

Advanced Statis-Pro CLUTCH DEFENSE (CD) CHART

Use anytime the PB on the fast action card reads "CD".

Infield IN: Reduce IF range by 1. Corners in, reduce 3B/1B range by 1.

PITCHER	0	1	2	3	4	5
Line Drive snagged by pitcher, lead runner doubled off.	11-12	11-14	11-15	11-16	11-17	11-18
Line Drive gets by pitcher, single, runners advance one base.	13-18	15-18	16-18	17-18	18	
Hard grounder back to pitcher, lead forced runner and batter out (DP) or lead runner out.		21-24	21-28	21-34	21-34	21-38
Pitcher knocks down hard grounder, lead forced runner out, non-forced runners hold.	21-24	25-34	31-36	35-38	35-45	41-48
Hard grounder gets up the middle, single, runners advance two bases.	25-48	35-48	37-48	43-48	46-48	
Ball nubbed in front of mound, lead forced runner out, others hold.	51-53	51-54	51-55	51-56	51-57	51-58
Nubber in front of mound, batter out, runners on 1B, 2B advance one. OBR:A runner on 3B scores, others hold.	53-54	55-58	56-62	57-64	58-66	61-68
Nubber in front of mound, pitcher slips trying to make play. Single, runners advance one base.	55-68	61-68	63-68	65-88	67-88	
Roller to first baseman, pitcher covers (3-1), runners advance one.	71-74	71-78	71-82	71-84	71-86	71-88
Roller to first baseman, pitcher slow to first. Single, runners advance one base.	75-88	81-88	83-88	85-88	87-88	
CATCHER	0	1	2	3	4	5
Catcher frames outside pitch perfectly, batter strikes out.		11-14	11-15	11-16	11-17	11-18
Catcher gets handcuffed, passed ball, runners advance one.*	11-18	15-18	16-18	17-18	18	
Squibbler in front of the plate, lead forced runner and batter out, others hold unless forced.	21-22	21-24	21-25	21-28	21-32	21-38
Catcher pounces on dribbler, gets lead runner by a step others advance one base.	23-24	25-28	26-32	31-36	33-41	41-48
Corrals dribbler, gets the batter by a step runners advance one base.	25-26	31-34	33-37	37-42	42-45	
Catcher slow out of the box, infield single, runners advance one base.	27-48	35-48	38-48	43-48	46-48	48
Catcher reaches into stands to catch a foul pop, batter out.	51-54	51-58	51-62	51-64	51-66	51-68
Catcher can't reach ball out of play. Return to normal play.	55-68	61-68	63-68	65-68	67-68	
Catcher throws behind lead runner, catches him napping, runner out*.		71-72	71-72	71-73	71-74	71-76
Catcher rated TA+, TA or TB picks off lead runner*.		73	73-74	74-75	75-76	77
Catcher rated TA+ or TA picks off lead runner*.		74	75	76	77	78
Catcher throws behind lead runner who gets back to base safely.*	71-78	75-78	76-78	77-78	78	
Catcher blocks pitch in the dirt, all runners hold.*	81-82	81-84	81-85	81-86	81-87	81-88
Catcher can't come up with pitch in the dirt, all runners advance one base.*	83-85	85-87	86-87	87	88	
Catcher can't come up with pitch in the dirt, all runners advance one base, OBR: A or B advances two bases.*	86-88	88	88	88		
*-Use the following chart if there are no baserunners (draw new RN)						
F2 - batter out, all runners hold	11-28	11-48	11-58	11-68	11-78	11-88
Catcher can't reach foul ball - "2 Strikes" on batter, increase pitcher and batter K range by +10.	31-88	51-88	61-88	71-88	81-88	
FIRST BASEMAN	0	1	2	3	4	5
Makes diving catch of a line drive down the line, runners hold.	11-12	11-14	11-15	11-16	11-17	11-18
