

CHART
for
SACRIFICE BUNT, SQUEEZE PLAY or HIT & RUN

The use of this CHART is optional with the participants who must decide whether or not they wish to include it before the game begins. The CHART does not have to be used since the game can be played completely without it. For a person unfamiliar with baseball it may at first prove a bit complicated, but for the person familiar with baseball its use will tend to make the game more interesting and realistic.

When the manager of the team at bat wishes to attempt a SACRIFICE BUNT, SQUEEZE PLAY or HIT & RUN, he declares his intention after the Pitcher rolls the DICE. If a "Walk, STRIKE-OUT" or "Batter Out" appears on the PITCHER'S CARD there CANNOT be an attempt of any of the above until the next Batter is up and once again the same procedure is followed. If "Walk, STRIKEOUT" or "Batter Out" do NOT appear on the PITCHER'S CARD, the Batter then rolls the DICE and the appropriate CHART shown below is referred to.

SACRIFICE BUNT

A SACRIFICE BUNT may be attempted with a runner on 1st or 2nd base and also if there are runners on 1st and 2nd base, only if there are less than two out. It may never be attempted if there is a runner on 3rd base.

After the manager of the team at bat declares his intention to attempt a SACRIFICE BUNT (see second paragraph above) he rolls the DICE and refers to the DICE CHART. He does NOT refer to the BATTING CARD but to the following CHART.

With RUNNER on 1st Base or 2nd Base

<u>If the BATTER rolls-</u>	<u>BATTER</u>	<u>RUNNER</u>
2,9,10,12,13,21,22,27,28,30,31,32,34,37,38, 39,40,41,44,45,47,49,50,51,52,54,55,56	Out at 1st Base	ADVANCES one Base
1,3,8,14,15,16,17,18,20,23,25 29,33,35,42,43	SAFE at 1st Base	OUT at 2nd or 3rd
4,6,11,19,24,53	SAFE at 1st Base	ADVANCES one Base
5,7,26,36,46,48	OUT at 1st Base	OUT at 2nd or 3rd (DP)

With RUNNERS on 1st Base and 2nd Base

<u>If the BATTER rolls -</u>	<u>BATTER</u>	<u>RUNNER on 1st Base</u>	<u>RUNNER on 2nd Base</u>
3,7,14,15,16,19,26,31,34,37 39,46,48,49,50,52,54,55,56	OUT at 1st	ADVANCES to 2nd	ADVANCES to 3rd
4,13,17,20,25,32,33,35	OUT at 1st	ADVANCES to 2nd	OUT at 3rd (DP)
2,5,6,9,10,18,29,36	OUT at 1st	OUT at 2nd (DP)	ADVANCES to 3rd
1	OUT at 1st	OUT at 2nd	OUT at 3rd (TP)
8,12,21,23,24,28,30,42,45,51	SAFE at 1st	ADVANCES to 2nd	OUT at 3rd
11,22,27,43	SAFE at 1st	OUT at 2nd	ADVANCES to 3rd
41,44,47,53	SAFE at 1st	OUT at 2nd	OUT at 3rd (DP)
38,40	SAFE at 1st	ADVANCES to 2nd	ADVANCES to 3rd

SQUEEZE PLAY

The Batter is governed by whatever the BATTER CARD denotes. (For procedure refer to 2nd paragraph from top, above). The Runner is governed by the following CHART:

A SQUEEZE PLAY may be attempted ONLY with a Runner on 3rd Base and less than two out.

The BATTER CARD shows-

<u>BATTER</u>	<u>RUNNER</u>
WALK	Remains at 3rd
SINGLE, LONG SINGLE, DOUBLE, TRIPLE, HR.	SCORES
Ground Out to 1st or 2nd Baseman	SCORES
Ground Out to Shortstop or 3rd Baseman	Remains at 3rd
Ground Out to Pitcher	OUT at Home (DP)
LONG Fly Out to Outfield	SCORES
Strikeout	OUT at Home (DP)
Line Out to Infield	OUT at Home (DP)
All other Outs	Remains at 3rd