

**WHEN THE GRASS WAS REAL  
BASEBALL GAME RULES  
(CITY LEAGUE PROVISIONAL VERSION 1,  
27 FEBRUARY 2005)**

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## 1.Introduction

### *When the Grass was Real...*

Welcome to a new dimension in baseball simulations, When The Grass Was Real (WTGWR). We have put together a terrific package that will challenge you, not only as a manager, but as a general manager, as well. We believe we've put together the most comprehensive baseball simulation ever. And we're so sure that you'll enjoy it, that we're offering it free of charge to the gaming public.

With WTGWR, we have taken the "traditional" 50-50 split between batting and pitching skill, and broken those skills down into definable player traits that influence each and every play. Pitchers with great control will walk fewer batters, but when facing a patient batter, will walk him at a reasonable rate. Power hitters will crush gopher ball pitchers. Free swingers will strikeout a lot to begin with, but never more than when facing pitchers with filthy "stuff".

When you add in the optional charts to determine weather, wind direction, and ballpark factors, you have a simulation that has all the detail of a computer game ... without the coldness of clicking and pointing a mouse.

Enjoy the game!

### *WTGWR is an "Open" game*

WTGWR is Copyright © 2004-5 by Brien Martin and Ted Turocy. We are distributing WTGWR as an open game system. In short, the game is not only free-of-charge, but also freely modifiable. We encourage modifications, extensions, add-ons, and suggestions, and you're welcome to distribute modified versions of the game, so long as you remember to give credit to the original authors. We hope if you do come up with improvements to the system,

that you'll send them back to us for inclusion in future "master" versions of WTGWR.

Remember that there is nothing "set in stone" about the game, and no "official" way to assign ratings, etc. We have tried to provide a game that can be played "out of the box" enjoyably, but we encourage tinkering.

### *Release notes*

#### *City League Version*

This version of the rulebook is a discussion version being circulated in advance of the "City League" coop project. Any errors, inaccuracies, and clarifications should be reported to Ted for correction in a future version.

#### *Beta Release 10*

Beta release 10 is a minor updated release. Aside from some general cleanups and oops-fixes in the charts, the following have been modified:

- The **FLY?** chart has been tweaked to produce slightly better calibrated results in the default park. There will be slightly fewer HR overall in the default park with this version than in Beta 9. Also, the columns have been recalibrated so that **BANJO** hitters (and, similarly, **STINGY** pitchers) hit (give up) fewer homers than before.
- The time-of-game algorithm has been redone to only use six-sided dice, removing the last use of ten-sided dice in the game. The distribution of game times is not affected by this change.
- These rules have been expanded and clarified in places based upon feedback from the Delphi forum. Please continue to report questions and comments so we can make them clearer.

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## *Beta Release 9*

Beta version 9 incorporates a number of changes from the first “public” beta 8:

- A revised **BUNT** chart. The chart has been modified to fit more naturally within the WTGWR style of charts, in particular, referencing the **SOFT?** chart in places. Separate bunting ratings **ADEPT** and **STAB** have been added, replacing the use of the power rating.
- A revised **STEAL** chart. This version implements an “automatic” steal system, based loosely on some ideas from game theory. The system is preliminary and feedback is encouraged. We hope to have a “call-your-own” system available for face-to-face play in a future version.
- A new fatigue system. Pitchers are now rated **STRONGAVERAGEFADE** for fatigue, which affects their durability and recovery time. Pitchers are not assigned starting or relieving roles by the system.
- A conditioning rating has been added. Players who avoid injury are rated **IRON** those who are injured frequently are **PRONE** This rating appears on the **INJURY?** chart.
- The tweaks and modifications that have been posted on the Delphi forum to the rating generation system have been compiled into one chart and set of instructions. Note that this is just a *suggested* way to assign ratings, and there’s nothing particularly scientific about it.
- General formatting fixes and typo fixes, including some improvements to this manual.

## 2. Playing the game

### *Batting practice*

#### *Reading the charts*

WTGWR is played using three six-sided dice. Dice are always read in a fixed order, so you'll need three dice that you can distinguish easily, whether by color, size, etc. For example, suppose your dice are red, white, and blue. Then, if you read them in that order, a roll of 3 on the red die, 6 on the white die, and 1 on the blue die would be read "361." You can obviously read the dice in any fixed order you choose, so long as you're consistent.

For compactness, ranges on the charts are given by the highest number in a range. To see what we mean, look at Column 3 on the **PITCH?** chart. The entry in the first row, labeled **HBP?**, is 111, and the entry in the second row, labeled **BB?**, is 213. This is interpreted as follows: any roll up to and including 111 is a **HBP?** result; and rolls above 111 up to and including 213 is a **BB?** result. (Since 111 is the lowest result, the **HBP?** result only occurs on a roll of 111.)

**Example.** Suppose you are referencing the **PITCH?** chart (using the vs RHB results), and roll 411. On Column 1 this results in a **SOFT?** [ss] since 411 is greater than 366 and less than or equal to 413. On Column 2, this also results in a **SOFT?** [ss] note that the top of the range is inclusive. On Column 3, the result would be **SOFT?** [3b] on Column 4, **GB** [p], and on Column 5, **GB** [2b].

#### *The matrix system*

In WTGWR, players are rated as being above-average, average, or below-average in a number of categories. These ratings are expressed using descriptive adjectives drawn from baseball lingo. For example, a batter who hits significantly more home runs than average is described as **POWER**, while a batter who rarely goes deep is rated **BANJO**. Similarly, a pitcher with above-average stuff

is **NASTY**, while his below-average counterpart is **FLAT**.

WTGWR employs a matrix system that allows us to create situation-specific matchups. These matchups determine which column will be used to resolve the play. This section details how to determine the relevant column for each chart. All the charts have the same intuitive structure: being above-average in the relevant characteristic shifts the chart column one column in the player's favor, while being below-average in that area shifts the chart column one column against the player.

