# STATIS-PRO BASEBALL

**THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS GAME OF MAJOR LEAGUE BASEBALL**

## THE GAME OF PROFESSIONAL BASEBALL

### RULES OF PLAY – THIRD EDITION

## ONE: INTRODUCTION

**STATIS-PRO BASEBALL** is one of the most accurate simulations of the sport of baseball ever produced. This game will enable you to recreate all of the craftiness and depth of baseball right on your dining room table -and in only a fraction of the real time for an actual baseball game!

## TWO: GAME EQUIPMENT

1. Rules of Play
2. Mounted board
3. Out Charts
4. Special Action Chart
5. Fast Actions Cards set
6. Player Cards set
7. Scorepad
8. Pawns for baserunners (3)

## THREE: SETTING UP THE GAME

Lay out the two board sections properly, placing the three baserunning pawns nearby. Pick up the deck of Fast Action Cards (FAC) and shuffle it thoroughly. Then, place this deck in the box marked **"FAST ACTION CARDS."**

Next, the players should choose two teams, naming one as the Home Team and the other as the Visiting Team. Each player should select a lineup and a pitcher, placing the appropriate player cards in the boxes corresponding to the team's classification.

The game is now ready to be played!

# THE BASIC GAME

## FOUR: HOW TO PLAY

The core of **STATIS-PRO BASEBALL** is its use of **FAST ACTION CARDS** (from now on referred to as "FAC"). Each play that takes place in the game is resolved by the flipping of one or more FAC into the box labeled "FAST ACTION DISCARD PILE". Only ONE reading or result is taken from a single Fast Action Card (FAC)!

Depending on what is being resolved, various sections of the FAC will be referred to by the players, yielding directions concerning the result of the play.

When using the FAC, the players should pick the top-most card from the FAC deck, flip it over (i.e. turn it to its other side), and place it on the Fast Action Discard pile. (The readings on the left-hand side of the card – only - are referred to.)

Only a single reference is made to a FAC, after which a new one will have to be flipped and referred to in a similar manner. When the entire deck of FAC is used up, shuffle it again thoroughly, turn the pile around so the readings which were upside down before are now face-up, and place it in the Fast Action Card box.

Continue to flip the cards as described above, reading off the left-hand side of the card only, until the deck is used up again. At this point, the deck should be shuffled again and flipped over, as previously stated. An entire game may require this process to be repeated several times.

## A. Lineups, Scoring and Abbreviations

After lineups are chosen, you may choose to record this information on one of the score sheets included in **STATIS-PRO BASEBALL**. These score sheets are specifically designed for **STATIS-PRO** allowing you to record certain key player card information directly on the sheets themselves for handy reference.

The playing board lists the traditional numerical numbering system used in baseball for designating each position (e.g., 3: first base; 9:right field, etc.).

The following information is abbreviated on the player cards:

**1BF:** Infield single (always one base advance for runners)
**1B7:** Single to left field
**1B8:** Single to center field
**1B9:** Single to right field
**2B7:** Double to left field
**2B8:** Double to center field
**2B9:** Double to right field
**3B8:** Triple to center field
**BD:** Power hitting with men on base
**BK:** Balk
**CD:** Defense ability in key situations
**Cht:** Two letter abbreviation showing how a player bats (L:Left; R:Right; S:Switch; P:Pitcher), followed by power proficiency (P:Power; N: Normal)
**HR:** Home Run
**H&R:** Hit and Run Rating
**HPB:** Hit by pitched ball
**Inj:** Injury rating
**K:** Strikeout
**OBR:** On-base running speed
**Out:** Out range of batter or pitcher
**PB:** Control factor of pitcher; or when the result of a play, a passed ball.
**RR:** Relief rating
**SAC:** Sacrifice rating
**SR:** Starting rating
**SP:** Stolen base rating
**W:** Base on balls - a walk
**WP:** Wild pitch
**E:** Error Rating which goes from E0 to E10. The number before the fielding or error rating is position(s) and games played at that position.
**T:** Throw rating which ranges from 1 to 5 for outfielders and A, B or C for catchers.

**NOTE:** Pre-1988 editions of **STATIS-PRO BASEBALL** provided an individualized pitcher's Batting Card for use when National League pitchers came to the plate. However, current editions simply provide a single "team" pitcher batting card.

Only these cards should be used when a pitcher comes to bat. Individual pitchers' batting cards are no longer provided.

