

against a pitcher in a particular inning has exceeded his Point of Effectiveness Value, that pitcher's PB range is reduced by *one* for each point over his Value. For example, if a pitcher has a Point of Effectiveness of 14 and he has yielded 17 points in an inning, his PB range would be reduced by three. This reduction is in effect for the *remainder of the game*—not just the rest of the inning.

D. Points are accumulated by a pitcher in the following ways:

1. A pitcher automatically receives one point for each inning he has pitched (or is currently pitching in). For example, a pitcher starting a game automatically receives one point for pitching to at least one batter in the first inning. If he stays in the game, he starts the second inning with an automatic allocation of two points. If he lasts until the ninth, he starts the ninth inning with an automatic allocation of nine points. If a relief pitcher enters the game, he receives one point for the first inning he pitches in and another point for each successive inning in which he pitches. For example, if a reliever enters the game in the seventh inning, he automatically starts his appearance with an allocation of one point. If he pitches into the eighth inning, he starts this inning with an allocation of two points. If he pitches into the ninth inning, he starts this inning with an allocation of three points.

2. A pitcher receives one point for each base on balls, hit batsman, or single that he gives up.

3. A pitcher receives two points for each double or triple that he gives up.

4. A pitcher receives three points for each home run that he gives up.

5. A pitcher receives one additional point above and beyond the normal allocation if a batter achieves a base on balls, hit batsman, single, double, triple, or home run *immediately* after the previous batter had also achieved any of the above occurrences. For example, if the leadoff batter in an inning singled and the following batter walks, the pitcher would have *three* points allocated against him: one for the single, one for the walk, and one due to the fact that the walk immediately followed the single. Similarly, a pitcher receives two additional points above and beyond the normal allocation if a batter achieves any of the above occurrences immediately after the previous *two* batters also achieved any of these occurrences. This process continues indefinitely: If a pitcher yields a walk, hit batsman, or hit after the previous *three* batters had achieved any of these results consecutively, the pitcher receives three points above and beyond the normal allocation (and four if the previous four batters did so, five if the previous five did so, etc.).

EXAMPLE

This computation may seem confusing at first, but it becomes second nature after a short while. Let's assume that a pitcher with a Point of Effectiveness of 14 is starting the game. He starts the first inning with an automatic allocation of one point against him. The first batter walks and the second batter doubles. Thus, the pitcher has accumulated *five* points so far (one for the inning, one for the walk, two for the double, and one for the fact that the double immediately followed the walk). The next batter strikes out, but the fourth batter homers, clearing the bases. The fifth batter walks and the sixth batter is hit by a pitch. Thus, the pitcher has accumulated 13 points so far in this inning (five plus three for the homer, one for the walk, one for the fact that the walk immediately followed the homer, one for the hit batsman, and two for the fact that the hit batter immediately followed the homer and the walk—totalling thirteen). The next batter pops out, but the following batter triples (two points) raising the pitcher's point allocation to 15—one greater than his Point of Effectiveness, so his PB range is reduced by one. The manager decides to make a move at this time and takes the pitcher out of the game. A fresh pitcher with no points allocated against him (except for one point for the inning) will take the mound.

IV. ALTERNATIVE INFIELD POSITIONING

In the current MAJOR LEAGUE BASEBALL game, the infield may be positioned either Back or In. The positioning has no effect on either sacrifices or bunting for a base hit—just on plays at the plate on runners attempting to score from third on a grounder. This rule enables the defense to prepare for a bunt in an obvious sacrifice situation without the defensive disadvantages of bringing the infield totally in.

A. The defensive player must have his infield positioned in one of three modes at all times during the game: Infield Back, Infield In, or Corners (first and third basemen) In.

B. All normal rules apply with the Infield Back.

C. All normal rules apply with the Infield In, except that *ten* is added to the Fast Action Card's random number if a sacrifice or bunt for a base hit is attempted. All G3A, G4A, G5A, G6A results become singles, runners automatically advancing two bases.

D. With Corners In, *ten* is added to the Fast Action Card's random number if a sacrifice or bunt for a base hit is attempted. All G3A and G5A results become singles, runners automatically advancing two bases. In all other respects (such as plays at the plate against runners attempting to score on a grounder), all Infield Back rules apply.

V. PITCHING AROUND HITTERS

One of the subtleties of baseball is "pitching around" dangerous batters of the opposition. This is why the structuring of a lineup is so important to the offense: if a team possesses only a single dangerous hitter, there is not much danger of walking him to get to the next batter (or at least giving him nothing good to hit); a team with a wide assortment of sluggers, however, cannot be treated in this manner by the pitcher—usually, he will face just as dangerous a task with one part of the lineup as any other.

If a player wishes to "pitch around" one of the opposition's batters, he states this fact aloud, specifying either Case 1 or Case 2 (see below) as his method:

1: If Case 1 is chosen as a player's method for pitching around a batter, his pitcher's PB range is increased by *one*. However, that pitcher's base on balls ("W") range is increased by *ten* (e.g., a range of 36-41 would be increased to 36-51). All results on the pitcher's card that were originally "PB", "WP", or "Out" that fall within this new increased walk range now become bases on balls.

2: If Case 2 is chosen as a player's method for pitching around a batter, his pitcher's PB range is increased by *two*. However, that pitcher's base on balls ("W") range is increased by twenty (e.g., a range of 36-41 would be increased to 36-61). All results on the pitcher's card that were originally "PB", "WP", or "Out" that fall within this new increased walk range now become bases on balls.

If pitching around is chosen as a player's tactic, play is resolved normally in all respects except for the above modifications.

VI. GUARDING THE 3RD BASE LINE

In certain late-inning situations, managers occasionally order their 3rd baseman to "guard the line". This is a precaution against extra-base hits that may sneak between the 3rd baseman and the bag. Of course, by guarding the line, a manager may be taking away some chance of a double down the line by the opposition, but he is also giving them a gap between the 3rd baseman and the shortstop that is easier to penetrate. This tactic should only be used by a player in late-inning situations where the game is close and the last thing you want is an opposing runner on second base with nobody out. This tactic may only be used if the infield is *back*.

If a player wishes his 3rd baseman to guard the line, he states this fact aloud before the resolution of each play. If, during the resolution of the play, the batter's card is referred to and the random number calls for a "2B7" result (double to left field), this result is converted to a "GX5" result if the random number that caused it is *odd*. For example, if a player's "2B7" range is 24-25 and a random number of 25 is picked during the resolution