

SPORTS ILLUSTRATED / SUPERSTAR BASEBALL PLAYING RULES AND CHARTS

A basic understanding of Major League Baseball is all that is required to play this game. The game can be played solitaire or by two. You are the owner, general manager, field manager, and fan, all wrapped up into one... the game player. The rules do not need to be strictly followed, just as a guideline where changes can be made to suite your needs.

PLAYER CARDS

Batting cards are white and pitcher cards are yellow.

Players may not play at any position other than those indicated on their card.

Players listed as OF (outfield) may play left or right field, but not CF (centerfield) unless the player has a CF rating.

Defense Ratings range from -5 through +17.

Add up the player's total defensive ratings. Be sure to subtract the minus ratings from the plus ratings. Enter the TOTAL on the score sheet. Consult the Defensive Chart to see which dice rolls will result in automatic outs. Enter the automatic outs on the score sheet. It is important to remember to change your team's defensive rating when making player substitutions. Auto outs are G, consult Ground Out chart for the result of the play.

Example: Defense total of 28 results in auto outs of dice rolls 11 and 12. If your pitcher roll is 11 or 12 throughout the game, the batter is automatically out by what is considered an outstanding defensive play.

The Running Rating (0 - 5) is used to determine steal attempts and base advancement and is located on the players batting chart beneath the player's batting status.

DICE ROLLS

All player charts have dice results ranging from 10 through 39. There are three special dice in the game, one black and two white (some sets have 1 yellow and 1 white) which are used to form the dice result numbers. To read the dice, the number on the black die forms the first (or tens) digit and the sum of the other two dice form the second (or units) digit.

Example: The black die shows a "3" and one white shows a "4" with the other showing a "5". The final number is "39".

Dice results are indicated on my cards in the outer columns of each batter/pitcher chart.

PITCHING/BATTING SEQUENCE

Pitchers have a yellow pitching chart. Starters may be used as a relief pitcher. Some pitchers have split charts with both a starter and relief chart indicating they are more effective from the bullpen. Pitchers with only a relief chart may not start.

Play begins with the pitcher dice roll and then follows the results indicated on the pitching chart. Consult the legend explaining the pitcher/batter results in this booklet.

If the result of the pitcher roll ends the at bat, then go to the next batter. If the result is Batter Swings (blank square), then the manager of the team at bats rolls the dice for the batter and follows the result indicated on the batter chart.

All Batter charts have columns for facing left-handed or right-handed pitchers. These charts are clearly labeled and should be used according to the way the pitcher throws, i.e., vs L or vs R.

The manager of the team at bat may, before the pitcher dice roll, attempt a steal or bunt. The pitcher dice roll is not used in these circumstances.

BASE STEALING

The manager of the team at bat may, BEFORE the pitcher dice roll, have a runner attempt a steal. The pitcher dice roll IS NOT used on steal attempts. Use the appropriate steal chart instead of the batter chart. The steal chart used is indicated by the base stealer's running rating. The manager of the team at bat rolls the dice for steal attempts.

The catcher's throwing rating, indicated by a Roman Numeral "I", is used to reduce, by one, the running rating of a runner attempting to steal a base (not including home). A runner's rating cannot be less than 0 (zero).

If there is more than one base runner, the manager of the team at bat must announce which player(s) are attempting to steal and which are holding. If more than one player is attempting to steal, the defensive manager decides which player to attempt to throw out. The defensive manager may also choose to concede the steal attempt allowing the runner(s) to steal unopposed.

BUNTS

The manager of the team at bat may, before the pitcher dice roll, have the batter attempt a sacrifice bunt or squeeze play. Use the appropriate Bunt Chart instead of the pitcher/batter charts. Use the Bunt column (A or B) according to the batter's rating found on the batter chart. On all bunt attempts, the manager of the team at bat rolls the dice and follows the result of the play as indicated by the legend on the bunting charts. The pitcher dice roll IS NOT used on bunt plays.