**PITCH?** compares the batter's skill (**STAR**, **AVERAGE**, **SLAP**) versus the pitcher's skill (**ACE**, **AVERAGE**, **HITTABLE**). The resulting column is used on the **PITCH?** chart.

**BB?** compares the batter's plate discipline (**PATIENT**, **AVERAGE**, **AGGRESSIVE**) versus the pitcher's pitch command (**CONTROL**, **AVERAGE**, **WILD**). The resulting column is used on the **BB?** chart.

**K?** compares the batter's plate coverage (**CONTACT**, **AVERAGE**, **FREE**) versus the pitcher's pitch movement (**NASTY**, **AVERAGE**, **FLAT**). The resulting column is used on the **K?** chart.

**WP/PB?** compares the pitcher's pitch command (**CONTROL**, **AVERAGE**, **WILD**) versus the catcher's fielding skill (**SLICK**, **AVERAGE**, **STONE**). The resulting column is used on the **WP/PB?** chart.

**FLY?** compares the batter's slugging skill (**POWER**, **AVERAGE**, **BANJO**) versus the pitcher's ability to avoid homeruns (**STINGY**, **AVERAGE**, **GOPHER**). The resulting column is used on the **FLY?** chart.

**CLOSE?** compares the batter's speed (**FAST**, **AVERAGE**, **SLOW**) versus the fielder's arm strength (**CANNON**, **AVERAGE**, **WEAK**). The resulting column is used on the **CLOSE?** chart.

**RISK?** compares the runner's speed (**FAST**, **AVERAGE**, **SLOW**) versus the fielder's arm

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strength (**CANNON AVERAGE WEAK**). The resulting column is used on the **RISK?** chart.

Two additional skill interactions are relevant for the the **STOLENBASE** chart:

**ATTEMPT?** compares the baserunner's speed (**FAST, AVERAGE SLOW**) against the pitcher's hold rating (**TOUGH AVERAGE EASY**). The resulting column is used on the **ATTEMPT?** chart for the corresponding base.

**SAFE?** Compares the baserunner's speed (**FAST, AVERAGE SLOW**) against the catcher's arm strength (**CANNON AVERAGE WEAK**). The resulting column is used on the **SAFE?** chart for the corresponding base.

**Example.** Suppose a **STAR** batter is at the plate against an **AVERAGE** pitcher. The **STAR** batter shifts the column one in favor of the batter, so we will use Column 4 on the **PITCH?** chart for this matchup.

**Example.** When a batter rated **POWER** faces a pitcher rated **STINGY** on the **FLY?** chart, the column shifts from both players being above-average cancel each other out, and we use Column 3 to read the result.

### *Game flow*

#### *PITCH?*

All at bats begin on the **PITCH?** chart. Roll three dice and consult the **PITCH?** chart, using the batter's batting skill and pitcher's pitching skill to determine the column to reference.

The results on the **PITCH?** chart indicate a chart to reference for a secondary roll to determine the outcome of the at bat. Some results highlight a key pitch that takes place during the at bat; others indicate what type of batted ball is hit, along with, in most cases, a location. Each of these charts is treated in its own section below.

Note that batted ball locations depend on whether the batter is right-handed or left-handed. Also, the batted ball distributions reflect the typical pattern: ground balls and deep fly balls tend to be pulled, while popups and routine fly balls tend to be hit the other way. Also, the columns more favorable to the batter result in more harder-hit balls (hard ground balls and line drives) and fewer popups; better hitters will not only get more hits, but they'll hit more "hard outs" as well.

#### *The count*

WTGWR incorporates a concept of a "count" on the batter. Four results on the **PITCH?** chart: **HBP?**, **BB?**, **K?**, and **WP/PB?** are "pitch" results, reflecting what occurs on a "key" pitch in the at bat. These pitch events may result in the batter being charged with a **BALL** or a **STRIKE**. Loosely, having one **BALL** and no **STRIKE** reflects the batter being ahead in the count; one **STRIKE** and no **BALL**, the batter being behind in the count; and one **BALL** and one **STRIKE** a "full count". A second **BALL** or **STRIKE** result, within an at bat results in a walk or strikeout, respectively.

Non-pitch results may also specify a **BALL** or **STRIKE** on the batter. Most notable among these are foul ball results, which occur on the **FOUL?** chart, the **SOFT?[c]** chart, and the **BUNT** chart. Foul balls are treated in the usual baseball way: the first **FOUL** result counts as a strike, but a **FOUL** result when the batter has a **STRIKE** does not count as a strike. The exception is a foul bunt with a **STRIKE**, which is a strikeout.

#### *Pitch charts*

##### *HBP?*

A **HBP?** result is an inside pitch that may hit the batter. It doesn't matter which column you use on the **HBP?** chart; they are all the same. Roll three dice, and then consult the **HBP?** chart for the result. There are three possible results:

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- **Hit by pitch:** The batter is hit by the pitch. All runners advance one base if forced.
- **BALL:** The batter is credited with a **BALL**. If this is the second **BALL** in this at bat, the batter walks.
- **HBP!:** Something unusual has happened on this play. Roll again and consult the **HBP!** chart.

### *BB?*

A **BB?** result is a possible walk. Consult the **BB?** matrix for the current batter-pitcher matchup to determine which column is used. Roll three dice, and then consult the **BB?** chart for the result. There are three possible results:

- **BB:** The batter walks. All runners advance one base if forced.
- **BALL:** The batter is credited with a **BALL**.
- **BB!:** Something unusual has happened on this play. Roll again and consult the **BB!** chart.

Note that a **BB?** result when the batter already has a **BALL** automatically results in a walk.

**Example.** An **AGGRESSIVE** batter is up against a **CONTROL** pitcher. Looking at the **BB?** matrix, we see that this matchup will be resolved on Column 1.

**Example.** The batter rolls on Column 1 and gets a **BALL** result. He hasn't walked, so roll again on the **PITCH?** chart. If he should get a second **BB?** result (either on the next roll, or on any subsequent rolls during this at bat), he walks.

