

COLUMN ONE

2-6 STRIKE OUT

7- POP OUT to 2B

8- POP OUT to SS

9- POP OUT to 3B

10- POP OUT to 1B

With bases loaded, score as a STRIKE OUT.

11-15 SINGLE (1)

Runners with 4 or 5 speed advance twobases. With two outs, all runners advance two bases.

16-20 SINGLE to LEFT FIELD (1) +

21-25 SINGLE to CENTER FIELD (1) +

26-30 SINGLE to RIGHT FIELD (1) +

+ Roll against error ratings for possible extra base on error. In seasons without raised error rating, roll against overall fielding ratings.

31-35 BASE on BALLS

36- STRIKEOUT

With 2B playing halfway, score as a DOUBLE PLAY (2B to 1B).

37- GROUND BALL to 2B

38- GROUND BALL to SS

39- GROUND BALL to SS

40- GROUND BALL to 1B

Infield Back: Out at first, runners advance

Infield Halfway: Second to first DOUBLE PLAY.

Other runners advance

Infield In: Out at first, lead runner holds, other

runners advance. Forced runner out at home.

41-45 CLUTCH HIT

With runners on base score as a base clearing DOUBLE!

With bases empty score as a BASE on BALLS

46-50 STRIKE OUT

With first base occupied and less than two out, score this as a LINE DRIVE caught by the pitcher. He throws to first attempting to double up runner. Roll against pitcher's defensive rating.

1935, '46, '47, '48, '49 and '80 Seasons - Check letter after fielding rating and refer to below:

A - Second to first DOUBLE PLAY; with bases loaded, home to first DOUBLE PLAY; with runners on first and third only, option of second to first DOUBLE PLAY (runner scores if not three out) or lead runner out (Fielder's Choice).

B - Lead runner out (Fielder's Choice)

C - Ball is bobbled, batter out and runners advance one base.

51-55 Possible SPEED HIT

With men on base, score as a BASE on BALLS

With bases empty, score as bloop SINGLE to right, batter can try for second; roll against his speed rating. If higher, he's OUT at second. If not, score as a DOUBLE, and he steals third on the next pitch.

COLUMN TWO

2-6 STRIKE OUT

7- FOUL OUT to C

8- FOUL OUT to 2B

9- FOUL OUT to SS

10- FOUL OUT to 3B

11- FOUL OUT to 1B

12-16 SINGLE (1)

With two out, runner on second scores on a close play. On the throw to the plate, runner on first goes to third and the batter takes second.

17- STRIKE OUT

Score SACRIFICE FLY to CF if runner on third and <two out.

18- FLY OUT to LF

19- FLY OUT to RF

20- FLY OUT to CF

21- FLY OUT to RF

With runner on third abse and less than two outs, score as a SACRIFICE FLY. Runner with 3-4-5 speed goes to third on the throw.

22-23 GROUND OUT (1B-P)

Runners advance one base. Batter misses next 5 games.

24- GROUND OUT (2B-P)

Runners advance one base. Batter misses next 5 games.

25-29 GROUND OUT (3B-1B)

Runners advance one base. Batter misses next 4 games

30-34 GROUND OUT (SS-1B)

Runners advance one base. Batter misses next 3 games

35-39 GROUND OUT (2B-1B)

Runners advance one base. Batter misses next 2 games

40-44 GROUND OUT (P-1B)

Runners advance one base. Batter misses next game.

45- GROUND OUT (P unassisted)

Runners advance one base. Batter misses remainder of game.

46-48 GROUND OUT (1B unassisted)

Runners advance one base.

49-50 GROUND OUT (C-1B)

Runners advance one base. Batter misses next 2 games.

51-55 GROUND OUT (2B-1B)

Runners advance one base. With runner on third base and the 2B is playing IN, score as a STRIKE OUT.

THIRD BASE COACH

	Outfield Defense				
SP	5	4	3	2	1
5	5	EB	EB	EB	EB
4	4	5	EB	EB	EB
3	3	4	5	EB	EB
2	2	3	4	5	EB
1	1	2	3	4	5

COLUMN THREE

- 2-3 SHORT FLY OUT to CF
 4- SHORT FLY OUT to LF
 5- SHORT FLY OUT to RF
 6- SHORT FLY OUT to CF

- 7- **SINGLE to LF (1)**
 8- **SINGLE to CF (1)**
 9-10 **SINGLE to RF (1)**

Refer to Third Base Coach for extra base attempt.