The squeeze play may be used only when a runner is on third base.

When using the Sacrifice Bunt, the manager of the team at bat can hold any runner who is not forced to advance.

MANAGER'S DECISION OPTION

On certain plays, when indicated, the manager of the team at bat can choose to have certain base runners attempt to advance an extra base, in which case the manager rolls the dice for his runner. When this occurs, use the appropriate column on the Manager's Decision Chart according to the running rating of the player involved in the play.

If there is more than one base runner attempting to advance, the defensive manager decides which player to attempt to throw out. The defensive manager may also choose to not to make a play, allowing the runner(s) to advance safely.

INTENTIONAL WALKS

The defensive manager can intentionally walk an opposing batter at any time by simply announcing the move instead of a pitcher dice roll. An intentional walk may also be called on a bunt attempt, but not a stolen base attempt.

INJURIES

If you would like to use the option of playing with possible injuries, use the "Original Pitcher's X Chart" on the page titled *SUPERSTAR BASEBALL GAME CHARTS*, instead of the "current X Chart".

PITCHER CHART SYMBOLS (Use this chart to convert SI to SSBB)

SSBB	SIBB
D	DR
G	G
F	F
BB	
HB	H
SO	
K	K
WP	WP
PB	PB
BK	BK
1+	1+
X	X

Batter swings

Consult team defensive rating

Batter hits into ground out force (see chart)

Batter flies out, runners hold

Batter walks, runners advance 1 base if forced

Batter hit by pitch, runners advance 1 base if forced

Batter strikes out

Batter swings, if not a hit, batter strikes out

Wild pitch. Runners advance 1 base, pitch again

Passed ball. Runners advance 1 base, pitch again

Balk. Runners advance 1 base, pitch again

Batter singles, runner on first to second, runners on 2nd and 3rd score

Consult Pitcher X chart

SSBB Superstar Baseball Symbols

SIBB Sports Illustrated Baseball Symbols

BATTER CHART SYMBOLS (Use this chart to convert SI to SSBB)

SSBB	SIBB
HR	HR
3	3
2+	2*
2M	(2)
2	2
1	1
1A	1*
1D	(1+)
1M	(1)
1+	1+
E	E

Home Run

Triple

Double, all runners score

Double, runner on 1st can try for home
via Manager's decision chart

Double, runners advance 2 bases

Single, runners advance 1 base

Single, runners advance 2 bases

Single, runners on 2nd & 3rd score, runner
on 1st can try for third via MD

Single, baserunners advance 1 and
may attempt 1 more via MD

Single, runners on 2nd & 3rd score

Error, batter to first and runners 1 base

SSBB	SIBB
MS	(SF)
SF	SF
FM	(F)
F	F
G+	G*
G	G
DP	DP
BB	
HB	H
SO	

Out, runner on 3rd scores on SF (if not 3rd out),
other runners may attempt advance via MD

Out, runner on 3rd scores (if not 3rd out)

Out, runner on 3rd may try to score via MD

Out, runners hold

Out, baserunners advance 1 base

Ground out (see chart)

Ground out double-play (see chart)