### *K?*

A **K?** result is a possible strikeout. Consult the **K?** matrix for the current batter-pitcher matchup to determine which column is used.

Roll three dice, and then consult the **K?** chart for the result. There are three possible results:

- **K:** The batter strikes out. Score the putout to the catcher, runners hold.
- **STRIKE:** The batter is charged with a **STRIKE**.
- **K!:** Something unusual has happened on this play. Roll again and consult the **K!** chart.

Note that a **K?** result when the batter already has a **STRIKE** automatically results in a strikeout.

**Example.** An **AVERAGE** batter is up against a **FLAT** pitcher. Looking at the **K?** matrix, we see that this matchup will be resolved on Column 2.

**Example.** The batter rolls on Column 1 and gets a **STRIKE** result. He hasn't struck out, so roll again on the **PITCH?** chart. If he should get a second **K?** result (either on this next roll, or on any subsequent rolls during this at bat), he strikes out.

### *WP/PB?*

A **WP/PB?** is an errant pitch that may elude the catcher. Consult the **WP/PB?** chart, using the ratings of the pitcher and catcher to determine which column is used. Roll three dice, and then consult the **WP/PB?** chart for the result. The result is modified by the current count as follows:

- If **WP/PB?** occurs with no count (no **BALL** and no **STRIKE**):
  - If there are no runners on base: treat **WP/PB?** as a **BALL**.
  - If there are runners on base, roll on **WP/PB?** chart. Treat the pitch as a **BALL** on the batter.

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- If **WP/PB?** occurs with a **BALL** and no **STRIKE** batter walks, all forced runners advance one base. Roll on **WP/PB?** to resolve what happens on ball four. If **WP** or **PB**, the pitch gets away from catcher. All unforced runners advance one base, and all runners may attempt to advance an extra base using the **RISK** chart. (Only charge a WP or PB, as appropriate, if either a unforced runner advances, or a forced runner successfully takes an extra base.)
- If **WP/PB?** occurs with a **STRIKE** and either zero or one **BALL**: batter strikes out. Roll on **WP/PB?** to resolve what happens on strike three. If **WP** or **PB**, the pitch gets away from the catcher. All runners advance one base; the batter takes first base if it is not occupied, or if two are out. If **BLOCK**, catcher blocks ball in dirt; if first base is open or two are out, catcher throws to first to complete the out.

### *Batted Ball Charts*

#### *POP*

Roll again and consult the **POP** chart for the result, based on which side of the plate the batter hits from. Runners hold. A **POP!** result requires another roll, to be resolved on the **POP!** chart.

#### *FOUL?*

Roll again and consult the **FOUL?** chart column that corresponds to the size of foul ground in the park you're playing in, using the chart corresponding to whether the current batter is hitting right-handed or left-handed. There are three results possible on the **FOUL?** chart:

- **FOUL OUT [position]:** The batter is out, all runners hold.
- **FOUL:** The ball drifts out of play. Charge the batter with a **STRIKE** if he does not yet have a **STRIKE** this at bat.

- **FOUL!:** Something unusual has happened on this play. Roll again and consult the **FOUL!** chart.

**Note.** If you play without the optional park effects, resolve all **FOUL?** rolls on the **AVERAGE** column.

#### *SOFT? [position]*

A **SOFT?** result is a softly-hit ground ball to the indicated fielder. There is a special **SOFT?** chart for the catcher; all other positions use the generic **SOFT?** chart. In either case, use the column that corresponds to the fielder's fielding skill rating (**SLICK**, **AVERAGE**, **STONE**, **NONE**). Roll the dice and get the result from the proper **SOFT?** chart. There are six possible results on each chart:

- For infielders (all but catcher):
  - **E:** There is an error on the play. Everyone is safe.
  - **BOBBLE?:** Ball bobbled, roll again and consult the **CLOSE?** chart to see if the runner is safe
  - **SOFT GB:** Ball is fielded cleanly, use **SOFT GB** result chart to determine result. In general, the batter is out, and runners advance one base.
  - **CLOSE?:** Possible infield single. Roll again and consult the **CLOSE?** chart
  - **SINGLE:** Throw is not in time, infield single, runners advance 1 base
  - **SOFT!:** Something unusual has happened on this play. Roll again and consult the **SOFT!** chart.
- For the catcher:
  - **E2 ADV 2:** Catcher fields and throws wild to first. Batter and runners advance 2 bases.



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- **E2 ADV 1:** Catcher cannot come up with the ball on dribbler. Batter safe, runners advance 1 base.
- **SOFT GB:** Ball is fielded cleanly, use SOFT GB result chart to determine result.
- **CLOSE?:** Possible infield single. Roll again and consult the CLOSE? chart.
- **FOUL:** Ball trickles along foul line and rolls foul. Charge the batter with a **STRIKE** if he does not yet have a **STRIKE**this at bat.
- **SOFT!:** Something unusual has happened on this play. Roll again and consult the **SOFT!**chart.
- **HARD GB:** Ball is fielded cleanly, use HARD GB result chart to determine result.
- **CLOSE?:** Ball knocked down, possible infield single. Roll again and consult the **CLOSE?**chart
- **SINGLE+:** Grounder goes through for a single to the outfield. Runners advance one base, with option to advance an additional base using the **RISK?**chart with a one-column bonus in addition to the adjustment for runner speed, fielder arm, and whether the ball is hit to left, center, or right.
- **HARD!:** Something unusual has happened on this play. Roll again and consult the **HARD!**chart.

*GB [position]*

This is a routine ground ball to the position listed. Use the GB results chart to determine the outcome of the play. No re-roll is necessary unless called for by the GB results chart.

