

INJURY TABLE											
BATTERS	0 Days	1	2	3	5	10	15	21	30	60	year
INJ:0	11-78	81-85	86-87	88							
INJ:1	11-68	71-78	81-84	85-86	87-88						
INJ:2	11-48	51-58	61-68	71-74	75-78	81-84	85-88				
INJ:3	11-38	41-48	51-54	55-58	61-68	71-74	75-84	85-86	87-88		
INJ:4	11-28	31-38	41-44	45-48	51-54	55-58	61-78	81-84	85-87	88	
INJ:5	11-18	21-28	31-38	41-44	45-48	51-54	55-74	75-78	81-84	85-87	88
INJ:6	11-14	15-18	21-24	25-28	31-38	41-48	51-68	71-78	81-84	85-86	87-88
INJ:7		11-14	15-18	21-24	25-28	31-38	41-58	61-68	71-78	81-84	85-88
INJ:8			11-14	15-18	21-24	25-28	31-48	51-58	61-68	71-78	81-88
PITCHERS	0 Days	1	2	3	5	10	15	21	30	60	year
INJ:0	11-78	81-85	86-87	88							
INJ:1	11-68	71-78	81-84	85-86	87-88						
INJ:2	11-48	51-58	61-68	71-74	75-78	81-84	85-88				
INJ:3	11-38	41-48	51-54	55-58	61-68	71-74	75-84	85-86	87-88		
INJ:4	11-28	31-38	41-44	45-48	51-54	55-58	61-78	81-84	85-87	88	
INJ:5	11-18	21-28	31-38	41-44	45-48	51-54	55-74	75-78	81-84	85-87	88
INJ:6	11-14	15-18	21-24	25-28	31-38	41-48	51-68	71-78	81-84	85-86	87-88
INJ:7		11-14	15-18	21-24	25-28	31-38	41-58	61-68	71-78	81-84	85-88
INJ:8			11-14	15-18	21-24	25-28	31-48	51-58	61-68	71-78	81-88

Pitcher injuries: Injuries are IN ADDITION to the number of days the pitcher would normally need to rest.

0 = rest of game.

DEFENSIVE STRATEGY CHART

Infield Normal	No Modifiers
Infield In	Refer to "IN" Out Chart Columns. 3B, SS, 2B, 1B have their CD ratings reduced by one for CD plays. Batter's SAC ratings are decreased by one for all bunts.
Corners In	1B/3B are considered IN. SAC ratings decreased by one.
Guard the 3B Line	Odd RN on 2B7=GX5. Out:GX5=1B7.
Outfield In	Increase Ofer T rating by two. FD7, FD8, FD9 become 2B, all runners score. No automatic advances on fly-ball outs.
Pitch Around Case 1	PB increased by one, pitcher's BB+10 or +5 if no walks on card.
Pitch Around Case 2	PB increased by two, pitcher's BB+20.

PITCHER REDUCTION

Basic Pitcher Reduction: -1 SR/RR for each Hit, Walk, Hit Batter.

Extra Penalty Phase: -1 for back to back event and -1 for each earned run.

Penalty phase begins:

Starting Pitcher: Beginning of 6th inning.

"S" Reliever: After one inning pitched (three outs).

"M" Reliever: After two innings pitched (six outs).

"L" Reliever: After three innings pitched (nine outs).

Fatigued Phase: Once pitcher reaches 0 SR/RR PB drops one for each batter faced

Automatic Fatigue Phase: PB drops for each batter faced begins after:

SP: 10 Innings Pitched (1994+), 11 Innings (1969-1994), 12 Innings (1920-1968), 13 Innings (<1920)

"S" Reliever: After third inning completed.

"M" Reliever: After fifth inning completed.

"L" Reliever: After seventh inning completed.

PITCHER REST

Starting Pitcher Rest: 2,3,4,5	Pitcher cannot start at full strength for the number of days indicated. He may start on one day less rest by adding +20 to stuff roll and -5 to SR. He may pitch in relief in 1/2 his rest needed, fractions rounded up. Add one more day to required rest to start.
Starting Pitcher Rest: 2/3, 3/4	Pitcher may start in number of days left of the slash with a +10 stuff modifier. Pitcher may start in number of days right of the slash normally. He may pitch in relief in 1/2 his rest needed to the right of the slash, fractions rounded up. Add one more day to required rest to start.
All starters:	<=1/2 SR, one less day rest, more than 9 IP one extra day rest.
"L" Long Reliever	Requires one day rest between all relief appearances.
"M" Medium Reliever	May pitch up to two consecutive games if they do not exceed three innings or are not reduced to zero or less RR in any appearance.
"S" Short Reliever	May pitch up to three consecutive games if they do not exceed two innings or are not reduced to zero or less RR in any appearance.