



**FTP Sports Games**

# **DUGOUT STEPS BASEBALL**

**GAME INSTRUCTIONS**

**Feel The Pulse of the Game**



# DUGOUT STEPS BASEBALL



*The one constant through all the years, Ray, has been baseball. America has rolled by like an army of steamrollers. It has been erased like a blackboard, rebuilt and erased again. But baseball has marked the time. This field, this game: it's a part of our past, Ray. It reminds us of all that once was good and that could be again.*

Terrence Mann  
*Field of Dreams*

Dugout Steps Baseball is a full simulation of the game of Baseball. Dugout Steps Baseball features a highly detailed interaction between Pitchers and Batters, giving flavor to the age-old battle between Hurler and Slugger. Dugout Steps Baseball provides for a wide variety in Pitcher Performance which, in turn, makes each game unique and detailed. Once a ball is put into play, the action really heats up in Dugout Steps Baseball. Ballparks and Fielders are easily incorporated into game play and you will certainly know the difference between playing at Wrigley Field and Dodger Stadium. Great Fielders who flash the leather really make a difference in Dugout Steps Baseball as they bail out Pitchers with great defensive plays. Big Bat and No Leather players will provide pop at the plate, but fizzle in the field. Drama surrounds Big Flys that can either get out or wall. Fielders can pick 'em off the top of the fence and wind can blow a Big Fly foul. When men are on base, Strategy becomes involved and adds fun. Dugout Steps Baseball features a highly sophisticated system for knowing the location of a batted ball without having to do anything more than simply look at a number. This one number, however, opens up a world of possibility in Fielding and Baserunning. Baserunner Advancement features Collisions and Close Plays where the Baserunner attempts to avoid a tag or the Fielder tries to slap the tag on the Baserunner. Blown Calls add drama and fun and trigger Manager Arguments. Plays involving the Pivot are handled easily, but with great detail, as Middle Infielders try to Turn Two or a Baserunner attempts to break up a Twin Killing. Dugout Steps Baseball includes the option to be played at a Basic Level and even contains an optional Add-On for determining Pitch Counts easily and seamlessly.

In short, whether you are a fan in the stands or observing the action from the Dugout Steps, each game will be full of moments that make you cheer wildly or boo mercilessly as a fan. As a Skipper, there will be plenty of moments that make you smile wryly or sometimes just get downright mad. Dugout Steps Baseball provides you the framework to create the Baseball world as you see it.

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# OVERVIEW

Each Plate Appearance in Dugout Steps Baseball is initiated with two random numbers: 1-100 (R100) and 1-20 (R20). These two random numbers can be generated by throwing two 10 sided dice (D10s) and one 20 sided die (R20) or by using a random number generator available on many computer, tablet and smart phone apps.

## PITCHER / BATTER INTERACTION

The game of baseball mostly revolves around one thing: Can the Pitcher get the Batter out? Other conditions like fielding, the ballpark and weather can factor into the result, but the heart of baseball is the duel between the Pitcher and the Batter.

### AT BAT IMPACT

R100 is used to determine whether the Pitcher or Batter IMPACTS the At Bat.

**PITCHERS** Have Ratings on a scale of 1-100.

**BATTERS** Have + or - Modifications that adjust the Pitcher Rating.

This adjusted number is then compared to a R100 and a result is determined: Either an out or a hit.

### PLATE APPEARANCE CONTROL

R20 is used to determine whether the Pitcher or Batter CONTROLS the Plate Appearance.

**BATTERS** Have Walk (W) and Strikeout (K) Ratings that can end a Plate Appearance/At Bat without a Ball in Play.

**PITCHERS** Have Control/Wild Modifications that adjust the Batter's Walk Rating and Stuff Ratings that can blow a Batter away. Therefore, Pitchers also determine if a Ball ends up in Play.

### AT BAT IMPACT



Numbers Trending Toward 1 Favor the Pitcher / Numbers Trending Toward 100 Favor the Batter

### PLATE APPEARANCE CONTROL



Numbers Trending Toward 1 Favor the Pitcher / Numbers Trending Toward 20 Favor the Batter

P	STF	FTG	RT	HLD	PO	WP	BLK	HB
2	15	7	A	-7	79	5	1	1
16	+7							
Hits Left		Throws Left						
<b>Clayton Kershaw</b>								
G	33	GS	33	W	16	L	9	
ERA	1.83	AVG	.195	S	0	IP	236.0	
L	83	HR	-9	CONTROL	-1	HR	-5	79
				LF	CF	RF		
MEN	87	K		28		K		83
I-R	93	GB	37	58	63	GB		89
		FB	71	81	88	FB		
GRV	94	LO	89	90	91	LO		90
		P/C		95		P/C		
N-E	77	PO	96	97	98	PO		73
		FL		100		FL		
HITS	K	W	HR	D	T	S	IS	
+3	+5	20	7	29	-	89	100	
B-H	SAC	PW	GDP	H+R	SPD	LD	SB	?
0	73	-P	C	--	5	-	-	N

This system seamlessly melds the Pitcher and Batter together to determine the result of the Plate Appearance and At Bat.

CF	LF	DH		SPEED	ARM
5	5	9		7	5
2	7				
Hits Right		Throws Right			
<b>Mike Trout</b>					
GP	157	GS	157	AVG	.323
HR	27	RBI	97	R	109
K	136	BB	110	SB	33
		CS			7
LEFT		LF	CF	RF	RIGHT
-8	HR	5	10	14	HR
	D	21	28	35	D
MEN ON	T	36	38	39	T
	S	58	76	94	S
-12	I-H		100		I-H
		PULL	GAP	OPP	
K/H +	L	11	9	7	R
92		9	7	5	
		FIELD	POWER		
					10
B-H	SAC	GDP	H+R	HBP	LD
--	25	B	4	5	17
					83
					5
K	+3			18	W

Pitcher / Batter Interaction Result

When these three things combine . . . . You get the game of Baseball

Individual Ballparks / Weather (Optional)

Batted Ball Location AND Ability of Fielders

Feel The Pulse of the Game

# R100 and R20

**R100**

**R20**

**7 5**

**15**

**1st D10**

**2nd D10**

R100 makes use of the 10s digit; both 1st and 2nd and are referred to as 1st D10 and 2nd D10

R20 is always simply read "as is"

**OPTION**

For ease of play you can roll two sets of dice. Roll 1 (R1) would consist of two D10s and one R20 and Roll 2 (R2) would also consist of two D10s and one R20. You can also configure a Random Number Generator for 2 Rolls.

In this example R 100 is 75 and the 1st D 10 is 7 while the 2nd D 10 is 5

## PITCHER WARM UP TOSSES

At the beginning of every game and each time a new Pitcher is brought in, you must perform Warm Up Tosses to determine the following: Pitcher Effectiveness, Stuff and Control.

Consult the Back of the Dugout Steps Baseball MAIN CHART. There you will see a section called PITCHER WARM UP TOSSES. You will make 2 Rolls.

**Roll 1** Will determine the Effectiveness of the Pitcher and whether he has Overpowering Stuff.  
**EFFECTIVENESS** use R100

**GROOVED** If R100 is within the GROOVE Range for the Pitcher's Grade, you will use his GRV Rating which is higher than his Standard Grade and represents the Pitcher hitting his spots and being highly effective.

**INEFFECTIVE** If R100 is within the INEFFECTIVE Range for the Pitcher's Grade, you use his I-E Grade which is lower than his Standard Grade and represents a Pitcher who is struggling to effectively hit his spots.

**STANDARD** If the R100 is between both the GROOVE and INEFFECTIVE Ranges for the Pitcher's Grade, you will use his Standard L or R Grades.

**OVERPOWERING STUFF** use R20

If R20 is equal to or greater than the Pitcher's STF Rating, he has OVERPOWERING STUFF.

**Roll 2** Will determine if the Pitcher has Swing and Miss Stuff or is Pitching to Contact and his Control Level.  
**K ABILITY** use R100

**SWING AND MISS STUFF** If R100 is within the K Rating of the Pitcher, he has SWING AND MISS STUFF.

**PITCH TO CONTACT** If R100 is 90 or higher, the Pitcher will PITCH TO CONTACT.


**CONTROL/WILD LEVEL** use R20

Refer to the PITCHER CONTROL/WILD CHART and use R20.

**CONTROL** If R20 is 1 through 10, the Pitcher will "gain" more control. If the Pitcher has a CONTROL Rating with a negative number and the R20 calls for a "gain" in control, add the two numbers for a greater negative. If the Pitcher has a CONTROL Rating with a positive number, you subtract from that positive number.

**WILD** If R20 is 16 through 20, the Pitcher will "become" more wild. This "gain" in wildness is added to his CONTROL RATING.

**NO CHANGE** If R20 is 11 through 15, the Pitcher receives no change to his CONTROL Rating.

GROOVED									
P	STF	FTG	RT	HLD	PO	WP	BLK	HB	
2	15	7	A	-7	79	5	1	1	
16	+7								
Hits Left					Throws Left				
Clayton Kershaw 									
G	33	GS	33	W	16	L	9		
ERA	1.83	AVG	.195	S	0	IP	236.0		
L	83	HR	-9	CONTROL	-1	HR	79	R	
		LF	CF	RF					
	87	K	28	K			83		
		GB	37	58	63	GB			
	93	FB	71	81	88	FB	89		
		LO	89	90	91	LO			
	94	P/C	95	P/C			90		
		PO	96	97	98	PO			
	77	FL	100	FL			73		
HITS	K	W	HR	D	T	S	IS		
+3	+5	20	7	29	-	89	100		
B-H	SAC	PW	GDP	H+R	SPD	LD	SB	?	
0	73	-P	C	-	5	-	-	N	

Once you determine any changes to the Pitcher Ratings during the Warm Up Tosses, use the Pitcher Mats from the game materials which are placed underneath the Pitcher for easy reference of those changes. Clayton Kershaw, to the left, is GROOVED with OVERPOWERING STUFF and has a CONTROL LEVEL of 4.

- TOP** Place either GROOVED or INEFFECTIVE on the top. STANDARD does not have a Pitcher Mat, i.e. nothing shows.
- BOTTOM** Place either CONTROL or WILD Pitcher Mat on the bottom. 0 is represented by a Dash.
- RIGHT** Place either the OVERPOWERING STUFF or PITCH TO CONTACT 10 Mat to the Right or nothing when applicable.
- LEFT** Place either the SWING AND MISS STUFF or PITCH TO CONTACT 5 Mat to the Left or nothing when applicable.

This System allows for a wide range and variety in Pitcher performances. Baseball followers know there are special days when a Pitcher is Grooved In and Blowing Batters Always. Likewise, Pitcher's can take the mound with INEFFECTIVE STUFF and really struggle.

# SECTION 1 PITCHER / BATTER INTERACTION IN DETAIL

## AT BAT IMPACT

### PITCHERS

Pitchers have 5 different Numerical Grades for both Left Handed Batters and Right Handed Batters. Lefty Batter grades are on the Left Side of the Pitcher Card and Righty Batter grades are on the Right.

- L / R** Standard Grade with No Men on Base.
- MEN** Grade used with Men on Base.
- I-R** Grade used for Reliever's entering game with Men on Base.
- GRV** Grade used in both No Men on Base and Men on Base Situations when Pitcher is GROOVED.
- I-E** Grades used in both No Men on Base and Men on Base Situations if Pitcher is INEFFECTIVE.

### BATTERS

Batters have 2 different + / - Modifications which adjust Pitcher Ratings for both Left Handed Pitchers and Right Handed Pitchers.

- LEFT / RIGHT** Modification used with No Men on Base.
- MEN ON** Modification used with Men on Base.

**The combination of Pitcher Ratings and Batter Modifications allow unique matchups that can change within a game depending upon Pitcher Performance.**

## PLATE APPEARANCE CONTROL

### PITCHERS

Pitchers have the ability to Modify a Batter's Walk Rating with CONTROL or WILDNESS.  
Pitchers have the ability to Blow Batters Away when Pitching with OVERPOWERING or SWING AND MISS STUFF.

### BATTERS

Batters have a W Rating that establishes the ability to draw Walks.  
Batters have a K Rating that, when Positive, will Strike Out regardless of Pitcher ability.

## PITCHER / BATTER INTERACTION ROLL

### R100

Use the Pitcher Grade required for the current situation and Pitcher Effectiveness. Take note of the + / - Modifications of the Batter depending upon the Handedness of the Pitcher. This will establish a number called the **AT BAT IMPACT NUMBER**. If the R100 is equal to or less than the **AT BAT IMPACT NUMBER**, the Pitcher wins the matchup and will either Strike Out the Batter, Record an Out, or an Error will be made by a fielder. A small number of Rolls may end in a foul ball. If the R100 is greater than the **AT BAT IMPACT NUMBER**, the Batter wins the matchup and will get a hit.

**BALLPARKS** The Ballpark the game is being played in also has an influence on the PITCHER / BATTER INTERACTION.

**OUT TO HIT** If the R100 is low enough to be within the Ballpark's OUT TO HIT Rating, the Fielders will become involved and an OUT may turn into a HIT.

**HIT TO OUT** If the R100 is high enough to be within the Ballpark's HIT TO OUT Rating, the Fielders will become involved and a HIT may turn into an OUT.

### R20

R20 determines the CONTROL side of the Plate Appearance.

**K RESULTS** If the Batter has a K Rating with a +Number AND the R20 is equal to or less than the +K Rating, the Batter Strikes Out. Likewise, if a Pitcher has OVERPOWERING STUFF AND the R20 is equal to or less than the Pitcher's STF +Number, he Blows the Batter Away and Strikes Him Out.

**W RESULTS** If the R20 is equal to or greater than the Batter's W Rating, he MAY draw a Walk.

**CONTROL** If the Pitcher is Pitching with CONTROL, he takes away the Walk IF the 2nd D10 is equal to or less than his CONTROL Rating.

**WILD** If the Pitcher is WILD he INCREASES the Batter's W Rating with his Wild + Rating. For Example, a Batter has a W Rating of 19 and the Pitcher is a WILD +3 Rating. The Pitcher INCREASES the Batter's W Rating to 16. If the R20 is equal to or greater than the Batter's Original W Rating, he Walks. If the R20 is within the INCREASED W Rating, he will walk the Batter IF the 2nd D10 is equal to or less than then the Pitcher's WILD +3 Number. In this scenario, ROLL 1 is R100 of 32 and R20 of 17 - the Batter Walks. If R100 is instead 45, the 2nd D10 is higher than the Pitcher's WILD +3 Rating - no Walk occurs.

**+W RATING** Some Batters who Walk infrequently will have a W Rating of a plus number: +1, +2, etc. These Batters only draw a Walk when the R20 IS 20 and a Pitcher has a WILD + Rating equal to or greater than the Batter's +W Rating. If a Batter has an N Rating, he never draws a Walk.

## AUXILLIARY PLAYS DURING PITCHER / BATTER INTERACTION

When R20 is either 9, 10 or 11, Auxiliary Plays may occur.

**10** When R20 is 10 AND R100 is 18-20, consult the back of the BUNT CHART for an Auxiliary/Rare Play

### MEN ON BASE ONLY

**9** When R20 is 9 and R100 is 21-100:

**ODD** If the 1st D10 is ODD and the 2nd D10 is within the Pitcher's Balk Rating, a Balk occurs

**EVEN** If the 1st D10 is EVEN and the 2nd D10 is within the Catcher's PB Rating, a Passed Ball Occurs.

**11** When R20 is 11 and R100 is 21-100:

If the 2nd D10 is within the Pitcher's WP Rating, he throws a Wild Pitch.

**10** When R20 is 9 and R100 is 21-100:

**ODD** If the 1st D10 is ODD and the 2nd D10 is within the Batter's HBP Rating, he is Hit by the Pitch.

**EVEN** If the 1st D10 is EVEN and the 2nd D10 is within the Pitcher's HB Rating, he Hits the Batter.

**PITCHER / BATTER INTERACTION EXAMPLES**

GROOVED												
P	STF	FTG	RT	HLD	PO	WP	BLK	HB				
2	15	7	A	-7	79	5	1	1				
.16	+7											
Hits Left			Throws Left									
Clayton Kershaw												
G	33	GS	33	W	16	L	9					
ERA	1.83	AVG	.195	S	0	IP	236.0					
L	83	HR	CONTROL	HR	79	R						
		-9	-1	-5								
		LF	CF	RF								
87	K	28		K	83							
93	GB	37	58	63	89							
	FB	71	81	88								
94	LO	89	90	91	90							
	P/C		95		P/C	90						
77	PO	96	97	98	PO	73						
	FL		100		FL							
HITS	K	W	HR	D	T	S	IS					
+3	+5	20	7	29	-	89	100					
B-H	SAC	PW	GDPH+R	SPD	LD	SB	?					
0	73	-P	C	-	5	-	N					
CONTROL 4												

**OVERPOWERING STUFF**

**EXAMPLE 1 NO MEN ON BASE** - the ROLL is **52 / 13**. Kershaw is GROOVED and Trout is Right Handed, so we start with a Righty GRV Rating of 90 for Kershaw. Trout Modifies that down to 82. The R100 from the ROLL is **52**, so Kershaw will Put Out Trout as **13** is nowhere near Trout's +3 K Rating or his 18 W Rating.