*HARD? [infielder/outfielder]*

A **HARD?** result is a hard-hit ground ball towards the indicated infielder. Use the **HARD?** chart and use the column that corresponds to the fielder's fielding skill rating (**SLICK**, **AVERAGE**, **STONE**, **NONE**). Roll the dice and get the result from the **HARD?**chart. There are six possible results on the chart:

- **E + RISK:** There is an error on the play with the ball getting through to the outfield. All runners advance one base, and may attempt to take an additional base by consulting the **RISK?**chart.
- **BOBBLE?:** Ball bobbled, roll again and consult the **CLOSE?** chart to see if the runner is safe
- **OUT:** The batter is out. Runners hold.
- **DP?:** Line drive caught by infielder. If a runner is on first or second base, he is hung out to dry. If both first and second are occupied, the runner with the lower presence rating is out; if both runners have **LOUSY**presence, choose the runner at random.
- **SINGLE:** Liner goes through for a single to the outfield. Runners advance one base, with option to advance an additional base using the **RISK?**chart.

Any ball which gets through the infield is fielded by the indicated outfielder.

*LINE? [infielder/outfielder]*

A **LINE?** result is a line drive hit in the direction of the indicated infielder. Use the **LINE?** chart and use the column that corresponds to the fielder's fielding skill rating (**SLICK**, **AVERAGE**, **STONE**, **NONE**). Roll the dice and get the result from the **LINE?**chart. There are three possible results on each chart:

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- **LINE!:** Something unusual has happened on this play. Roll again and consult the **LINE!** chart.

Any ball which gets through the infield is fielded by the indicated outfielder.

### *FLARE? [outfielder]*

A **FLARE?** result is a looping or slicing ball hit to the indicated outfielder. Use the **FLARE?** chart and use the column that corresponds to the fielder's fielding skill rating (**SLICK AVERAGE STONE NONE**). Roll the dice and get the result from the **FLARE?** chart. There are seven possible results on the chart:

- **E:** Ball is muffed. Everyone is safe and may attempt to take an additional base by consulting the **RISK** chart.
- **1B + E:** Single, ball booted. Runners advance 2 bases and runner at 1st may try for home by consulting the **RISK** chart.
- **SHORT FB:** Batter is out, runners hold on short fly ball to the outfielder.
- **SINGLE:** Single, runners advance 1 base (2 bases with two outs)
- **1B + RISK:** Single, runners advance 2 bases. Batter may try for second by consulting the **RISK** chart.
- **DOUBLE:** Double, runners advance 2 bases (3 bases with two out).
- **FLARE!:** Something unusual has happened on this play. Roll again and consult the **FLARE!** chart.

### *FB [outfielder]*

Routine fly ball to the indicated outfielder. Runner at third may attempt to score by consulting the **RISK** chart. All other runners hold.

### *DRIVE? [outfielder / location]*

A **DRIVE?** result is a well-hit ball in the air towards the indicated area of the field, with the listed outfielder giving chase. Use the **DRIVE?** chart and use the column that corresponds to the fielder's fielding skill rating (**SLICK AVERAGE STONE NONE**). Roll the dice and get the result from the **DRIVE?** chart. There are seven possible results on the chart:

- **E:** Ball is muffed. Everyone is safe two bases and may take an additional base by consulting the **RISK** chart.
- **2B + E:** Double, ball booted. Runners score and batter to third.
- **DEEP FB:** Batter is out, runners on second and third advance 1 base, runner at first may attempt to advance by consulting the **RISK** chart.
- **DOUBLE** Double, runners advance 2 bases and may attempt to advance an additional base by consulting the **RISK** chart.
- **2B + RISK** Double, runners advance 3 bases. Batter may try for third by consulting the **RISK** chart.
- **TRIPLE** Triple, runners score.
- **DRIVE!:** Something unusual has happened on this play. Roll again and consult the **DRIVE!** chart.

### *FLY? [outfielder / location]*

A **FLY?** result is a possible home-run ball, hit in the indicated direction, with the listed outfielder giving chase. Consult the **FLY?** matrix for the batter-pitcher matchup to determine which column on the **FLY?** chart will be used to resolve the play.

Roll the dice again and get the result from the **FLY?** chart. This result is the distance the ball is hit in feet. Compare this distance to the depth of the outfield fence at the location.

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**Basic version.** If the distance is less than the distance to the fence, the ball is caught. The depth of the hit determines the potential advancement of baserunners, as indicated on the chart. If the distance is at least the distance to the fence, the ball clears the fence for a home run.

**Optional rules.** The following optional rules can be applied to implement ballpark-specific effects.

- **Robbing homers.** If the distance is at least the distance to the fence, but less than 9 feet beyond the fence, consult the **WALL?** chart. Roll the dice and cross-reference the fence height at the location with the fielding skill of the pursuing fielder. If the dice roll is less than or equal to the entry on the chart, the fielder makes a spectacular catch to rob the batter of a homer.
- **Ball carry.** Some parks are known for how well the ball carries, or doesn't carry. If the ballpark has this rating, add or subtract the indicated number of feet from the generated distance.
- **Wind.** If playing with wind effects, the distance generated is modified as follows:
  - If the ball is hit in the direction the wind is blowing, add three times the wind speed to the distance generated.
  - If the ball is hit at an acute angle to the direction the wind is blowing, add two times the wind speed to the distance generated.
  - If the ball is hit directly against the wind, subtract three times the wind speed from the distance generated.
  - If the ball is hit at an acute angle against the wind, subtract two times the wind speed from the distance generated.

- **Wind example.** Suppose the ball is hit 330 feet to straightaway left field, and assume the wind is blowing at 10 mph. If the wind is blowing out to left field, add  $3 \times 10 = 30$  feet to the drive, for a total of  $330 + 30 = 360$  feet. If the wind is blowing right-to-left, or out to center, add  $2 \times 10 = 20$  feet, for a total of  $330 + 20 = 350$  feet. On the other hand, if the wind is blowing in from left, subtract  $3 \times 10 = 30$  feet, for a total of  $330 - 30 = 300$  feet; if the wind is blowing left-to-right, or in from center, subtract  $2 \times 10 = 20$  feet for a total of  $330 - 20 = 310$  feet.