Batter walks, runners advance 1 base if forced

Batter hit by pitch, runners advance 1 base
if forced

Batter strikes out

PITCHER FATIGUE CHART By Mike (MIKENIN) PAG Edited version		DAYS REST	AFTER A PITCHER BECOMES FATIGUED	
Add up all of the pitcher's decisions (total win and losses) and consult the chart below:			1st Inning - Replace the TEAM EARNED automatic outs (10-15) with a 1A single	
Starters with 40+ decisions can pitch 9 innings with no fatigue		2	Second inning - Replace ALL pitcher dice results 10-15 with a 1A single.	
Starters with 31-39 decisions can pitch 8 innings with no fatigue		3		
Starters with 23-30 decisions can pitch 7 innings with no fatigue		3	For subsequent innings, replace pitcher dice results 10-15 with the following: 10 - HR 13 - 1A 11 - 2 14 - 1A 12 - 2 15 - 1A	
Starters with 16-22 decisions can pitch 6 innings with no fatigue		4		
Starters with 0-15 decisions can pitch 5 innings with no fatigue		4		
Relievers with 17+ decisions can pitch 3 innings with no fatigue		2		
Relievers with 11-16 decisions can pitch 2 innings with no fatigue		1	RAIN OUT OPTION Roll the dice before the game begins. If 11 is rolled, the game is postponed and rescheduled. If 31 is rolled, there is threatening weather. Re-roll the dice every 1/2 inning. If 11 is rolled, the game is postponed.	
Relievers with 0-10 decisions can pitch 1 inning with no fatigue		0		
For pitchers with combined start and relief stats, starters can pitch 4 relief innings with no fatigue (not split start/relief stats)				
For pitchers with split starter/reliever stats, use appropriate fatigue above				
The Visiting Team announces their starter first.				
Relief pitchers may pitch in both games of a double-header if in the first game they do not pitch more than 1 inning. Relief pitchers may not pitch more than 5 innings per double-header.				

(G) GROUND OUT RESULT	
Bases Occupied	Result
None	Batter Out
1st	Force Out at 2nd, batter safe at 1st
2nd, 3rd, or 2nd & 3rd	Batter Out, runners hold
1st & 2nd	Force Out at 2nd, runner on 2nd goes to 3rd, batter safe at 1st
1st & 3rd	Manager's Decision:
	A) Force out at 2nd; run scores if not the third out; batter safe at 1st
	B) Batter out at 1st; runner on 1st to 2nd, runner on 3rd holds
Bases Full	Runner on 3rd out at home, batter safe at 1st, others advance one base
(DP) DOUBLE PLAY RESULT	
Bases Occupied	Result
None	Batter Out
1st	Batter and runner out, Double Play
2nd, 3rd, or 2nd & 3rd	Batter Out, runners hold
1st & 2nd	Batter and runner on 1st out, runner on 2nd to 3rd, Double Play
1st & 3rd	Manager's Decision:
	A) Batter and runner on 1st out, double play; other scores if not 3rd out
	B) Out at home on fielder's choice; batter safe at 1st, other advances to 2nd
Bases Full	Manager's Decision:
	A) Batter and runner on 1st out, double play; others advance one base, run scores if not 3rd out
	B) Runner on 3rd out at home, batter safe at 1st on fielder's choice, others advance one base
Manager's Decision: Defense must select A or B BEFORE Pitcher's Dice Roll Use A if unannounced	

