

PROGRAM



PRO BASEBALL GAME

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401 South 23rd Street, Belleville, Ill. 62221

INSTRUCTIONS

PREPARATION FOR PLAY

First, obtain two dice, one larger than the other. Then select two teams from any source giving individual batting averages (BA), hits (H), home runs (HR) and stolen bases (SB) for batters, and earned run averages (ERA), strikeouts (SO), base on balls (BB) and innings pitched (IP) for pitchers. Next, choose the starting lineups, making careful note of these statistics for each player. Play is now ready to begin.

BATTING & PITCHING TABLE

Each game and new play always begins with this table, except when a sacrifice, squeeze play or stolen base is attempted.

Hit Rating

The Batting & Pitching Table matches a batter's BA, along the left hand column, with a pitcher's ERA, across the top, to produce a Hit Rating for the batter. For example, reading from left to right and top down, the matching of a .280 BA with a 3.50 ERA produces the Hit Rating 31. To determine where a batter or pitcher falls on this table, or any other table used in the playing of this game, always use the table statistic that is closest to the player's real-life statistic. If the real-life batting average for a pitcher is unavailable use for him the BA .130.

Starting Play

To start play, roll the two dice for the first batter. The numbers rolled on the dice are combined to read as a two-digit number with the large die being the first digit. For example, if a three appears on the large die and a four comes up on the small die, the number rolled is read as thirty-four. Now if for instance, the first batter's Hit Rating is 34, and a number greater than 34 is rolled on the dice, move to the Out Table. However, if a number equal to or less than 34 is rolled, go next to the Combined Rating Table.

OUT TABLE AND OUT DEFINITION CHART

This table and chart determine how a batter actually goes out. Roll the dice, but this time add their numbers instead of combining them. Next, find this number along the left hand column of the Out Table and match it with the correct men on base situation, across the top. The meaning of the number produced by the matching is then numerically found in the Out Definition Chart, and describes exactly what happens. After taking the appropriate action, return to the Batting & Pitching Table to begin the next play, even though the batter may remain the same.

HIT TABLE AND HIT DEFINITION CHART

The procedure used with this table and chart is identical to that which is taken with the Out Table and Out Definition Chart, except that, in most cases, you must first use the Combined Rating Table.

COMBINED RATING TABLE

To qualify for the following ratings a batter must have a minimum total of 3 home runs, or 3 stolen bases, and a pitcher must have pitched at least 30 innings.

Power Rating

Before going on to the Hit Table and Hit Definition Chart is must be first determined whether or not the batter hits a home run. This is done by matching the batter's HR total, along the left hand column with his Hit total across the top. The table is then read exactly like the Batting & Pitching Table, only this time the number produced is the batter's Power Rating.

Next, roll the dice and read them as a two-digit number. If the number rolled is equal to or less than the batter's Power Rating he hits a home run. But, if the number rolled is greater than the batter's Power Rating, add the numbers on the dice and apply this number to the left hand column of the Hit Table. If a batter does not have a Power Rating, bypass the combined Factor Table and roll the dice for the Hit Table.

Speed Rating

If a player has a Speed Rating he may at any time during a game attempt to steal a base. To derive a player's Speed Rating from the Combined Rating Table use his SB total instead of HR total. Other than this change the use of the table is identical to when finding a batter's Power Rating.

To successfully steal a base requires a two-digit dice roll equal to or less than:

2nd Base—base runner's Speed Rating plus 33

3rd Base—base runner's Speed Rating plus 22

Home—base runner's Speed Rating less 17

A double or triple steal occurs when the lead runner steals the next base. In turn, the other runners steal the base in front of them. Furthermore, a dice roll of 97-99 during any attempted steal results in a successful stolen base and an error, and all runners advance one extra base.

Strikeout and Control Ratings

These ratings are derived in the same way as a batter's Power and Speed Ratings. Only in this case the left hand column becomes IP by attaching zeros on to the numbers found in this column, and the numbers across the top become either SO's or BB's depending on which rating is being found, that is, SO's for Strikeout Rating and BB's for Control Rating.

Now, if a pitcher's Strikeout Rating is 17 or less the green spaces found in the Out Table become strikeouts and the Out Definition Chart numbers and meanings found in these spaces are canceled.

If a pitcher's Control Rating is 38 or higher the Hit Definition Chart numbers and meanings found in the green spaces of the Hit Table are canceled and play starts over at Batting & Pitching Table with the same batter up.