### *CLOSE?*

A **CLOSE?** result occurs on close plays on ground balls. They may occur either directly, or on a **BOBBLE?** result.

To determine which column to use, start by cross-referencing the arm of the fielder throwing against the speed of the baserunner. On plays at first, the column is modified based on the length of the throw:

- Add one column if the third baseman is throwing.
- Subtract one column if the second baseman is throwing.
- Subtract two columns if the first baseman is throwing.

No additional column adjustment is made for the shortstop, or for plays not at first base.

**Official scoring.** The scoring of a **CLOSE?** play depends on how it is generated. A **CLOSE?** Result itself is scored as a single if the batter is safe. A **BOBBLE?** result where the batter is safe is scored as a fielding error. Errors on the **CLOSE?** chart are throwing errors; even rolls are one-base errors, and odd rolls two-base errors. Note the following interpretations:

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- If a one-base error occurs after a **BOBBLE?** score as a fielding error;
- If a two-base error occurs after a **BOBBLE?** score as *two* errors on the throwing fielder: one fielding error on the batted ball, and then a throwing error allowing the additional advance.

### *Strategy Charts*

These charts reflect circumstances where a decision is made by one or both teams. In some cases, these charts simulate the decision for you; in others, they require you as the manager to decide what should be done, with the chart providing the outcome.

#### *RISK CHART*

The **RISK** chart is used whenever a baserunner attempts to advance an extra base. Some play results automatically advance runners an extra base; others indicate no additional advance. The **RISK** chart is used when the result of the attempted advance is in doubt.

Use the **RISK** matrix and cross-reference the runner's speed and compare it to the fielder's arm to determine which column of the **RISK** chart to use. Roll again and find the result on the **RISK** chart. There are five possible results on the **RISK** chart:

- **SAFE:** Runner safe, others hold
- **SAFE + 1:** Runner safe, others (except a runner at third) advance 1 base on the outfielder's throw
- **ERROR?:** Runner safe; possible throwing error. Roll one die:
  - If thrower is **SLICK** and roll is 1, error; all runners advance one extra base
  - If thrower is **AVERAGE** and roll is 1, 2, or 3, error; all runners advance one extra base
  - If thrower is **STONE** and roll is 1, 2, 3, 4, or 5, error; all runners advance one extra base
  - If thrower is **NONE**, error; all runners advance one extra base.
- **OUT:** Runner is out on a great throw, others hold
- **OUT + 1:** Runner is out, others (except a runner at third) advance 1 base on the throw.

Unless otherwise noted in the play result, advancing on the **RISK** chart is *optional*; the baserunner may choose not to attempt to take the extra base.

#### *STOLEN BASES*

This version implements an "automatic" stolen base system based on some ideas from game theory, to attempt to replicate the sort of distributions of attempt and success frequencies in "real" baseball.

With a runner on first or second, any "pitch" result (**BB?**, **K?**, **HBP?**, **WP/PB?**) results in a check for a stolen base attempt. Note that there are separate charts for attempts of second and third. In these situations, "pitch" results are resolved as follows:

- **HBP?:** Roll for HBP as usual. If a HBP does not occur, roll on the **ATTEMPT** chart. If the runner **GOES** he is safe without a throw, as the catcher couldn't handle the errant pitch well enough to get a throw off.
- **BB?:** Roll on the **ATTEMPT** chart. If **GOES** roll on the **STEAL** chart for the result, and count the pitch as a **BALL** on the batter. If this is the second **BALL**, the batter walks; if the stealing runner is forced, the catcher does not throw (no stolen base credited). If **HOLDS** roll on the **BB?** chart as usual.

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- **K?:** Roll on the **ATTEMPT** chart. If **GOES** roll on the **STEAL** chart for the result, and count the pitch as a **STRIKE** on the batter. If this is the second **STRIKE**, the batter strikes out; a caught stealing result is scored as a double play.
- **WP/PB?:** Roll on the **ATTEMPT** chart. If **GOES** roll on the **WP/PB?** chart. If **WP** or **PB** results, runner is credited with a stolen base and may use the **RISK** chart to attempt to take an extra base. (Note: No **WP** or **PB** is charged if no runner takes an extra base beyond the stolen base.) If **HOLDS** roll on the **WP/PB?** chart as normal.

The results on the **ATTEMPT** chart are

- **BALK:** Pitcher called for balk; all runners advance one base.
- **PICKOFF:** Runner picked off; if die roll is even, score as a pickoff (1-3 at first base, 1-4 or 1-6 at second base); if die roll is odd, score as a pickoff-caught stealing (1-3-6 at first base, 1-4-5 or 1-6-5 at second base).
- **SB:** Runner safe, credited with stolen base
- **CS:** Runner out, charged with caught stealing (2-4 or 2-6 at second base, 2-5 at third base)
- **SB + E2?:** Runner safe, credited with stolen base. Catcher's throw is off-target, roll one die:
  - If catcher is **SLICK** and roll is 1, error; all runners advance one extra base
  - If catcher is **AVERAGE** and roll is 1, 2, or 3, error; all runners advance one extra base
  - If catcher is **STONE** and roll is 1, 2, 3, 4, or 5, error; all runners advance one extra base

- If catcher is **NONE** error; all runners advance one extra base.

There is no provision for a straight steal of home in this version.

**Double/triple steals.** When there is a trailing runner, it is left to your judgment whether a steal attempt generated by the system would be a double-steal or a steal by the lead runner only.

**Defensive indifference.** The defense may choose to not attempt to roll on the **SAFE?** chart so as to avoid errors. If an attempt arises, the defensive manager may simply state that his defense is indifferent to the attempt. No roll is needed, as no play is being made on the runner.

**Modifying attempts to taste.** You are free to ignore the stolen base attempt roll in situations where it is not appropriate, such as blowout games, or for particular runners (such as pitchers running the bases). Note that we encourage you to allow **SLOW** runners to attempt as per the system at least some of the time.