## B. Reading the Fast Action Cards

Each FAC consists of a series of information, usually in numerical form. **STATIS-PRO BASEBALL** uses a BASE 8 numbering system, which means that no "9" or "0" digits ever appear on the cards as random numbers. The basic numbering system runs from 11 to 88, yielding 64 possible numerals.

## C. Basic Play Steps

As each batter steps to the plate, the top most FAC should be flipped and its "PB" result (usually a number, in the upper left-hand corner of the card) should be consulted.

**1.** If the PB result is a number, check the pitcher's PB (control factor) value at the top of his pitching card. If the FAC PB number is within the range of PB numbers listed on the pitcher card, the play result (see Step D) is taken **FROM THE PITCHER'S CARD.** If the FAC PB number is not within the range of PB numbers listed on the pitcher card, the play result is taken **FROM THE BATTER'S CARD.**

**2.** If the PB result is "BD", flip a new FAC and consult its RANDOM NUMBER while referring to the Clutch Batting (BD) Charts in the Special Action Booklet. BD results are obtained by obtaining a new random number from the next FAC and referring to the bottom of the player's card.

On a BD double, from the bottom section of the batter's card, all runners on base score. If the newly obtained random number does not fall within the player's BD range, then restart play with a new "PB" number, etc.

**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 next FAC, get the RANDOM NUMBER and consult the CD (Clutch Defense) Charts, also in the Special Action Booklet. Each player has a CD rating from 1 (worst) to 4 (best).

**4.** If the PB result is "Z", consult the UNUSUAL PLAYS Chart. Obtain a new random number from the next FAC and apply this number to the chart.

This is where strange plays will occur or players will be injured.

## D. Basic Play Results

If the PB result was a number (see Section C. Number 1), the play result is determined through either the pitcher or batter's card. When the proper card to consult has been determined, flip a new FAC and obtain its RANDOM NUMBER. Find the appropriate location of this number on the correct 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 either the pitcher or batter's card, it means that the batter has been put out by some as yet undetermined means. To find out how the batter is retired, use the batter's CHT value (LN, LP, RN, RP, SN, SP or P) and refer to his batting category on the next FAC.

The out sequence will list an abbreviated result next to the proper CHT value of the batter. The meaning of this abbreviated outcome is determined by consulting the Out Charts, applying it to the "result" fitting runners (if any) on base at this time (e.g., "Bases Empty, Man on First, Bases Loaded," etc.).

The Out Chart will define how the batter has been put out as well as explaining what happens to any runner(s) that are on base.

**ALL NONINFIELD SINGLES (IBF) OFF A PITCHER'S CARD ARE AUTOMATIC TWO BASE ADVANCES.** No options are involved.

## E. Errors

**1.** Whenever an asterisk appears next to the abbreviated result under the Out Sequence on a FAC (i.e. showing how a batter was put out), the players must flip a new FAC 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 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 falls 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 at once checked.

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 the 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* under 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 learns 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 1 is consulted. Error 1 states, "Batter safe on error."

**2.** An error is also checked for every time a single, double, or triple is obtained off the Batter's card (never on singles 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. In checking for outfielder's errors, make sure you use the hit location from the batter's card, such as 1B7 going to left field (7). 2B8 is a double to center field (8).

If an outfielder drops a fly ball (example FD8*), the batter is safe at first and runners advance two bases.

## F. Infield Positioning

The defensive player must maintain his infield 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 the defensive player may wish to "cut a runoff 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 Charts section states a different play result. For example, with the bases loaded a "G3A" result occurs. If the infield is "In", a single would take place. If the Infield is "Back", the result is 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 outcome occurring - and only if there are men on base. If none are on, 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 base 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 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 afford various strategies that may be employed by the players during 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 and you cannot attempt another steal until after the current batter has completed his turn at bat.)

Some exceptionally high stealing runners will have an automatic steal notation near the top of the player's card. This usually states. "Steals 2nd (or 2nd and 3rd) after 1B on own card." This means that whenever the player gets a single off HIS CARD, he automatically steals 2nd base. Rarely, a player will have an automatic steal after either a single or double off HIS card.

If a double steal is being attempted, the jump chart (and results) applies to the lead runner only. However, once a steal is declared the defense can permit the lead runner to be successful and try for the second who might be a step "slower."

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

**c. Defensive Option Play Chart:** Used when called for by the Out Charts (usually when there is a man on third base and a ground ball has taken place; In this instance, the defensive player must decide whether to put the batter out and let the run score or to ignore the batter and attempt to get the runner out at home).

