Lead Chart

	LEAD A			LEAD B			LEAD C			LEAD D			LEAD E		
	HA	HB	HC	HA	HB	HC	HA	HB	HC	HA	HB	HC	HA	HB	HC
Good Lead	11-34	11-48	11-64	11-24	11-38	11-54	11-18	11-28	11-38	11-14	11-18	11-28		11-14	11-18
No Lead	35-84	51-84	65-88	25-84	41-84	55-84	21-84	31-85	41-85	15-83	21-85	31-86	11-78	15-83	21-86
Pick-off	85-86	85		85-87	85-86	85	85-88	86-87	86	84-88	86-88	87	81-88	84-88	87-88
Balk	87-88	86-88	85-88	88	87-88	86-88		88	87-88			88			

Steal of 3B, reduce runners lead one grade, steal of home reduce three grades.

NOTE: If a runners Lead is reduced below E, he cannot attempt the steal.

Draw Random Number:

Good Lead: Go to Stolen Base Chart

No Lead: Runner can't get lead, resume normal sequence of play.

Pick-Off: runner picked off. Odd RN (pitcher to trailing baseman) (ex. 1-3, 1-4) Even RN (pitcher to trail to lead baseman) (ex 1-3-6)

Check for error. (use pitchers rating)

1-pitcher throws ball away, E1, runner advances one base.

2-trailing baseman makes bad throw to lead baseman, CS+E, 1 base.

3-Leadbaseman drops throw from trailing baseman, CS+E, 1 base.

Balk: Pitcher called for balk, runners advance one base.

Stolen base chart

2nd Base: Draw RN.

3rd Base: Reduce SP by one, draw RN.

Home: Reduce SP by three, treat Catchers CD as arm (CD5/CD4=TA, CD3=TB, CD2=TC, CD1=TD, CD0=TE)

NOTE: If a runners SP is reduced below SP:E He cannot attempt the steal.

OPTIONS Double Steal (1st and 2nd) - Defense chooses which runner to throw for. If man on second gets lead runner on first automatically gets lead.

Double Steal (1st and 3rd) - If defense throws through to 2B, runner on 3B may attempt to steal home as if it were thrid base and catchers arm was TA. If he doesn't get lead he holds, steal of 2nd resolved normally.

If he is caught stealing (2-4-2) and runner on 1st safe at 2B,no SB (defensive indifference). Ignore Pitcher hold.

If he is safe, he scores (SB) and the steal of second base is resolved normally.

If defense doesn't throw to second, runner on first safe (SB) runner on thrid holds.

TA = -15. TB = -7 TC = 0

	SP: A (over %85)					SP: B %75					SP: C %65					SP D %50					SP E <%50				
	TA	TB	TC	TD	TE	TA	TB	TC	TD	TE	TA	TB	TC	TD	TE	TA	TB	TC	TD	TE	TA	TB	TC	TD	TE
Safe (SB)	11-54	11-64	11-74	11-78	11-84	11-48	11-58	11-68	11-74	11-78	11-44	11-52	11-58	11-66	11-74	11-38	11-44	11-48	11-54	11-68	11-28	11-34	11-38	11-48	11-54
Out (CS)	55-86	65-86	75-86	76-86	85-86	51-86	61-86	71-86	75-86	81-86	45-86	53-86	61-86	67-86	75-86	41-86	45-86	51-86	55-86	71-86	31-86	35-86	41-86	51-86	55-86
runner hurt	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87	87
fielder hurt	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88	88

Determine fielder: LH batter (SS), RH batter (2B). Steal of third is always 3B. Steal of home always C.

Safe — Runner steals base. Check for error on catcher. If error, catcher throws ball away, if RN was even, runner takes an extra base (SB+E2), if odd, he holds present base (SB).

Out — Runner caught stealing. Check for error on fielder. If error, fielder drops ball, runner safe (CS+E)

Fielder hurt — Fielders wrist caught by runners spikes, check for injury. Runner out (CS).

runner hurt — Runner jams ankle with an ugly slide. Check for injury. Runner safe (SB).

1st/2nd or 2nd/3rd Double Steal: Runner on 2nd MUST get lead. If he gets lead, defense has option to throw for either runner.

1st/3rd Double Steal: Runner on 1st MUST get lead. Defense has following options

Hold Ball: Runner on first steals 2nd, runner on 3rd holds.

Throw Through: Resolve steal of 2nd, runner on third scores (SB).

Cut Off: Defense tries to get man stealing home, go to DEFENSIVE OPTION CHART using the following modifications.

Substitute OBR with SP

Use the CD of the HIGHEST rated defender of the following (P, 2B, SS).

OUT: Runner is nailed at the plate 2-(defender)-2, runner on first safe at second, no SB credit.

SAFE: Runners steals home, runner on first goes to second, credit SB.