

only be implemented when there are men on base. If the bases are empty, simply flip a new FAC in order to obtain a new PB number.

3. If the PB result is "CD", flip a new FAC and determine the position indicated next to the CD listing on this card. Then, *using the same FAC*, determine that card's RANDOM NUMBER and consult the CD (Clutch Defense) Charts on the board, cross-referencing the number with the CD value of the fielder playing the indicated position (0, 1, or 2). A result should be determined and applied immediately. **NOTE:** This procedure should only be implemented when there are men on base. If the bases are empty, simply flip a new FAC to obtain a PB result.

4. If the PB result is "Z", stop play at once and consult the UNUSUAL PLAYS Chart (listed on the back of Out Chart C). Flip a new FAC and determine its RANDOM NUMBER. Apply this number to the chart, following its instructions carefully.

D. Basic Play Results

If the PB result was a number (see Section C, Number 1), the play result is determined through the pitcher's or batter's card. When the proper card to consult has been determined, flip a new FAC and determine its RANDOM NUMBER. Find the appropriate location of this number on the player (batter or pitcher) card. Apply the result listed next to this random number immediately (most of the time the result will be a hit, walk, or out). For the meanings of the abbreviations on the player cards, see Section A. When the random number falls under the OUT listing on the pitcher's or batter's card, it means that the batter has been put out by some as yet undetermined means. To determine how the batter was put out, determine the batter's CHT value (LN, LP, RN, RP, SN, SP, or P) while consulting the OUT SEQUENCE information on the same FAC that was just used to obtain a random number. The Out Sequence will list an abbreviated result next to the proper CHT value of the batter. The meaning of this abbreviated result is determined by consulting the Out Chart applying to the number of runners (if any) on base at this time (e.g., "Bases Empty", "Man on First", "Bases Loaded", etc.). The Out Chart will explain how the batter has been put out as well as explaining what happens to any runners that were on base. **NOTE:** Sometimes the Out Sequence will simply state "ALL GO OUT:" by so-and-so means. This means that no matter what the CHT value of the batter, he will go out by the abbreviated result listed.

E. Errors

1. Whenever an asterisk appears next to the abbreviated result under the Out Sequence

on an FAC (i.e., indicating how a batter was put out), the players must flip a new FAC in order to determine if an error has been made on the play. On the next FAC, the players should consult the area simply labeled "Error" near the top of the card. If the word "None" appears in this location, no error is committed and the batter is put out according to the instructions of the preceding card's Out Sequence. If instead a number or series of numbers (e.g., "3 to 10" or "7 to 10") appears in this location, it means that there is a possible error on the play. Immediately consult the "E" (Fielding) value of the defensive player to which the ball has been hit (the preceding card's Out Sequence told you this) and determine if this value falls within the range of error numbers just read off the FAC. If the fielder's value *does* fall within this range of error numbers, an error has been made. A new FAC should be immediately flipped and the area labeled "ERROR ON INFIELDER/OUTFIELDER" should be immediately consulted. The position of the player committing the error will yield a type of error (1,2,3,4, or 5). The type of error committed is then referenced to the appropriate Out Chart (depending on the number of bases occupied at this moment). The Out Chart will tell the players what has happened. If, on the other hand, a player's fielding value *does not* fall within the range of error numbers on an FAC, an error *has not* been made and the batter is put out according to the instructions of the original Out Sequence. **EXAMPLE:** A batter is put out by a reading of G4* off the Out Sequence. The next FAC is flipped and the error area states "3 to 10". The defensive player checks the fielding value of his second baseman and determines that it is "5". An error has been made. The next FAC is flipped and it states "2B—Error 1". The bases are empty, so Out Chart A is consulted. Error 1 states, "Fielder bobbles ball. Batter safe at first."

2. An error is also checked for each and every time a single, double, or triple is obtained off the Batter's card (*never* when off the Pitcher's card). In order to perform this check, the next FAC is flipped and the "Error" area is consulted. If the word "None" appears, no error has been committed. If a number or series of numbers appears, the fielder who has fielded this base hit must be checked in order to see if he has committed an error. This check is performed in exactly the same manner as described in #1 above. If an error has been committed, the next FAC should be flipped and the error-type number determined. A quick reference to the appropriate Out Chart will yield the meaning of this error.

F. Infield Positioning

The defensive player must maintain his in-

field either "Back" or "In" at all times during the game (two appropriately-labeled boxes are provided for this indication on the board). Normally, the infield is almost always kept back. However, in certain circumstances in which the defensive player may wish to "cut a run off at the plate" when there is a critical runner on third base, he may declare aloud that the infield is being positioned "In". There is no difference between infield "Back" or "In" unless the Out Chart *specifically* states a different play result. For example, with the bases loaded a "G3A" result occurs. If the infield was In, a single would take place. If the infield was Back, the result would be an out at first, runners advancing one base.

G. Balks, Wild Pitches, and Passed Balls

Whenever a "BK" (Balk), "WP" (Wild Pitch), or "PB" (Passed Ball) occurs as a result off a pitcher's card, there is only a possibility of this result occurring *if there are men currently on the bases*. If there are none, then ignore the result and normal play is continued with the same batter at the plate (flip a new FAC and determine a new PB number). If there are men on bases and any of these results occur, flip a new FAC and refer to the area labeled "Pitch" at the top of the card. If the word "NO" appears, there is no Balk, Wild Pitch, or Passed Ball and play is resumed normally. If the word "YES" appears, a Balk, Wild Pitch, or Passed Ball occurs. All runners advance one base. Then, play is resumed normally with the same batter at the plate.

H. Miscellaneous Results

STATIS-PRO BASEBALL assumes that the players have the basic foundation of baseball knowledge to comprehend all of the meanings and results of the plays described on the Out Charts, FAC, and the playing board. Unless otherwise contradicted, all baseball rules apply to this game. In this vein, there are a number of charts and tables positioned on the playing board that regulate various strategies that may be employed by the players during the play of the game. These charts are self-explanatory; they are referred to when the situation arises during the game. They are:

a. **Stolen Base Charts:** used when runners attempt to steal second, third, or home bases (**NOTE:** On any attempted steal where the result says "Runner cannot get jump . . . Normal play continues," you may not attempt another steal until after the current batter has completed his turn at bat.)

b. **Sacrifice Chart:** Used when the batter attempts to advance baserunners. Use the SAC value of the batter involved.

c. **Defense Option Play Chart:** Used when called for by the Out Charts (usually when