

GROUND OUT (G1, G2, G3, G4, G5, G6)

If no runner on 1st base, batter is out at 1st base. Runner on 2nd may advance to 3rd if base is open, RUN rating is 7 or more and ball is hit to 2B or 1B. Runner on 3rd with run rating of 7 or more scores. All other runners hold.

If runner on 1st base, compare 2d6 total to batter and pitcher's DP rating. If dice total is equal or less than each player's DP rating, runner on 1st out at 2nd base; batter out at 1st base. Other runners advance 1 base.

If 2d6 total is higher than either player's DP rating, runner on 1st base is out at 2nd base; batter safe at 1st. Other runners advance 1 base (if 2d6 > 10, runners advance 1 base, batter out).

FLY OUT (F7, F8, F9)

Use Pitcher result and chart below

WHEELHOUSE: Runner on 3rd base scores. Other runners hold.

PATIENT: Runner on 3rd base may attempt to score using Coach's Choice chart. If no runner on 3rd base, runner on 2nd may attempt to move to 3rd base using Coach's Choice chart.

TOUGH: All runners hold.

IN PLAY: All runners hold.

INFIELD IN

Use below on GO result. Refer to FLY, PO, & LO for other outs.

2 - 5: Batter out, runner on 1st advances; other runners hold.*

6 - 8: Runner on 3rd out at home, batter safe.† Other Runners advance 1 base.

9 - 10: Ball sneaks past drawn in infield, batter safe, runners advance 1 base.

11 - 12: Reroll all four dice and refer to Infield In - Play at Home chart.

*If Bases are loaded and the 2d6 result is 2 to 5, runner on 3rd out at home, batter out at first, Double Play! Other runners advance 1 base.

†If Bases loaded, roll 1d10. If higher than batter's Run rating, batter out at first, Double Play! Otherwise, batter safe at 1st.

P2, P3, P4, P5, P6 and L4, L6

P: Pop Out (includes foul balls caught for an out). Batter out, runners hold.

L: Line Out. Batter out, runners hold. If Hit & Run play, closest runner caught off base and is out, DOUBLE PLAY!

If Infield In, Line Drive gets past fielder for a Single, runners advance 1 base.

INFIELD IN - PLAY AT HOME

2 - 9: Compare the 2d6 total to the runner's RUN rating. If equal to or less than the RUN rating, the runner is safe; batter is safe at first and other runner's advance 1 base.

10 - 12 or 2d6 total is greater than the runner's RUN rating: Runner is out at home; batter is safe at first and other runner's advance 1 base.

If the 2d10 result is 0, resolve play using chart above. Check runner for injury if out; otherwise check catcher for injury if runner is safe.

BUNT FOR HIT

This is an optional, supplementary rule and should be used sparingly.

Roll 2d6 and 1d10. If the d10 result is 0 to 3 and the 2d6 total is equal to or less than the batter's run rating, the batter is safe with a bunt single. If the d10 result is 4 to 9 or the 2d6 total is greater than the batter's run rating, the batter is out at first. In either scenario, all runner's advance 1 base. Use the lowest d6 die and Sacrifice Bunt chart key to determine which fielder made the play.

A player may attempt to bunt for a hit only once per game and never as a pinch hitter.

SACRIFICE BUNT

	A	B	C	D	F
PO	0	0 - 2	0 - 3	0 - 5	0 - 7
DP	1 - 2	3 - 5	4 - 6	6 - 9	8 - 14
Lead	3 - 6	6 - 10	7 - 15	10 - 24	15 - 33
SH	7 - 92	11 - 90	16 - 89	25 - 87	34 - 84
MISS	93 - 94	91 - 94	90 - 94	88 - 94	85 - 94
E?	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99

When attempting a squeeze bunt (runner on 3rd), use column D. The runner is safe if the result is SH and the 2d6 total is equal to or less than the runner's run rating. Otherwise, use the Lead result.

KEY: Fielder: 1 or 4 = P; 2 or 6 = C; 3 = 1B; 5 = 3B (roll 1d6)
PO - Batter pops out, runners hold. On suicide squeeze, runner on 3rd Out - double play!

DP - With runner on 1st base, lead runner and batter out. If no runner on 1st, runners hold, batter out.

Lead - Lead runner thrown out, batter and other runners safe.

SH - batter out at 1st, runners advance one base.

MISS - batter misses pitch, on second MISS batter strikes out.

Runners hold. On suicide squeeze, runner on 3rd out at home.

E? - roll 1d6, if higher than fielder's E rating, the fielder makes a 1 base error, batter safe at 1st and all runners advance 1 base.

If result is equal or less than the fielder's E rating, use SH result.