DUGOUT STEPS BASEBALL
FTP Sports Games
ALTERNATE BASE RUNNING SYSTEM/ARM ACCURACY MODIFICATION
This modification introduces Arm Accuracy into determining results of base runners trying for an extra base

When an Outfielder attempts to throw out a base runner trying for an extra base, use the following system:

Determine the Chance Number per Dugout Steps Baseball Rules & Instructions

When rolling the dice or checking a random number generator reference the following:

The White and Black dice make up the Random Number 1-100 and the Blue die is the Random number 1-20

The Blue Die is checked against the Chance Number you determined for the runner advancing

The 1st digit of the R100, in this case, 6 is checked against the Outfielder's Arm Rating for accuracy

If the 1st digit is greater than the Outfielder's Arm Rating, the throw is not accurate

If the throw is not accurate, you use the 2nd digit of the R100, in this case 9, to adjust DOWN, the R20.

For example, an Outfielder has an Arm Rating of 4. During game play, you have a runner advancing from 1st to 3rd on a Single to CF. You determine the chance number is 8. Looking at the Random Number result above, we have 69 and 12. 6 is higher than the Outfielder's Arm Rating, so the throw will be inaccurate. How inaccurate? Adjust the R20 of 12 down by the 2nd digit of R100, which is 9. So, the inaccurate throw changed a result that would have seen the runner being thrown out at 3rd base and into the runner being save. The Chance Number was 12 and the 1st Digit of R100 is 6 which is over the Outfielder's Arm Rating of 4 which means we adjust the Chance Number down to 3. If the 1st digit of R100 would have been 4 or less, no adjustment would have occurred to the Chance Number and the runner would have been out at 3B. On an accurate throw, there is no adjustment to the Chance Number.

DOUBLES on R100

Whenever the result roll is Doubles on the R100, the following happens:

If the throw is accurate (equal to or less than the Outfielder's Arm Rating) AND the base runner will be out because the R20 is higher than the Chance Number, check the fielder attempting to make the tag for an error. Unlike normal error checks where you check the Fielder's Error Rating against an R100, this time you check it against an R 20. If the R20 error check roll IS an error and it is ODD, he drops the throw and the runner is safe but if the R20 error check roll IS an error and it is EVEN, the fielder misplays the ball when attempting to catch it and apply the tag - any runner may try and advance using the EBA method.   If the throw is accurate and the runner will be safe based on the Chance Number, the error check is on the fielder catching the throw from the outfielder with possible advancement of the runners with the EBA method. All errors on players making a tag are dropped throws with no other base advancement. All errors on players catching the ball from an outfielder or other fielder can have runners advancing using the EBA method.

If the throw is inaccurate (greater than the Outfielder's Arm Rating), the Outfielder will be checked for a throwing error. Use an R20 to check against the Outfielder's Error Rating. If he makes an error and the R20 is EVEN use the following: check a separate R20 with 1-16 a 1B Error, 17-19 a 2B Error and 20 a 3B Error where the batter, if originally got a base hit, attempting to advance to home using the EBA method. If the Outfielder makes an error and the R20 is ODD, a backup fielder has a chance to prevent the error. Determine the player backing up the play (P at home plate or 3B, etc.) and check an R20. Add 10 to the determined Fielder's Rating for his position and check against the R20. If the R20 is equal to or less than 10 + the Fielder's Rating he backs up the play and the error is prevented. If he doesn't back up the play, determine the number of bases the error will give to any baserunners from the list above.

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SPECIFIC SCENARIOS

Close Plays, Blown Calls and Collisions: All apply after making any adjustment based on accuracy/inaccuracy of the Outfielder's Throw. This adjustment can bring the Close Plays, etc. into the result when they would not have been originally.

Cut Throws: Whenever the R20 is 10 or less AND the runner will be safe after any Chance Number adjustments and allowing for Close Plays, Blown Calls or Collisions, the throw from the Outfielder is cut off.

> Example: on a Single to RF, a runner on 1B is attempting to take an extra base and advance to third. You determine the Chance Number is 17. The Outfielder's Arm Rating is 5. You roll and get an R100 of 31 and an R20 of 3. The throw is accurate, doubles wasn't rolled and the R20 of 3 is 10 or less and the runner is going to easily be safe. The throw is cut off.

Batter Taking an Extra Base on a Throw: Whenever a throw is made on a lead runner attempting to take an extra base, the batter or trail runner will attempt to move up on that throw in the following scenario:

> If the 1st digit of R100 is higher than the 2nd digit of R100 AND the 2nd digit of R100 is equal to or less than the batter/trail runner's Speed Rating, he attempts to take the extra base. If that 2nd digit of R100 used to determine the batter/trail runner will attempt to take the extra base AND the result is ODD determine if he is safe or out using the EBA method but if it is EVEN he takes the base with no play.
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>> If the batter/trail runner is attempting to take an extra base and the throw is cut, determine if he is safe or out using the EBA method.

Error Checks on Relay Throws: Whenever there will be a Relay Throw and the R100 is Doubles AND the throw from the Outfielder is Accurate, check the Relay Throw man for an Error by comparing his Error Rating to an R20.

In short, accuracy is now involved in the throw from the Outfielder and Doubles on the R100 activates any other results like error checks, dropped throws, etc. You do not need to remember a range within the R100 as per original Dugout Steps Baseball Instructions and Rules.