Line drive past firstbaseman into the RF corner. Double, all runners score.	13-18	15-18	16-18	17-18	18	
Hot smash right at 1B, runner on first doubled off, others hold.	21-22	21-24	21-25	21-26	21-27	21-28
Tough liner bounces off glove. Single, runners advance one base.	23-28	25-28	26-28	27-28	28	
Hard grounder, 3-6-3 DP if runner on first or lead runner out trying to advance, defense's choice.	31-32	31-34	31-35	31-36	31-37	31-38
Hard grounder handled cleanly, batter out, runners adv one base. (Infield IN: Runner on 3B holds)	33-34	35-38	36-42	37-44	38-46	41-48
Hard grounder through the hole into RF. Single, runners advance one base.	35-48	41-48	43-88	45-48	47-48	
Charges slow roller barehanded and nails lead runner trying to advance. Other runners advance one base.	51-52	51-54	51-55	51-56	51-57	51-58
Can't come up with the barehand play. Single, runners advance one base.	53-58	55-58	56-58	57-58	58	
Great catch of foul pop down RF line, runners hold.	61-64	61-68	61-72	61-74	61-76	61-78
Pop up behind first base drops just fair. Single, runners advance one base, or two bases with two outs.	65-78	71-78	73-78	75-78	77-78	
Makes a great stretch and scoop of bad throw. Batter out, runners advance if forced.	81-82	81-84	81-85	81-86	81-87	81-88
Knocks down bad throw on tough play. Single, runners advance one base.	83-84	85-86	86-87	87	88	
Can't snag bad throw, runners advance two bases. (E6 if RH batter, E4 if LH batter)	85-88	87-88	88	88		
SECOND BASEMAN	0	1	2	3	4	5
Leaping grab of a line drive, lead runner at 1st or 2nd doubled off, batter out. Runner on 3rd holds.	11	11-12	11-12	11-14	11-16	11-18
Knocks down tough liner and just nips runner at first. Runners advance one base.	12	13-14	13-15	15-16	17	
Line drive just over glove into right field. Single, runners advance one base.	13-18	15-18	16-18	17-18	18	
Spectacular catch of an looping liner over secondbaseman's head, runners hold.	21-22	21-24	21-25	21-26	21-27	21-28
Ball falls just out of reach. Single, runners advance one base or two bases if two outs.	23-28	25-28	26-28	27-28	28	
Grounder drilled up the middle, 4-6-3 DP if runner on first, or lead runner out trying to advance if <2 outs.		31-34	31-42	31-44	31-46	31-54
Knocks down hard grounder, batter out 4-3, runners advance one base.	31-36	35-44	43-47	45-52	47-55	55-58
Can't get to grounder up the middle. Single, runners advance two bases.	37-58	45-58	48-88	53-88	56-58	
Barehanded play on roller, lead runner thrown out trying to advance if <2 outs, batter out if 2 outs. Adv. If forced.		61-62	61-63	61-63	61-64	61-66
Nice play on slow roller, batter out 4-3, others advance one base. Infield IN, runner on 3B holds.	61-62	63-64	64-65	64-66	65-67	67-68
Slow roller bobbled, batter safe on a single, runners advance one base.	63-68	65-68	66-68	67-68	68	
Runs down high pop by RF foul line, runners hold.	71-72	71-74	71-75	71-76	71-77	71-78
Can't catch up to a blooper down the line. Single, runners advance one base, two bases if two outs.	73-78	75-78	76-78	77-78	78	
Goes deep in the hole, just nips batter at first, runners advance one base.	81-82	81-84	81-85	81-86	81-87	81-88
Just misses grounder in the hole. Single, runners advance two bases.	83-88	85-88	86-88	87-88	88	

