

CHART DESIGNER'S NOTES

INTRODUCTION. The charts and cards were primarily designed for the gamer that prefers automation of decisions that, in real life, are made by the players and coaches on the field. Helpful utility cards and charts are also provided. Comments, corrections and suggestions for improvement are encouraged to be made on the Replay Sports Game's Delphi forum.

I want to thank Pete Ventura for publishing Replay Baseball and for posting these charts on the Replay Games website. I also want to acknowledge Carl Clark's contribution. Carl took on the task of proofreading all of the charts reproduced here. I find that I am unable to efficiently proofread my own work and errors crept in. Carl performed an exhaustive review. He found errors and made suggestions for improvement. I made the corrections and implemented the improvements. The charts are better because of his work. My hope is that he and others will continue their interest so that the charts will become even better.

1. The 3b Coach and Baserunner Decision Charts. These charts automate the third base coach and other runner advancement decisions. The 3b coach is a direct translation of Pete Ventura's chart, "normal" mode, but provides for two assists on a double instead of one as per the chart book. These charts perform as a sort of "artificial intelligence." They affect plays in Columns 1, 3, 5 and 6 of the Chart Book that require a player's or coach's decision.

2. The 3b Coach with Manager Directives. This is a translation of Pete Ventura's excellent automated 3b coach chart into my format with the "normal", "go for it" and "play it safe" modes. Again, there are two assists when the lead runner is thrown out on a double. This chart supplements the 3B Coach and Baserunner Decision Charts by adding strategy for more extreme situations.

3. Summary of Chart Book Outs (Includes "Sacrifice Bunts: Scoring of Outs at First Base" and "Groundball to First Baseman: Scoring of Assists and Putouts"). These charts include an outline of plays in each chart book column that always result in an out. There is a chart for assigning assists and putouts on bunt plays depending upon the positioning of the infielders. The chart for assigning of outs at first base on groundballs to the first baseman includes an option to change the column 1, result 36, plays so that the first baseman makes some of these plays unassisted. This chart greatly speeds game play for those new to Replay, but it helps experienced players as well.

4. Hit and Run Chart. This is a slightly modified version of the hit and run chart. This chart reduces the amount of chart book page flipping, allowing you to keep the six main columns visible at all times. Result 19, instead of always being a line drive DP to the pitcher, is randomized to go to six possible positions, including the right fielder. With none out and runners on first and second, it can be a triple play. All other results are identical to the published chart book.

5. Stolen Base and Action Chart. This is a quick-glance chart that displays the option of combining the pitcher's hold rating and the catcher's defense rating. It is intended to make implementation of the optional rule easier. The Replay Action Chart is reproduced for reference.

6. Infield Decision and Utility Cards. These cards automate the decisions that infielders make, under pressure, on the field. In extreme cases, when only one option would make sense (e.g., ninth inning, winning or tying run on third base) the otherwise applicable card should not be used. The cards add a believable artificial intelligence to the game. The cards include two utility cards: An 11-66 table for visualizing dice roll distributions and a covering for part of a pitcher's card when he is on B grades. The latter covers the first five rows of the pitcher's 6x6 grid, leaving visible only Row Six, the B grades row. This will help some who might otherwise forget to apply the B grades.

7. Save Determination and Utility Cards. Over the years, the rule for assigning saves to relief pitchers has changed. These cards make it easy to determine if a save is to be assigned and which pitcher is entitled to it. Separate cards apply the rule as it was applied in each of the three historical periods in which the rule varied. Among these cards is the same 11-66 table from the Infield Decisions and Utility Cards. An additional utility card randomizes the results when pitchers are on B grades and another gives the formulas for calculating earned run average, on base percentage and slugging percentage.

---Tim Chandler, August 14, 2008.

THIRD BASE COACH

Obtain the runner's speed differential, **R**, by subtracting the outfielder's arm rating from the runner's base running rating. On a **DOUBLE** the "runner" is the runner on first base. On all other plays, the "runner" is the lead runner.

