PAYOFF PITCH BASEBALL

ADDITIONAL RULES (provided by J A Howell)

1. Catcher’s Mound Visit: Once (1) per game the catcher may visit the mound to settle the pitcher down. The pitcher will then be allowed to have the next pitch be read off the batters card in the “TOUGH” section. Place a check in front of the catcher’s name on the scoresheet to designate the one mound visit has taken place.
2. Relief Pitcher Upgrade: When the relief pitcher comes into the middle of an inning to replace the starter OR another relief pitcher he is allowed ONE (1) upgrade IF the pitcher throws from the same side as the batter hits. Example left handed pitcher against left handed batter. As above, the pitcher will then be allowed to have the next pitch be read off the batters card in the “TOUGH” section. ANY OTHER READINGS OFF THE PITCHERS CARD DO NOT OVERRIDE ITEM 1 OR 2, example would be if you roll for “TOUGH” and the roll is within pitchers WP rating. The WP is ignored and the dice are read off the batters “TOUGH” section ONLY!
3. Injury Duration: Follow all current game rules. Determine the player injured and roll on injury chart. The player will be lost to the team for the games stated and a new player must be called up to replace him and maintain the 25-man roster limit. See item 4 for Minor League Player Call Ups.
4. Minor League Player Call Ups: If you are playing a league where each team has a minor league team (extra players not being used) and a regular roster player is injured during a game then you may replace the injured player with a player off of the minor league team for the remainder of the series. After the series is concluded then you must decide if you wish to send the called up player back to the minors or keep him on the active roster and send another player (any) to the minor league roster. Remember active roster of 25 players only.
5. PLAYER ROSTER LIMIT: During the regular season, a team may keep no more than 25 players on its active roster. However, during the playoffs and any postseason that the team is involved in them may increase their roster to 30 players.
6. RUNNER ADVANCEMENT WITH TWO OUTS: If a runner on 1B and the next batter doubles to either RF OR CF AND the runner on 1B speed is equal to or greater than 7 THEN the runner on 1B will score. This being the runner gets a good jump with two outs and has the speed to score from 1B. Normal rules apply for one out, if hit is from PATIENCE section, or Coach’s Choice.
7. PLAYING CORNERS IN: Defense may call Corners In (3B and 1B, P and C ALWAYS IN) and leave 2B and SS at normal depth for DP attempt. If ball hit to 3B or 1B then roll on Infield In Chart for result. If ball hit to 2B or SS then roll for DP chance, runner on 3B scores and if DP batter DOES not get credited with an RBI.
8. GUARDING THE LINE AGAINST DOUBLES: If the result is a double to LF or RF and the defense is guarding the lines to prevent a double (must be called in advance) you would then roll on Ball Park Chart under Range of 3B (LF) or 1B (RF). If roll is a Hit! then 2B to field location stands but if roll is an Out! Then fielder makes a great catch of hard liner! If runners on 1B or 3B when fielder makes great catch, roll 2 6-sided dice and if 2 OR 12 then fielder making great catch tags runner at his base location for DP! (i.e.: Runner on 1B and roll is a double to RF (you called 1B guarding the line) you then roll on Ball Park Chart under 1B’s Range rating and result is an Out! You then roll 2 6-sided dice and the roll is a “12”. 1B grabs the hot liner for one out and then tags the runner for a DP! Same scenario on 3B side or if roll was a “2”. Follow normal procedures for any runner advancement.