**EXAMPLE 2 NO MEN ON BASE** - the ROLL is **24 / 19**. An R20 of **19** is equal to or greater than Trout's W Rating of 18 BUT Kershaw is Pitching with a CONTROL 4 Rating which takes away the Walk AND the R100 ROLL of **24** is well within Kershaw's Rating Range, so an out will be made.

**EXAMPLE 3 MAN ON 1st BASE** - the ROLL is **87 / 11**. Kershaw is still using his Right GRV Rating of 90, BUT Trout Modifies that down to 78. R20 is **11** so we have to check for a Wild Pitch. Kershaw has a WP Rating of 5 and the 2nd D10 is 7, so no Wild Pitch occurs. In this scenario, Trout will get a Hit.

CF	LF	DH	SPEED	ARM			
5	5	9	7	5			
2	7						
Hits Right			Throws Right				
Mike Trout							
GP	157	GS	157	AVG	.323	OPB	.432
HR	27	RBI	97	R	109	PA	716
K	136	BB	110	SB	33	CS	7
LEFT	LF	CF	RF	RIGHT			
-8	HR	5	10	14	HR	-6	
	D	21	28	35	D		
MEN ON	T	36	38	39	T	MEN ON	
	S	58	76	94	S		
-12	I-H		100		I-H	-10	
		PULL	GAP	OPP			
K/H +	L	11	9	7	R	OFFENSE	
92		9	7	5		10	
					FIELD POWER	-	
B-H	SAC	GDP	H+R	HBP	LD	SB	?
--	25	B	4	5	17	83	5
K	+3				18	W	

**EXAMPLE 4 BASES LOADED** - the ROLL is **03 / 8**. The R20 of **8** is close to Kershaw's OVERPOWERING STUFF RATING of +7 but no Strikeout Occurs. The R100 of **03** is within the OUTS TO HITS Range of Angel Stadium of Anaheim, so Kershaw has gotten the best of Trout BUT the Defense will now be involved and the OUT may turn into a HIT. *Covered in-depth below.*

**EXAMPLE 5 MAN ON 2nd BASE** the ROLL is **68 / 4**. The R20 of **4** is greater than Trout's K Rating of +3 BUT within Kershaw's OVERPOWERING STUFF Rating of +7. Kershaw Strikes Trout Out. IF the R100 would have been high enough for Trout to get a hit, the Hit Result would have stood. OVERPOWERING STUFF alone can't take away a Hit.

Angel Stadium of Anaheim									
FOUL TERRITORY - SMALL 1-2-3-7-8-15-16-17-18									
20	LF	3	20	CF	4	20	RF	3	
330		365		406		365		330	
+3	+2	-	-1	-2	-1	-	+2	+3	
HITS TO OUTS									
92-100									
OUTS TO HITS									
1-9									
									
GRASS 45,050									

**IMPORTANT**

**Walks supersede Hits** . If a batter Draws a Walk AND the R100 is high enough for him to get a Hit, he Draws the Walk UNLESS the R100 is high enough to be within his K/H+ Rating. If so, he has the ability to take advantage of the pitch scenarios and will get a Hit.

**Hits supersede +K Strikeouts** . If a batter is able to get a hit BUT the R20 is within his +K Rating OR the Pitcher's OVERPOWERING STUFF Rating (when applicable), the Hit supersedes the Strikeout.

**ELECTRIC STUFF** On special occasions when a Pitcher is GROOVED with OVERPOWERING STUFF and SWING AND MISS STUFF, he **DOES TAKE AWAY BASE HITS** - UNLESS - the R100 is high enough to be equal to or greater than the Batter's K/H + Rating. In this type of moment, Pitchers like Mike Scott or Nolan Ryan can truly be special.

**WILD PITCH AND PASSED BALL ADVANCEMENTS**

Base Runners advance one base on Wild Pitches and Passed Balls. In the ERRORS - WILD PITCHES - PASSED BALLS - HIT BY PITCH Section of the DUGOUT STEPS BASEBALL MAIN CHART, there are other special instructions for each of these events which include specific scenarios where additional bases are taken, close plays occur and possible player injuries.

**RATINGS GREATER THAN 10** Occasionally, Pitcher's will have Wild Pitch, Balk and Hit Batter Ratings greater than 10. In this case, when a WP, BALK or HB takes place, you need to Roll again to determine IF ANOTHER of the same occurs. If the Pitcher's WP, BALK or HB Rating is within the R100 of the next Roll, ANOTHER of the same occurs. If a Batter has a HBP Rating greater than 10, Roll again. If the R20 is equal to or less than the Player's HBP Rating - his team will automatically retaliate the next time an R20 comes up. There is no need to check to see if a HBP takes place - it is automatic.

**IN REVIEW**

The Pitcher / Batter Interaction is the heart of Dugout Steps Baseball. It is resolved quickly and easily by establishing the **AT BAT IMPACT NUMBER** which comes from the Pitcher's Rating - according to how he is fairing that day - Modified by a Batter's Ability. Next, a random Number 1-100 and a Random Number 1-20 are drawn from dice or a Random Number Generator. The Random Number R100 is compared to the **AT BAT IMPACT NUMBER** to determine who "wins" the Pitcher / Batter Interaction and the Random Number R20 deals with Walks, certain Strikeouts and Secondary Plays like: Wild Pitches, Balks, Passed Balls and Hit Batsmen. For both Random Numbers, the lower end favors the Pitcher and the higher end favors the Batter. Ballparks can also be involved in the result. R100s around 10 or less trigger fielder interaction that potentially turn outs to hits, and R100s around 90 or more trigger fielder interaction that potentially turns hits to outs. This system provides a wide variety of results between Pitchers and Batters.

# SECTION 2 OUTS - HITS and ERRORS

Once you determine the result of the Pitcher / Batter Interaction and that result does not include a Strikeout, Walk or Hit Batsmen (in which case the Plate Appearance is over), you then ROLL again to determine the final Play Result. If the Pitcher won the Pitcher / Batter Interaction, you are rolling on his card to determine if a Strikeout is the final result or if the ball is put into play for an out made by a fielder. If the Batter won the Pitcher / Batter Interaction, you are rolling on his card to determine what kind of hit he gets. Of course, other results like errors and great or poor defensive plays are also a part of this process.

## OUTS

### PLAY RESULT ROLL - OUTS

#### R100

	LF	CF	RF	
K		28		K
GB	37	58	63	GB
FB	71	81	88	FB
LO	89	90	91	LO
P/C		95		P/C
PO	96	97	98	PO
FL		100		FL

You will notice on each Pitcher Card a grid with green numbers. Along each side of the grid you see specific types of outs. The top of the grid shows the three Fields: LF, CF and RF. R100 slots into the Pitcher Out Grid system to determine what type of out the Pitcher records.

For example, if R100 is greater than 63 BUT equal to or less than 71, it is a FLY BALL to Left Field.

- K** Pitcher may record a Strikeout
- GB** a Ground Ball is induced:
  - LF is to the 3B
  - CF is either to the SS or 2B
  - 1st D10 EVEN is to the SS
  - 1st D10 ODD is to the 2B
  - RF is to the 1B
- FB** a Fly Ball is induced to the Fielder indicated.
- LO** a Lineout is induced to an Infielder:
  - The exact same system for GBs is used to determine which Infielder except that:
    - Lineouts Directed to Center played by an Infielder: use the R20 to determine whether the SS or 2B makes the play.

#### R20

R20 is used for two things: First, if the Pitcher is to record a Strikeout, the Batter may be able to fight it off with a negative K Rating. Second, when a Ball is in Play to the position derived from the Pitcher's Out Grid, R20 provides a Ball in Play Location which then has a Range Number assigned to Ground Balls and a Range Number as well as a Depth Number for Fly Balls.

**Please See the additional Ball In Play Location Page for further information.**

- P/C** a Ground Ball is induced to either the Pitcher's Mound area or the Plate area: R20 will be used to determine which Fielder will make the play.
- PO** a Pop Out is induced to an Infielder
  - The exact same system for GBs is used to determine if it is the SS or 2B that makes the play.
- FL** a Foul Ball is induced: R20 will be used to determine which Fielder will make the play.

### SPECIFIC OUT INSTRUCTIONS

#### STRIKEOUTS

When the R100 is within the Pitcher's K Section of his Pitcher's Grid, he strikes out the batter UNLESS:

**BATTER FIGHTS IT OFF** If a Batter has a K Rating that is a negative number ( -10 for example ), there is a chance he may put the ball in play instead of striking out. As there is no Ball In Play Location for a strikeout, the R20 is instead compared to the Batter's K Rating. If he does have a - K Rating and the R20 is equal to or less than his - K Rating, he fights off the potential strikeout and puts the ball into play. + K Rated Batters and those with a dash will not have this effect on a Pitcher K.

If the Batter fought off the strikeout - ROLL AGAIN. Use the 2nd D10 of the R100 and refer to the STRIKEOUT TO OUT Section of the GAME CHART. This will reveal which Fielder the ball has been hit to for the out. Balls hit to an Infielder are Ground Balls and balls hit to an Outfielder are Fly Balls. If the 2nd D10 is 1, the ball is hit to either the Pitcher or Catcher - use the R20 and the BALL IN PLAY RESULT BOARDS (BIPRB) to determine which of the two makes the play. If the 2nd D10 is 2, the ball is hit to the Middle Infielder to the pull-side of the batter, i.e. Lefty Batters - 2B and Right Batters - SS. If the 2nd D10 is 10, a Foul Out occurs - use the BIPRB and R20 to determine where the Foul Ball is hit to and who makes the play. All other routine outs make use of the R20 to determine the Ball Location and Depth.

**PITCHING TO CONTACT** If you determine, during the Pitcher Warm Up Tosses, that a Pitcher is PITCHING TO CONTACT - he increases the chance that a Batter is able to FIGHT OFF the strikeout. If he is a PITCH TO CONTACT 5, he adds -5 to Negative K Ratings of Batters INCREASING their range and takes away -5 from +K Batters allowing them to potentially FIGHT OFF a strikeout. If the Pitcher is a PITCH TO CONTACT 10, the adjustment is -10.

#### TYPES OF STRIKEOUTS

**STRIKEOUTS SWINGING** When a strikeout occurs and the Result Number used to determine that a strikeout took place is ODD, it is a Swing and a Miss Strikeout.

**STRIKEOUTS LOOKING** When a strikeout occurs and the Result Number used to determine that a strikeout took place is EVEN, the Batter Strikes out Looking **BUT** only up to 10. If the result number is greater than 10, it is a Swinging Strikeout on EVEN numbers as well.

**DROPPED 3rd STRIKES** When a strikeout occurs with the result number of 3 (3, 13, 23, 33, etc.), it is a Swinging Strikeout **BUT** the Catcher Drops the ball. Refer to the Errors on Dropped Swinging 3rd Strikes Section of the MAIN CHART to determine if the Catcher Tags the Batter, Throws for a Force at 1B OR if a WP or PB takes place. **ROLL AGAIN.**

**ERROR CHECK** - Errors only occur IF on a RE-ROLL the R100 is also within the Catcher's Error Rating; IF NOT, he either: **ODD NUMBER** - tags the batter out or **EVEN NUMBER** - throws to 1B for a force out. For Wild Pitches and Passed Balls, if the 2nd D10 is within the Pitcher's WP Rating or the Catcher's PB Rating, a Wild Pitch or Passed Ball occurs with the batter taking 1B.

**GROUND BALL OUTS**

R100 reveals which Fielder the Ground Ball is hit to and R20 gives the Ball Location.

<b>BASES EMPTY</b>  For <b>SLOW ROLLERS</b> that also include an <b>OUT TO HIT</b> Range Check, <b>ADD</b> the Batter's <b>SPEED RATING</b> to the Intersecting Number on the <b>OUTS TO HITS</b> Section of the <b>MAIN CHART.</b>	<b>1B TO P</b>	If the bases are empty, a routine GB out is recorded by the Fielder to 1B except for: If a GB is hit to the 1B and the R20 is 1-4 OR 16-20 - the 1B fields the ball and shovels it to the P for the out at 1B.
	<b>SLOW ROLLER</b>	If a GB is hit to either the 3B, SS, 2B or 1B with an R20 of 1 or 2, it is a Slow Roller. Refer to the <b>GROUND BALL to INFIELD SINGLE</b> Section of the MAIN CHART. RE-ROLL and use the R20 to determine the <b>SAFE/OUT</b> Call with the R100 containing possible bad calls, etc. These are Bang-Bang Plays with the Manager Arguing Bad Calls.
	<b>HUSTLE</b>	If a GB is hit to any Infielder and the R100 used to get the result is <b>DOUBLES</b> , the Batter Hustles down the line. RE-ROLL. If the R20 is within his <b>SPEED</b> Rating, he is <b>SAFE</b> . The R100 may reveal <b>Bad Calls</b> , etc. use the same <b>GROUND BALL to INFIELD SINGLE</b> Section of the MAIN CHART.
	<b>HUSTLE SLOW ROLLERS</b>	If the GB is hit to the 3B, SS, 2B or 1B with an R20 of 1 or 2 and an R100 <b>Doubles</b> , the Batter Hustles to beat it out. Follow the same procedure as a <b>SLOW ROLLER</b> except that you Double the Batter's Speed Rating.
	<b>GB to P/C</b>	GBs to the Pitcher/Catcher are handled this way: The Catcher makes the play on R20s 1 through 6 and the Pitcher makes the play on R20s 7-20. <b>BATTER HUSTLE</b> still applies, but not <b>SLOW ROLLERS</b> .

**MEN ON BASE** Whenever a GB occurs with Men on Base, there is the possibility of a Double Play. The Ball in Play Result Boards for each of the **GROUNDOUT SECTIONS** contains information for dealing with Men on Base.

- F** This pertains to any Force Scenario starting at 1B and up to **BASES LOADED**.
- 3rd** This pertains to either Runner on 3B **ONLY** or Runners on 1B and 3B.
- 2nd** This pertains to Runners on 2B **ONLY**.

The Ball Location plays an important roll on GBs with Men on Base because Runner Advancement depends upon it. The closer the ball is hit to the Fielder in Question (starting with BL Numbers 9, 10, 11 and 12) the more likely a Double Play **AND** the less likely an Un-Forced Runner will be able to move up.

**UN-FORCED RUNNER(S)** When there is an Un-Forced Runner on 2B or 3B (this includes Runners on 2B and 3B), refer to the 3rd or 2nd Column of the **GROUNDOUT SECTION** of the Fielder. Use the BL Number to determine if the Un-Forced Runner(s) will **STAY** or can possibly move up **CH \*A**, **CH \*B** or **CH \*C**.

**STAY** Ball Location is such that the Baserunner is not able to move up.

**CH\*** Ball Location allows for a Baserunner to possibly move up. The Ball In Play Result Boards include the Advancement Formula to determine if the Baserunner is **SAFE** or **OUT** depending upon whether the Fielder chose to make the play on him. Fielders always have the choice to try for the lead runner or make the play at 1B. Aggressive teams will often try for the lead runner.

**RUNNER GOES** When R100 is **DOUBLE EVENS**, the Un-Forced Runner attempts to move up **AND** the Fielder tries to throw him out. Consult the **BIPRB** to determine **SAFE / OUT**.

**RUNNER GOES NP** When R100 is **DOUBLE ODDS**, the Un-Forced Runner attempts to move up **BUT** the Fielder opts to make the play at 1B. **BATTER HUSTLE** kicks in here - See Above.

**\*SLOW ROLLERS and HUSTLE SLOW ROLLERS STILL APPLY - as there is no play on Un-Forced Runners.**

**STRATEGY** In certain situations, a Manager may choose to play the Infield In to try and prevent an Un-Forced Baserunner on 3B from scoring on a Ground Ball. See the Strategy Section.

**FORCED RUNNER(S)** Anytime there is a Forced Runner or Forced Runners, refer to the **F** Column of the **GROUNDOUT SECTION** of the Fielder the ball is hit to. Use the BL Number to determine if there is a chance for a Double Play or the Runners Advance (**RA**).

**INFIELD DEPTH** Whenever there is a Force Situation with less than 2 **OUTS**, the Infield is automatically set to Double Play Depth. This means that the SS and 2B play closer to the bag which slightly increases the hole to the foul line side of the SS and 2B.

**RA** Ball Location is such that the Baserunner is able to advance and there is no chance for a Double Play.



You will see, upon examining the BIPRBs for 3B, SS, 2B and 1B, that Ball Location Numbers 1 through 4 and 17 through 20 have the Runner Advancing without a Double Play chance.

**GB to P/C**  
**SLOW ROLLER**

GBs to the Pitcher or Catcher have a different array of possibilities.

Applies on BL Numbers 1 and 2 to the 3B, SS, 2B and 1B.

**FC**  
**ABC**

Ball Location is such that there is a much better chance for a Double Play. BL Numbers 9-12 have the highest Double Play Possibility, 7-8 and 13-14 have a lower chance for a Double Play and 5-6 and 15-16 have the lowest chance for a Double Play.

**THE PIVOT**

To determine whether a GB will be turned into a Double Play, look at the GDP Rating for the batter. Each Batter will have a D, C, B, A or A\* Rating. D Rated Batters bounce into the most Double Plays and A\* Rated Batters never bounce into a Double Play.

