

## SACRIFICE FLY CHART

Compare OF Arm to Runner's Run rating

	Arm < Run	Arm = Run	Arm > Run
<b>Hold</b>	00 - 29	00 - 19	00 - 09
<b>Coach's Choice</b>	30 - 34	20 - 29	10 - 14
<b>Error</b>	35 - 39	30 - 34	15 - 19
<b>Scores</b>	40 - 90	35 - 93	20 - 93
<b>Out</b>	91 - 99	94 - 99	94 - 99

**Hold** = All runners hold.

**Coach's Choice** = Re-roll the dice and check the Coach's choice chart.

**Error** = Runner scores due to error. Re-roll 1d6. If 1 to 2, catcher drops ball; 3 to 6, wild throw allows runner to score. All runners advance 1 base.

**Scores** = Runner on 3rd scores. Re-roll 1d6, if 1 to 2, other runners advance 1 base; 3 to 6 other runners hold.

**Out** = Runner out at home. Other runners advance 1 base.

How / When to use: With a runner on third base and less than 2 outs, whenever a fly ball is caught for an out by an outfielder (LF, CF, RF), compare the runner on third base Run rating to the outfielder's Arm rating. Re-roll the two ten-sided dice and refer to the chart above to determine if the runner holds or tries to score. For increased realism, add 1 to the Arm rating when the fly out is to CF. Use the original Arm rating if the Coach's Choice chart is referenced.