### *HIT AND RUN*

The following modifications to play results occur when the hit and run play is called:

- All results are subject to the special "Hit and Run Play Result Changes" chart, found on the strategy chart page.
- Fielded ground balls (**HARD GB**, **GB**, **SOFTGB** "final" results) are resolved on the special fielding charts for ground balls with the hit and run on.
- The hit and run may only be called with a runner at first, or runners at first and third.

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### *BUNTING*

Players may bunt at any time, including with the bases empty. Follow the instructions on the **BUNT** chart, referencing the column that corresponds to the batter's bunting rating.

### *INFIELD IN*

Teams may play the infield in under any configuration they wish. Teams may play one infielder in, half-in, half-out, corners in, everyone in, and so on. Simply announce which fielders are playing in *before* the offensive team announces their plans for the at-bat.

Use the special fielding charts to resolve ground balls with the infield in for all **SOFT?**, **GB**, and **HARD?** results

### *! charts (Unusual plays)*

There are a number of special event charts in the game. These are noted by the ! symbol following the chart type (such as **FOUL!**, **FLY!**, **DRIVE!**). When these results come up on a roll of 111 or 666, roll again and refer to the corresponding ! chart for the final result of the play.

**Beta version note.** These charts are still under construction, and a few may not yet be included with the version of the game you have. We are looking for suggestions for additional play descriptions to include in these charts, please contribute! If the play as written does not apply directly to the current game situation, you are encouraged to apply it in what you think is the most reasonable fashion; if you encounter a ! result where the corresponding chart has not yet been written, ignore the ! result and reroll on the referring chart.

## *Ballpark and Weather Effects (optional)*

WTGWR has optional ballpark and weather effects built into the game system.

**Optional rule.** Ballpark and weather effects are optional; you can play with them, without them, or with only the parts of the system you want. The “defaults” if you choose not to use them are:

- On the **FOUL?** chart, use the **AVERAGE** column for foul territory.
- On the **FLY?** chart, assume the dimensions of the park are 330-355-375-400-375-355-330, with 8 foot tall walls and no carry bonus or penalty. Also, you may ignore the wind effects if you play without the weather system.

**Ballpark characteristics.** WTGWR parks are rated for a number of characteristics. If you want to create a model of an existing park, or to build your own from your imagination, you will need to specify the following:

- The park dimensions. These are specified in feet, measured down the lines, to straightaway left and right, in the left-center and right-center gaps, and to straightaway center field.
- The height of fences or walls at each of those seven locations.
- A **CARRY** rating, which adds to or subtracts from the distance generated on the **FLY?** chart. Use this to adjust for altitude and atmospheric conditions that cause more or less home runs to be hit than would be expected given the park's dimensions.
- The size of foul territory: one of **LARGE**, **AVERAGE** or **SMALL**. Parks with larger foul territories will see more foul outs, depressing batting performance slightly.

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- The distribution of wind speeds: one of **WINDY**, **AVERAGE** or **CALM**. These are intended to describe overall patterns of wind. So, for example, parks in the Midwest of the United States would often be described as **AVERAGE** while parks on the Great Plains would typically be **WINDY**.

Note that WTGWR does not provide a chart for wind direction. It is intended that this be something that is customized to each park. As a guideline, note that the typical orientation of parks in North America is such that the prevailing westerly winds tend to blow out to right-center field.

**Determining weather.** If you choose to play with the weather system, prior to the game consult the weather charts as follows. Note that the charts are specified on a per-month basis, depending on the month in which the game is being played. The weather and temperature distributions given are based loosely upon weather patterns in the Midwestern United States, giving a moderate weather pattern. Future versions will hopefully provide other sets of charts for different regions.

- Roll on the **WEATHER?** chart to determine the general conditions, one of **CLEAR**, **CLOUDY**, or **OVERCAST**. If the result is **OVERCAST**, an additional roll on the **PRECIPITATION?** chart is indicated to check for rain (or, in colder months, possibly snow!) Follow the instructions on the **PRECIPITATION?** chart to see if the game is postponed, delayed, or otherwise affected by the wet stuff.
- If the game is on, roll on the **TEMPERATURE?** chart for the game time temperature. Note that the temperature chart only has even values for temperature; optionally, we suggest rolling one additional die and adding one degree if the roll is odd.

- Finally, roll on the **WIND** chart to determine the wind speed. The column to use is determined by the characteristics of the park in which you are playing; if you do not play with customized parks, just use the **AVERAGE** column. Note that how you determine wind direction is up to you, as it is park-specific.

**Beta version note.** The weather effects are mostly for window-dressing in the current version, except for the wind, which is used on the **FLY?** chart. In future versions expect temperature to affect pitchers' durability, wind to play havoc with pop flies, in-game weather changes, and so forth.

### *Presence Rules (optional)*

WTGWR defines a presence rating for players: **GREAT**, **AVERAGE** or **LOUSY**. This rating is designed to capture some of the so-called "intangible" factors that may make a player more or less valuable than his physical skills might otherwise indicate. This rating comes into play in two ways:

- **"Clutch" situations.** A clutch situation is operationalized as any situation in the seventh inning or later, where the tying or go-ahead run is on base, at bat, or on deck. In these situations, a **POISED** batter enjoys a one-column bonus on all charts, and a **SHAKY** batter suffers a one-column penalty. Similarly, a **POISED** pitcher enjoys a one-column bonus, and a **SHAKY** pitcher suffers a one-column penalty. These are cumulative, so a **POISED** batter facing a **SHAKY** pitcher, or vice-versa, gives a two-column bonus or penalty.
- **Certain special events.** A player's "presence" rating may also be tested on some special events. Players with **GREAT** presence may make a smart play, while a player with **LOUSY** presence may make a costly blunder.