Stolen Base Chart

Dice	Steal of Second						Dice	Steal of Third						Dice	Steal of Home						Dice
	0	1	2	3	4	5		0	1	2	3	4	5		0	1	2	3	4	5	
10	CS	BK	CS	CS	CS	CS	10	CS	CS	BK	BK	CS	SB	10	PO	PO	PO	PO	PO	PO	10
11	CS	CS	BK	CS	BK	CS	11	E	E	E	E	E	E	11	CS	SB	CS	BK	BK	E	11
12	CS	SB	SB	SB	SB	CS	12	CS	CS	CS	CS	CS	BK	12	CS	CS	CS	SB	SB	BK	12
13	PO	PO	PO	PO	PO	PO	13	CS	CS	CS	CS	SB	CS	13	SB	CS	CS	CS	CS	E+	13
14	E	E	E	E	E	E	14	CS	CS	CS	CS	CS	CS	14	CS	CS	SB	CS	CS	CS	14
15	CS	CS	CS	CS	CS	SB	15	CS	CS	CS	CS	CS	CS	15	CS	SB	SB	CS	CS	CS	15
16	CS	CS	CS	SB	CS	CS	16	CS	CS	CS	CS	CS	CS	16	CS	SB	SB	CS	CS	CS	16
17	CS	CS	SB	CS	CS	CS	17	PO	PO	PO	PO	PO	PO	17	CS	SB	SB	CS	E	CS	17
18	CS	CS	CS	CS	CS	CS	18	CS	CS	CS	SB	CS	CS	18	BK	BK	BK	E	SB	SB	18
19	BK	SB	CS	CS	BK	SB	19	BK	BK	SB	CS	CS	CS	19	E	E	CS	CS	CS	CS	19
20	CS	CS	CS	CS	CS	CS	20	CS	CS	CS	CS	CS	CS	20	CS	CS	CS	CS	CS	CS	20
21	CS	CS	CS	CS	CS	CS	21	CS	CS	CS	CS	CS	CS	21	CS	CS	CS	CS	CS	CS	21
22	CS	CS	CS	CS	CS	CS	22	CS	CS	CS	CS	CS	CS	22	CS	CS	CS	CS	CS	CS	22
23	CS	CS	CS	CS	CS	SB	23	CS	CS	CS	CS	CS	SB	23	CS	CS	CS	CS	CS	CS	23
24	CS	CS	CS	CS	SB	SB	24	CS	CS	CS	CS	SB	SB	24	CS	CS	CS	CS	CS	CS	24
25	CS	CS	CS	SB	SB	SB	25	CS	CS	CS	SB	SB	SB	25	CS	CS	CS	CS	CS	CS	25
26	CS	CS	SB	SB	SB	SB	26	CS	CS	CS	SB	SB	SB	26	CS	CS	SB	CS	CS	CS	26
27	CS	CS	SB	SB	SB	SB	27	CS	CS	SB	SB	SB	SB	27	CS	CS	SB	CS	CS	CS	27
28	SB	E+	SB	SB	E+	BK	28	CS	CS	E+	SB	SB	E+	28	CS	CS	E+	SB	CS	CS	28
29	E+	CS	SB	E+	SB	SB	29	CS	E+	SB	SB	E+	SB	29	CS	CS	E	E+	CS	E+	29
30	CS	CS	SB	SB	SB	SB	30	CS	CS	SB	SB	SB	SB	30	CS	CS	CS	SB	CS	SB	30
31	CS	CS	E+	E+	E+	SB	31	CS	CS	SB	E+	E+	E+	31	CS	CS	CS	SB	CS	SB	31
32	CS	SB	SB	SB	SB	SB	32	CS	SB	SB	SB	SB	SB	32	CS	CS	CS	CS	CS	CS	32
33	SB	SB	SB	SB	SB	E+	33	SB	SB	SB	SB	SB	SB	33	CS	CS	CS	CS	CS	CS	33
34	SB	SB	SB	SB	SB	SB	34	SB	SB	SB	SB	SB	SB	34	CS	CS	CS	CS	SB	SB	34
35	SB	SB	SB	SB	SB	SB	35	SB	SB	SB	SB	SB	SB	35	CS	CS	CS	CS	SB	SB	35
36	CS	SB	SB	SB	SB	SB	36	CS	SB	SB	SB	SB	SB	36	CS	CS	CS	SB	SB	SB	36
37	SB	SB	SB	SB	SB	SB	37	SB	SB	SB	SB	SB	SB	37	CS	CS	CS	SB	SB	SB	37
38	SB	SB	SB	SB	SB	SB	38	SB	SB	SB	SB	SB	SB	38	CS	CS	CS	SB	E+	CS	38
39	E+	E+	SB	BK	SB	SB	39	E+	E+	E+	SB	BK	CS	39	E+	E+	CS	E+	CS	CS	39
Dice	0	1	2	3	4	5	Dice	0	1	2	3	4	5	Dice	0	1	2	3	4	5	Dice