**d. Squeeze Play:** Used only with less than two Outs and a runner on third base. The batter employs his SAC value in order to attempt to get the runner home. Whenever third base is occupied, Squeeze must be used - a normal sacrifice cannot be employed.

**e. Advancing on Fly Ball Option:** Most often, the Out Charts will state whether runners advance or hold on fly ball outs. However, the offensive player may wish to attempt to advance any runner that the Out Chart states will hold. Follow the instructions of the chart, using the runner's **OBR** value and the outfielder's "T" (throwing) value.

**f. Runners Advancing on Base Hits:** After any base hit obtained with men on base, the offensive player has the option of attempting to advance his runners one more base than their normal permissible advance. Follow the instructions on the chart, using the outfielder's **"T"** value and the runner's **OBR** value.

**g. Hit and Run Chart:** The offensive player may declare that any batter is attempting a Hit and Run rather than batting normally. This may only be performed when third base is not occupied. Follow the instructions of the chart, using the batter's **H&R** (Hit and Run) value.

**h. Bunting for a Base Hit (Optional):** A batter may bunt for a base hit once per game and never when there is a runner on third base. The batter must have an **OBR value of A or B** to try for a bunt hit.

## I. Pitcher Reduction

All pitchers have an **SR** (starting) and an **RR** (relief) value. A pitcher that has a zero SR value may never start and a pitcher that has a zero RR value may never relieve. The SR value of a starting pitcher or the RR value of a reliever is reduced by one when any of the following events occur: any base hit, a base on balls, a run is scored, a wild pitch, a passed ball or a hit batter.

When a pitcher yields any of these results, his value is reduced by one by adjusting the marker on his pitcher Reduction Chart (situated on the board).

A pitcher begins his appearance in the game with his original SR or RR value. When a pitcher's SR or RR value reaches zero, he is no longer effective.

When this occurs, all future results are read off the batter's card (i.e., no PB number determination is necessary and the next FAC flipped simply is for a random number which is immediately applied to the batter's card).

Pitcher reduction is cumulative so, for example, a home run yields two points deducted (one for the hit and one for the run scored).

When a relief pitcher is brought into a game, he must pitch to at least one batter before he can be replaced.

If a pitcher starts a game, he must take THREE DAYS off, consecutively, before he can make another start. In other words, a starter can start every fourth day.

If a relief pitcher works one inning or less he has no "rest" requirement. If he goes more than one inning, he cannot work the next game. If he should go more than three, he must take two games off to rest.

**PITCHER GETS STRONGER:** If a pitcher has pitched a shutout through six innings, he gets added strength from the **PITCHER ADJUSTMENT CHART**.

Any of the random numbers appearing on the chart, next to the proper inning, are changed from hits to outs.

The chart is self-explanatory. However, once a pitcher has allowed a run - he loses the impact of the chart and all numbers are dealt with in the normal procedure.

The defense can call for an **Intentional Walk** at any time in the game. The batter goes to first and runners hold unless forced to advance.

## LEFT-HANDED/RIGHT-HANDED PITCHING AND BATTING:

An interesting element of baseball strategy is using the side of the plate from which a batter swings or the arm with which a pitcher throws to the best advantage. As a general rule of thumb, batting the opposite way from that which the pitcher throws is advantageous to the offense; batting the same way as the pitcher throws is helpful to the defense.

When using this rule, players should consult the "Variable Factor for Left Versus Right Element" Chart.

1.  If the pitcher and the batter are both left- handed, random numbers 11-15 (on either the pitcher or the batter card) are converted to the results shown on the chart. All other results are unchanged.
2.  If the pitcher and the batter are both right-handed, random numbers 11-12 are converted to the results shown on the chart. All other results are unchanged.