- 11- LINE OUT to P
 12- LINE OUT to 1B
 13- LINE OUT to 2B
 14- LINE OUT to 3B
 15- LINE OUT to SS
 16- **TRIPLE to RCF**

With two out and RF/CF arm rating 5 (or defense rating of 5 in seasons prior to 1984), score as DOUBLE, runner out at third.

- 17- **DOUBLE to CF (2)**
 18- **DOUBLE to LF (2)**
 19- **DOUBLE to RF (2)**

Refer to Third Base Coach for extra base attempt.

- 20- FLY OUT to LF
 21- FLY OUT to CF
 22- FLY OUT to RF
 23- FLY OUT to CF
 24- FLY OUT to LF

Runner on 3rd may attempt to score. See Coach for possible SF

25-29 SINGLE

Runners advance two bases. Roll one dice and refer to chart:

Inning	1	2	3	4	5	6
1-6	WP	CS	CS	CS	CS	WP
7+ (option)	WP	CS	WP	CS	WP	PB

- 30-31 LINE OUT to SHORT CF
 32- LINE OUT to SHORT LF
 33- LINE OUT to SHORT RF

- 34- **DOUBLE to RF**
 35- **DOUBLE to CF**
 36- **DOUBLE to LF**
 37- **DOUBLE to RF**

Runners advance 2 bases. Refer to the 3rd Base Coach for XB

- 38-42 STRIKEOUT
 43-47 LHP: **SINGLE (2)** Runner on 1st with 1/2 speed(1)
 RHP: LINEOUT to SS, runner on 2nd doubled!
 48-52 LHP: LINEOUT to 2B, runner on 2nd doubled!
 RHP: **SINGLE (2)** Runner on 1st with 1/2 speed(1)

- 53-57 DRIBBLER to MOUND
 P may attempt to retire batter or any baserunner. Roll against speed. If higher, OUT on FC (1). If not, **SINGLE (1)**.

58-62 REFER to RARE PLAY CHART

- 63- **SINGLE to CF**

Runners advance two bases. If there's a runner on second, he draws a throw to the plate. Batter attempts to take second. Roll against C defense. If not higher, 8-2-4 putout.

COLUMN FOUR

1-1B 2-2B 3-3B 4-SS 5-SS 6-2B

FIELDER IN

2-6 HARD HIT GROUND BALL

1B open - Batter out and runners hold

1B occupied - Lead runner out on a FIELDER'S CHOICE

2B & SS Half - May take the FC or go for the DP. If DP attempt, runner on first is out and roll against the batter's speed for out at first.

Bases Full - Throw home retires runner on third, roll against batter's speed for out at first.

7-10 SLOW HIT GROUND BALL

Defense may 1) take the sure out at first with runners advancing or 2) try for lead runner rolling against his speed.

12-13 SAFE at FIRST on ERROR (1)

14 SAFE at FIRST on ERROR (2)

15 SAFE at SECOND on ERROR (2)

16 SAFE at SECOND on ERROR - all score

17-19 **SINGLE** off infielder's glove (1)

20-21 **SINGLE** (1), runner on second scores.

22-23 **SINGLE** (2)

24-25 **SINGLE** (2); if hit to 1st or 3rd - **DOUBLE**

26-27 Bunt; FIELDER's CH., lead runner out

28-29 SACRIFICE BUNT (1)

30 Bunt SINGLE (1)

FIELDER HALFWAY

2-6 Second to first DOUBLE PLAY

7-11 FIELDER'S CH.-at 2nd. Others adv.