When the Ball Location Numbers are 5 through 16, you will determine if a Double Play or Fielder's Choice results. In the F Column, each BL Number 5 through 16 will have a FC with letter grades in green just underneath.

**FIELDER'S CHOICE / DOUBLED UP**

If the Batter has the Grade Required to avoid a Double Play, the result will be a Fielder's Choice **UNLESS** the Middle Infield is able to Turn the Double Play.

**PIVOT INFIELDER**

for GBs to the 3B or SS, the PIVOT INFIELDER is the 2B

for GBS to the 2B, 1B, P or C, the PIVOT INFIELDER is the SS

After determining the PIVOT INFIELDER: ROLL AGAIN. If the R20 is equal to or less than the PIVOT INFIELDER's Fielding Rating, he turns the Double Play. If not, it is a Fielder's Choice.

**DOUBLED UP / BASERUNNER PRESSURE**

If the Batter does not have the Grade Required to avoid a Double Play, the result will be a Double Play **UNLESS** the Baserunner on 1B can break up the Double Play.

**BASERUNNER PRESSURE**

ROLL AGAIN. If the R20 is equal to or less than the SPEED Rating of the Baserunner on 1B, he is able to break up the play by pressuring the PIVOT INFIELDER and making a slide that prevents him from turning the Double Play.

**DOUBLES**

When Doubles occur on the PIVOT PLAY RE-ROLL, an injury or interference may be called. Consult the DOUBLE PLAYS & F.C. PIVOTS Section of the MAIN CHART.

**HUSTLE**

When the R100 of the PLAY RESULT ROLL is Doubles and the PIVOT PLAY Result is a Double Play, the Batter can still beat it out by hustling down the line. RE-ROLL and use the same procedure as above to determine if he is SAFE and beats out the Double Play.

**DOUBLE PLAY / F.C. SPECIAL RESULTS**

You will notice on the Ball In Play Result Boards that GROUNDOUTS TO 3B, SS/2B and 1B are colored in Yellow. This means specific events are triggered.

**TRIPLE PLAYS**

When the result is a Double Play and the Ball was hit to the:

**3B** With 0 OUTS, BL Numbers 10 and 12, the 3B touches the 3B Bag and then fires to the 2B. RE-ROLL. If R20 is 1 a Triple Play is completed!

**DOUBLE PLAYS**

When the result is a Double Play and the Ball was hit to the:

**3B** With 0 OUTS, BL Numbers 10 and 12, the 3B touches the 3B Bag and then fires to the 2B. RE-ROLL. If R20 is greater than 1, there is no Triple Play, the OUT is made at 2B, Batter Safe on F.C.

**SS** On BL Numbers 9 and 11, the SS makes the Force at 2B and then throws to 1B for the Double Play.

**2B** On BL Numbers 10 and 12, the 2B makes the Force at 2B and then throws to 1B for the Double Play.

**F.C. with 2 OUTS**

When a GB is going to be the 3rd OUT of an inning and the BL is 9-12 and the ball was hit to the:

**3B** On BL Numbers 9 through 12, the 3B Fires the ball to the 2B for a F.C. at 2B. (or touches 3B if a Forced)

**SS** On BL Numbers 10 and 12, the SS Flips the ball to the 2B for a F.C. at 2B.

On BL Numbers 9 and 11, the SS Takes the ball to 2B for a F.C. Unassisted

**2B** On BL Numbers 9 and 11, the 2B Flips the ball to the SS for a F.C. at 2B.

On BL Numbers 10 and 12, the 2B Takes the ball to 2B for a F.C. Unassisted

**GROUND BALL OUT - RANGE CHECKS**

During the Pitcher / Batter Interaction Roll, if the R100 is low enough to be within the OUT TO HIT Section of the Ballpark Card being used, a Range Check occurs to determine if the Fielder is able to make the out.

**RANGE CHECKS**

Refer to the R Column of the BIPRBs to determine the Range Number used depending upon the Ball Location. Remember, the closer the ball is hit to the Fielder, the better the chance is he makes the play. Refer to the RANGE CHECKS Section of the MAIN CHART. On the OUTS TO HITS Grid, find the point where the Range Number of the Play and the Fielder's Rating intersects. This will either show OUT or a Number. RE-ROLL. If OUT is showing OR the R20 is **GREATER THAN** the number showing at the intersection point - the OUT is made. The rest of the play sequence will follow as outlined above. PERFORM THE RANGE CHECK before anything else. If the R20 is equal to or less than the number showing at the intersection point - the Fielder fails to make the play and the result will be a hit. Refer to the O-H Column from the BIPRBs Section where the play was originally directed and it will reveal the type of hit the play resulted in.


The Light Blue Box is a SINGLE to the Field the play was directed to.

The Light Green Box is a DOUBLE to the Field the play was directed to.

The Green Box is an INFIELD HIT (SINGLE) if the Catcher (or the Pitcher in certain situations) fails to

make the play.  
 Contained within the Box will be a Number for SINGLES and DOUBLES. This is the Depth Number which will be discussed further. See Below.

**INJURY** When Rolling to determine the result of a Range Check AND R100 IS 100, the Fielder may suffer an injury.

**GROUND BALL OUT - RUNNER ON 1B HELD**

When a Baserunner is being held at 1B, you will notice the BL Numbers 14, 16, 18 and 20 are in Green with a Green Circle around them. This denotes that the 1B, because he is holding the runner on, is unable to make the routine play on balls hit to those locations. The runner at 1B is held only when he is the only Baserunner OR there is a runner at third as well. The Manager can always choose to not hold a runner on.

**FLY BALL OUTS**

R100 reveals which Fielder the Fly Ball is hit to and R20 gives the Ball Location AND Depth.

Fly Ball Outs are handled the same whether the Bases are Empty or there are Runners on Base. Each FLYOUT Section on the Ball In Play Result Boards has an R Column for Range, a D Column for Depth and then 3rd, 2nd and 1st Columns with Specific Modifications used if a Baserunner is trying to advance after tagging up. There is also an OUT to HIT Column.

**DEPTH** Ball Location Numbers 17 through 20 on Fly Balls are colored in Orange with White Numbers. This indicates that the catch is made at the Warning Track.

**FB TO HR** Each Ballpark Card will have a Green Number or Dash next to LF, CF or RF. This is the FB to HR Number.

**Dodger Stadium**


FOUL TERRITORY - LARGE 1-2-17-18

<b>20</b> LF <b>2</b>	<b>20</b> CF <b>5</b>	<b>20</b> RF <b>2</b>
330 385	395	385 330
<b>+3 +1 -</b>	<b>-1 -3 -1</b>	<b>- +1 +3</b>

HITS TO OUTS  
**92-100**

OUTS TO HITS  
**1-9**

GRASS 56,000



When a Fly Ball has a Ball Location Number Equal to or Greater than the FB to HR Number for the Field the ball was hit to, there is a chance that the Batter may have enough Power to get the ball out of the park. For Dodger Stadium, the FB to HR Number is 20 for LF, CF and RF. Ballparks that allow more Home Runs will have FB to HR Numbers as low as 18. Ballparks that allow very few Home Runs will have a Dash, meaning there are no FB to HR Chances when the ball is hit to that specific Field.

For FB to HR Chances, each of the three Fields, LF, CF and RF are divided into 10 slots from Right to Left. The FIELD DIRECTION Section of the GAME CHART shows a depiction of this. These 10 slots provide Spray Chart Vectors which will be consulted. Because the Ball Location is deep enough for a possible Home

Run, we will consult the 2nd D10 number to determine which part of the specific field the Long Fly is directed to.

**FLY BALL TO HOME RUN SPRAY CHART**

<b>10</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>Modification C</b>			<b>Modification B</b>				<b>Modification A</b>		

For example, the Spray Chart indicated to the left is for Right Field. 2nd D10 1 would be right along the Right Field Foul Line next to the pole and 2nd D10 10 would be to the opposite side of Right Field more toward the Right-Center Gap. This is important

because we need to determine which Modification will be used. Dodger Stadium has the following Modifications for Right Field: Modification C is a Dash (meaning 0), Modification B is +1 and Modification C is +3. Positive Numbers increase the chance for a Home Run and Negative Numbers decrease the chance. Now that we know which part of the specific field the Long Fly is directed towards, we will now determine if it is just a Fly Ball or if it gets out for a Home Run.

P	STF	FTG	RT	HLD	PO	WP	BLK	HB
<b>2</b>	<b>15</b>	<b>7</b>	<b>A</b>	<b>-7</b>	<b>79</b>	<b>5</b>	<b>1</b>	<b>1</b>
<b>16</b>	<b>+7</b>							
Hits Left Throws Left Clayton Kershaw								
G	33	GS	33	W	16	L	9	
ERA	1.83	AVG	.195	S	0	IP	236.0	
<b>L</b>	<b>83</b>	<b>HR</b>	<b>-9</b>	<b>CONTROL</b>	<b>-1</b>	<b>HR</b>	<b>79</b>	<b>R</b>
				<b>LF</b>	<b>CF</b>	<b>RF</b>		
<b>87</b>		<b>K</b>	<b>28</b>	<b>K</b>	<b>83</b>			
<b>93</b>		<b>GB</b>	<b>37</b>	<b>58</b>	<b>63</b>	<b>GB</b>	<b>89</b>	
<b>94</b>		<b>FB</b>	<b>71</b>	<b>81</b>	<b>88</b>	<b>FB</b>	<b>90</b>	
<b>94</b>		<b>LO</b>	<b>89</b>	<b>90</b>	<b>91</b>	<b>LO</b>	<b>90</b>	
<b>77</b>		<b>P/C</b>	<b>96</b>	<b>97</b>	<b>98</b>	<b>P/C</b>	<b>73</b>	
		<b>FL</b>	<b>100</b>	<b>FL</b>				
HITS	K	W	HR	D	T	S	IS	
<b>+3</b>	<b>+5</b>	<b>20</b>	<b>7</b>	<b>29</b>			<b>89</b>	<b>100</b>
B-H	SAC	PW	GDP	H+R	SPD	LD	SB	?
<b>0</b>	<b>73</b>	<b>-P</b>	<b>C</b>	<b>-</b>	<b>5</b>			<b>N</b>

CF	LF	DH	SPEED	ARM			
<b>5</b>	<b>5</b>	<b>9</b>	<b>7</b>	<b>5</b>			
<b>2</b>	<b>7</b>						
Hits Right Throws Right Mike Trout							
GP	157	GS	157	AVG	.323	OPB	.432
HR	27	RBI	97	R	109	PA	716
K	136	BB	110	SB	33	CS	7
<b>LEFT</b>	<b>LF</b>	<b>CF</b>	<b>RF</b>	<b>RIGHT</b>			
<b>-8</b>	<b>HR</b>	<b>5</b>	<b>10</b>	<b>14</b>	<b>HR</b>	<b>-6</b>	
	<b>D</b>	<b>21</b>	<b>28</b>	<b>35</b>	<b>D</b>		
<b>MEN ON</b>	<b>T</b>	<b>36</b>	<b>38</b>	<b>39</b>	<b>T</b>	<b>MEN ON</b>	
<b>-12</b>	<b>S</b>	<b>58</b>	<b>76</b>	<b>94</b>	<b>S</b>		
<b>92</b>	<b>L/H</b>	<b>100</b>	<b>L/H</b>	<b>-10</b>			
<b>K/H</b>	<b>+9</b>	<b>L</b>	<b>11</b>	<b>9</b>	<b>7</b>	<b>R</b>	
			<b>9</b>	<b>7</b>	<b>5</b>		
		<b>FIELD POWER</b>	<b>-</b>		<b>10</b>	<b>OFFENSE</b>	
B-H	SAC	GDP	H+R	HBP	LD	SB	?
<b>--</b>	<b>25</b>	<b>B</b>	<b>4</b>	<b>5</b>	<b>17</b>	<b>83</b>	<b>5</b>
<b>K</b>	<b>+3</b>		<b>18</b>		<b>W</b>		

**FIGURING FLY BALLS TO HOME RUNS**

Let's say Clayton Kershaw is facing Mike Trout. The Pitcher / Batter Interaction Roll is 26 / 13. Kershaw wins the Interaction and there isn't a +K or Walk. Now we Roll Again to determine the Play Result. We get a Roll of 83/20. 83 on Kershaw's Pitcher Out Grid is a FB to RF with a Ball Location of 20. Dodger Stadium has a FB to HR Number of 20 so we must now determine if Trout has enough Power to turn the Fly Ball into a Home Run. We will first consult the Field Power Section of Trout's card, inside the black box. First, you look at whether he is facing a Right or Left Handed Pitcher. Kershaw is Left Handed so we will look at the Red Numbers. Because Trout is Right Handed, Right Field is his OPPOSITE FIELD and Left would be his PULL FIELD. Everything directed toward Center Field calls upon his GAP POWER. As we determined, a Fly Ball has been hit to Right Field. Trout has

an OPPOSITE FIELD POWER Rating of 7 against Left Handed Pitchers. Next, we consult the Dodger Stadium Ballpark Card for Right Field and look for the Modification in Section A because the 2nd D10 is 3. Dodger Stadium has a +3 Modification for this Vector. So, we add +3 to Trout's 7 for a total of 10. Next, we check Kershaw's HR Rating against Right Handed Batters, which is -5. So, we subtract -5 from 10 and that leaves us with a Fly Ball to Home Run chance of 1 through 5.




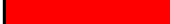
RE-ROLL to determine the result.

**HOME RUN** If the R20 is equal to or less than the number established from the calculation, it is a Home Run. If R20 is greater, the original Fly Ball Result stands.

**BIG FLY TYPE** If the Result is a Home Run, you use the R100 to determine what kind of Big Fly is hit. The GAME CHART has a section called HOME RUN TYPES by POWER LEVEL. Each Batter has a Power Rating of +P, Dash or -P. Use the R100 and determine what type of Big Fly is Hit. You will notice a blue number between brackets. This number is used in determining if an Outfielder can pick a ball off the top of the fence.

RE-ROLL to determine the distance.

**WALL CHECK / DISTANCE** Use the R100 to determine the distance of the Home Run. Each Ballpark Card has a strip that shows Wall Height.

-  Indicates a very short fence if: R100 is 1-30 the Fielder has a chance to rob the Home Run.
-  Indicates a normal fence height: if R100 is 1-20 the Fielder has a chance to rob the Home Run.
-  Indicates a high fence height: if the R100 is 1-10 the Fielder has a chance to rob the Home Run.
-  Indicates a fence that is too high to rob a Home Run from.

If there is a chance for the Fielder to rob the Home Run, the Home Run Length will be at the Fence. If you know the exact measurement for the specific Ballpark, you will know the Home Run Distance.

RE-ROLL to determine if the Outfielder robs the Home Run.

Add the Blue Number in brackets, depending upon the type of Big Fly, to the Outfielder's Fielding Rating.

**HOME RUN ROBBED** If the R20 is within the number established, the Outfielder robs the Home Run.

**DISTANCE** For Home Runs that travel beyond the Wall Check Distance, use the same R100 used to determine if a Wall Check occurs and it will give you the length. For -P Batters, divide the Number by 5 and Round Up. Add that to the distance of the Fence and it will reveal the total length of the Home Run. For Dash Rated Batters, divide by 2. For +P Batters, do not divide. The Home Run distance is calculated the same.

**RUNNER ADVANCEMENT** On Fly Ball Outs, Baserunners have the option of tagging and attempting to move up a base.

On the Ball In Play Result Boards, there are specific instructions for Runner Advancement, depending upon which base the Runner is attempting to advance from.

- 1st** The Baserunner is attempting to tag and move from 1B to 2B.
- 2nd** The Baserunner is attempting to tag and move from 2B to 3B.
- 3rd** The Baserunner is attempting to tag and move from 3B to Home.

For advancement, the D Column will reveal the Depth of the Ball Location and then the specific instructions for Runner Advancement will modify that. Base Runner Advancement will be covered in depth below.

### FLY BALL OUT - RANGE CHECKS

During the Pitcher / Batter Interaction Roll, if the R100 is low enough to be within the OUT TO HIT Section of the Ballpark Card being used, a Range Check occurs to determine if the Fielder is able to make the out.

**RANGE CHECKS** Range Checks occur in the exact same manner as described above. In the OUTS TO HITS area of the RANGE CHECKS Section of the MAIN CHART, you find the intersecting point between the Fielder's Rating and the Range Number.

On Fly Out Range Checks - if R100 is 97-99, a Bad Call is made.

If the Fielder fails the Range Check, the Fly Ball will turn into a hit. The O-H Section of the BIPRB will show either a Single or a Double (indicated by color) and a Depth associated with it. Some Depths contain the letter C, which will be covered below.

**GROUND RULE DOUBLES** For Ball Location Numbers 17 through 20 on Fly Balls, there is a chance that a Ground Rule Double will occur. If the Fielder fails a Range Check AND a Double is the result AND the 2nd D10 is 1 through 4, a Ground Rule Double occurs.

### LINEOUTS

R100 reveals which Fielder the Lineout is hit to and R20 gives the Catch Type.

**SS / 2B / P** When a Lineout is directed towards CF, R20 reveals which Fielder the Lineout is hit to instead of R100.

**TYPE OF LINEOUT** You will notice that Lineouts, like Groundouts, do not have a Depth Number. On Lineouts, R20 is used to determine the following:

**Ball Location Numbers 15 through 20** The Fielder jumps to catch the ball. The higher the Number, the higher he jumps.

**Ball Location Numbers 7 through 14** The ball is hit right at the Fielder with Numbers 9 through 12 being hit DIRECTLY at him.