SB

Stolen Base

CS

Caught stealing

E+

Stolen Base + Error, all runners advance 1 base

PO

Runner picked off

E

Safe on error, other runners do not advance

BK

Balk

SUPERSTAR BASEBALL GAME CHARTS

With Optional Sports Illustrated Injury X Chart

Dice	Current X Chart	Optional X Chart			Bunt		Squeeze		Mgr Decision Chart							Dice	Defense Chart				
		X	INJ	Games Injured	A	B	A	B	0	1	2	3	4	5	Defense Total		Automatic Outs				
10	WP	INJ	1B	15	SH	SH	SH	SH	O	O	S	O*	O	O*	10	0-10	10				
11	WP	INJ	1B	No Injury	SH	SH	SH	1	O	O*	O*	E	E	E	11	11-14	11				
12	WP	INJ	CF	8	SH	SH	SH	1	E	O	O	E	S	S	12	15-18	12				
13	WP	INJ	C	4	SH	SH	1	SH	O	E	O	S	E	O*	13	19-22	13				
14	WP	INJ	SS	3	1	SH	1	SH	O	O	E	O	O*	E	14	23-26	14				
15	WP	INJ	SS	2	SH	SH	SH	SH	O	O	O	O*	O*	O	15	27-30	11	12			
16	WP	INJ	SS	7	SH	SH	SH	SH	O	O	O	O*	O	O	16	31-34	11	13			
17	WP	INJ	1B	10	SH	SH	SH	SH	O	O	O	O	O	O	17	35-38	12	13			
18	WP	INJ	1B	14	SH	SH	SH	SH	O	O	O	O	S	O	18	39-42	12	14			
19	RK	RK	1B	20	SH	SH	SH	SH	O	O	O	O	S	S	19	43-46	13	14			
20	WP	WP	CF	6	SH	SH	SH	SH	O	O	O	O	O	S	20	47-50	11	12	13		
21	WP	WP	CF	No Injury	SH	SH	FC		O	O	O	O	O	S	21	51-55	11	12	14		
22	WP	WP	3B	No Injury	SH	FC	SH	F	O*	O	O	O	S	S	22	56-60	11	13	14		
23	PB	WP	P	No Injury	FC	SH		F	O*	O*	S	E*	S	S	23	61-65	12	13	14		
24	PB	BK	2B	No Injury	SH	G			O*	O*	O*	O	S	S	24	66-70	12	14	15		
25	PB	WP	2B	No Injury	SH	G			O*	O*	O*	S	E*	S	25	71-75	13	14	15		
26	WP	WP	3B	No Injury	SH	E			O*	S	E*	S	S	E*	26	76-80	10	12	14	15	
27	HB	BK	3B	No Injury	SH	DP	SH		O	E*	S	S	S*	E*	27	81 +	11	12	14	15	
28	HB	WP	2B	5	DP	E	SH	SH	E*	S*	S	S	S	S	28	Auto Out result is always G, consult Ground Out Chart.					
29	HB	INJ	1B	12	SH	G	SH		O	O	S*	S	S	S	29						
30	HB	WP	RF	No Injury	2K	2K	E	SH	O	O	S	S	S	S	30	Mgr Decision Key					
31	HB	WP	RF	No Injury	2K	F	SH	E	O	O	S	S	S	S	31						
32	HB	PB	SS	No Injury	2K	F	E	G	O	S*	S	S	S	S	32	S Runner safe, runners not trying to advance, hold					
33	WP	PB	P	Game Only	E	G	F	2K	O	S*	S	S	S	S	33						
34	WP	HB	P	Game Only	SH	2K	2K	2K	S*	S	S	S*	S*	S*	34	S* Runner safe, Other runners advance 1 base on the throw					
35	WP	HB	C	Game Only	G	2K	2K	2K	S	S	S*	S*	S*	S*	35						
36	BK	PB	C	1	F	2K	SH		S	S	S*	S*	S*	S*	36	E Runner safe on error, runners not trying to advance, hold					
37	PB	WP	LF	No Injury	SH	SH	G		S	O	S*	S	S	S*	37						
38	WP	WP	LF	No Injury	G	SH	G	G	O	S	S	S	S	S	38	E* Runner safe, Other runners					

Superstar Baseball Hit And Run Chart

Offense Manager calls for H&R before pitch; roll the dice as usual and refer to this chart.