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**Optional rule.** The presence rating is optional, and the game can be enjoyed without it. The topic of clutch performance is obviously quite controversial: while players are often characterized as “clutch” or “choke” players, their statistics in high-leverage situations generally do not indicate any significant performance difference. One possibility is that players who are truly “chokers” simply never play at the highest levels of baseball. Notice that the penalties for **LOUSY** presence are fairly steep in clutch situations; you will probably find you’re reluctant to sign and use these players in key roles on your team, which would replicate this theory in your own league. Combined with the pitcher fatigue ratings, the presence rating creates potentially interesting managerial decisions. Do you use your highly-rated pitcher who is **FADE** as a closer, despite a **LOUSY** presence rating? Do you use a **STRONG** pitcher in that role instead, to avail yourself of his **GREAT** presence?



### 3. Creating a League: Players and Teams

#### *Fatigue and Injury System*

##### *Injuries*

Injuries can occur on the ! charts. When directed to check for an injury, roll again and consult the Injury Check Chart, referencing the affected player's conditioning rating.

If the player is injured, another roll is necessary to determine the length of the injury. Roll again and consult the Injury Duration Chart, using the injury grade column (**IRON**, **AVERAGE**, or **PRONE**) corresponding to the conditioning rating of the affected player.

Specific directions on how to use the Injury Duration Chart, including an example, can be found at the bottom of the Injury Duration Chart.

**Optional rule.** You are free to ignore all injury rolls, especially if you are not playing WTGWR in a campaign setting.

**Note.** The injury system is intended to also encompass the effects of what other games call "fatigue" for position players.

##### *Pitcher Fatigue*

Pitcher fatigue is implemented using a "fatigue point" system. Pitchers in WTGWR are assigned one of three durability ratings: **STRONG**, **AVERAGE**, or **FADE**. These ratings correspond to a number of fatigue points with which a "fully rested" pitcher is endowed.

Points are deducted as a pitcher proceeds through an appearance. At the beginning of each new inning, a fatigue point is deducted. Additionally, if a pitcher faces more than four batters in an inning (a "long inning"),

additional fatigue points are deducted: one point when he begins to face his fifth batter in the inning, another point when he begins to face his seventh batter, and so forth.

As soon as a pitcher's fatigue points go negative, the pitcher must roll on the **FATIGUE?** chart for possible loss of effectiveness. This chart has possible penalties the pitcher may suffer on one or more of the play charts. As each additional fatigue point is "spent" while the pitcher is at zero or negative fatigue points, and additional roll on the **FATIGUE?** chart is required. Penalties are cumulative; for example, two **FATIGUE?** chart rolls resulting in penalties on the **K?** chart add up to give a *two*-column penalty.

Fatigue points are cumulative across days. A pitcher recovers three fatigue points if he goes an entire day without pitching. Appearing in the game as a pitcher, even to throw one pitch, negates these points.

There is no required rest for pitchers; pitchers may enter the game even when they have negative fatigue points. A pitcher who enters the game with zero or fewer fatigue points must immediately roll on the **FATIGUE?** chart.

Note that extremely fatigued pitchers have a chance of suffering an injury due to overwork.

**Example.** A pitcher who currently has +2 fatigue points enters the game with two out in the eighth. He immediately spends one point upon facing the first batter, giving him +1. He retires the batter, and comes out to start the ninth; this deducts another fatigue point, giving him 0. He runs into a little trouble, and faces four batters. If he starts to work to the fifth batter, he deducts another fatigue point, giving him -1, and requiring a roll on the **FATIGUE?** chart prior to facing that batter.

**Example.** Suppose the pitcher in the previous example faces the fifth batter in the ninth, and retires him to end the game. If the pitcher were to enter the game tomorrow, he would

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come in with -1 fatigue points, and immediately spend one, to be at -2 points. He would then roll on the **FATIGUE?** chart prior to facing his first batter.

Note that WTGWR does not assign starting or relieving roles to pitchers. Any of the three types of pitcher can be used in any role. The fatigue system has been calibrated to try to produce reasonable usage constraints regardless of how pitchers are assigned. It should be possible to implement both a modern-day type pitching staff, as well as the pitching usage patterns of older years, within this framework.

### *Building your own Universe*

#### *Creating Players*

We hope to make available card sets of players and teams to use straight “out of the box” for playing the game. If you’d like to create your own universe of players, here is an outline of a method to generate player ratings. Note that these should all be taken in the spirit of suggestions, and you are encouraged to modify any of these methods to suit your own tastes.

The WTGWR rating scheme is designed so that the median “regular” player (that is, among the players who are regular starters over the course of a season) is **AVERAGE**. The goal is for about 25% of the playing time to go to players with the high rating in a skill, 50% of the playing time to players with **AVERAGE** rating, and 25% to players with the low rating.

**Example.** For batting skill, the goal is to have about 25% of the plate appearances taken by players who are **STAR**, 25% of the plate appearances taken by players who are **SLAP**, and the rest taken by players who are **AVERAGE**. Ignoring the pitcher’s spot, that works out to about 2 **STAR**, 4 **AVERAGE**, and 2 **SLAP** hitters in a “typical” lineup.

Of course, the vast majority of **STAR** hitters will be regular players, unless they happen to

have multiple deficiencies in other areas. So, the overall population of players is skewed to have more, for example, **SLAP** hitters than **STAR** hitters. In the default charts provided with the game, about one-sixth of the batters are rated **STAR**, one-half **AVERAGE**, and one-third **SLAP**. A similar pattern is evident in the other skill generation charts.

The charts assume you’re generating between about 23 to 30 players per team, which allows for the creation of some non-roster players to fill in in the case of serious injuries. If you create a substantially different number, you may want to adjust the ratios to maintain balance.

Charts are provided for determining a new player’s age, batting and throwing handedness, and other general characteristics. The ages in the chart are suitable for creating rookies, but we suggest if you’re creating a new league to use this chart as well. If you take a look at the ages of the players in the National Association and National League in the 1870s as professional baseball was getting started, very few were over the age of 25; using this chart replicates that sort of distribution.