SHORTSTOP	0	1	2	3	4	5
Leaping grab of a line drive, lead runner doubled off, batter out. Other runners hold.	11	11-12	11-12	11-14	11-16	11-18
Knocks down tough liner, batter out 6-3 (6-4 if runner on first, batter to first), runners advance one base.	12	13-14	13-15	15-16	17	
Line drive just over his glove into left field. Single, runners advance one base.	13-18	15-18	16-18	17-18	18	
Spectacular catch of an looping liner over shortstops head, runners hold.	21-22	21-24	21-25	21-26	21-27	21-28
Ball falls just out of reach. Single, runners advance one base.	23-28	25-28	26-28	27-28	28	
Grounder drilled up the middle cut-off, 6-3 DP if runner on first, or lead runner out trying to advance if <2 outs.		31-34	31-42	31-44	31-46	31-54
Knocks down hard grounder, if man on first 6-4, otherwise 6-3, runners advance one base.	31-36	35-44	43-47	45-52	47-55	55-58
Can't get to grounder up the middle. Single, runners advance two bases.	37-58	45-58	48-88	53-88	56-58	
Barehanded play on slow roller, lead runner thrown out trying to advance, others advance one.		61-62	61-63	61-63	61-64	61-66
Nice play on slow roller, batter out 6-3, others advance one base. Infield IN, runner on 3B holds.	61-62	63-64	64-65	64-66	65-67	67-68
Slow roller bobbled, single, runners advance one.	63-68	65-68	66-68	67-68	68	
Runs down high pop by LF foul line, runners hold.	71-72	71-74	71-75	71-76	71-77	71-78
Can't catch up to a blooper down the line. Single, runners advance two bases.	73-78	75-78	76-78	77-78	78	
Goes deep in the hole, just nips batter at first, runners advance one base.	81-82	81-84	81-85	81-86	81-87	81-88
Just misses grounder in the hole. Single, runners advance one base.	83-88	85-88	86-88	87-88	88	
THIRD BASEMAN	0	1	2	3	4	5
Makes diving catch of a line drive down the line, runners hold.	11-12	11-14	11-15	11-16	11-17	11-18
Line drive past 3B into the LF corner. Double, all runners score.	13-18	15-18	16-18	17-18	18	
Hot smash right at 3B, lead runner doubled off. If two on and runner on third, triple play.	21-22	21-24	21-25	21-26	21-27	21-28
Tough liner bounces off glove. Single, runners advance one base.	23-28	25-28	26-28	27-28	28	
Hard grounder, DP, lead forced runner out, batter out at first others advance. Infield IN: Lead runner out.	31-32	31-34	31-35	31-36	31-37	31-38
Hard grounder handled cleanly, lead forced runner out, non forced runners hold.	33-34	35-38	36-42	37-44	38-46	41-48
Hard grounder through the hole into LF. Single, runners advance one base.	35-48	41-48	43-88	45-48	47-48	
Charges slow roller barehanded and nails batter at first OR throws out runner on third at home. Others advance.	51-52	51-54	51-55	51-56	51-57	51-58
Can't come up with the barehand play. Single, runners advance one base.	53-58	55-58	56-58	57-58	58	
Great catch of foul pop down LF line, runners hold.	61-64	61-68	61-72	61-74	61-76	61-78
Pop up behind third base drops just fair. Single, runners advance one base, two bases if two outs.	65-78	71-78	73-78	75-78	77-78	
Makes a great play behind the bag, fires to get batter at first OR throws runner at third out at home. Others adv.		81-82	81-83	81-84	81-86	81-88
Knocks down tough grounder behind bag, batter out at first. Runners advance one base.	81-82	83-84	84-85	85-86	87	
Can't snag grounder down the line. Gets into the corner for a double. Runners advance two bases.	83-88	85-88	86-88	87-88	88	
OUTFIELDER	0	1	2	3	4	5
Great catch of sinking line drive, lead runner doubled off trying to return to his base.		11	11-12	11-13	11-14	11-16
Great catch of sinking line drive, runners hold.	11-14	12-18	13-22	14-24	15-26	17-28
Sinking liner gets by diving fielder. LF/RF-double, CF-Triple.	15-28	21-28	23-28	25-28	27-28	
Diving catch of blooper, runners hold.	31-34	31-38	31-42	31-44	31-36	31-38
Blooper drops in for hit. Single, runners advance one base, two bases if two outs.	35-48	41-48	43-48	45-48	47-48	
Running snag of a shot over the fielders head, batter out, runner on 3B tags and scores, others hold	51-52	51-54	51-55	51-56	51-57	51-58
Fielder cuts off ball before it gets by him. Single, runners advance one base.	53-54	55-56	56-57	57	58	
Ball gets by fielder and rolls to the wall. Double, all runners score.	55-58	57-58	58	58		
Dazzling diving catch of a shot into the gap, runner on third scores, other hold.	61-62	61-64	61-65	61-66	61-67	61-68
Knocks down gapper. Single, runners advance one base.	63-64	65-66	66-67	67	68	
Gap shot rolls to the wall, LF: Double runners advance two bases, CF/RF: Triple, all runners score.	65-68	67-68	68	68		
Fielder makes running catch of deep fly at the warning track. Runner on 3rd scores.	71-74	71-78	71-82	71-84	71-86	71-88
Deep fly off the wall, fielder gets ball in quickly. T4-T6-single, others double. Runners advance two bases.	75-78	81-84	83-86	85-87	87-88	
Ball bounces off the wall past fielder. Triple, all runners score.	81-88	85-88	87-88	88		
Platoon Modifications - use only for seasons with no Lefthand/Righthand breakdowns						
Right Handed Pitcher vs Right Handed Hitter: 11 = Strikeout, 12 = Pop out to catcher, no advance.						
Right Handed Pitcher vs Left Handed Hitter: 87, 88 = Single to right field, runners advance two bases.						
Left Handed Pitcher vs Right Handed Hitter: 87, 88 = Single to left field, runners advance two bases.						
Left Handed Pitcher vs Left Handed Hitter: 11-14 = Strikeout, 15-16 = Pop out to catcher, no advance.						
No modifications for P(rh), P(lh), P(sh), SN or SP.						