

STATIS-PRO BASEBALL Out Chart-6

MEN ON FIRST AND THIRD

G1	Infield In:	Runner on third out at home (P-C). Batter safe. Runner on first to second.
	Infield Back:	Double Play. Batter and runner on first out (P-SS-1B). Runner on third scores.
G2	Infield In:	Batter out (C-2B covering first). Runner on third holds. Runner on first to second.
	Infield Back:	Batter out (C-1B). Runner on third holds. Runner on first to second.
G3	Infield In:	Consult - Defense Option Play on Game Board
	Infield Back:	Double Play. Batter, runner on first out (1B-SS-1B). Runner on third scores. OBR A batter safe at first.
G4	Infield In:	Batter out (2B-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Double Play. Batter, runner on first out (2B-1B). Runner on third scores.
G5	Infield In:	Batter out (3B-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Double Play. Batter, runner on first out (3B-2B-1B). Runner on third scores.
G6	Infield In:	Batter out (SS-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Double Play. Batter, runner on first out (SS-1B). Runner on third scores.

GX1	Infield In:	Batter out (P-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Batter safe. Runner on first out at second (P-2B). Runner on third scores.
GX2	Infield In:	Runner on third out in rundown (C-3B-C-SS). Runner on first to third. Batter goes to second.
	Infield Back:	Batter safe. Runner on first out at second (C-2B). Runner on third scores.
GX3	Infield In:	Batter out (1B). Runner on third holds. Runner on first goes to second.
	Infield Back:	Batter safe. Runner on first out at second (1B-SS). Runner on third scores.
GX4	Infield In:	Runner on third out at home (2B-C). Batter safe. Runner on first goes to second.
	Infield Back:	Batter safe. Runner on first out at second (2B-SS). Runner on third scores.
GX5	Infield In:	Batter out (3B-1B). Runner on third holds. Runner on first goes to second.
	Infield Back:	Batter safe. Runner on first out at second (3B-2B). Runner on third scores.
GX6	Infield In:	Batter out (SS-1B). Runner on third holds. Runner on first goes to second.
	Infield Back:	Batter safe. Runner on first out at second (SS-2B). Runner on third scores.

G1A	Infield In:	Batter out (P-1B). Runner on third holds. Runner on first goes to second.
	Infield Back:	Batter out (P-1B). Runners advance.
G2A	Infield In:	Batter out (C-1B). Runner on third holds. Runner on first goes to second.
	Infield Back:	Batter out (C-1B). Runners advance.
G3A	Infield In:	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (1B). Runners advance.
G4A	Infield In:	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (2B-1B). Runners advance.
G5A	Infield In:	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (3B-1B). Runners advance.
G6A	Infield In:	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (SS-1B). Runners advance.
G3-1A	Infield In:	Same as Infield Back.
	Infield Back:	Batter out at first (1B-P). Runners advance.

F7	Fly to LF	Batter out. OBR A on third scores.
F8	Fly to CF	Batter out. OBR A or B on third scores.
F9	Fly to RF	Batter out. OBR A or B or C on third scores.
FD7	Deep LF	Batter out. Runner on third scores. OBR A on first advances to second.
FD8	Deep CF	Batter out. Runner on third scores. OBR A or B or first advances to second.
FD9	Deep RF	Batter out. Runner on third scores. OBR A or B or C on first advances to second.

L1, L3, L4, L5, L6	Line drives. Batter out. Runners hold.
F1, F2, F3, F4, F5, F6	Pop flies in infield. Batter out. Runners hold.

ERROR READINGS

Error Number 1:	Batter safe on error. Runners advance one base.
Error Number 2:	Wild throw. Batter to 2nd base. Runners score. OBR E runner on first stops at third.
Error Number 3:	Muffed ball. Batter safe on error. Runner on third holds. Runner on first to second. If two-outs, both advance.
Error Number 4:	Outfielder boots ball. Batter and base runners advance one extra base.
Error Number 5:	Outfielder throws wild relay. Batter stays at base hit to. Runners advance one extra base.