12-13 SAFE at FIRST on ERROR (1)

14 SAFE at FIRST on ERROR (2)

15-16 SAFE at SECOND on ERROR (2)

17-18 OUT at FIRST on ground ball (1)

19-20 **SINGLE** off infielder's glove (1)

21-23 **SINGLE** (1), runner on second scores

24-25 **SINGLE** (2)

26-27 SACRIFICE BUNT (1)

28-30 Bunt SINGLE (1)

FIELDER BACK

2-11 OUT AT FIRST (1)

Runner at second holds on ball hit to 3B or SS

Runner at third holds on ball hit to 3B

12-13 SAFE at FIRST on ERROR (1)

14 SAFE at FIRST on ERROR (2)

15-16 SAFE at SECOND on ERROR (2)

17-20 OUT at FIRST on ground ball (1)

21 **SINGLE** off infielder's glove (1)

22-25 **SINGLE** (1), runner on second scores

26 SACRIFICE BUNT (1)

27-30 Bunt SINGLE (1)

ALL DEPTHS

31-34 POP OUT

35-39 **SINGLE (2)**

Runner caught stealing. No attempt if team is behind after 7In.

40-44 LINE OUT - Unassisted Double Play

1B occupied - If hit to Firstbaseman - DOUBLE PLAY

2B Occupied - If hit to Secondbaseman - DOUBLE PLAY

3B Occupied - If hit to Thirdbaseman - DOUBLE PLAY

Any Occupied - Caught by SS, throws to lead base for DP.

COLUMN FIVE

2-	GROUND BALL to 1B
3-	GROUND BALL to 3B
4-	GROUND BALL to 2B
5-	GROUND BALL to SS
Back - Out at first, runners advance one base.	
Half - Out at second, other runners advance	
In - Out at first, lead runner holds, other runners advance. Force on lead runner.	
+ = Pitchers with this Col. 5 symbol score as STRIKE OUT with bases empty	

6-9 BASE on BALLS
With the bases loaded, score as two balls

10- BASE on BALLS
11-14 HIT by PITCH

15- HIT by PITCH
Batter replaced at first by pitch runner.

16-	(P) SINGLE off pitcher's glove+
17-	(C) SINGLE in front of plate +
18-	(1B) SINGLE in back of first +
19-	(SS) SINGLE into the hole+
20-	(2B) SINGLE between 1st and 2nd +
21-	(3B) SINGLE knocked down at 3rd +
22-	(P) SINGLE off of pitcher's glove +
23-	(C) SINGLE in front of plate +
24-	(1B) SINGLE in back of first +
25-	(SS) SINGLE into the hole+
26-	(2B) SINGLE between 1st and 2nd +
27-	(3B) SINGLE knocked down at 3rd +
Runners advance one base and chance for extra base on error. '72, '73, '74, '75, '76, '77, '78, '79 - Error is automatic. '35, 46, '47, '48, '49, '80 - Error for asterisked fielders Others - Roll against fielder's small error rating	

28- FLY OUT to short RF
29-30 FLY OUT to short CF
31-32 FLY OUT to short LF
33-37 STRIKE OUT
38-41 HIT by PITCH
42-45 BASE on BALLS

Runners on:	INFIELD POSITIONS	
	None Out	One Out
1B	3B in; others DP	All DP
1B/2B	1B in; others DP	All DP
2B	1B in; others back	AllBack
Full	1B in; others DP	All DP
1B/3B	1B in; others DP	All DP
2B/3B	All in	All in
3B	All in	All in

COLUMN SIX

2-6 **TRIPLE**
7-11 **SINGLE (1)**
With two out, runner advances two bases.
Runner on second may attempt to score - roll against speed.
Runner on first goes to third on throw to the plate .

12-16 **HOME RUN**
17 **DEEP FLY OUT to LF**
Runner on third scores on SACRIFICE FLY

18-19 **DEEP FLY OUT to RF**
20 **DEEP FLY OUT to CF**
Runner on 3rd scores on SF. Runner on 2nd advances to 3rd

21 **DEEP FLY OUT to CF**
Runner on 3rd scores on SF. Runner on 2nd takes 3rd, runner on first with 5 speed takes second.

22-26 **LONG SINGLE (2)**
Batter may try for 2nd. Dice roll 4 = OUT! Others - score **DOUBLE**

27-31 **LONG SINGLE (2)**
Runner on first may try to score - roll against runner's speed. On throw home, batter may try for 2nd - roll against speed.