SACRIFICE CHART

At any time during a game when there are less than two outs and runners in a position to be advanced, a sacrifice may be attempted. The dice are rolled and their numbers added. This number is then found on the Sacrifice Chart, and the action of the play is described. A successful squeeze play (advancing a runner from 3rd to home) requires 2 consecutive dice rolls of $\begin{matrix} 0-1, 3-9 \\ 17-18 \end{matrix}$ or one roll of 2 or 16. In such situations the last number rolled is used to define the action of the play.

OPTIONAL PLAY

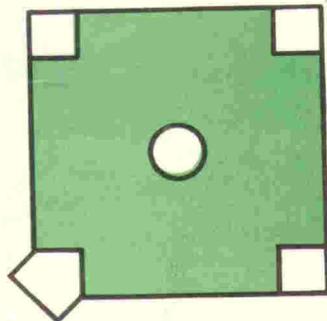
For additional realism and greater managerial control the following optional rules can be integrated into the playing of the game.

1. If a team's fielding average is .982 or better, a roll of 2 or less on a single die cancels any play resulting in a fielding error, and play starts over at either the Out or Hit Tables, which ever is appropriate. If a team's fielding average falls between .978 and .981 a dice roll of 1 cancels an error play.
2. A base runner thrown out in any hit play, or out play No. 14 is called safe if an additional dice roll equals or is less than his Speed Rating.
3. To stretch a single or double one extra base requires a dice roll equal to or less than the base runner's Speed Rating plus 20.
4. A pitcher decreases his real-life ERA by .10 for every shut-out inning he pitches during a game. In turn, a pitcher increases his real-life ERA by 10 for every run he permits during a game. Thus, a pitcher can both lower and raise his playing ERA during the course of a game.
5. Number 19 on the Hit Definition Chart results in an injury to the batter. If playing a league schedule, roll 1 die to determine the number of games the injured player will be held out of action.

OUT DEFINITION CHART

1. Out at 1st; runners hold
2. Out at 1st; runners advance 1 base
3. Force play; safe at 1st, runner out at 2nd, other runners advance 1 base
4. F.C.; safe at 1st, runner safe at 2nd
5. F.C.; safe at 1st, lead runner out, other runners advance 1 base
6. Out at 1st; runner to 2nd, runner on 3rd holds
7. Runner on 1st steals 2nd
8. Double play; out at 1st and 2nd, other runners advance 1 base
9. Double play; out at 1st, lead runner out, other runners advance 1 base
10. F.C.; safe at 1st, runner out at home and ejected for disputing umpire's call
11. Flyout; runners hold
12. Flyout; runners advance 1 base (*with runner on 3rd)
13. Flyout; lead runner advances 1 base*
14. Flyout; double play, runner out at next base
15. Pop fly out
16. Line drive out
17. Line drive out; double play, runner caught off base
18. Triple play
19. Strikeout
20. 1st on error; runners advance 1 base
21. 1st on error; runners advance 2 bases
22. 1st on error; runners hold
23. 2nd on error; runners score
24. Force play, runner out at 2nd, batter to 2nd on error
25. Passed ball; runners advance 1 base
26. Lead runner picked off base
27. Balk; runners advance 1 base
28. Wild pitch; runners advance 1 base

Note: Fielder's Choice (F.C.)



HIT DEFINITION CHART

1. Triple
2. Triple; batter out trying to score
3. Double; runners score
4. Double; runners advance 2 bases
5. Double; runners score, batter to 3rd on error
6. Double; runner on 1st out at home, batter to 3rd on throw
7. Double; batter out trying for 3rd
8. Single; runners advance 1 base
9. Single; runners advance 2 bases
10. Single; runners advance 2 bases, batter to 2nd on throw
11. Single; runners score, batter to 2nd on error
12. Single; runner on 1st out at 3rd
13. Single; runner out at home, batter to 2nd on throw
14. Single; runners hold
15. Single; runners advance 2 bases, batter out trying for 2nd
16. Home Run
17. Batter hit by pitcher
18. Base on balls
19. Batter hit by pitcher and injured; batter out for remainder of game.

SACRIFICE CHART

- 2 Single; runners advance 1 base
- 0-1,3-9,17-18 Out at 1st; runners advance 1 base*
- 10-13,15 Lead runner out; other runners advance 1 base
- 14 Double play; batter and lead runner out, other runners advance 1 base
- 16 Batter safe at 1st on error; runners advance 2 bases*

*scored as a sacrifice with less than 2 outs

OUTS



Small coins or objects can be used to position the base runners on the diamond to the left and count the outs on the diagram above.