Each new player should be classified as a pitcher or a position player. You can assign these roles as you wish. For position players, roll to determine the player’s batting and fielding skills. For pitchers, roll to determine the pitching skills. By default, batters are assumed to have the low rating in all pitching skills, and pitchers are assumed to have the low rating in all batting skills. The exception is bunting for pitchers, which should be rolled as on the chart.

#### *Some helpful notes*

**Speed and outfield range.** Certainly speed is in practice an asset to being a good outfielder. In the WTGWR charts, speed is not used in determining an outfielder’s defense. The convention we’ve chosen is that the

## When the Grass was Real Baseball Game

defensive rating tells us everything we need to know about the player on defense. So, a **FAST** player who is a **STONE** outfielder is a guy who, despite being quick, gets bad jumps on the ball and takes bad routes, so he does not get as much benefit from his speed as another player might. If you prefer to have a connection, we suggest setting up a system where **FAST** players are more likely to be **SLICK** outfielders than **SLOW** ones; then, you can use the game charts without modification to achieve your desired effect.

**Assigning defensive positions.** If you study the charts, you'll see that a **SLICK** fielder takes away the same percentage of hits to a location, regardless of position. However, obviously, different positions have different numbers of balls hit to them, so, in absolute terms, an infielder who is **SLICK** will take away more hits as a shortstop than a first baseman. For all infield and outfield positions, determining where to place players in the field is a function of their fielding rating and their arm. For infielders, a **SLICK** rating is most valuable (and, conversely, a **STONE** rating most harmful) at shortstop, followed by second base, third base, and first base. For outfielders, other things being equal, you would like to play a **SLICK** fielder in center. However, this is mitigated by considerations of arm: a **CANNON** arm is most valuable on the infield at third base, followed by shortstop, second base, and first base; in the outfield, **CANNON** arms are most useful in right field, followed by center field, followed by left field.

**Players with no defensive ratings.** If you roll according to the charts, every now and again you'll roll a player who has **NONE** for all three defensive skills. How you handle this is up to you; you might assign him a **STONE** rating at one position, or you might just leave him a **NONE**, making him a defensive liability wherever he might have to play.

**Throwing hand and infielders.** Other things being equal, you'd probably never place a **SLICK** infielder at first base. However, there

have certainly been excellent-fielding first basemen in baseball history. The vast majority of them have been left-handed: the throwing hand determination in WTGWR is therefore vital to generating this type of player in your own leagues.

Pitcher batting and batter pitching. By default, batters get the low rating in all pitching categories, and pitchers the low rating in all batting categories. You might consider allowing some pitchers to have **AVERAGE** or even high, ratings, in some batting categories, and vice versa. A suggested rule of thumb is that each pitcher has about a 10% chance of any given batting rating being at least average, and each batter a 10% chance of any given pitching rating being average or above.

### *Rating "real" players*

The WTGWR rating system can be used to rate "real" players. The system is flexible enough to accommodate a wide range of player types. However, the system is not designed to replicate any particular season statistical line. So, the engine is not truly suitable for a "replay" type activity. However, it can be fun to create a team that's based on a "real" team: managing such a team should present you with decisions which are similar to those faced by the team's real manager.

## *Campaign Rules*

The campaign rules for WTGWR are under development. Discussion can be found on the Delphi forum.

In the meanwhile, a draft of the player development portion of the system is available in the charts beginning with Beta Version 10a. Brien describes the idea of the charts as follows:

The entire WTGWR universe will operate under a set "calendar", and certain events will happen based on the calendar.

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On January 1, all existing players age one year. In January, new players are created. Player ages (range, 18-22) are rolled for, after which their "tools" are rolled for on the Tools Table. A player/pitcher can have from one to five tools. A player/pitcher who has a "tool" has an **AVERAGE** rating for that tool; he has the below-average rating if he does not.

In February, pitchers and catchers report. GMs must decide whether any of the new players created will be invited to camp. Players not invited to camp will spend the entire season in the minors. Players who are invited to camp may be called up during the season. Players who are called up during the season receive a penalty on their Development Roll (to simulate the effect of losing valuable coaching time in the minors).

In March, teams commit to their 25-man roster for the regular season and play a schedule of exhibition games.

April through September is the regular season.

October is the playoff season, if your league has playoffs.

In November, teams have decisions to make about players in the minors. Each player may roll for one (and only one) possible skill improvement in each of his five tools. Remember, if a player was a 2-tool player, he has 2 average ratings and 3 below-average ratings in the five base tool skills. A player can defer his Development roll if he goes to winter ball (so as to take advantage of improved odds).

Once a player has "worked on his skill" by rolling on the Development Table, he cannot attempt to improve that skill again, ever. Thus, it will be difficult for a 5-tool player to bring all five of his skills up to above average.

Player experience and presence combine on the matrix. Thus, the more experience a player has, the more likely it is that he will be

able to improve his skills. An 18-year-old rookie with **LOUSY** presence has the worst-possible chance of improvement.

Also, teams may attempt to improve certain secondary skills, become a switch-hitter, switch from batter to pitcher (or vice versa), or learn a new position by sending the player to winter ball. Winter ball adds one "year" of experience, which then improves the chances of success on the Development Table rolls later. Winter ball has its limits, however. A player over the age of 21 cannot play winter ball ... so any player who rolls a 21 or 22 on the age table can't benefit the way an 18-year-old can.

Of course, playing in the minors is a risk ... because a player can be injured, which negates the year of experience and also can cause a player to \*lose\* a skill level (either temporarily or permanently). Playing in winter ball, as well, further increases the risk of injury (more games, more wear and tear).

In this way, GMs are playing the "risk/reward" game. Do you send that five-tool player to winter ball to boost his development dice rolls, but risk him having a career-ending or career-altering injury? Do you send that seventh outfielder to winter ball to learn how to play first base? How about that utility infielder with the **CANNON** arm ... maybe he's a pitcher, waiting to happen?

In December, all the players who opted for winter ball now make their development roll for one of their five base tools, plus a roll to see if a secondary skill/position happens, as well.

When January 1 rolls around, age everyone 1 year, and start the process all over again.