**Ball Location Numbers 1 through 6** The Fielder has to kneel or sprawl out to catch the ball. The lower the number, the more he has to sprawl out.

**DOUBLE PLAYS** Whenever a Lineout is caught with men on base, the Fielder will attempt to Double Off a Baserunner. Consult the BIPRBs to see if the Baserunner STAYS - meaning he gets back safely - or if there

is a chance to put him out. The Ball Location Numbers reveal the Chance Numbers for a Double Play. RE-ROLL. If the R20 is within the Chance Number showing, the Runner is Doubled Off. Close Plays and Bad Calls are possible: consult the Runner Advancement Section of the Instructions for specific directives. If there is more than one Baserunner, the Fielder tries to Double Off the runner at the base closest to him. For Middle-Infielders, this is 2B.

### TRIPLE PLAYS

If a Lineout Double Play occurs and there are 2 or 3 Baserunners, ROLL AGAIN. If the R20 IS 1, a Triple Play occurs.

### LINEOUT - RANGE CHECKS

During the Pitcher / Batter Interaction Roll, if the R100 is low enough to be within the OUT TO HIT Section of the Ballpark Card being used, a Range Check occurs to determine if the Fielder is able to make the out.

### RANGE CHECKS

The process is exactly the same as outline above, including OUT TO HIT Locations, etc.

### LINEOUT - RUNNER ON 1B HELD

Use the exact same procedure described in the GROUNDOUTS Section. In short, when a Baserunner is being held at 1B, Ball Location Numbers 14, 16, 18 and 20 turn into hits.

### INFIELD AT DOUBLE PLAY DEPTH

When the Infield is at Double Play Depth, Ball Location Numbers 19 and 20, when hit toward CF, are SINGLES because a small hole is opened up as the Middle Infielders are playing closer to 2B.

### POPOUTS

R100 reveals which Fielder the Popout is hit to and R20 gives the Popout Height.

### SS / 2B / P

When a Lineout is directed towards CF, use the LINEOUT SECTION for SS / 2B / P to determine which of the three the Popout is hit to. R20 will designate which player it is.

### TYPE OF POPUP

Instead of a Ball Location, R20 will determine the height of the Popout. The higher the Number, the higher the Popout. 19 and 20 are Sky High all the way down to 1 and 2 which are little weak Popouts.

### POPOUS TO P

Popouts to the Pitcher are little blooming Popouts.

### POPOUT - RANGE CHECKS

During the Pitcher / Batter Interaction Roll, if the R100 is low enough to be within the OUT TO HIT Section of the Ballpark Card being used, a Range Check occurs to determine if the Fielder is able to make the out.

When a Range Check occurs on a Popout, the batted ball is a Texas Leaguer Popped Up between the Infield and Outfield. Ball Location Numbers 1 through 16 require the Infielder to attempt to make a play on the Texas Leaguer in shallow outfield territory. Ball Location Numbers 17 through 20 require the Outfielder to race up and make a play on the Texas Leaguer. Popouts to the Middle Infield: EVEN Ball Location Numbers are to the SS and ODD Ball Location Numbers are to the 2B.

### RANGE CHECKS

The process is exactly the same as outlined above, except that all Popouts to Hits are Singles. Baserunners will only move one base. There is an XB Column that gives a Number used if a Baserunner wants to try for an extra base.

### BASEBALL RULES

Remember the Infield Fly Rule. With less than 2 OUTS, and a Force Play at 3B, an Infield Fly is called on Popouts. Follow all official MLB rules for Infield Flies.

### FOUL OUTS

R100 reveals that a Foul Out occurs and R20 determines the Fielder/Location.

### FOUL TERRITORY

Each Ballpark Card has a Foul Territory Section. Numbers in Red, if there are any, are Foul Balls that are out of play. The Smaller the Foul Territory, the more Red Numbers.

### CATCHERS

For Foul Balls to the Catcher, there are 6 Ball Location Numbers. 1 is the closest to the Screen behind the plate and 6 is closest to the plate.

### RANGE AND DEPTH

You will notice that Foul Balls do not have a Range Number; they do not require it. Each Ball Location, however, has a Depth Number used when a Baserunner attempts to advance on a Foul Put Out. Consult the Baserunner Advancement Section below for more information.

### FOUL OUT TO HR

Ball Location Numbers 19 and 20 call for a Fly Ball to Home Run Check. Follow the exact same procedure as outlined above except that you know the Vector is right at the Foul Pole. When RE-ROLLING after determining the Home Run Chance Number, do the following:

Compare the 1st and 2nd D10s.

If the RE-ROLL R20 indicates a Home Run - you will now check if it is fair or foul.

If the 1st D10 is greater than the 2nd D10, the Ball is Fair - Home Run.

If the 2nd D10 is greater than the 1st D10, the Ball is Foul - the OUT is made at the wall.

If the 1st and 2nd D10s are equal, the ball hits the Foul Pole and is Fair - Home Run.

### FOUL OUT RANGE CHECKS

Range Checks on Foul Outs are handled differently than Balls in Play. When the Pitcher / Batter Interaction Roll calls for a Range Check and a Foul Out occurs during the Play Result Roll, you will do the following:

### TOUGH PLAY

If the R20 is a Ball Location that is NOT listed in Red on the Ballpark Card, the Fielder has to make a tough play in Foul Territory. RE-ROLL. If the R20 is within the Fielder's Fielding Rating, he makes

the play and the OUT is recorded. Runners may advance. If he fails to make the play, it is simply a foul ball and, therefore, a strike. If the R20 is a Ball Location that IS listed in Red on the Ballpark Card, the Fielder has a chance to make a tough play right at the wall or screen. If it is along a walled area and the RE-ROLL R20 is within his Fielding Range, he makes the catch and leans over the wall or bumps up against the Screen.

**STRATEGY** On Foul Outs with Ball Location Numbers 17 through 20, the Fielder may elect to let the ball drop Foul for a Strike and prevent a runner from tagging and moving up on the catch.

**IN REVIEW**

In Dugout Steps Baseball, the Play Result is where the on-field action begins. If the Pitcher won the Pitcher / Batter Interaction, the Play Result Roll is on his card, referencing his Pitcher Out Grid with the roll giving a type of out and a Ball Location for balls in play. This triggers a wide variety of events like Middle Infielders turning double plays or Baserunners breaking up a twin-killing at second base. Fly Balls can turn into Home Runs based upon the Power of the Batter, the Ballpark and, of course, the Pitcher. Deep foul balls can squeak just fair or foul. Fielders can botch plays through failed Range Checks. Most outs in baseball are routine. The same holds true for Dugout Steps Baseball. There is, however, another layer to the results that will give you the feel of being at the ballpark or viewing the action from the Dugout Steps.

**HITS**

**PLAY RESULT ROLL - HITS**

**R100**

	LF	CF	RF	
HR	5	10	14	HR
D	21	28	35	D
T	36	38	39	T
S	58	76	94	S
I-H		100		I-H

You will notice on each Batter Card a grid with green numbers. Along each side of the grid you see specific types of hits. The top of the grid shows the three Fields: LF, CF and RF. R100 slots into the Batter Hit Grid system

to determine what type of hit the Batter gets.

For example, if R100 is greater than 28 BUT equal to or less than 35 it is a DOUBLE to Right Field.

HR	Home Run	S	Single
D	Double	I-S	Infield Single
T	Triple		

**R20**

For hits, Singles, Doubles and Triples, R20 is used to give a Ball Location Number which determines how well a Fielder reacts to the ball and what the Depth of the ball is. For Home Runs, R20 gives either a Vector Direction to the specific field the Home Run is directed toward OR is involved in limiting Home Runs in larger Ballparks. For Infield Singles, R20 determines which Fielder will attempt to make a play on the ball.

**Important.** You have already reviewed the Ball In Play Location page. On base hits, the Ball Location is in reference to the Fielder. Base Hits right at a Fielder are in the Center Ring. The higher or lower the number, the further away the ball is from the Fielder.

**SPECIFIC HIT INSTRUCTIONS**

**SINGLES - DOUBLES - TRIPLES**

R100 reveals which Field the Single, Double or Triple is hit to and R20 gives the Ball Location AND Depth.

**BASES EMPTY**

If the Bases are empty, you do not need to worry about Baserunner advancement. The Batter may choose to try for an extra base AND, on specific results, the Batter will be forced to try for an extra base.

**PUSH IT**

If the Batter gets a hit and the R100 is Double Evens, he will PUSH IT and try for the next base.

**GET BACK**

If the Batter gets a hit and the R100 is Double Odds, he has rounded the base too far and will now attempt to scamper back.

*The BASERUNNER ADVANCEMENT Section of the Instructions will cover how to resolve these types of plays.*

**BALL LOCATION NUMBERS FOR DOUBLES AND TRIPLES**

You will notice on the Ball In Play Result Boards that

Doubles and Triples to all Fields have different color coding and *italicized numbers*.

**#** The Double or Triple Hits the Wall on the Fly.

**#** The Double or Triple Hits the Wall on 1 Bounce.

**#** The Double or Triple Bounces more than once.

In each case, the Fielder is playing the carom off of the wall.

**ITALICS**

On Singles, Doubles and Triples, Ball Location Number in *Italics* indicate the ball is being played in Foul Territory after a carom or a bounce.

**DEPTH NUMBERS THAT HAVE A c IN FRONT OF THEM**

You will notice on Doubles and Triples that some of the Depth Numbers have a lower case c in front of them. This means that there will be a close play at 2B for Doubles and 3B for Triples. **This will be covered in BASERUNNER ADVANCEMENT.**

**SINGLES - DOUBLES - TRIPLES TO OUTS**

During the Pitcher / Batter Interaction Roll, if the R100 is high enough to be within the HIT TO OUT Section of the Ballpark Card being used, a Range Check occurs to determine if the Fielder is able to take away a base hit.

**RANGE CHECKS**

Refer to the R Column of the BIPRBs to determine the Range Number used depending upon the Ball Location. Remember, the closer the ball is hit to the Fielder, the better the chance is that he makes the play. Refer to the RANGE CHECKS Section of the MAIN CHART. On the HITS TO OUTS Grid, find the point where the Range Number of the Play and the Fielder's Rating intersect. When HIT is showing, the Fielder does not have the Range to get to the ball and make the play. RE-ROLL. If the R20 is EQUAL TO OR LESS THAN the number showing at the intersection point, the Fielder makes the play and robs

a base hit. With No Men On Base, the play is over.

Who makes the play? Just because a batted ball is a potential Single, Double or Triple, doesn't mean an outfielder automatically is called upon to make the play.

**INF #** For certain Ball Location Numbers, in the H-O (HIT TO OUT) Column, you will see an Infielder Position in White Lettering with a Red Background. This signifies that the Infielder is attempting to catch a Line Drive. There will be a Number next to the position. This is the Range Number for that play. If the Infielder Snags the Lined Shot, he makes the catch.

**INF #** For certain Ball Location Numbers, in the H-O (HIT TO OUT) Column, you will see an Infielder Position in Black Lettering with a Grey Background. This signifies that the infielder is attempting to Spear a Hot Smash ground ball. There will be a Number next to the position. This is the Range Number for that play. If the Infielder Spears the Hot Smash, a play description is included. Just to the left, along the same Ball in Play Number Line, you will see a letter. This letter corresponds to a play description found on the GAME CHART in a Section called: GROUND BALL STOPS by TYPE. Read the description next to the Letter. This reveals the type of play the Fielder made.

**C #**  
**\*#** The rest of the Ball Location Numbers, corresponding to the H-O Columns, will involve the Outfielder attempting to get a jump on the ball and make a catch robbing the batter of a Single, Double or Triple. If the Outfielder is able to make the catch (determined in the Range Check process), the Letter C will have a Number next to it. This will give you a description of the type of catch made. Again, refer to the GAME CHART. In the HIT TO OUT CATCH TYPES Section, look up the number listed on the BIPRB H-O Column and read the description. This is the type of catch the Outfielder Made. The Number after the \* is used in the calculation for Doubling Off Runners after a Hit is turned into an Out.

**MEN ON BASE** With Men On Base, the exact same process is used as outlined above in the Bases Empty Section, but you must consider what the Baserunners do.

By default, Baserunners take the following bases for each hit.

<b>SINGLE</b>	Each Baserunner moves up one base.
<b>DOUBLE</b>	Each Baserunner moves up two bases.
<b>TRIPLE</b>	Each Baserunner scores.

Baserunners may choose to try and take an extra base and this is covered in BASERUNNER ADVANCEMENT.

**PUSH IT** For R100 Double Evens, PUSH IT still applies, but either one of the Baserunners or the Batter will be designated as the Runner trying to PUSH IT.

**GET BACK** For R100 Double Odds, GET BACK still applies, but either one of the Baserunners or the Batter will be designated as the Runner trying to GET BACK.

**Again, this will be covered in BASERUNNER ADVANCEMENT.**

**SINGLES - DOUBLES - TRIPLES TO OUTS WITH MEN ON**

If the Pitcher / Batter Interaction R100 was high enough to check for a HIT TO OUT and there are Men on Base, you will do the following:

**RANGE CHECKS** The process for the Range Check is exactly the same as outlined above.

**BASERUNNERS** Because there are Men On Base, you must determine if there is a chance that a Double or Triple Play occurs.

**LINEOUTS** If an Infielder stole a base hit by Snagging a Line Drive SLIDE directly over to the LINEOUT Section of that area of the BIPRBs and attempt to Double Off a Baserunner. Follow the exact same procedures as outlined above in the LINEOUT SECTION above.

**GROUNDOUTS** If an Infielder stole a base hit by Spearing a Hot Smash Ground Ball SLIDE directly over to the GROUNDOUT Section of that area of the BIPRBs and check to see if a Double Play or F.C. etc. is called for. The highest OUT TO HIT Ball Location Number is 6 (as seen on the BIPRBs), therefore, most of these plays will involve the runners moving up. Follow the exact same procedures as outlined above in the GROUNDOUT SECTION.

**IMPORTANT** Slow Rollers to do not apply as these are Hot Smashes. Hustle still applies on R100 Doubles.

**INFIELD SINGLES**

When R100 reveals that an I-S (Infield Single) is the result, R20 determines which Fielder is involved.

**POSITION** The POS Column in the INFIELD SINGLE Section of the BIPRBs lists the Fielder the Infield Single is hit to.

**IMPORTANT - EACH INFIELD SINGLE CAN BE TAKEN AWAY BY A FIELDER**

**ODD NUMBER** If the 2nd D10 on the Play Result Roll is ODD - check against the Fielder's Rating. RE-ROLL. If R20 is equal to or less than his Fielder Rating, he makes the play. The H-O Column will give you a Letter so that you can check on the GAME CHART to get a description of the type of play made.

**IMPORTANT - you must also use the R100 to check to see if the Umpire makes a Bad Call, etc. or a Collision take place. Reference the GROUNDABLL to INFIELD HIT Section of the MAIN CHART.**

**EVEN NUMBER**

If the 2nd D10 on the Play Result Roll is EVEN - check against the Fielder's Rating. This time you will add +5 to the Fielder's Rating and RE-ROLL. Follow the exact same procedure as outlined just above.

**HIT TO OUT**

If during the Pitcher / Batter Interaction Roll, the R100 was high enough to be within the HIT TO OUT Rating for the Ballpark - check against the Fielder's Rating. This time you will add +10 to the Fielder's Rating and RE-ROLL. Follow the exact same procedure as outlined just above.

As you see, there is a progression established where ODD NUMBERS, EVEN NUMBERS and HIT TO OUT Plays give the Fielder a greater chance to make the play.

**GREEN BASERUNNERS**

When the Batter has a Green Speed Rating, his Speed puts pressure on the Infielder to make a quick throw, increasing the chance for an error. Errors will be explained below. However, if the Batter would have been safe, the Official Scorer will automatically rule a Hit. If the Batter would have been OUT, RE-ROLL. If R20 is ODD, it is an Error, if EVEN, it is a Hit.

**BASERUNNERS**

By default, Baserunners will advance one base. If a Baserunner wishes to try for an Extra Base, use the EXTRA BASE ADVANCEMENT outline in the ERRORS - WILD PITCHES - PASSED BALLS and HIT BY PITCH Section of the MAIN CHART. The Fielder with the ball is the 1B.

**NO DOUBLE PLAYS**

All plays are directed toward 1B only, runners move up one base and no Double Play or F.C. Check is necessary.


**HOME RUNS**

R100 reveals that the hit is a Home Run and R20 will either give a Vector for the Spray Chart or can be involved in limiting Home Runs.

When a Batter wins the Pitcher / Batter Interaction and the subsequent hit is a Home Run, there is still a chance that the Home Run may be turned into a Fly Ball.