# INJURY DURATION TABLE

## BATTER OR RUNNER INJURED

| Rating | Length of Injury |
|---|---|
| 0 | Remainder of this game only |
| 1 | One additional game |
| 2 | Use first digit of next random number |
| 3 | Two plus first digit of next random number |
| 4 | Four plus first digit of next random number |
| 5 | Six plus first digit of next random number |
| 6 | Use next random number. Maximum is 20 |
| 7 | Use next random number. Maximum is 30 |
| 8 | Use next random number. No limit. |

## FIELDER INJURED

| Rating | Length of Injury |
|---|---|
| 0 | Remainder of this game only |
| 1 | Two additional games |
| 2 | Use first digit of next random number |
| 3 | Four plus first digit of next random number |
| 4 | Six plus first digit of next random number |
| 5 | Eight plus first digit of next random number |
| 6 | Use next random number. Maximum is 25 |
| 7 | Use next random number. Maximum is 35 |
| 8 | Use next random number. No limit. |

## PITCHER INJURED

| Rating | Length of Injury |
|---|---|
| 0 | Remainder of this game plus one more |
| 1 | Starter  8 games; relief pitcher  4 games; |
| 2 | Starter 12 games; relief pitcher  6 games; |
| 3 | Starter 16 games; relief pitcher  8 games; |
| 4 | Starter 20 games; relief pitcher 10 games; |
| 5 | Starter 24 games; relief pitcher 12 games; |
| 6 | Starter 28 games; relief pitcher 14 games; |
| 7 | Starter 32 games; relief pitcher 16 games; |
| 8 | Starter 40 games; relief pitcher 20 games; |

# INJURY TABLE

**Note:** All injuries on this table may require a player to miss more than just the present game. All injuries must be checked for duration. To ascertain the length of injury, determine the player's personal injury rating (INJ) which is found on the player's card, and index the INJ rating with the **INJURY DURATION TABLES.**

**11-12:** Catcher hurt on foul ball. No play on batter.

**13-14:** First baseman hurt as he runs into the dugout. Ball is foul. No play on batter.

**15-16:** Second baseman is injured by batter who gets a double - spiking second baseman as fielder tries to make tag.

**17-18:** Third baseman slams into dugout. Ball is foul. No play on batter.

**21-22:** Shortstop runs into wall chasing a foul. Ball is foul. No play on batter.

**23-25:** Left fielder crashes into wall. Double and all runners score.

**26-28:** Center fielder crashes into wall. Triple and all runners score.

**31-33:** Right fielder crashes into wall. Double and all runners score.

**34:** Batter hit by pitch and is hurt. New player takes his place and goes to first. Other runners advance one base if forced.

**35-36:** Lead runner, if any, pulls up lame as he avoids a pick-off attempt. He is injured and must leave game at once. If no one is on base, a sharp foul grounder slams into opposing team dugout—injuring one player. (To determine player injured, put players NOT in game in a stack, shuffle and draw one at random).

**37-41:** First baseman and right fielder collide. Both could be injured. Batter gets double and all runners score. Draw a new random number; 11-38 only the first baseman is injured; 41-78 only the right fielder is injured; 81-88 both are injured.

**42-44:** Second baseman and center fielder collide. Both could be injured. Batter gets double and all runners score. Draw a new random number; 11-38 only the second baseman is injured; 41-78 only the center fielder is injured; 81-88 both are injured.

**45-47:** Shortstop and left fielder collide. Both could be injured. Batter gets double and all runners score. Draw a new random number; 11-38 only the shortstop is injured; 41-78 only the left fielder is injured; 81-88 both are injured.

**48:** Batter fouls pitch off leg. Injured.

**51-53:** Catcher and third baseman collide chasing a foul that neither catches. Draw another random number; 11-38 only the catcher is injured; 41-78 only the third baseman is injured; 81-88 both are injured.

**54-58:** Left and center fielders collide. Ball goes for inside-the-park home run. Draw a new random number; 11-38 only the left fielder is injured; 41-78 only the center fielder is injured; 81-88 both are injured.

**61-65:** Center and right fielders collide. Ball goes for a triple. Draw a new random number; 11-38 only the center fielder is injured; 41-78 only the right fielder is injured; 81-88 both are injured.

**66-68:** First baseman and batter who just hit single collide at first. Draw a new random number; 11-48 first baseman is injured; 51-88 the batter is injured.

**71-73:** Second baseman runs into pitcher while chasing high infield fly. Draw new random number; 11-41 only second baseman is injured; 51-78 only the pitcher is injured; 81-88 both are injured. Ball falls for infield hit and runners advance one base.

**74-76:** Third baseman hit by line drive. Batter gets single, runners advance one base. Fielder is injured.

**77-81:** Shortstop trips while going for ball.  Injured. Batter gets single and runners advance one base.

**82-88:** Pitcher is hurt as he comes off mound to cover first on a ground ball. Batter is out 1B-P, but pitcher is injured. Other runners advance one base.