Pitcher Chart		Pitching Results; Base Runners
	<i>Blank</i>	Batter swings. Roll for batter then consult this chart for result of play.
D	<i>Defense</i>	If an auto out occurs, batter grounds out, runners advance 1 base
K	<i>SO?</i>	Batter swings, all runners subject to steal chart; If batter doesn't get a safe hit, Strikeout
1+	<i>Single</i>	Single, runners on 2nd & 3rd score
G	<i>Groundout</i>	Batter out; all runners advance 1 base
F	<i>Line Out</i>	Lead runner doubled off base.
BB	<i>BB</i>	Walk; all runners subject to steal chart if not forced to advance
HB	<i>HBP</i>	Hit by Pitch; runners advance one base, if forced
WP	<i>WP</i>	Wild Pitch; All runners advance 2 bases.
PB	<i>PB</i>	Passed ball; All runners advance 2 bases.
SO	<i>SO</i>	Strikeout; lead runner caught stealing
X	<i>X</i>	Consult X chart; See Below
X Chart Results		Base Runners
WP	<i>WP</i>	Wild Pitch; All runners advance 2 bases.
PB	<i>PB</i>	Passed ball; All runners advance 2 bases.
HB	<i>HBP</i>	Hit by Pitch; runners advance one base, if forced
BK	<i>Balk</i>	Balk; runners advance one base
Batter Chart		Batting Results; Base Runners
HR	<i>Double</i>	All runners score
3	<i>Double</i>	All runners score
2+	<i>Double</i>	All runners score
2M	<i>Double</i>	Runner on first to third then Manager's Decision to score
2	<i>Double</i>	Runner on first to third then Manager's Decision to score
1A	<i>Single</i>	Runners advance 2 bases
1D	<i>Single</i>	Runners advance 2 bases
1+	<i>Single</i>	Runners advance 2 bases
1M	<i>Single</i>	Runners advance 1 base; Use Manager's Decision to advance another base
1	<i>Single</i>	Runners advance 1 base
E	<i>Error</i>	Runners advance 2 bases
MS	<i>Sac. Fly</i>	Batter out; runner on 3rd scores. Others may use the Manager's Decision to advance 1 base
SF	<i>Sac. Fly</i>	Batter out; runner on 3rd scores if less than 2 outs. Other runners hold.
FM	<i>Fly Out</i>	Batter out; runner on 3rd may use the Manager's Decision to come home, other runners hold
F	<i>Line Out</i>	Lead runner doubled off base.
G+	<i>Groundout</i>	Batter out; all runners advance 1 base
G	<i>Groundout</i>	Batter out; all runners advance 1 base
DP	<i>Groundout</i>	Batter out; all runners advance 1 base
BB	<i>BB</i>	Walk; all runners subject to steal chart if not forced to advance
HB	<i>HBP</i>	Hit by Pitch; runners advance one base, if forced
SO	<i>SO</i>	Strikeout; lead runner caught stealing

OUTS 0 1 2

Dice	SP	RP		SP	RP	Dice
10			Pitcher			25
11						26
12						27
13						28
14						29
15						30
16						31
17						32
18						33
19						34
20						35
21						36
22						37
23						38
24						39

Dice	vs L	vs R		vs L	vs R	Dice
10			Right Handed Batter			25
11						26
12						27
13						28
14						29
15						30
16						31
17						32
18						33
19						34
20						35
21						36
22						37
23						38
24						39

Dice	vs L	vs R		vs L	vs R	Dice
10			Left Handed Batter			25
11						26
12						27
13						28
14						29
15						30
16						31
17						32
18						33
19						34
20						35
21						36
22						37
23						38
24						39

Superstar Baseball Score Sheet	DATE	GAME

DATE

GAME

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