**HR TO FB**

R20 is used to determine the following:

Dodger Stadium																		
FOUL TERRITORY - LARGE 1-2-17-18																		
20	LF	2	20	CF	5	20	RF	2										
330		385		395		385		330										
+3	+1	-	-1	-3	-1	-	+1	+3										
																		
										HITS TO OUTS		92-100		OUTS TO HITS		1-9		

Each Ballpark will have a Red Number or Dash next to LF, CF and RF. This is the HR to FB Number for the Ballpark according to the Field the Home Run is hit to. If the R20 accompanying the Home Run is equal to or less than the HR TO FB Red Number, you must check to see if the Batter has enough Power to get the ball out of the park. At this point, you will follow the instructions in the FB TO HR Section above. Use the 2nd D10 to determine the Vector and apply it to the Spray Chart in the FB TO HR Section above.

**HOME RUN?** If R20 is greater than the HR TO FB Red Number, follow the instructions below.

**HOME RUN TO DOUBLE**

There is still a chance that the Ballpark and Pitcher may turn the Home Run into a DOUBLE. Because the Batter produced the Big Fly off of his card, he has already made his contribution and you will check to see if the Ballpark and Pitcher, in combination, may turn the Home Run into a DOUBLE.

**HOME RUN TO DOUBLE SPRAY CHART**

20	19	18	17	16	15	14	13	12	10	9	8	7	6	5	4	3	2	1
Modification C						Modification B						Modification A						

**FIGURING HOME RUNS TO DOUBLES**

You will notice that the Spray Chart for Home Runs to Doubles is different than the Spray Chart for FLY BALLS TO HOME RUNS. This Spray Chart has a Number Range from 1 to 20. Use R20 and the Spray Chart just above to determine the Vector of the Home Run and the Modification to be used.

**START THE CALCULATION WITH THE NUMBER 20**

First Add or Subtract the Ballpark's Modification Number. Then Add or Subtract the Pitcher's HR Rating depending upon whether he is facing a Right or Left Handed Batter. This will give you a number that you will use to determine if a Home Run stands or is changed to a Double.

For example, a game is being played in Dodger Stadium. A Right Handed batter wins the Pitcher / Batter Interaction and the Play Result Roll indicates he has hit a Home Run to Center Field with a ROLL of 2 / 12. The R20 is 12, so we check the Spray Chart just above and we see that it is to Straightaway Center Field which has a modification of -3. So, 20 is reduced down to 17. In this At Bat, the Pitcher has a -5 HR Rating against Right-Handed Batters. This further reduces the number down to 12. RE-ROLL. If R20 is equal to or less than 12, the ball will get out unless the Outfielder is able to catch the ball at the wall. Follow all procedures outlined in the FB to HR Section to determine HR Length and Wall checks, etc. The process is exactly the same.

If R20 is greater than 12, in this example, the Home Run is turned into a Double.

**HOME RUN TO DOUBLE TO OUT**

During the Pitcher / Batter Interaction Roll, if the R100 is high enough to be within the Ballpark's HIT TO OUT Rating, a Home Run that is turned into a Double may be caught right at the wall if the Fielder is able to make the play during the Range Check. Ball Location Number is 20 for LF, 20 for CF and 19 for RF - use these to determine the Depth - and the Range is always 5.

**DOUBLES AND TRIPLES TO HR** When a Batter hits a Double or Triple and the R20 is equal to or higher than the Ballparks FB TO HR Number, you must check to see if the Double or Triple is turned into a Home Run. The exact same procedure is used as outlined above in the FB TO HR Section. Doubles and Triples that have enough Depth to get out are Long Fly Balls and can therefore be turned into a Home Run.

**FOUL BALL CHECKS ON HOME RUNS** In the Foul Ball Outs Section above, directions were given on how a Foul Ball may drift Fair. In certain situations you will perform the same check to determine if a Home Run Drifts Foul.

**LEFT FIELD** Home Runs with a Spray Chart Vector of 19 and 20 require a Foul Ball Check. For Fly Balls and Doubles/Triples to Home Run a Spray Chart Vector of 10 requires a Foul Ball Check.

**RIGHT FIELD** Home Runs with a Spray Chart Vector of 1 and 2 require a Foul Ball Check. For Fly Balls and Doubles/Triples to Home Run a Spray Chart Vector of 1 requires a Foul Ball Check.

During the Home Run Check RE-ROLL, do the following:

Compare the 1st and 2nd D10s.

If the RE-ROLL R20 indicates a Home Run - you will now check if it is Fair or Foul.

If the 1st D10 is greater than the 2nd D10, the Ball is Fair - Home Run.

If the 2nd D10 is greater than the 1st D10, the Ball is a Long Foul for a strike.

If the 1st and 2nd D10s are equal, the ball hits the Foul Pole and is Fair - Home Run.

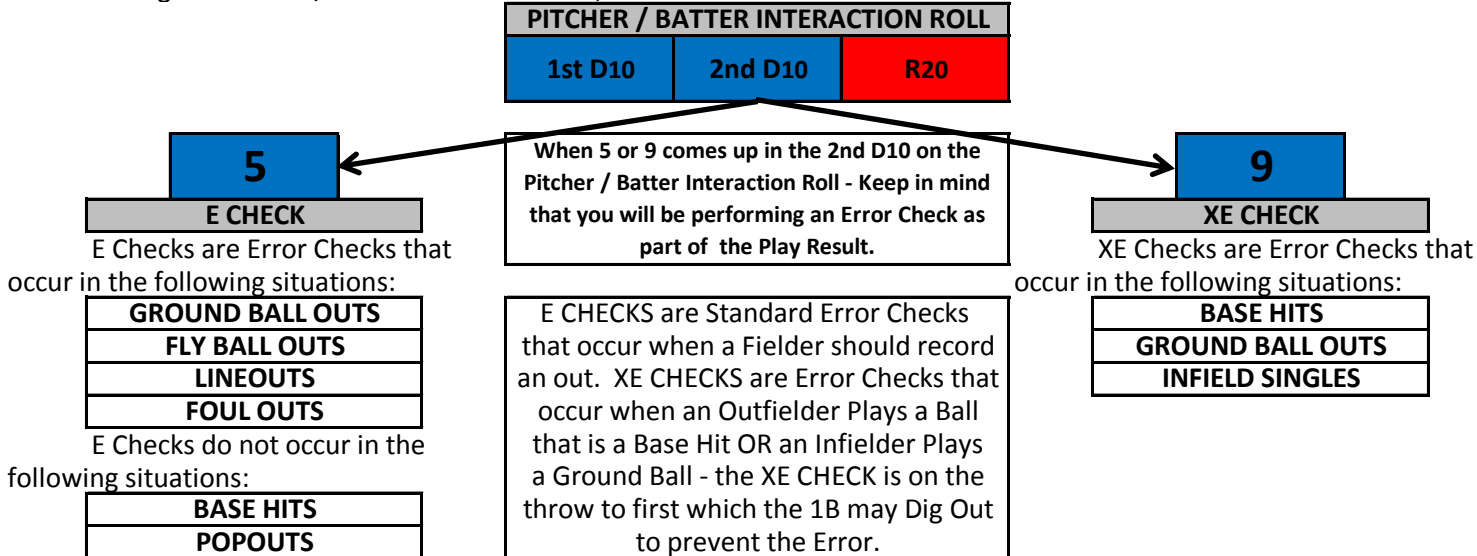
Even if the R20 produced a Home Run BUT the ball drifted Foul, it is a Foul Ball.

**IN REVIEW** In Dugout Steps Baseball, the action heats up when the Batter wins the Pitcher / Batter Interaction. When he does, the Play Results Roll is on his card making use of his Batter Hit Grid. Depending upon the type of hit and Ball Location Number, many events may be triggered. Batters may PUSH IT and go for an extra base or round the base too far and scamper to GET BACK. Big Flys are dramatic as you RE-ROLL to determine if the Ballpark and Pitcher can combine together to prevent the Gopher Ball. Foul Ball checks are extra dramatic as certain Home Runs may drift Foul. Fielders can make dazzling plays with the leather and take away Base Hits or rob Home Runs. In Baseball, the majority of batted balls are outs. In Dugout Steps Baseball, when the ball is put into play, the action begins with just the right amount of drama and flair.

## ERRORS

It is said that Baseball is a game of mistakes. Dugout Steps Baseball is configured in a way that allows for the possibility of an error on any given play. This process happens naturally, as a part of the play on the field instead of an extension to what is happening. In order to do this, Error Checks occur with the following process.

During the Pitcher / Batter Interaction Roll, if the R100 2nd D10 is a 5 or a 9 an error check occurs.



Each Fielder has an Error Rating or a Dash for each Position listed on his Card. This Error Rating is 1 through 100. The ERRORS - WILD PITCHES - PASSED BALLS - BALKS - HIT BY PITCH Section of the MAIN CHART contains condensed information on the Error Process and how many bases the Baserunner takes.

**E CHECKS ON:**

**GROUND BALL OUTS** When the Play Result Roll indicates a Groundout - RE-ROLL. If the R100 is equal to or less than the Fielder's Error Rating, an Error occurs.

**2nd D10 1 through 5** On the RE-ROLL, if the 2nd D10 is 1-5, the Fielder Commits a Fielding Error.

**2nd D10 6 through 9** On the RE-ROLL, if the 2nd D10 is 6-9, the Fielder Commits a Throwing Error.



**2nd D10 6 through 9**

On the RE-ROLL, if the 2nd D10 is 10, check the Error Rating of the Fielder Catching the Ball to determine if an Error takes place.

**BASE ADVANCEMENT**

On the same RE-ROLL, use the R20 to determine the number of bases the error allows according to the Infield Errors # Bases Section on the MAIN CHART.

**FLY BALL OUTS**

When the Play Result Roll indicates a Fly Ball Out - RE-ROLL. If the R100 is equal to or less than the Fielder's Error Rating, an Error occurs.

**BASE ADVANCEMENT**

On the same RE-ROLL, use the R20 to determine the number of bases the error allows according to the Outfield Errors Section on the MAIN CHART.

**LINEOUTS**

When the Play Result Roll indicates a Lineout - RE-ROLL. If the R100 is equal to or less than the Fielder's Error Rating, an Error occurs.

**BASE ADVANCEMENT**

On the same RE-ROLL, use the R20 to determine the number of bases the error allows according to the PO/LO Errors Section on the MAIN CHART.

**FOUL OUTS**

When the Play Result Roll indicates a Foul Out - RE-ROLL. If the R100 is equal to or less than the Fielder's Error Rating, an Error occurs.

**BASE ADVANCEMENT**

Baserunners do not advance on a Foul Ball Error.

**RANGE CHECKS**

If the Pitcher / Batter Interaction Roll contained a 2nd D10 Number 5 AND the R100 is low enough to result in a OUT TO HIT Range Check, the Error Check is nullified as **E CHECKS DO NOT OCCUR ON A BASE HIT.**

**INFIELD SINGLE EXCEPTION**

Whenever a GROUND BALL OUT is turned into an INFIELD SINGLE that also includes an E CHECK, if the R20 indicates a 1B Error, the Official Scorer awards the Hit. If the R20 indicates a 2B or 3B Error, the Batter is awarded the HIT and the Error allows the Batter to take 2B or 3B accordingly. This is a rare situation.

**POPOUT TEXAS LEAGUERS**

Errors do not occur on Pop Outs. However, when an OUT TO HIT Scenario turns a Pop Out into a Texas Leaguer, a 2nd D10 Number of 5 will also include an E CHECK. IF the Fielder fails the Range Check and a Hit Occurs, there is no Error Check. IF the Fielder passes the Range Check, he is considered "in position" to make the play. If he commits an Error, check the PO/LO Section of the MAIN CHART to determine the Number of Bases the Runners advance. If the Infield Fly Rule is in effect, there can be no Error Check.

**XE CHECKS ON:****BASE HITS**

When the Play Result indicates a Base Hit of ANY TYPE - RE-ROLL. If the R100 is equal to or less than the Fielder's Error Rating, an Error occurs. This is in addition to the Base Hit. These are Scored, 1B + E7 OR 2B + E9, etc.

**BASE ADVANCEMENT**

On the same RE-ROLL, use the R20 to determine the number of bases the error allows according to the Outfield Errors Section on the MAIN CHART.

These types of Errors on Triples allow the Batter to round all of the bases to score a run.

**GROUND BALL OUTS**

When the Play Result indicates a Groundout RE-ROLL. If the R100 is equal to or less than the Fielder's Error Rating, a Throwing Error occurs **IF**

**BALL RECEIVER DIGS OUT BAD THROW**

Determine which Fielder will catch the thrown ball. Usually it will be the 1B, but at times it may be the 2B or SS when a F.C. can end the inning.

ADD +10 to the Fielding Rating of the Fielder Catching the Ball. RE-ROLL. If the R20 is equal to or less than 10 + the Fielder's Rating, he Saves the Error by making a good play on the ball.

**INFIELD SINGLES**

Are handled in the exact same way as GROUND BALL OUTS, just above AND the Fielder has a chance to Save the Error by making a great catch at 1B.

If an Error occurs and it is a 1B Error, the Official Scorer awards the Hit. If it is a 2B or 3B Error this is on top of the Infield Single, so the Batter is awarded a Hit and extra bases on the Throwing Error.

**RANGE CHECKS**

Because XE CHECKS occur on Base Hits, there is the potential for a HIT TO OUT Range Check. When an Infielder is called upon to attempt to make a play that could rob a base hit, and he fails the Range Check - he cannot be checked for an Error. The XE CHECK takes place on the Outfielder that retrieves the ball on the Base Hit. Likewise, if an XE CHECK is to occur on an OUT TO HIT Scenario involving a Ground Ball Out and the Infielder fails the check - the ball is then in the Outfield and the XE CHECK is made on the Outfielder retrieving the Base Hit.

**SPECIAL ERROR SITUATIONS**

When an Error Check occurs during these types of plays, do the following:

**GROUND BALL OUTS 1B to P**

Whenever a Ground Ball Out calls for the 1B to flip the ball to the Pitcher Covering 1B, do the following: IF the Play Result Roll R100 1st D10 is ODD check the 1B for the Error, if it is EVEN, check the P for the Error. This is for both E CHECKS and XE CHECKS. Errors in this Situation only allow a Batter to reach 1B safely with no further advancement.

**LINEOUT DOUBLE PLAY ATTEMPTS**

Whenever an Infielder records a Lineout and then attempts to Double Off a Baserunner, do the following: The R20 determines if the Baserunner is Doubled Off. IF the R100 is equal to or less than the Fielder's Error Rating - ROLL AGAIN. IF the R100 on the Second Roll is also

within the Fielder's Error Rating, an Error Occurs. Use the Infield Errors # Bases for advancement. If the Baserunner was going to be out, he now advances on the error.

**INFIELD THROWS** Whenever a Baserunner attempts to take an extra base after a WP, PB, COLLISION or other type of error AND the Fielder attempts to throw him out: R20 will determine if the Baserunner is SAFE or OUT. IF the R100 is equal to or less than the Fielder's Error Rating, RE-ROLL to determine if the Error takes place using the Infield Errors # Bases for advancement.

**STRATEGY** Sometimes it is worth trying to go for extra bases, to get a sloppy fielding team to start throwing the ball around the infield.

**DOUBLE PLAYS / F.C.** When an E CHECK or XE CHECK is to occur on any play involving the PIVOT, consult the DP Error Checks Section of the DOUBLE PLAYS & F.C. PIVOTS Area of the MAIN CHART. The Play Result Roll R20 will determine which fielder, and action will be involved in the Error Check on a PIVOT PLAY. Use the Infield Errors # Bases to determine Baserunner Advancement if an Error occurs.

**IN REVIEW** The Error Check system in Dugout Steps Baseball is designed so that an error is possible on every type of play. E CHECKS occur when the Pitcher / Batter Interaction shows a 2nd D10 Number 5 and are made on Play Results that are outs. XE CHECKS occur when the Pitcher / Batter Interaction Shows a 2nd D10 of 9 and are made on Base Hits and Ground Ball Outs. There are other types of Error Situations that arise less frequently. For example, anytime a Baserunner is attempting to take an extra base with the ball on the Infield there is a potential for an error when the Fielder tries to throw him out. The same is true for Lineouts. In both cases, you are looking for an R100 that is equal to or less than the Fielder's Rating to determine if you must ROLL AGAIN. If it is higher, there is no need to RE-ROLL.

## SECTION 3 BASERUNNER ADVANCEMENT

Some of the most exciting plays in Baseball involve Baserunning. When a Baserunner tries to take an extra base and the crowd can tell it's going to be close, they usually get out of their seats and cheer. The same is true for Dugout Steps Baseball. Baserunner Advancement is built around a series of numbers that are combined together to yield a Chance Number that is then compared against an R20 to determine if a Baserunner is safe or out. Baserunner Advancement most commonly occurs on Base Hits. Other plays like Fly Balls, Fielder Collisions, Wild Pitches, Passed Balls and Errors provide an opportunity for a Baserunner to try for an extra base. All of these scenarios are covered in Dugout Steps Baseball.

### BASERUNNER ADVANCEMENT INVOLVING OUTFIELDERS

**NO MEN ON BASE** When a Batter gets a Hit with No Men on Base, there exists the possibility that he may try for an extra base. This mostly depends upon how the Fielder reacts to the ball and what kind of Arm Reputation he has.

**FIELDER REACTION** When the Batter wins the Pitcher / Batter Interaction, the Play Result is a Base Hit. The Batter Hit Grid determines what kind of Base Hit takes place. Next, you will become familiar with how to determine the Fielder Reaction.

