

The Minor League Chronology I

Table Of Contents

- I. Game Components
- II. Game Setup
- III. The Player Cards
- IV. The Out Chart And Extras Chart
- V. Duplicate Numbers On the Player Ratings
- VI: The Action Deck
- VII: Game Play Explained
- VIII: Injuries & Other Things

- I. Game Components
 - A. Batter & Pitcher Data & Card Makers For all Minor League Teams 1978-2009
 - B. Action Deck (100 Cards)
 - C. Out Chart
 - D. Extras Chart
 - E. Score Sheet
 - F. This Rulebook

II. Game Set Up

1. Select the 2 Teams You Wish To Play. Copy The batters from either the Batters1 or Batters2 sheets. Paste into the "Paste Batters Here" sheet. BE SURE TO PASTE VALUES ONLY.

Print the batters sheet, repeat for the pitchers and for the opposing team. Write In Each Player's Position, Batting Rating, Pitcher Rating.

2. Shuffle the Action Deck Thoroughly.
3. Place the Out Chart and Extras Charts Nearby For Reference

III. The Player Cards & Fielding Charts

Each Team's Players Have Their Own Individual Batting and Pitching Cards for Each Year.

Players Are Rated On A Variety of Statistics on the Cards & Charts:

1. The Batting Cards

I. BR: Batting Rating: This Number Is Added To The Random Number Drawn To Determine If The Batting Card Is Used During An At Bat.

II. OUT: If The Random Number Drawn For The Batter Falls Into This Range, Th E Batter, Runner Is Out. The Out Chart Is Then Consulted. If The Number Drawn Is Not Within the Out Range, The Batter Will Either Get A Hit, A Walk, Or An Odd Result.

III. K: After Having His Result Determined To Be An Out, A Card Is Drawn. If The Number Is Within This Range, The Batter Has Struck Out.

IV. DP: If A Double-Play Situation Is Present And If The Action Number Falls Within This Range, A Double Play Occurs.

V. 1B: If The Batter's Number Is Within This Range, He Hits A Single. Depending On The Number, The Error Chart May Be Needed.

VI. 2B: If The Batter's Number Is Higher Than The 1b Range And Within This Range, He Hits A Double. Depending On The Number, The Error Chart May Be Needed.

VII. 3B: If The Batter's Number Is Higher Than The 2b Range And Within This Range, He Hits A Triple. Depending On The Number, The Error Chart May Be Needed.

VIII. HR: If The Batter's Number Is Higher Than The 3b Range And Within This Range, He Hits A Home Run.

IX. BB: If The Batter's Number Is Higher Than The Hr Range And Within This Range, He Has Walked.

X. HBP: If The Batter's Number Is Higher Than The Bb Range And Within This

Range, He Has Been Hit By A Pitch. If The Number Is "100", An Unusual Event May Occur. Consult The Batter's 100 Chart.

XI. SBA: How Often The Player Attempts A Steal Of Second Base. You Can Optionally Call For Steals Yourself; Just Use The Sb% Column To See If It's Successful. If You Use The Automated System, Draw A Number When A Man Is On First, Before Resolving The Play. If It's Within His SBA Range, He Tries The Steal. Draw Again, Using The Sb% Column For Results. To Automate Steals Of Third Base, Divide The SBA & The Sb% Numbers By 3 (Drop Any Remainder). To Automate Stealing Home, The Player Must Have A Sb% Of At Least 80 To Steal Home. Then, Divide The Sba Number By 8 And The Sb% By 10.

XII. SB: Explained Pretty Much Already! The Number Drawn Must Be In This Range For A Steal To Occur.

XIII. G: How Many Games The Player Appeared In As A Batter. Use This Column To Guide You In Proper Player Usage.

2. The Pitching Cards

I. OBA: If The Random Number Drawn For The Pitcher Falls Into This Range, The Batter Has Gotten A Hit, A Walk, Or An Unusual Result. If The Number Drawn Is Not Within The Hit Range, The Batter Will Either Get An Out Or An Unusual Result.

II. K: Same As The Batter's K, Only Taken From The Pitcher's Results

III. HIT: The Batter Has Gotten A Hit. Draw Again And Read The Batters Card To See Whether It's A Single, Double, Etc.

IV. BB: If The Number Is Higher Than The Hit Range And Within This Range, The Batter Has Been Walked. If The Number Is "100", An Unusual Event May Occur. Consult The Pitcher's WP/HB/BK Section.

V. PR: Pitching Rating: This Number Is Added To The Random Number Drawn To Determine If The Pitching Card Is Used During An At Bat.

VI. G: How Many Games The Pitcher Appeared In (As A Pitcher)

VII. GS: How Many Games The Player Appeared As A Starting Pitcher.

Wild pitches, hit batsmen & balks occur If The Pitching Card Result Is A "100". Draw A Card And Fit The Number Into The Appropriate Range:

1-60 Wild Pitch

61-95 Passed Ball

96-100 Balk

In each of these instances, runners advance 1 base.