32-36 **SHORT FLY OUT**
37-41 **STRIKEOUT**

USE THESE RESULTS FOR 42-56 FOR THE FOLLOWING SEASONS: 1940, 1950, 1951, 1952, 1953, 1961(2), 1964, 1981, 1982, 1983, 1984, 1985, 1986

42-46 **HIT to LF - SURE SINGLE (1)**
Roll against LF defense. If higher, **DOUBLE**. If not, **SINGLE**. Roll again with runner on first. If higher once more he scores. If not, he holds at first.

47-51 **HIT to CF - SURE SINGLE (1)**
Roll against CF defense. If higher, **TRIPLE**. If not, **SINGLE**. Roll one die again . If higher once more - **INSIDE THE PARK HOME RUN!**

52-56 **HIT to RF - SURE SINGLE (1)**
Roll against RF defense. If higher, **DOUBLE**. If not, **SINGLE**. Roll one die again . If higher once more - **TRIPLE**.

USE THESE RESULTS FOR 42-56 FOR THE FOLLOWING SEASONS: 1876, 1927(1), 1934, 1935, 1946, 1947, 1948, 1949, 1955, 1961(1), 1968, 1972, 1973, 1974, 1975, 1976, 1977, 1978, 1979, 1980

42-46 **LOOPING FLY BALL to LEFT**
Roll die against LF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (LF-3B-2B). If =/< - SHORT FLY OUT with no advance.

47-51 **LOOPING FLY BALL to CENTER**
Roll die against CF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (CF-C-SS). If =/< - SHORT FLY OUT with no advance.

52-56 **LOOPING FLY BALL to RIGHT**
Roll die against RF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (RF-SS). If =/< - SHORT FLY OUT with no advance.

57-60 **SINGLE (1)**
Runner with 5 speed scores from 2nd. With two out, runners with 2-3-4-5 speed score from 2nd.

61-65 **DOUBLE(2)**
With two out runner with 4-5 speed scores from first.

HIT and RUN

The Hit and Run may be called with runners on first, or with runners on first and second. It should not be called when the pitcher is the lead runner.

2-	GROUND OUT [P-1B]
3-4	GROUND OUT [1BU]
5-6	GROUND OUT [2B-1B]
Runners advance one base	

7-	SINGLE (1) off pitcher's glove
8-9	SINGLE (2) to right field

10-	SINGLE (2) over first base
If runner on first has higher speed than RF defense, he scores.	

11-13	STRIKE OUT - ATTEMPTED STEAL
Roll against C's defensive rating. If higher - safe. If not - OUT.	

14-	FOUL OUT to C
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15-16	GROUND OUT [2B-1B]
17-	GROUND OUT [1BU]
18-	GROUND OUT [1B-P]
Runners advance one base	

19-	LINE OUT into TRIPLE PLAY [SS-1B]
With one out, it's a DOUBLE PLAY	
With two out, it's a LINE OUT to SS	

20-	LINE OUT into DOUBLE PLAY [1BU]
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21-	GROUND into DOUBLE PLAY [P-2B-1B]
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22-	GROUND into DOUBLE PLAY [P-SS-1B]
Runner on second goes to third	

23-	GROUND into FIELDER'S CH. [P-SS]
Out at 2nd. If runner on first is 1-2 speed - DOUBLE PLAY.	

24-25	HIGH FLY OUT to CF
26-28	HIGH FLY OUT to RF

29-	SINGLE(2) to right field
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30-	Ground Rule DOUBLE(2) to RCF
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31-	DOUBLE (3) to right
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32-	HOME RUN
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33-	Lead runner PICKED OFF by P
34-	Runner on first PICKED off by P

35-	PITCH OUT - ATTEMPTED STEAL
If Catcher's defense is higher than runner's speed, he's OUT.	
If not, roll against Catcher's defense for possible CS.	

36-	PASSED BALL(1)
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37-	BALK(1)
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38-	WILD PITCH(1)
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39-	WILD PICK OFF ATTEMPT by P
Runners advance one base on E-P	
Runners with 4-5 speed advance two bases.	

