

| ERROR CHECKS | RANGE CHECKS | SLOW ROLLERS | SLOW ROLLERS OUTS TO HITS | HUSTLE |
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| <p>On a Re-Roll Compare Fielder's Blue Error Number to R100 to determine if an Error Occurs. Use R20 to determine # of Bases advanced. The 2nd D10 determines type of Error on Ground Balls</p> <p>Any additional throws around infield roll twice= both R100s have to be within Fielder's Error Rating</p> | <p>On HITS to OUTS and OUTS to HITS execute a Range Check to determine the Result. Use the Range Number from the Ball Location and the Fielder's Rating. Cross Reference on the RANGE CHECKS Section to establish Chance Number - use R20 for result. R100 may yield secondary results like Bad Calls and Injuries.</p> | <p>GROUND BALL OUTS to 3B, SS, 2B and 1B that have an R20 of 1 or 2 are SLOW ROLLERS that may be beaten out by Batter. Subtract Fielder Rating from Batter's Speed then Re-Roll and use R20 to determine result. R100 may yield Bad Calls, Interference, etc. Batter's w/ Green Speed Rating always call for an Error Check</p> | <p>If the PITCHER / BATTER Interaction Roll called for an OUT to HIT Check AND a SLOW ROLLER Occurs, add the Batter's Speed to the Range Check Intersecting Number to determine result</p> <p>SLOW ROLLER OUT TO HIT</p> <p>HUSTLE</p> <p>If HUSTLE is also involved, DOUBLE BATTER'S SPEED</p> | <p>When R100 is DOUBLES on GROUND BALL OUTS the Batter Hustles Down the Line and may beat the throw out at 1B. Re-Roll if R20 is = to or less than Batter's Speed he beats it out. Use R1-00 to check for Bad Calls, etc.</p> |
| DOUBLE PLAYS AND FC PIVOT CHECKS | BASERUNNER ADVANCE ON HITS OR FLY OUTS | SHUT DOWN RUNNING GAME | | PUSH IT |
| <p>GROUND BALL OUTS with Ball Location Number 5 through 16 involve the Pivot of the Middle Infielders OR the Baserunner Attempting to Break Up Double Play. When a Baserunner is forced at 2B on a Ground Ball Out check if the Batter's GDP Rating meets the grade to avoid a Double Play. If it does the result will be a FC unless the Middle Infielder can turn the Double Play. NOW Check if the Middle Infielders can turn the Double Play. IF Re-Roll R20 is equal to or less than the SS or 2B (C if bases are loaded) Fielder Rating the Double Play is turned. The Batter can still beat it out on a HUSTLE CHECK. If the Batter's GDP Rating does not meet the grade to avoid a Double Play, the Double Play is AUTOMATIC UNLESS the 2nd DIGIT is 4,5,6 or 7. If so Baserunner at 1B (3B if bases are loaded) tries to break up the Double Play. If Re-Roll R20 is equal to or less than the Baserunner's Speed Rating he beats it out and breaks up the Double Play. Use R100 to check for Doubles which indicates an INJURY or INTERFERENCE. ON OUT to HIT Checks perform that first to determine if Fielder botches the play. For Error Checks, consult the MAIN CHART to determine which Fielder in the Double Play is check for a possible Error.</p> | <p>The FORMULA used to determine SAFE / OUT for a Baserunner who is attempting to take an extra base on a HIT or FLY OUT is located on the MAIN CHART in the Baserunner Advancement Section. First, determine the Depth associated with the play on the Ball In Play Result Boards. Determine the Fielder Reaction by comparing his Rating to the 2nd DIGIT of R100. Consider Baserunner Speed, Any Modifications and the Fielder's ARM Rating. Use Formula to determine Chance Number. Re-Roll and follow all indications for SAFE / OUT which includes Close Tag Plays, Collisions or Bad Calls</p> | <p>When the 1st DIGIT of R100 leading to a Baserunner at 1B is EVEN you must perform a an automatic throw to 1B to try for a Pickoff and/or Shut Down the Running Game. Add or subtract the Pitcher's HOLD Rating to or from the Baserunner's LD Rating. Re-Roll if R20 is equal to or greater than the number the Pitcher prevents the Baserunner from establishing a Good Lead. IF R100 is equal to or greater than the Pitcher's Pick-off Rating he picks him off 1B IF he prevented a Good Lead.</p> | | <p>On Singles, Doubles and Triples if the R100 is EVEN DOUBLES to Baserunner automatically PUSHES IT and tries for an extra base. On Triples, this involves an attempt at an Inside the Park HR. Red Baserunner's Should not attempt to advance on a Triple. Follow Baserunner Advance Procedure to determine SAFE/OUT Close Plays apply.</p> |
| | BASERUNNER ADVANCE ON ERRORS, PB or WP | <p>STOLEN BASE ATTEMPT</p> <p>Follow all of the same procedures above to check for a Pickoff/Good Lead. If the Baserunner gets a good lead add the +/- Number from the GAME CHART to his Steal Rating IF NOT Subtract it. On the throw to 1B check the PICKOFF Section to see if any Errors, PBs or WPs can take place AND if a BALK is possible. For SAFE/OUT Re-Roll and use R100 to determine if the steal is successful and R20 to check for a Close Play using the Baserunner's LD Rating to compare it to.</p> | <p>GET BACK</p> <p>On Singles, Doubles and Triples if the R100 is ODD DOUBLES the Baserunner rounds the base a little to far and must scurry to get back. Use the GET BACK CALCULATION on the BIPRBs to determine SAFE/OUT. Close Plays apply.</p> | |
| | BASERUNNER ADVANCE ON FOUL OUTS | | <p>HBP, WP, BALK and PB Checks</p> <p>When R20 indicates a possible BALK, PB, WILD PITCH or HIT BATTER, use the R100 2nd Digit and check against the Player's Rating. If it is equal to or less then the Rating of the Player in Question the BALK, WP, HBP or PB occurs, if not it doesn't. IF Rating is greater than 10 automatically check for a 2nd WP, BALK or PB. For HBP use R20 on a Re-Roll to determine if a retaliation will take place.</p> | |
| | BASERUNNER ADVANCE ON TEXAS LEAGUERS | | <p>Add Yellow Column Number to Speed for Chance Number</p> | |
| PLAYS AT A BASE OR AT THE PLATE | BUNTS | | COLLISIONS | |
| <p>After determining the Chance Number for SAFE/OUT Re-Roll to resolve the play. Use the R20 to check for SAFE/OUT including CLOSE PLAYS AND OFFLINE THROWS use the R100 to check for Errors or Cut-Off Plays</p> | <p>R100 determines if the BUNT is successful and R20 determines location of Bunt and Fielder involved.</p> | | <p>Fielder Collisions only occur if the PITCHER / BATTER Interaction Roll is 01 or 100 AND the Ball Location shows a Red Line on the BIPRB AND the PLAY RESULT ROLL 2nd DIGIT of R100 is 1, 2 or 3. If a Collision, Bump or Close Call takes place add the appropriate number to the intersection number on the Range Check. Also check for injuries when appropriate.</p> | |
| | CLOSE PLAYS | | | |