No fielding charts are present, as the data available is incomplete at this time.

IV. The Out Chart And The Extras Chart

When An Out Has Occurred, Draw Another Card, Consulting The Proper Number, And Refer To The Out Chart. The Key At The Bottom Should Explain This, But We'll Look At It More Closely Later. The Extras Chart Holds All Of The 'Extra Information' Needed To Play The Game. Bunts, Suicide Squeezes, Errors, Runner Advancing On Hits, Playing The Infield "In", And Line Drives Are Covered Here.

V. Duplicate Numbers On The Player Ratings

On Some Individual Player Ratings, A Player Will Have The Same Number Listed.

Example: A Player Has A "95 95 95" Listed For Double, Triple And Homer Ratings. In This Case The 2nd & 3rd Numbers Are Ignored (I.E., This Player Cannot Hit A Triple Or A Homer.)

VI. The Action Deck

The Action Deck Is Composed Of 100 Cards, Each Side With A Top, Middle And Bottom Number. They May Be Printed 1 Or 2-Sided.

The Top Number (Range 1-100) Is Only Read For Results From The Batting Cards.

The Middle Number (1-20) Is Drawn Twice Before Each At Bat; First For The Batter, And Then For The Pitcher. The Numbers Drawn Are Added To The Batter's And Pitcher's Br/Pr Ratings. The Higher Result Gets Control.

The Bottom Number (1-100) Is Used For Results From The Pitcher Cards And For Other Defensive Plays.

To Print The Action Cards 2-Sided, First Print All The Sheets Normally. Be Sure Your

Print Options Are Set To Allow 2-Sided (Duplex) Printing. Re-Insert The Printed Sheets Back Into The Tray In The Same Orientation In Which They Exited The Printer. You Will Want To Randomize The Sheet Order For The Second Side, So As To Avoid Having Cards With The Same Numbers On Both Sides. The Lone Card On The Last Sheet Must Be Printed Without Being Mixed Into The Stack With The Full Sheets.

VII. Game Play Explained

Hitter Vs. Pitcher (BR VS. PR)

To Begin An At-Bat Sequence, Draw An Action Card For The Batter, Reading The Middle Number. Add This Number To The Batter's Br. Draw Another Card And Repeat The Process, But Using The Pitcher's Pr. The Higher Modified Rating Gets Control; You Will Use The Appropriate Player Card To Obtain A Result. If The Numbers Are Equal, Give Control To The Player Who Had The Highest Original Number. If Both Br & Pr Were Equal To Begin With, Give Control To The Pitcher. If The Batter Controls, Draw An Action Card, Consulting The Top Number. If The Number Is Less Than Or Equal To The Batters "Out" Rating, Follow These Steps:

Draw Another Card, Once Again Reading The Top Number. See If The Action Card Number Is Within The Player's "K" Range. If It Is, He Strikes Out. If The Number Is Greater Than The "K" Rating, Go To The Out Chart.

The Out Chart

To Get An Out Result, Draw A Card And Read The Top Number (For Batter In Control) Or The Bottom Number (Pitcher In Control). Find The Number On The Out Chart And Apply The Result. Use The Legend And Player Keys At The Bottom Of The Out Chart To Determine Player(s) Involved And Any Runners Who Advance Or Are Thrown Out.

Any Result Which Is Colored Red Will Involve An Error Check:

Errors

If An Out Chart Result Is In Red, An Error May Occur. Draw A Card And Read The Bottom Number. If The Number Is between 1 & 4, An Error occurs. Draw Another Card, Consulting The Bottom Number. Find The Result On The Error Chart.

Note That There Are Separate Error Charts For Fly Balls, Grounders, And Base Hits.

Line Drives

If An Out Result Has An Exclamation Point (!), Consult The Line Drive Chart If There Are Runners On 1st Or 2nd.

Base Hits

If The Original Action Card Is Greater Than The Batter's "Out" Rating, He Has Either Gotten A Base Hit or a Walk. To Determine The Result, Draw A Card And Read The Top Number. Find Its Location Within The "1b/2b/3b/Hr/Bb" Section Of The Batting Card.

Remember To Ignore Any Duplicate Numbers Following The First Occurrence Of The Number.

Base Hit Location

To Determine Which Fielder Will Handle A Base Hit, Draw A Card And Read The Bottom Number. See The Base Hit Locations Section Of The Extras Chart To Determine The Fielder Involved.

After A Fielder Is Determined, An Error Check Is Made On All 1, 2 And 3-Base Hits. Use The Same Random Number That Was Obtained For The Hit Location For The Error Check. Consult The Appropriate Section Of The Error Chart For The Result If An Error Is Committed By An Outfielder.

Advancing Runners On Hits

After A Base Hit (Single Or Double), Runners May Take An Extra Base Depending On The Second Digit Of The Original Base Hit Number. Consult The 'Runners Advancing On Hits' Section Of The Extras Chart.