Each Fielder has a Rating. When a Base Hit occurs, compare the 2nd D10 to the Fielder's Rating. If the 2nd D10 is equal to or less, he has effectively reacted to the ball and is in a good position to make a play on any Baserunner attempting to take extra bases. If the 2nd D10 is greater than his Fielder Rating, he plays the ball poorly and is not in a good position to make a play on an advancing runner. Right away you will notice that Outfielders with Fielder Ratings of 1, 2 or 3 will usually struggle to play the ball effectively. Fielders with Ratings of 4, 6 and 7 will have a better chance of reacting to the ball.

Determine the difference between the Fielder's Rating and the 2nd D10. This will either be 0 or a Positive or Negative Number and is called the Reaction Number. It will be used in the Baserunner Advancement Formula. If the 2nd D10 is greater than the Fielder Rating, the Number is Positive. If less, the Number is Negative.

*You do not have to make note of this on every play - only when Baserunner Advancement is likely.*

**TAKING THE EXTRA BASE** If you decide to have the Batter try for an Extra Base OR the Batter is forced to because the R100 is DOUBLE EVENS which requires him to PUSH IT and try for an extra base, you will complete the following process:

**DEPTH** The Ball Location Number for the Hit will give a Depth Number - EXAMPLE:  
**FIELDER REACTION** How the Fielder Reacts to the Ball (explained above) - EXAMPLE:  
**BASERUNNER SPEED** The Speed Rating of the Batter - EXAMPLE:

Now, Total Those Numbers:

This Total is the BASE CHANCE NUMBER

**OUTFIELDER ARM** Now, Subtract the Outfielder's Arm -EXAMPLE:

**SUBTRACT**

The Total is the Chance Number

12
+2
4
18

5
13

This yields the Chance Number for the Batter to be Safe on the Play.

**SAFE****OUT**

Now, we will ROLL to get New Numbers and determine if the Baserunner is SAFE or OUT.

If R20 is equal to or less than the Chance Number, the Baserunner should be SAFE.

If R20 is greater than the Chance Number, the Baserunner should be OUT.

**CLOSE PLAYS AT THE PLATE/BASE**

Plays.

**COLLISION**

If R20 is the exact same number as the Chance Number, a Collision will take place between the Baserunner and the Fielder Catching the ball and attempting to make the tag.

**CLOSE PLAY AVOID TAG**

If R20 is 1 LESS than the Chance Number, the Baserunner will be safe if he is able to avoid the tag.

**CLOSE PLAY MAKE TAG**

If R20 is 1 MORE than the Chance Number, the Fielder will tag the Baserunner Out, if he is able to apply the tag.

*The CLOSE PLAYS AT THE PLATE/BASE Section of the MAIN CHART gives specific directions on how to resolve each of these types of plays.*

**BAD CALL**

If R20 is 2 LESS than the Chance Number, the Baserunner should be SAFE **BUT** is called out by the Umpire. It is a Bad Call and the Manager will argue.

If R20 is 2 MORE than the Chance Number, the Baserunner should be OUT **BUT** is called SAFE by the Umpire. It is a Bad Call and the Manager will argue.

**OFFLINE THROWS**

On the same Roll you use to get the SAFE / OUT call, you will also check the R100 to determine the following:

The lower the R20 is, the less likely the Baserunner will be out AND the more likely the throw from the Outfielder is OFFLINE.

The Lower the Outfielder Arm Rating, the more likely the OFFLINE THROW.

In the OFFLINE THROWS Section of the MAIN CHART, you will see a Number Range beneath each Arm Rating. If the R20 is within that Number Range, the throw is OFFLINE and the Baserunner is automatically SAFE. Use the R100 and Check against the Fielder's Error Rating. If the R100 is equal to or less than his Error Rating for the position he is playing, the throw is OFFLINE WITH a Throwing Error scored. Use the OUTFIELD ERRORS Section of the Main Chart to determine how many bases each Baserunner will advance on the throw.

**PITCHER BACKUP**

If the Throw is OFFLINE and an Error is to occur, ROLL AGAIN. If the R20 is equal to or less than the Pitcher's Fielder Rating, he Backs Up the Throw and prevents the error. Baserunners will not advance.

**CATCH/TAG ERRORS**

On the same Roll you use to get the SAFE / OUT call, you will also check the R100 to determine if an Error is committed by the Fielder catching the ball and attempting to Tag Out the runner. If R100 is 96-100, an Error occurs if: The R20 is equal to or less than the Fielder's Error Rating (Yes, you are using the R20 for an Error Check in this instance). If the Baserunner would have been OUT, he is SAFE because of the Error. If there are runners on base, roll again and use the R20 and the PO/LO Errors Section to determine the Number of Bases the Runners move up.

**GET BACK**

When the Play Result R100 is DOUBLE ODDS, the Baserunner must scamper to get back. Do the following to resolve the play. Start with 20 **THEN** SUBTRACT Outfielder's ARM Rating. Next, ADD the Baserunner's Speed Rating. This will give a Chance Number. Follow the SAFE/OUT Procedure outlined just above to determine if the Baserunner gets back safely. You still ROLL even if the Chance Number is greater than 20 because Close Plays and Errors may still take place. On Get Back, Baserunners will usually be safe.

**CLOSE DOUBLES AND TRIPLES**

You will notice on the BIPRBs that certain Ball Location Numbers for Doubles and Triples will have a Depth Number with a lower case c in front of it. This means that the play will be close at the bag. In every Baseball game, there are close plays at the bag on Doubles and Triples. Follow all of the procedures outlined above including: Depth, Fielder Reaction, etc. BUT you will: **DOUBLE THE BASERUNNER'S SPEED RATING.**

**MEN ON BASE**

With Men on Base, there are a few scenarios where a Baserunner can take an extra base: Hits, Fly Balls/Foul Outs, Un-Forced Runners on GBs, Errors and WPs/PBs.

**TAGGING ON FLY BALLS/FOUL OUTS**

The process for determining a SAFE / OUT Call when a runner tags up on a Fly Ball is the same as outline above except:

On the BIPRBs for each FLYOUT SECTION, there are 3 Columns: 3rd, 2nd and 1st. These Columns contain information on Modifications that are factored into the Baserunner Advancement Formula.

**WARNING TRACK**

Fly Outs with Ball Location Numbers 17-20 are Warning Track Fly Outs and ADD +5 to the Formula as well as other Modifications.

**UN-FORCED RUNNERS MOVING UP**

As described above, Un-Forced Runners do not automatically move up on Ground Ball Outs. Certain Ball Location Numbers show a CH \*Letter. Find the \*Letter on the BIPRBs Section and Add the Baserunner's Speed to the Base Number for a Chance Number. There are no other calculations. If R20 is equal to or less than the Chance Number, the Baserunner should be safe. If R20 is greater than the Chance

Number, the Baserunner should be out. Remember to account for Collisions, Close Plays, Bad Calls and Errors.

BASE HITS	
<b>SINGLE</b>	Each Baserunner moves up one base.
<b>DOUBLE</b>	Each Baserunner moves up two bases.
<b>TRIPLE</b>	Each Baserunner scores.

Baserunners may choose to move up an extra base or are forced to if a PUSH IT scenario arises.

Anytime you determine a Baserunner will attempt to take an extra base, you will follow the exact same procedure as outlined above where you sum together: Depth, Fielder Reaction and Speed. However, before subtracting the Outfielder's Arm, you must check to see if any additional modifications are made.

Each SINGLE, DOUBLE and TRIPLE Section on the BIPRBs have three Columns that deal with Baserunner Advancement.

MODIFICATIONS	
<b>3rd</b>	There is a very small chance that a runner on third could be thrown out at home on a SINGLE. (Optional)
<b>2nd</b>	This Column gives a modification for when a Baserunner attempts to go from 2nd to Home on a SINGLE. There is a very small chance that a runner on second could be thrown out at home on a DOUBLE. (Optional)
<b>1st</b>	This Column gives a modification for when a Baserunner attempts to go from 1st to 3rd on a SINGLE OR 1st to Home on a DOUBLE. There is a very small chance that a runner on first could be thrown out at home on a TRIPLE. (Optional)
<b>2 OUTS</b>	Whenever there are 2 OUTS Add +8 to the Baserunner's SPEED Rating.
<b>NOT HELD AT 1B</b>	Anytime a Baserunner is not being Held On at 1B Add +3 to his Speed Rating.

### CALCULATE RANGE

When Men on Base attempt to take an extra base calculate the formula this way:

Depth + / - Fielder Reaction + Speed + / - Modifications = Chance Number THEN Subtract Arm Rating of the Fielder.

### RELAY THROWS

You will notice that the Depth Numbers for DOUBLES with a Ball Location of 17 through 20 have White Numbers on a Blue Background. This signifies that when a Baserunner attempts to go from 1st to Home on a DOUBLE with that Ball Location, a Relay Throw is figured in. Infielders have a +ARM, Dash, or -ARM. A +ARM, will add to an Outfielder's ARM Rating. A -ARM will subtract from an Outfielder's ARM Rating. A Dash means no change. Be sure to Modify the Outfielder's ARM Rating in these specific situations.

### SAFE OUT

RE-ROLL and use the exact same process as outlined above to determine if the Baserunner will be SAFE or OUT accounting for Close Plays, Bad Calls, etc.

### SPECIFIC SITUATIONS

**CUT THROW** When you ROLL to determine SAFE / OUT and there are less than 2 OUTs and R100 is 51-70 AND R20 is 5 (or more) LESS than the Chance Number, the Infielder Automatically Cuts the Throw to prevent other Baserunners from moving up.

**EXTRA BASE** When you ROLL to determine SAFE / OUT and there are less than 2 OUTs and R100 is 71-80 and R20 is 5 (or more) LESS than the Chance Number, the Batter AUTOMATICALLY TRIES for an extra base and the Fielder Automatically Cuts the Throw and tries to make a play on the Batter. To determine SAFE / OUT Add +5 to the Baserunner's SPEED Rating and RE-ROLL to determine if he is SAFE or OUT.

**RELAY/CUT THROW ERROR** If R100 is 51-54, you will check to see if the Infielder making a Relay Throw OR Cutting a Throw makes an error. Use R20 to check against his Error Rating and the PO/LO Error Section.

**IMPORTANT - The MAIN CHART contains Condensed Instructions for all of these types of plays and scenarios.**

This will tell you which runner the play is on. **PUSH IT AND GET BACK WITH MEN ON** With Men on Base, there are specific instructions for which Baserunner will attempt to PUSH IT or GET BACK when the situation arises. Consult the BUNT CHART and the OTHER BASERUNNER ADVANCEMENTS Section to determine which Baserunner is involved. When it states (NOT RED BR) this is short for NOT RED BASERUNNER Rating.

**EXTRA BASE ADVANCEMENT ON ERRORS, WPs, PBs AND COLLISIONS** Whenever any of these situations arise, there is a different formula for Extra Base Advancement explained on the MAIN CHART in the Extra Base Advancement on ERRORS - COLLISIONS - WILD PITCHES - PASSED BALLS. Follow those instructions to arrive at a Chance Number. You will then RE-ROLL and follow the SAFE / OUT procedures outlined above.

\*In short, a Baserunner may attempt to take an extra base at anytime in which case you would use this formula. As an option, you can use DOUBLE EVENS to force a runner to automatically try for the extra base, even when it isn't prudent. This would account for bone-headed baserunning decisions.

**IN REVIEW** Some of the most fun and interesting plays at a Big League Game involve Baserunners taking extra bases or being thrown out when attempting to do so. Dugout Steps Baseball captures these moments with formulas that are easy to calculate and account for all Baseball Situations. With Close Plays, Collisions, Tags and Bad Calls interwoven into the results, you are sure to feel the excitement or the misery from the Dugout Steps.

# SECTION 4 STRATEGY

In Dugout Steps Baseball, Strategy revolves around the Offense utilizing specific plays to try and move runners into scoring position, while the Defense may make use of specific plays to prevent runners from moving up or scoring easily.

## OFFENSIVE STRATEGIES

<b>STEAL A BASE</b>	The Offense attempts to take move up by stealing a bag.
<b>HIT &amp; RUN PLAY</b>	The Offense attempts to take advantage of a hole created by a Fielder covering 2B.
<b>SACRIFICE BUNT</b>	The Offense attempts to move runners by laying down a Sacrifice Bunt.
<b>BUNT FOR HIT</b>	The Offense attempts to surprise the Defense by Bunting for a Hit.
<b>BUTCHER BOY</b>	A Contact Hitter attempts to hit the ball with a high bounce and use Speed to get on.

## DEFENSIVE STRATEGIES

<b>INFIELD IN</b>	The Defense attempts to stop a runner on 3B from scoring on a Ground Ball.
<b>OUTFIELD DEEP</b>	The Defense plays extra deep to try and prevent DOUBLES.
<b>GUARD LINES</b>	The Corner Infielders play close to the line to prevent DOUBLES.
<b>OUTFIELD IN</b>	The Outfielders play extra shallow to try and get a runner out at home.

In your Game Materials, there are Strategy Cards that you can cut or leave as a sheet that explain each of these Strategies and how to use them.

As always, you can choose to call your own Steals, Hit and Run Plays and Sacrifices. Dugout Steps features a **WHEELS IN MOTION** Strategy Section of the Main Chart to automate Strategies.

**BASE STEALING** Each Player has a Steal Rating (?) of 1 through 7 or a Letter N. Players who hardly ever Steal Bases have a Numerical Grade of 7 and Rickey Henderson-type Base Stealers have a Numerical Grade of 1. If a player never attempts a Stolen Base he receives an N. Each Player also has a LD Rating (Lead Rating) that is used in combination with the Pitcher to determine if he gets a good jump or not. Pitcher's have a HLD (Hold Rating) that is used to attempt to shut down a Base Stealer and a PO (Pickoff Rating) for Picking Runners Off Base.

When a Baserunner is going to attempt a Stolen Base:

- LEAD/HOLD** Subtract or Add the Pitcher's HLD Rating to or from the LD Rating of the Baserunner. ROLL.
  - If R20 is equal to or less than the Number you just figured, the Baserunner establishes a Good Lead.
  - If R20 is greater than this adjusted number, the Baserunner does not get a Good Lead.
  - If R100 is equal to or greater than the Pitcher's PO Rating, he will Pick the runner Off Base IF the R20 was greater than the adjusted LD Rating of the Baserunner. If it is, the Runner is out at 1B. IF NOT - the runner is able to get back. 2nd D10 ODD # Pickoffs are P - 1B to 2B/SS.

**JUMP BONUS/PENALTY** The cutout of the GAME CHART to the left shows the section pertaining to Stolen Base Attempts. On the far right, you see a Column titled: + / -. If the Baserunner is able to establish a Good Lead, use R100 to determine how much of a Jump Bonus he will receive; either +5, +10 or +15. If the Baserunner fails to establish a Good Lead, use R100 to determine the Penalty he will suffer on a Bad Jump; either -5, -10 or -15.

**ERRORS/BALKS** In the same ROLL to determine LEAD/HOLD and JUMP BONUS/PENALTY, if the R100 is within any of the Ranges listed in the Pickoff Column on the Game Chart, an Error Check occurs on the Player listed.

PICKOFF ATTEMPT AND STOLEN BASE ERRORS	NUMBER OF PICKOFF THROWS	PICKOFF PITCHER	+/-
R20 is [9-10-11]	1-3 4-5 6-8	PITCHER to 1B	100
BALK?	2 3/1 2/1 1/0	1-4	15
	5 2/0 1/0 0/0	1B RECEIVE	
CONDITIONS	10 1/0 0/0 0/0	5-6	66
	14 2/0 0/0 0/0	CATCHER	
	18 3/1 1/0 0/0	51-56	
	20 4/2 2/1 1/0	CATCH/TAG	10
		57-60	
		DISTRACT PITCHER	
		Base Stealers 1 - 3	
	3 3 1	PB	33
	7 1 3	61-63	
	10 5 5	WP	5
		64-66	
		PICKOFF ODD - OUT is P - 1B - SS/2B	
		OVER 80 = PITCHOUT on Next Pitch	

<b>PITCHER to 1B</b>	Error Check on a throw to 1B.
<b>1B RECEIVE</b>	Error Check on 1B on a throw to 1B.
<b>CATCHER</b>	Error Check on Catcher when making throw on SB.
<b>CATCH/TAG</b>	Error Check on Fielder Catching ball on SB.
<b>PB</b>	PB Check on Catcher for PB on SB.
<b>WP</b>	WP Check on Pitcher for WP on SB.

For Errors on Throws to 1B or the actual Stolen Base Attempt, use the PO/LO Errors Section.

For Error checks, use R20. For PB and WP follow normal procedure with 2nd D10.

**BALK** When a Pitcher throws to 1B, if the R20 is 9, 10 or 11, check the 2nd D10 for a Balk. This Balk takes place during his move to 1B.

**PITCHOUT** When a Pitcher throws to 1B and R100 is greater than 80 BUT NOT a Pickoff, the next pitch will be a Pitchout unless there are 3 Balls on the Batter.

**SAFE** **OUT** To determine whether the Baserunner is able to Steal the Bag:

Add or Subtract the Jump Bonus/Penalty to or from his SB Rating and then Add or Subtract the Catcher's TH Rating and you will arrive at a Number, usually 1 through 100. This is the adjusted Stolen Base Number. ROLL:

If R100 is equal to or less than the Adjusted Stolen Base Number, the Baserunner should be SAFE.