ON-BASE CHART

	1	2	3	4	5	6
A	SB	SB	SB	PO	SB	SB*

	1	2	3	4	5	6
B	SB	SB	SB	+	SB	SB*

	1	2	3	4	5	6
C	SB	+	SB	+	SB	SB*

	1	2	3	4	5	6
D	SB	+	SB	+	+	SB*

	1	2	3	4	5	6
E	SB	CS	SB	CS	+	SB*

	1	2	3	4	5	6
F	SB	CS	+	CS	+	SB*

	1	2	3	4	5	6
G	WP	CS	+	CS	+	SB*

	1	2	3	4	5	6
H	PB	+	+	CS	+	BK

	1	2	3	4	5	6
J	WP	CS	+	CS	+	BK

	1	2	3	4	5	6
I or K	WB	CS	PB	CS	CS	BK

	1	2	3	4	5	6
L	PB	PO	PO	PO	PO	WP

- SB** Stolen Base
- SB*** Stolen base plus possible throwing error by catcher (Col. 5 letter only). Roll against C defense rating.
- CS** Caught stealing
- +** Stolen base attempt. Roll against catcher's defense rating.
- PO** Picked off (P to 1B)
- WP** Wild Pitch (1)
- PB** Passed ball (1)
- BK** Balk (1)

SACRIFICE PLAY (Batter's number added to Fielder's rating)

The Sacrifice may be called with less than two out and runner on first, second or first AND second.

FIELDER BACK OR HALFWAY

2-6: Good SAC (1)
7-10: Bunt SINGLE (1)

11-15: Good SAC + (1)
Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

16-20: POP OUT

21-25: RUNDOWN
Lead runner is caught off base by the pitcher. Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

26-27: WILD PITCH (1)
28: PASSED BALL, (1)
29-30: Bunt SINGLE, (1)

31-35: Good Bunt (1)
Batter has a chance to beat it out. Roll one die against batter's speed. If die is higher, out at first on Good SAC. If not higher, it is a bunt single.

Die #:	Bunted to:
1 & 2	1B
3 & 4	3B
5 & 6	P

FIELDER IN

2-4: FIELDER'S CHOICE. Lead runner out, batter safe at first. Others advance one base.

5-10: Good SAC (1)

11-15: Good SAC + (1)
Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

16-20: POP OUT. If there is a runner on 1B, he is doubled up.

21-25: RUNDOWN
Lead runner is caught off base by the pitcher. Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

26: WILD PITCH (1)
27: PASSED BALL (1)
28: BALK (1)
29: OUTSIDE PITCH, All runners steal successfully.
30: Bunt SINGLE (1)

31-35: Bunted Ball. Defensive team has two options:

- Throw to first, batter is out on Good SAC.
- Try for lead runner. Roll one die against runners speed. If die is higher, he is out on the FC. If not, everyone is safe on Good SAC.

Squeeze Play (Batter's number added to fielder's rating)
The squeeze play may be called with less than two out and third base occupied.

FIELDER BACK OR HALFWAY

2-3: FC, runner on 3RD out at home. Batter safe at first.

4-6: Good SAC (1)

7-10: Bunt SINGLE (1)

11-15: Good SAC + (1)
 Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

16-20: POP OUT, runner on 3RD doubled up

21-25: RUNDOWN

Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

26-27: WILD PITCH (1)

28: PASSED BALL, (1)

29-30: Bunt SINGLE, (1)

31-35: Good Bunt (1)

Batter has a chance to beat it out. Roll one die against batter's speed. If die is higher, out at first on Good SAC. If not higher, it is a bunt single.

Die #:	Bunted to:
1 & 2	1B
3 & 4	3B
5 & 6	P

FIELDER IN

2-6: FIELDER'S CHOICE. Lead runner out, batter safe at first. Others advance one base.

7-10: Good SAC (1)

11-15: Good SAC + (1)
 Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

16-20: POP OUT. Runner on 3rd doubled up.

21-25: RUNDOWN

Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

26: WILD PITCH (1)

27: PASSED BALL (1)

28: BALK (1)

29-30: Good SAC, play is made at home where runner slides in safely. Batter is safe at first on SAC-FC

31-35: Bunted Ball. Defensive team has two options:

- Throw to first, batter is out on Good SAC.
- Try for runner. Roll one die against runners speed. If die is higher, he is out on the FC. If not, everyone is safe on Good SAC.