

ball will be humming while his curve is "dropping off a table." On other days, his fast ball may not be moving and his breaking ball may not be breaking. Whatever the reasons behind this phenomenon, the MAJOR LEAGUE BASEBALL game as it now stands is unable to simulate pitchers' "on" and "off" days. Of course, some pitchers are "on" far more often than others, but this is the reason behind the PB values. Instead, this rule is meant to simulate days when certain pitchers are unhittable (as Len Barker was when he pitched his perfect game in May, for example) and others when they can't get a man out.

A. Before the start of the game, each player must flip a Fast Action Card for his starting pitcher and consult the card's random number in order to determine what kind of "stuff" that pitcher has. A number from 11-14 indicates that he has *Great* stuff, 15-18 indicates *Good* stuff, 21-78 indicates *Normal* stuff, 81-84 indicates *Bad* stuff, and 85-88 indicates *Terrible* stuff. (See Step C.)

B. Each and every time a new pitcher is brought into the game, the owning player must flip a new Fast Action Card in order to determine this pitcher's stuff. This is performed exactly as in Step A, except that

numbers 11-14 indicate Good rather than Great stuff.

C. If a pitcher has Great stuff, his PB range is increased by two numbers. If he has Good stuff, his PB range is increased by one number. Normal stuff does not influence a pitcher's PB range. If a pitcher has Bad stuff, his PB range is decreased by one. If he has Terrible stuff, his PB range is decreased by two.

D. Unless changed by the new Pitching Effectiveness rules (see Section III), a pitcher's PB range as determined by the aforementioned procedure is in effect for the duration of his appearance on the mound.

E. A starting pitcher that is determined to have Bad or Terrible stuff at the beginning of the game may not be replaced by another pitcher (except for injury) before the seventh inning unless he has gone below his Point of Effectiveness (see Section III).

III. POINTS OF EFFECTIVENESS FOR PITCHERS

This rule is intended to replace the SR, RR, and Pitcher Reduction rules in the original MAJOR LEAGUE BASEBALL Game. Instead, each pitcher in the game receives a

Point of Effectiveness value against which points are allocated when the offensive team fulfills certain tasks. When the Point of Effectiveness is reached and exceeded, the pitcher's PB range will be reduced.

A. All pitchers with an SR Value of 13 or more are considered to have a Point of Effectiveness Value of 14; All pitchers with an SR Value of less than 13 have a Point of Effectiveness Value of 12; All pitchers with a 0 SR Value and an RR Value of 6 or more have a Point of Effectiveness Value of 10; All pitchers with a 0 SR Value and an RR Value of less than 6 have a Point of Effectiveness Value of 8.

B. Points are allocated against a pitcher for a variety of reasons (see Step D). These points are added together during each inning in which they are received, but they are *not* accumulated from inning-to-inning. For example, if a pitcher gives up seven points in the first inning, these points are totally ignored at the start of the second inning. Instead, each pitcher begins every inning with zero points allocated against himself no matter how effective or ineffective his performance has been earlier in the game.

C. When the number of points accumulated

RUNNERS ADVANCING ON BASE HITS

TABLE I

First to Third on Single to Left

	T2	T3	T4	T5
	Hit Type	Hit Type	Hit Type	Hit Type
OBR	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
A	36/56/26	32/52/22	26/46/16	22/42/12
B	32/52/22	26/46/16	22/42/12	16/36/11
C	26/46/16	22/42/12	16/36/11	12/32/11
D	22/42/12	16/36/11	12/32/11	11/26/11
E	16/36/11	12/32/11	11/26/11	11/22/11

TABLE II

First to Third on Single to Center

	T2	T3	T4	T5
	Hit Type	Hit Type	Hit Type	Hit Type
OBR	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
A	42/62/32	36/56/26	32/52/22	26/46/16
B	36/56/26	32/52/22	26/46/16	22/42/12
C	32/52/22	26/46/16	22/42/12	16/36/11
D	26/46/16	22/42/12	16/36/11	12/32/11
E	22/42/12	16/36/11	12/32/11	11/26/11

TABLE III

First to Third on Single to Right

	T2	T3	T4	T5
	Hit Type	Hit Type	Hit Type	Hit Type
OBR	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
A	52/72/42	46/66/36	42/62/32	36/56/26
B	46/66/36	42/62/32	36/56/26	32/52/22
C	42/62/32	36/56/26	32/52/22	26/46/16
D	36/56/26	32/52/22	26/46/16	22/42/12
E	32/52/22	26/46/16	22/42/12	16/36/11

TABLE IV

Second to Home on Single to any Outfield

	T2	T3	T4	T5
	Hit Type	Hit Type	Hit Type	Hit Type
OBR	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
A	46/66/36	42/62/32	36/56/26	32/52/22
B	42/62/32	36/56/26	32/52/22	26/46/16
C	36/56/26	32/52/22	26/46/16	22/42/12
D	32/52/22	26/46/16	22/42/12	16/36/11
E	26/46/16	22/42/12	16/36/11	12/32/11

TABLE V

First to Home on Double to any Outfield

	T2	T3	T4	T5
	Hit Type	Hit Type	Hit Type	Hit Type
OBR	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
A	22/54/42	16/48/36	12/44/32	11/38/26
B	16/48/36	12/44/32	11/38/26	11/34/22
C	12/44/32	11/38/26	11/34/22	11/28/16
D	11/38/26	11/34/22	11/28/16	11/24/12
E	11/34/22	11/28/16	11/24/12	11/18/11

TABLE VI

MODIFICATIONS TO RUNNERS' OBR WITH TWO OUTS

Hit Type	Modification
1 (Texas Leaguer)	+60 12
2 (Bloop)	+40 4
3 (Normal)	+20 odd
4 (Smash)	+0 2