If R100 is equal to or less than 15, the Baserunner steals the base with no throw.

If R100 is greater than the Adjusted Stolen Base Number, the Baserunner should be OUT.

\*\*\*Notice the Baserunner's LD Rating. Use the R20 and the CLOSE PLAYS AT THE PLATE/BASE procedures to

**Feel The Pulse of the Game**

determine if a Collision, Close Play or Bad Call takes place. Managers argue bad calls.

### STEALING 3B

Follow all of the exact same procedures as above on Stolen Base Attempts at 3B.

**IMPORTANT - Subtract -20 from the SB Rating of the Baserunner.**

### STEALING HOME

In rare circumstances, a Baserunner may attempt to steal Home. Follow all of the exact same procedures as above.

**IMPORTANT - Subtract -40 from the SB Rating of the Baserunner.**

### WHEELS IN MOTION

If you want to automate the Base Stealing Process, do the following:

The WHEELS IN MOTION Section of the Main Chart outlines how to Automate the Stolen Base Decision Making.

### RUN DIFFERENTIAL 4

Only Steal when the Run Differential is 4 or less.

In short, each time a Baserunner reaches base OR a Batter is Put Out and the Baserunner occupies a base, do the following: Look at the Last Numbers showing on the Dice or Random Number Generator.

Compare the 1st D10 to the 2nd D10. If the 1st D10 is equal to or greater than the 2nd D10 **AND** the ? Rating of the Baserunner, he will attempt to steal the base.

If you are wanting to be aggressive, then look at the 2nd D10 ONLY. If the 2nd D10 is equal to or greater than the ? Rating of the Baserunner, he will attempt to steal the base.

### STEALING 3B

ADD +3 to the Baserunner's ? Rating first, and then compare to determine if the Steal is on.

### STEALING HOME

If a Baserunner has a ? Rating of 1, 2 or 3 and is on 3B with less than 2 OUTS, AND the last Numbers Showing on the Dice or Random Number Generator are TRIPLES - all three numbers the same - the Baserunner will attempt to steal home IF he establishes a good lead.

### PITCHER SHUTS DOWN RUNNING GAME

Whenever a Baserunner reaches first, look at the last numbers:

1st D10 ODD - The Pitcher makes no throws over to first UNLESS a 1, 2 or 3 ? Rated Baserunner is on.

1st D10 EVEN - The Pitcher THROWS over to first.

IF the Pitcher prevents the Baserunner from establishing a Lead, he shuts down the Running Game and there is no Steal Attempt.

### BASE STEALER DISTRACTS PITCHER

If a 1, 2 or 3 ? Rated Baserunner is on 1B, the Pitcher MUST throw over. IF the Baserunner is able to establish a Lead, he will distract the Pitcher. Refer to the DISTRACT PITCHER Section on the GAME CHART and refer to the 2nd D10 to determine how much of a distraction the Baserunner is - that will modify the Pitcher's Rating DOWN against the hitter.

*\*This Rule is Optional.*

### HIT & RUN PLAY

You can call a Hit & Run Play anytime you desire. It is mostly used for keeping Batters that Ground Into Double Plays frequently from doing so. Take note of Batter's with a GDP Rating of D or C - those are prime Hit & Run candidates. Speedy Runners at 1B have a chance to break up a Double Play, so it may not be as necessary with Speed on at 1B.

### PROTECT

During the Pitcher / Batter Interaction Roll, look at the Batter's H+R Rating. If R100 is equal to or less than the Batter's H+R Rating, he fouls the pitch off and protects the Baserunner.

### NO PROTECTION

During the Pitcher / Batter Interaction Roll, look at the Batter's H+R Rating. If R100 is equal to or less than 50 BUT greater than the Batter's H+R Rating, he fails to protect the runner and he may be thrown out at 2B.

### PLAY AT 2B

Because a Hit & Run Play is not a straight steal, the Baserunner doesn't get as good of a jump. Subtract R20 from the Baserunner's SB Rating THEN Add or Subtract the Catcher's TH Rating to or from the Baserunner's SB Rating to determine the Stolen Base Number and RE-ROLL.

### SAFE

### OUT

Follow the SAFE / OUT Instructions from just above to determine the result.

**IMPORTANT** - as there is no throw over to 1B in this scenario ANY R100 Numbers that are in the PICKOFF Section of the GAME CHART are determined from this ROLL of R100. Pitcher moves to 1B are excluded. Everything else is in play including WPs and PBs. Remember to check for Collisions, Bad Calls, etc.

### OUT OR HIT

If R100 is greater than 50, you will determine an OUT or HIT as normal.

### HOLE

However, a hole is opened up as the Baserunner is attempting to steal 2B.

### RIGHTY

For Righty Batters, the opened hole is 2B.

### LEFTY

For Lefty Batters, the opened hole is SS.

Any Groundball Out directed to the open hole is instead a SINGLE to Center Field.

**IMPORTANT - Observe the HIT AND RUN PLAYS Section on the BIPRBs for Base Advancement on Hit & Run Plays.**

### PROTECTED Ks AND Ws

IF R100 is in the Batter's Protect Rating BUT R20 is within a +K Rating for the Batter OR the Pitcher has OVERPOWERING STUFF, the Batter Protects the Baserunner and then Strikes Out.

The Process is the same for Walks. The Batter Protects the Baserunner and then Walks.

### WHEELS IN MOTION

If you are playing with the WHEELS IN MOTION Automatic Strategy Decision Making, observe the section on the MAIN CHART for HIT & RUN PLAY.

### RUN DIFFERENTIAL 2

Only use a Hit & Run Play when the Run Differential is 2.

**Feel The Pulse of the Game**

In short, you are adding the SPEED Rating of the Baserunner on 1B to the following according to GDP Grades:

**A = 7 B = 5 C = 3 D = 1**

If during the Pitcher / Batter Interaction ROLL, the R20 is greater than this combined Number, the Hit & Run Play is ON; IF NOT, it is OFF.

**SACRIFICE BUNTS**

You can call for a Sacrifice Bunt at any time.

For Bunt Plays, you will refer to the BUNT CHART.

You have two options for Bunting:

**SHOW BUNT**

To increase the Chance of an effective Bunt, you can declare your intention and Show Bunt.

This will add +15 to the SAC Rating of the Batter.

**DROP BUNT**

To increase the Chance of beating the Bunt out for a Bunt Hit, you can hold back from declaring your intention to Bunt and Drop the Bunt Down at the time of the Pitch. This will subtract -15 from the SAC Rating of the Batter BUT Add +15 to the BHIT Chance for beating it out.

<b>ROLL</b>	<b>R100</b>	If R100 is equal to or less than the Batter's SAC Rating, he gets the Bunt Down.
	<b>R20</b>	R20 gives a Ball Location Number which tells you who the Fielder is and the Location of the Bunt. It also gives a BHIT Chance and a BR CHANCE.

**SUCCESSFUL SACRIFICE** Refer to the SUCCESSFUL SACRIFICE Section of the BUNT CHART.

**FLD**

Column designates the Fielder making the play.

**BALL**

Column tells you where the ball is hit to.

**BHIT**

Column tells you the chance for a Bunt Hit. If R100 is equal to or less than the BHIT Number for the Ball Location, ROLL AGAIN - add the Batter's Speed Rating to the BHIT Number. If the R100 is equal to or less than that combined number, the Batter beats it out for a Bunt Hit, all Baserunners are SAFE.

**BR CHANCE**

Column gives you a starting point number in case the Fielder attempts to throw out the Baserunner. If the Fielder chooses to make a play on the Runner, Start with the BR CHANCE Number and ADD the Baserunner's Speed Rating THEN Subtract the Fielder Rating of the Fielder and this gives a Chance Number. RE-ROLL. If R20 is equal to or less than the Chance Number, the Base Runner is SAFE.

**FAILED SACRIFICE**

If the Batter Fails to get the Bunt Down, refer to the FAILED SACRIFICE Section of the BUNT CHART.

Everything is handled the same except for:

**STRIKEOUT**

Failed Bunt Attempts with Double R100 is a Missed Bunt Strikeout.

**BASERUNNERS**

Refer to the BASE RUNNERS Section to determine advancement.

**SQUEEZE PLAYS**

At any time you can call for a Squeeze Play. Squeeze Plays are handled in the following way: You do not SHOW BUNT but instead attempt to Drop the Bunt Down.

**SUCCESSFUL SQUEEZE**

Is handled just like a SUCCESSFUL BUNT - and the Fielder may attempt to make a play at Home.

**FAILED SQUEEZE**

If the Batter fails to get a good Squeeze Bunt Down, a Play may be made on the Runner.

**BASERUNNERS**

Will give you a SPEED - #. Subtract that Number from the Baserunner's Speed Rating. ROLL against the Chance Number to determine if he is SAFE or OUT. If it calls for the Catcher to make the play, Add +10 to the Catcher's Fielder Rating and that is the Chance Number.

**WHEELS IN MOTION**

If you are playing with the WHEELS IN MOTION Automatic Strategy Decision Making, observe the section on the MAIN CHART for SACRIFICE BUNTS AND SQUEEZE PLAYS.

**RUN DIFFERENTIAL 1**

Only use a Sacrifice Bunt and Squeeze Bunt if the Run Differential is 1. After observing the SACRIFICE BUNT Section of the MAIN CHART to familiarize yourself with how to automate a Sacrifice Bunt or Squeeze Play, keep in mind that you are simply multiplying the Offense Rating of the Batter by x 3. If the 1st D10 of the last number showing is greater than the Offensive Rating of the new Batter x 3, he will attempt to lay down the Sacrifice Bunt or Squeeze Play.

**BUNT FOR HIT**

At any time you can attempt to Bunt for a Hit. Refer to the B-H Rating of the Batter. The higher the B-H Rating, the more likely the successful Bunt for Hit attempt.

**SUCCESSFUL BUNT FOR HIT**

<b>ROLL</b>	<b>R20</b>	Determines which Fielder the Bunt is directed towards AND it gives a BHIT +Number. This Number is added to the B-H Rating of the Batter <b>THEN:</b>
	<b>R100</b>	If R100 is equal to or less than this combined number, the Batter gets a Bunt Hit. IF R100 is Doubles, the Fielder May take away the Bunt Hit. RE-ROLL. If R20 is within the Fielder's Rating, he makes the play and takes away the Bunt Hit.

Defense may choose to have 3B Play In

**BASERUNNERS**

There is No Play on the Baserunners.

**FAILED BUNT FOR HIT****STRIKEOUT****BASERUNNERS**

Failed Bunt Attempts with Double R100 are a Missed Bunt Strikeout. Refer to the BASE RUNNERS Section to determine advancement.

**BUTCHER BOY**

At any time you can call for a Butcher Boy Play. Refer to the Butcher Boy

Strategy Card for Specific Instructions.

**DEFENSIVE STRATEGIES**

Refer to Strategy Cards for Detailed Instructions.

**INFIELD IN**

In short, you are willing to give up SINGLES on Ball Location Numbers

17 through 20 in order to have a better chance at throwing out the Baserunner on 3B. Fielders can still make great stops on Ball Location Numbers 17 through 20 BUT with less of a chance of throwing the Baserunner out. If a Groundball turns into a Hit, the Strategy Card tells you in brackets [ ] which Ball Location Number to use for the SINGLE. Any attempt on the Baserunner at home has a Chance Number of # + Baserunner Speed to determine SAFE / OUT. LINEOUTS have a greater chance of turning into a Double Play. The Numbers in Blue Brackets are the Ball Location Numbers to use for LINEOUTS to the specific Fielder.

**OUTFIELD IN**

In short, you are bringing in the outfield to allow for a better play at the plate

on a base hit or shallow Fly Ball. You are willing to give up on Fly Balls with Location Numbers of 17 through 20. Singles with Ball Location Number of 1 through 4 are Fly Outs. Other specific instructions are on the Strategy Card.

**NO DOUBLES OUTFIELD DEEP**

In short, you are playing the outfield very deep to prevent balls hit over the heads of the Fielders. Doubles with Ball Location Numbers 17 through 20 are turned into Fly Balls. Fly Balls with Ball Location Numbers 1 through 4 are turned into Singles. Other Specific Instructions are on the Strategy Card.

**NO DOUBLES GUARD LINES**

In short, you are playing the corner infielders close to the lines to prevent Doubles down the line. For 3B Doubles with Ball Location Number 2, 4 and 6 are turned into OUTS - use the H-O

Section of the BIPRBs for out type and 1B Doubles with Ball Location Numbers 1,3 and 5 are turned into OUTS use the H-O Section for out type. In contrast, you are giving up Singles. Groundballs and Lineouts to the 3B with Ball Location Numbers 1,3 and 5 are Singles and Groundballs and Lineouts to the 1B with Ball Location Numbers 2, 4 and 6 are Single. More specific information is contained on the Strategy Card.

## SECTION 5 OTHER ITEMS

**INJURY CHECKS**

Any time there is a potential injury, refer to the back of the MAIN CHART in the

INJURIES Section. For Positional Players, refer to the GP Column on the left and slot the Player in according to the number of games he played. For Starting Pitchers, use the SP Column according to the number of Starts made. For Relief Pitchers, use the RP Column according to the number of appearances made. If a Pitcher splits time as a Starter and then Reliever, double either his Starts Number or Relief Appearances Number - whichever is greater and use that number. ROLL. Use R100 to determine the Column and then R20 to check within the Letter Grade below for the result. ROG stands for Rest Of Game. The Red + Numbers are the number of games the player must miss due to injury. If the player leaves the game due to injury, he should sit out the next game unless he appeared in all 162 games, in which case you might relegate him to Pinch Hitter Duty.

**PITCHER STAMINA**

The back of the MAIN CHART contains a section on Pitcher Fatigue.

Remember, when a Pitcher reaches his FTG Rating, you must roll an R10 and determine if he is Gassed or still has Stamina. If he is Gassed, but makes it through the next inning, he gets a second wind and may continue until other factors kick in.

For Relievers with a FTG Rating of 1, you must do a Gassed Check after 1 Inning. Add +5 to the Relief Pitcher's Stamina Rating and use that for the Gassed Check.

For Relievers with a FTG Rating of 2, you must do a Gassed Check after 2 Innings. Add +5 to the Relief Pitcher's Stamina Rating and use that for the Gassed Check.

For Relievers with a FTG Rating of 3 or more, you must do a Gassed Check after 3 Innings. Add +5 to the Relief Pitcher's Stamina Rating and use that for the Gassed Check.

**STARTERS SHORT REST**

If you determine that a Starting Pitcher is going to return on Short Rest, subtract

-5 From the R100 on the Groove Check During the Warm Up Tosses and add -10 (lower) the Ineffective check down to 76. Make this determination according to the era the player is from.

**BULLPEN USAGE**

In your Game Materials, you have a BULLPEN USAGE File which contains cards that can be cut up and used to keep track of Bullpen Pitcher Usage each week. If a Relief Pitcher makes a Long Relief appearance of 3 Innings or more, place a rectangle around that day of the week. He must rest for 2 days. If a Relief Pitcher makes an appearance of 1 inning or less, circle the day of the week. If a Relief Pitcher makes an appearance of 1.1 innings to 2.2 innings, circle the day and add a plus symbol next to it; he should rest for 1 day. If a Relief Pitcher is appearing in a High Stress situation, where he is in a HOLD or SAVE opportunity as his team has the lead, fill in the circle on that day. A Pitcher can appear in only 3 consecutive High Stress Situations. Any more, do the

**BULLPEN**

PREVIOUS WEEK						
MON	TUE	WED	THU	FRI	SAT	SUN
PREVIOUS WEEK						
MON	TUE	WED	THU	FRI	SAT	SUN



same adjustment as to a Starter returning from short rest.

**MANAGER ARGUES CALL**

Anytime a Bad Call is made by an Umpire, the Manager will argue the call. There are also Auxiliary Play scenarios that will call for the Manager to argue a call. Refer to the Upset Manager/Player and Ejections Section on the BUNT CHART. Managers start the game in a Normal Mood. If a Manager leaves the Dugout to argue a call, ROLL and use the R100 to determine what takes place and the R20 to determine if he is Ejected once he is in an Upset Mood or worse. If the Manager is Ejected, ROLL AGAIN and refer to the Manager Ejections Section to view how it took place. To keep track of Manager Mood, there is a location on the GAME CHART where you can place a button next to the Managers for the Visiting and Home Teams to track Mood once they become Upset. If a player is Ejected, refer to the Player Ejections Section to see what happened.

**COLLISIONS IN THE FIELD**

When the Pitcher / Batter Interaction R100 is either 1 or 100, there is a chance that a collision may occur in the Field. Refer to the FIELDING COLLISIONS Section of the Main Chart for condensed instructions. Because 1 is the lowest an R100 can go, that will always be in the OUT TO HIT Range of a Ballpark. These kinds of plays often lead to possible collisions, where Fielders are really hustling to make a play. Likewise, 100 is the highest an R100 can go, so a Fielder is really on the move to take away a hit. When you roll to determine the Play Result, if the R100 2nd D10 is 1, 2 or 3 it triggers a specific event IF: a Fielder collision is possible.



On the Ball In Play Result Boards, you will notice on specific sections a Red Thick Line with either a Red, Green or Blue Dot.

