B* 55-00 SAFE

3B* 65-00 SAFE

Home 85-00 SAFE

SPEEDS

Force outs

First out="SPD"/3

Second out="SPD"

Third out="SPD"+30

After tag out attempt or

Second force after SLOW ROLLER

Runner=Safe Batter="SPD"+50

RUNNER ADVANCE ON GROUNDER

(Not forced)

3B to Home="SPD"-10

2B to 3B: Ball hit to:

SS/3B="SPD"-10

P="SPD"+15

1B/2B="SPD"+30

EXTRA BASE ON HITS

	Runner	Batter
FLY, LINE FLY	"SPD"-5	"SPD"-20
LINE DRIVE	"SPD"+5	"SPD"-25
All others	"SPD"+35	"SPD"-20
With 2 out	"SPD"+45	

HIT & RUN

Runner in LEAD position

Check SO, Pitchout - no Walk

Runner: "SPD" +/-

Hits, Ground Balls +45

Line Drives caught -45

Line Fly caught -5

Triple Play attempt on

Line Drive caught -10

RUNNER IN LEAD

Advance +5

Return to Base -5

PICK OFF

Runner in LEAD

Baseman at first dotted line

Check for error

1B 97-00=Out

LH Pitcher +2

2B 00=Out

3B 99-00=Out

RH Pitcher +2

If turned number is over 50 (1B)

or 75 (3B), can try again - up to
three attempts

SPD=S/3

0,1,2	0	15,16,17	5
3,4,5	1	18,19,20	6
6,7,8	2	21,22,23	7
9,10,11	3	24,25,26	8
12,13,14	4	27,28,29	9

BUNT

Check W, SO - No HIT

Use "SAC" adjustment

66-00 SLOW ROLLER to 3B

46-65 SLOW ROLLER to 1B

33-45 SLOW ROLLER to C

23-32 SLOW ROLLER to P

20-22 POP FLY to 3B

17-19 POP FLY to 1B

15-16 POP FLY to P

13-14 GROUNDER to SS

11-12 GROUNDER to 2B

08-10 FOUL FLY to C

01-07 FOUL

CROSSING LINES IN FIELDING

Number crossed	Adjustment
0	-1
1	+1
2	+8
3	+30
4	+60