Bunting

If You Wish To Call For A Bunt Or Squeeze Play, Proceed Normally (Draw For Control). Check For A Double Play And Strikeout As Outlined Above, But Divide The "DP" And "K" Ratings By 2. If No DP Or K Is Called For, Draw Another Card, Reading The Top Number. Consult The Bunt Chart For Results.

Stealing Bases

The Game Includes An Automated System For Handling Stolen Bases. You May Opt To Call For Steals Yourself. If Using The Automated System, Draw A Card After A Runner Reaches Base, Reading The Top Number. If The Number Is Within His "SBA" Range, He Will Attempt A Steal As The Next Batter Or Pitcher Takes An Action. To Check For Steal Success, First Draw A Card, Reading The Bottom Number. If The Number Is Within The Catcher's "Pct." Range On The Fielding Chart, He Commits A Throwing Error. If The Last Digit Of The Error Check Number Was 0-7, He Holds At Second; Other Runners Advance 1 Base. If The 2nd Digit Was An 8 Or 9, All Runners Advance 2 Bases. If No Error Is Committed, Draw Another Card And Read The Top Number. If The Number Is Within The Runner's "SB" Range, He Steals The Base.

Hit & Run

You May Call For A Hit And Run With Men On Base. Resolve The Play Normally, But A Strikeout Results In A Stolen Base Attempt (Possible Double Play).

Ground Balls Automatically Advance Runners (See The Out Chart Legend).
Runners Automatically Take An Extra Base On Base Hits (I.E., Runners Advance 2 Bases On A Single, 3 On A Double).

Advancing Runners When No Extra Base Is Indicated

You May Choose To Try And Stretch A Base Hit Into An Extra Base Hit By Using The Outfielder Arm Ratings. See The Extras Chart For An Explanation.

Playing The Infield "In"

On Defense, You May Wish To Bring In The Infield To Cut Off A Run At The Plate. Resolve The Play Normally, But If The Result Is A Ground Ball, Draw An Action Card And Refer To The Bottom Number. Find The Result On The Infield In Section Of The Extras Chart.

The Batter's "100" Chart

This Chart Is Consulted Whenever The Batter Is In Control, And The First Action Number Drawn (After The Control Draw) Is A "100". Draw Another Card And Read The Top Number. Find The Result On The Batter's 100 Chart.

If The Pitcher Controls:

Draw An Action Card And Read The Bottom Number. If The Number Is Within The Pitcher's "OBA" Range, He Has Given Up A Hit Or A Walk. Draw Another Card, Read The Bottom Number, And Consult The "Hit" Range. If The Number Is Within This Range, The Pitcher Has Given Up A Hit. Determine The Type Of Hit, Its Location And Any Error Made Using The Procedure Outlined Above In The Base Hits Section.

If The Number Drawn Is Higher Than The "Hit" Range, But Less Than Or Equal To The "Bb" Range, The Pitcher Has Given Up A Walk. Note That All Walk Ranges Have "100" As Their Upper Limit. If The Result Is A "100", Draw Another Card, Consulting The Bottom Number. Consult the aforementioned "Wp/Hb/Bk" Section. Remember To Ignore Duplicate Numbers After A First Occurrence. The Result Will Be Either A Wild Pitch, Hit Batsman Or Balk. Runners Advance 1 Base In Each Situation.

If The Original Number Drawn After The Control Draw Is Higher Than The Pitcher's "OBA" Range, He Has Gotten The Batter Out. Draw A Card And Consult The Bottom Number. If The Number Is Less Than Or Equal To The Pitcher's "K" Rating, He Has Struck Out The Batter. If The Number Is Greater Than His "K" Rating, Draw Another Card (Reading The Bottom Number), And Consult The Out Chart As Outlined Previously.

A Note Here About Ground Balls And Lead & Middle Runners:

Firstly, If Runners Would Not Be Moving (Say With Runners On 2nd & 3rd), Ignore All G#L's And G#M's. The Middle (M) Runner Is Considered To Be The Runner Behind The Lead Runner. If The Bases Are Loaded, This Is The Man On Second. What About The Man On First? He Is Also Considered A Middle Runner.

For Any Result That Calls For The Middle Runner To Be Out In A Bases-Loaded Situation, The Defense May Choose Either To Put Out The Runner On 2nd Or The One On 1st. For Any Situations That Are Unclear, Use Common Sense To Resolve.

VIII: Injuries And Other Things

If The Number Drawn On The Batting Card Is A "100", An Injury May Occur. This Will Normally Be A Walk Or Hit Batsman, And Will Be So If No Injury Occurs. Draw A Card, Reading The Top Number. If The Number Is 1-80, No Injury Occurs. If 81-100, Use This Scheme:

Draw Another Card, Reading The Top Number. The First Digit Is The Position Of The Player Injured. (1-9 = No injury, 10-19 = P, 20-29 = C, Etc.) The Second Digit Is The Number Of Games The Player Must Miss. (0 = Out For Remainder Of Current Game Only.) Draw Another Card, Reading The Bottom Number. If The Result Is 1-50, The Home Team Is Affected By The Injury; A 51-100 Would Affect The Visitors.