The Thick Red Line indicates that a Collision is possible for the Ball Location Numbers it is next to. Some sections only have short lines, like GROUNDOUTS to 3B - this means there are few chances for collisions on that type of play. In contrast, Foul Outs have a Thick Red Line from top

to bottom, meaning a collision is always possible.

**Red Dot** means there is a possible collision with another Fielder in that section of the Field, meaning Outfielders Collide with Outfielders and Infielders Collide with Infielders.

**Blue Dot** means there is a possible collision between an Outfielder and an Infielder which occur on certain Base Hit Scenarios and Pop Outs (especially Texas Leaguers).

You will also notice that the GROUNDOUT TO 3B has a Blue Dot, this means that the 3B may collide with the Pitcher on a Slow Roller. Also, there is a Blue Dot on the GROUNDOUT TO P/C Section meaning certain results can have a collision between the Pitcher and the Catcher.

**Green Dot** means there is a possible collision between the Fielder attempting to make the play and the wall. This can occur in the Outfield and in Foul Territory.

**2nd D10**

- 1** A Full Collision Occurs, Add or Subtract 5 to the Intersecting Number depending upon whether this is an OUT TO HIT Scenario or a HIT TO OUT Scenario - this means the collision made it harder for the Fielder to make the play. Also, you must check both players if two collide. If the collision is with the wall, only check the Fielder involved. A mandatory injury check occurs on both Fielders.
- 2** The Fielders Bump, Add or Subtract 3 to the Intersecting Number on the OUT TO HIT Range Check Section or the HIT TO OUT Section as the Bump makes it harder for the Fielder to complete the play. No injury check is required.
- 3** A Close Call occurs, Add or Subtract 1 to the Intersecting Number on the Range Chart and no Injury Check is required.

On certain Groundball plays at 1B, the Batter and Fielder may collide. In this case, check both for Injuries. On Collision at the Plate or a Base, the R100 will tell you if the Fielder or Baserunner is Injured and must be checked.

**SUPER CONTROL PITCHERS**

If a Pitcher has a CONTROL Rating enclosed in [Brackets], his CONTROL RATING cannot be adjusted down.

**SWITCH HITTER HR #S WITH \***

Some Switch Hitters have Home Run Numbers with an \*. These Hitters only Hit Home Runs to the Pull Field determined by the Handed-ness of the Pitcher faced.

**MODIFIED PITCHER STAMINA**

Some Pitchers who split time between Starting and the Bullpen will have a Stamina Rating less than 5. When Starting, these Pitcher's have a Stamina Rating of at least 5. If the Pitcher Started at least 10 games add the following:

- 10 More Relief Appearances than Starts = +1
- 20 More Relief Appearances than Starts = +2
- 30 More Relief Appearances than Starts = +3

Some Relief Pitchers will have a Stamina Rating of 0, .1 or .2 When this is the case perform a Gassed Check after 0 = 1 batter faced .1 = 1/3 of an inning and .2 = 2/3 of an inning.

**FIELDERS OUT OF POSITION**

If a Player (including Pitchers) is forced to play a position not listed on his card, give him the following: Fielding Rating of 1. Error Rating 33. Outfield Arm 2. Infield Arm -3. For the Catching Position: Fielder Rating 1. Error Rating 33. Passed Ball Rating 6. Steal Rating +25.

**MULTIPLE POSITIONS LISTED**

Due to space restraints, some Players appeared at more positions than is possible to list on the Player Card. When this is the case, more than 1 position may be listed in a space with a slash between them. In this case, the first letter of the abbreviation of the position is listed. The Catching

position may be stacked, with the Fielding Rating on top and the Passed Ball/Steal Ratings listed below with a slash between them. Passed Ball is on the left of the slash, and the Steal Rating on the right.

#### **DOUBLE GRID NUMBERS**

In rare scenarios, duplicate numbers may appear on more than one Pitcher Grid or Batter Grid Location. When this is the case, the result is to the Opposite Field of the Pitcher Hand. If a Pitcher has a duplicate number for a Lineout and Popout, change a Lineout to a Popout if the Batter is the same Hand as the Pitcher, if not flip it from Popout to Lineout.

#### **PITCHER HR RATING N**

If a Pitcher has a HR Rating of N, he did not allow any Home Runs. Automatically convert Home Runs to Doubles. HIT TO OUT Scenarios still apply.

## SECTION 6 GAME OPTIONS

#### **WEATHER EFFECTS**

You can choose to incorporate Weather and its Effects into Dugout Steps Baseball.

Before each game, you will perform TWO ROLLS to determine the weather. Each Ballpark is given a Wind Grade and a Rain Grade. You will use these grades to determine the conditions. The Game Parts include Cut-Out Tiles for each of the Weather Situations.

#### **ROLL 1**

Temperature and Skies.

#### **ADD 1st and 2nd D10s**

This will give you a number up to 20. Use this to check for Rain in Column A, B, C or D according to the Rain Grade on the Ballpark Card. Once you determine if Rain is possible or not, place the tile on the GAME CHART over DOMED STADIUM as the game is being played outdoors. Different Scenarios tell you when to check for Rain. Roll a R10 and look at the RAIN Row according to the Ballpark RAIN Grade. If it Rains, multiply two D10s together - this is the length of the Rain Delay. After the Rain Stops, check to see if it Clears Out; if not, you must continue to Check for Rain and allow for delays as they come up. After a Rain Delay, a Pitcher must pass a Gassed Check to continue in the game.

#### **R20**

Use the R20 to establish the Game-Time Temperature. According to the time of

year the game is being played, choose a Baseline Temperature in Multiples of 5. If the R20 is greater than 10, add the 2nd digit to the Baseline Temperature. If the R20 is less than 10, subtract that number from the Baseline Temperature. This will set the Game Time Temperature.

#### **ROLL 2**

Wind and Direction

#### **R20**

Use the R20 to check for the Wind Conditions in the Ballpark according to the Ballpark Wind Grade and the appropriate column. Place the appropriate Tile on the Game Chart over the Domed Stadium Lettering as the game is being played outdoors.

#### **1st D10**

Determines the Wind Direction. On the GAME CHART in the WIND and BALLPARK CONDITIONS Section there is a dial with Numbers 1 through 8. Place a small button over the Number the 1st D10 indicated. Numbers 9 and 10 are swirling.

#### **WIND EFFECTS**

Each level of Wind has the following effects:

#### **STILL**

No Effect.

#### **BREEZY**

Adds or Subtracts 1 to or from the Formula for determining Home Runs ACCORDING to whether the Wind is Breezy IN or OUT. IF the Breeze is side to side, MOVE along the Spray Chart 1 Number. This may force some Foul Ball Checks. For a Foul Ball Check, add or subtract 1 to the Foul Check Formula, depending upon which way the Breeze is Blowing.

#### **WINDY**

Adds or Subtracts 2 to or from the Formula for determining Home Runs ACCORDING to whether the Wind is Blowing IN or OUT. IF the Wind is side to side, MOVE along the Spray Chart 2 Numbers. This may force some Foul Ball Checks. For a Foul Ball Check, add or subtract 2 to the Foul Check Formula, depending upon which way the Wind is Blowing.

#### **FB to HR**

Lower the Ballpark's FB to HR Rating by 1 IF the Wind is Blowing OUT.

#### **HR TO FB**

Raise the Ballpark's HR to FB Rating by 2 IF the Wind is Blowing IN.

#### **HIT TO OUT**

Add 1 to the HITS TO OUTS Intersection Number because the ball gets hung up making it easier for the Fielder to make he play.

#### **OUT TO HIT**

Add 1 to the OUTS TO HITS Intersection Number because the Wind makes it it easier for the ball to get away from the Fielder

\*These only occur on Fly Balls, Pop Outs and Foul Balls

#### **VERY WINDY**

Is exactly the same as Windy except that:

3 is added to or subtracted from the Home Runs Formula depending upon Wind Direction.

FB to HR is lowered by 2 and HR to FB is Raised by 4.

The Intersection Numbers for HITS TO OUTS and OUTS TO HITS is Raised by 2.

#### **DIRECTIONAL WIND**

Directional Wind requires that you Count IN or OUT and then Side to Side which may influence the Spray Chart and Foul Ball Checks.

### SWIRLING WIND

When the Wind is swirling, each time there is a chance for Wind to influence the result, Roll Again and use a new D10 to determine the Wind Direction at that moment.

### CLOSE PLAYS AT THE PLATE ON DOUBLES AND TRIPLES

As an option, you can allow for Close Plays to occur when a runner goes from 2B to Home on a Double and 1B to Home on a Triple. When the Ball Location is 9 through 12 AND the Baserunner has a Speed Rating of 1, there is a chance he can be thrown out. After ALL OTHER Modifications, the Ball In Play Result Boards will have a +Number surrounded by a Blue Box for Ball Location Numbers 9 through 12. This is to remind you that there is a possible play at Home. Resolve Play as normal.

### CAREFULL PITCHING / PITCH AROUND

As an option, you can choose to Pitch Carefully to a Batter or Pitch Around the Batter. When you choose to do so, you can execute this in a variety of degrees.

Choose how to approach the Hitter.

Disregard any Control Rating the Pitcher has and do the following:

<b>PITCH AROUND LEVEL 5</b>	The Pitcher has a Wild Rating of +5 BUT 5 is added to his current Rating againsts the Batter.
<b>PITCH AROUND LEVEL 6</b>	The Pitcher has a Wild Rating of +6 BUT 6 is added to his current Rating against the Batter.
<b>PITCH AROUND LEVEL 7</b>	The Pitcher has a Wild Rating of +7 BUT 7 is added to his current Rating against the Batter.
<b>PITCH AROUND LEVEL 8</b>	The Pitcher has a Wild Rating of +8 BUT 8 is added to his current Rating against the Batter.
<b>PITCH AROUND LEVEL 9</b>	The Pitcher has a Wild Rating of +9 BUT 9 is added to his current Rating against the Batter.

Unlike previous WILD Instructions above, you check the 2nd D10 against the Pitch Around Level, regardless of what the R20 Shows. Be careful not to abuse this. By nature, the Statistics of Batters and Pitchers ALREADY account for when the Batter was pitched around and when a Pitcher pitched carefully to a Batter.

### AUTOMATIC BASERUNNER ADVANCEMENT

If you do not want to decide when to have Baserunners try for an extra base, use the following:

#### RED RATED BASERUNNERS

Only try for an extra base when: PUSH IT DOUBLE R100s is Rolled and with 2 OUTS and the Outfielder has a Green Rated Arm.

Only try for an extra base when: PUSH IT DOUBLE R100s is Rolled, 2 OUTS and the the Outfielder has a Green Rated Arm AND when the Baserunner has a Speed Rating that is equal to or

greater than the Fielder Rating of the Outfielder.

#### GREEN RATED BASERUNNERS

Always try for the extra base.

### BASIC GAME PLAY

As an option, you can choose to play a Basic Version of the game. Do the following:

Disregard HITS TO OUTS and OUTS to HITS.

Do Not Figure FB to HR OR HR to FB, i.e. Home Runs only occur when the Batter hits them and are not modified.

Use the Automatic Baserunner Advancement outlined above.

Baserunners attempt a Stolen Base when the 1st D10 is equal to or greater than the 2nd D10 AND the Baserunner's ? Rating.

Eliminate Pivot Plays, i.e. Do Not Change Double Plays to Fielder's Choice Plays or vice versa.

Eliminate the Lower Case c in front of Depth Numbers on Doubles and Triples.

Of course, the game is yours and you can add to or take away those things you desire.

## GAME CHARTS

### MAIN CHART

#### FRONT SIDE

The Dugout Steps Baseball MAIN CHART **FRONT SIDE** contains everything most commonly used on the game: Errors, Wild Pitches, Passed Balls, Balks and Hit Batsmen; Double Plays, F.C. and Pivot Plays; Fielding Collisions; Groundballs to Infield Singles; *WHEELS IN MOTION* Strategy; Range Checks; Baserunner Advancement and Close Plays at the Plate/Base.

#### BACK SIDE

The **BACK SIDE** of the MAIN CHART contains Pitcher Warm Up Tosses, Pitcher Effectiveness and Pitcher Fatigue/Stamina; Wild and Control Modifications and Injuries.

### BALL IN PLAY RESULT BOARDS

#### LEFT SIDE

There are two Dugout Steps Baseball BALL IN PLAY RESULT BOARDS Charts. The **LEFT SIDE** contains information for balls directed toward Left Field and Center Field. These Result Boards contain all of the information necessary for Balls in Play and Baserunner Advancement.

#### RIGHT SIDE

The **RIGHT SIDE** contains information for balls directed toward Center Field and Other Ball in Play Locations.

### BUNT CHART

**FRONT SIDE** The BUNT CHART **FRONT SIDE** contains everything associated with all types of Bunt Plays, the Upset Manger/Player and Ejections Chart and a section dealing with PUSH IT and GET BACK Baserunning scenario.

**BACK SIDE** The **BACK SIDE** contains Auxiliary Plays.

## GAME CHART

The GAME CHART contains the Spray Chart for Potential Home Runs; Hit to Out Catch Types; Ground Ball Stops by type; Home Run Types by Power Level; Weather Charts; Pickoff Attempt and Stolen Base Errors/Jump Bonuses or Penalty; Auxiliary Play Activation Numbers; Manager Mood; Wind Direction; a Location for Weather Tiles; STRIKEOUT TO OUT Fielder Designation and a Section for adjustments to the Pitcher / Batter Interaction when using the optional Pitch Count Add-On to Dugout Steps Baseball.

## MATS AND CARDS

**PITCHER MATS** Pitcher Mats are cut out and placed, when necessary, underneath a Pitcher to easily show Effectiveness Levels, Stuff, Wildness and Control.

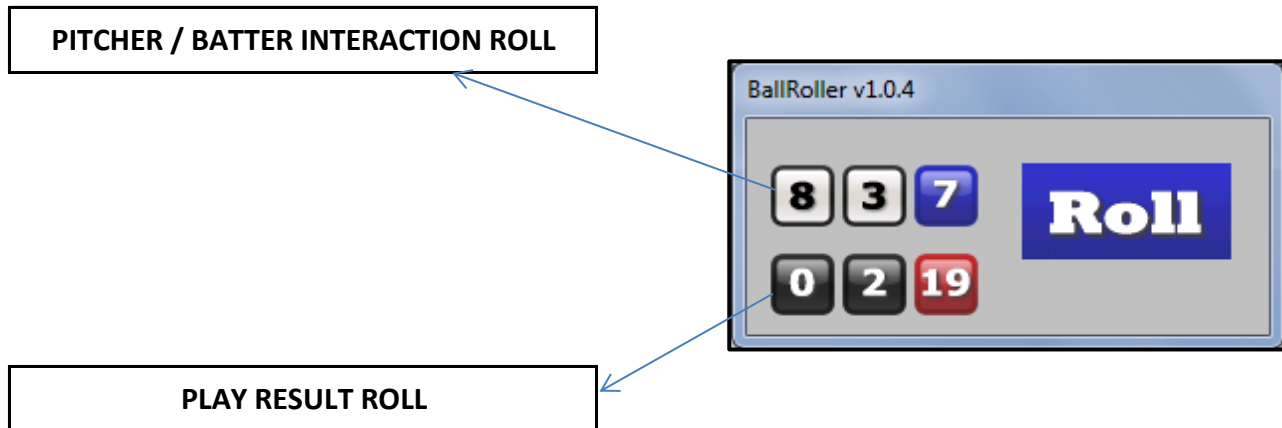
**STRATEGY CARDS** The Strategy Cards can be kept as one sheet or cut out into 8 cards and contain Strategy Information for: Steals, Hit & Run Plays, Bunts, Butcher Boy, Infield In, Outfield In, Guard Lines and Outfield Deep.

**BULLPEN USAGE** The Bullpen Usage cards can be cut out and placed with each team to keep track of the usage of Bullpen Pitchers on a weekly basis.

**DISABLED LIST** The Disabled List cards can be cut out and placed with each team to keep track of player injuries and how long a player is out and when he can return.

## 2 SETS OF DICE / 2 SETS OF RANDOM NUMBERS

As an option, you can Roll 2 Sets of Dice or use 2 Sets of Random Numbers. When you use these simultaneously, it gives you the Pitcher / Batter Interaction ROLL AND the Play Result ROLL. This allows you to view events by first taking note of who won the Pitcher / Batter Interaction and what the Result of the Play is.



The image is from BallRoller which is part of the BallScore and BallState Software. This Software is available for free to anyone who wishes to use it. Simply go to [ballstat.com](http://ballstat.com) and follow the instructions for downloading.

The BallRoller can be configured in a number of different ways. This configuration works best for Dugout Steps Baseball.

If you are using two sets of Dice, make sure they are colored such that you can tell what the 1st and 2nd D10s are for each roll and also two different colored R20s. Most seasoned Table Top game players have a wide variety of Dice to choose from.

Dugout Steps Baseball is dedicated to James Habel, the creator of BallStat and BallScore, who passed away in 2014. Thank you Mr. Habel for creating a Baseball Scoring and Statistics Program that re-ignited interest and passion for this hobby. You could not have known the level of enjoyment experienced playing Table Top Baseball Games while using your programs, as the numbers and statistics compiled painted a vivid picture of each player, game and season.