SACRIFICE BUNT CHART

Roll two six sided dice and use bunters rating to determine result.

2	**A , C** bunter: strike. **B, D** bunter: lead runner out. **F** bunter: pop out.
3	**A - B** bunter: lead runner out. **C - F** bunter: two strikes.
4	**D** bunter: sacrifice **A** bunter: pop out. **B** strike. **C, F** bunter: lead runner out.
5	**C** bunter: sacrifice **A, D** bunter: strike. **B, F** bunter: pop out.
6	**B** bunter: sacrifice **A, C** bunter: strike. **D - F** bunter: pop out DP.
7	**A** bunter: sacrifice **B** bunter: strike **C - F** bunter: pop out.
8	bunt to pitcher. go to chart below, reroll and use fielders range rating.
9	bunt to third baseman. go to chart below, reroll and use fielders range rating.
10	bunt to first baseman. go to chart below, reroll and use fielders range rating.
11	bunt to catcher. go to chart below, reroll and use fielders range rating.
12	lead runner must attempt a steal on missed bunt attempt(ball).

INFIELDERS RANGE RATING					
	A	**B**	**C**	**D**	**F**
2	bunt single ?	pop out DP	pop out	lead runner out	sacrifice
3	pop out DP	bunt single ?	lead runner out	6-9 runner *	6-9 runner *
4	lead runner out	lead runner out	bunt single ?	7-9 runner *	7-9 runner *
5	sacrifice **	sacrifice **	sacrifice **	sacrifice **	sacrifice **
6	sacrifice	sacrifice	sacrifice	sacrifice	bunt single ?
7	9 runner *	sacrifice	sacrifice	sacrifice	sacrifice
8	8-9 runner *	9 runner *	sacrifice	bunt single ?	sacrifice
9	7-9 runner *	8-9 runner *	9 runner *	sacrifice	sacrifice
10	6-9 runner * e?	7-9 runner * e?	8-9 runner * e?	9 runner * e?	9 runner * e?
11	lead runner out	6 runner *	7-9 runner *	8-9 runner *	8-9 runner *
12	sacrifice	lead runner out	6-9 runner *	pop out	pop out

* advancing runner is safe on sacrifice if his run rating is within result, batter out.
    advancing runner is out on fielders choice if his run rating is not within result, batter safe.

e? roll on fielders error rating. If not an error, use previous result.

pop out DP: lead advancing runner is dooubled off.

bunt single ?   when the batter gets this result, roll one six sided dice.
          9 runner beats out bunt for a single: **INFIELD BACK-** 1-6   **INFIELD IN-** 1-3
          8 runner beats out bunt for a single: **INFIELD BACK-** 1-5   **INFIELD IN-** 1-2
          7 runner beats out bunt for a single: **INFIELD BACK-** 1-4   **INFIELD IN-** 1
          6 runner beats out bunt for a single: **INFIELD BACK-** 1-3   **INFIELD IN-** OUT
          5 runner beats out bunt for a single: **INFIELD BACK-** 1-2   **INFIELD IN-** OUT
          4 runner beats out bunt for a single: **INFIELD BACK-** 1   **INFIELD IN-** OUT
      if result is not a single, play becomes a sacrifice.

sacrifice ** if infield is in, lead runner is out on fielders choice.

SQUEEZE BUNT

Roll two six sided dice and use bunters rating to determine result.

2	**A-C** bunter: lead runner out. **D - F** pop out.
3	**D** bunter: sacrifice **A - C** bunter: strike. **F** bunter: strike out.
4	**C** bunter: sacrifice **A** bunter: lead runner out. **B, F** bunter: pop out. **D** bunter: strike.
5	**B** bunter: sacrifice **C** bunter: strike. **A, D - F** bunter: lead runner out.
6	**A** bunter: sacrifice **B** bunter: strike. **C - F** bunter: pop out.
7	**A** bunter: strike. **B - C** bunter: lead runner out. **D - F** bunter: pop out DP
8	bunt to pitcher. go to chart below, reroll and use fielders range rating.
9	bunt to third baseman. go to chart below, reroll and use fielders range rating.
10	bunt to first baseman. go to chart below, reroll and use fielders range rating.
11	bunt to catcher. go to chart below, reroll and use fielders range rating.
12	Defense throws pitch out. Refer to pitch out chart.

INFIELDERS RANGE RATING

	A	B	C	D	F
2	bunt single ?	pop out DP	pop out	lead runner out	sacrifice
3	pop out DP	bunt single ?	sacrifice	sacrifice	lead runner out
4	sacrifice e?	sacrifice e?	bunt single ?	bunt single ?	sacrifice e?
5	sacrifice **	sacrifice	sacrifice	sacrifice	sacrifice
6	lead runner out	lead runner out	lead runner out	lead runner out	sacrifice
7	9 runner *	sacrifice **	sacrifice **	sacrifice **	sacrifice **
8	8-9 runner *	9 runner *	sacrifice	sacrifice	bunt single ?
9	7-9 runner *	8-9 runner *	9 runner *	sacrifice	sacrifice
10	lead runner out	7-9 runner *	8-9 runner * e?	9 runner * e?	9 runner *
11	sacrifice **	lead runner out	7-9 runner *	8-9 runner *	8-9 runner *
12	lead runner out	lead runner out	lead runner out	7-9 runner *	7-9 runner *

* advancing runner is safe on sacrifice if his run rating is within result, batter out.
    advancing runner is out on fielders choice if his run rating is not within result, batter safe.

e? Roll on fielders error rating. If not an error, use previous result.

pop out DP: lead advancing runner is doubled off.

bunt single ?   when the batter gets this result, roll one six sided dice.
              9 runner beats out bunt for a single: **INFIELD BACK-** 1-6   **INFIELD IN-** 1-3
              8 runner beats out bunt for a single: **INFIELD BACK-** 1-5   **INFIELD IN-** 1-2
              7 runner beats out bunt for a single: **INFIELD BACK-** 1-4   **INFIELD IN-** 1
              6 runner beats out bunt for a single: **INFIELD BACK-** 1-3   **INFIELD IN-** OUT
              5 runner beats out bunt for a single: **INFIELD BACK-** 1-2   **INFIELD IN-** OUT
              4 bunter is out. Other runners advan **INFIELD BACK-** 1   **INFIELD IN-** OUT
              if batter does not beat out bunt, result is a sacrifice.

sacrifice ** with infield in, runner is out at home on fielders choice.

PITCH OUT CHART: ROLL ONE DICE

1	lead runner attempts steal of home.
2	4-8 lead runner picked off third, 9 runner is back safely.
3	pitcher with 7 or better hold rating picks off runner on third.
4	catcher with "A" fielding rating picks off runner at third.
5	lead runner attempts steal of home.
6	catcher with "A - B" fielding rating picks off runner at third.