The **blue die** determines the outfielder that plays the ball (1-2=LF; 3-4=CF; 5-6=RF). Roll the dice and find the result on the line containing the arm differential. The outfielder is credited with an assist when the throw results in an out. On a **double**, when an out results, there are **two assists** determined by the **blue die** (1=LF to SS; 2=LF to SS) (3=CF to SS; 4=CF to 2B) (5=RF to 2B; 6=RF to 2B).

When the description says, "The runner is **OUT**," any runner with **speed equal** to or **higher** than the die roll **moves up** if the next base is open. On attempts to throw out the **nearest trailing runner**, roll one die. If the die roll is **higher** than the **runner's speed**, the runner is **out**.

When rolling for **advance** by trailing runners, any runner with **speed equal** to or **higher** than the die roll **moves up** if the next base is open. Trailing runners include the **batter**; however, as an **OPTION**, the **batter's speed** must be **higher** than the die roll to **move up**.

R	No scoring or extra base attempt is made by any runner.	The runner is OUT . Roll a die for advance by trailing runners.	The runner is SAFE . Roll a die for attempt to throw out nearest trailing runner . Others hold.	The runner is SAFE . Roll for possible OF throwing error. All advance on an error.	The runner is SAFE . Others hold.	The runner is SAFE . Roll a die for advance by trailing runners.	R
(+4)	→	→	→	11-12 (+4)	13-56(+4)	61-66 (+4)	(+4)
(+3)	→	→	11 (+3)	12-13 (+3)	14-56(+3)	61-66 (+3)	(+3)
(+2)	→	-11 (+2)	12 (+2)	13-14 (+2)	15-56(+2)	61-66 (+2)	(+2)
(+1)	-11 (+1)	12-13 (+1)	14 (+1)	15-16 (+1)	21-56(+1)	61-66 (+1)	(+1)
(+0)	11-16 (+0)	21-25 (+0)	26 (+0)	31-32 (+0)	33-56(+0)	61-66 (+0)	(-0)
(-1)	11-26 (-1)	31-42 (-1)	43 (-1)	44-45 (-1)	46-56(-1)	61-66 (-1)	(-1)
(-2)	11-35 (-2)	36-52 (-2)	53 (-2)	54-55 (-2)	56-62(-2)	63-66 (-2)	(-2)
(-3)	11-46 (-3)	51-62 (-3)	63 (-3)	64-65 (-3)	-66(-3)	←	(-3)
(-4)	11-55 (-4)	56-64 (-4)	65 (-4)	-66 (-4)	←	←	(-4)

BASERUNNER DECISION CHARTS

Col 1 Possible Speed Hit; Col 5 Sac Fly Attempt; Col 6 Single with Runner on Second Base

Runner's		Lead Runner Holds	Out on Throw Home	Safe on Throw Home	Safe. Throw is Cut	Runner's	
Speed	(5)	11-16 (5)	21-25 (5)	26-34 (5)	35-66 (5)	(5)	Speed
	(4)	11-26 (4)	31-42 (4)	43-46 (4)	51-66 (4)	(4)	
	(3)	11-36 (3)	41-53 (3)	54-56 (3)	61-66 (3)	(3)	
	(2)	11-46 (2)	51-62 (2)	63-64 (2)	65-66 (2)	(2)	
	(1)	11-56 (1)	61-65 (1)	-66 (1)	←	(1)	
		Lead Runner Holds	Out on Throw Home	Safe on Throw Home	Safe. Throw is Cut		
		On a fly ball the runner on 3b holds. On a single all runners advance one base. SPEED HIT: The batter holds at first base.	On a fly ball the runner on 3b is out. On a single the runner on 2b is out. A runner on 1b goes to 3b on the throw. SPEED HIT: Batter is out at 2b, RF to SS.	On a fly ball the runner on 3b scores. On a single the runner on 2b scores. A runner on 1b goes to 3b. SPEED HIT: Batter is safe at 2b; steals 3b next pitch.	On a fly ball the runner on 3b scores. On a single the runner on 2b scores. A runner on 1b holds at 2b. SPEED HIT: Batter is safe at 2b; steals 3b next pitch.		

On a single, if the runner attempting to score from second base is out, the **blue die** determines the outfielder credited with the assist. (1-2=LF; 3-4=CF; 5-6=RF). Column 1, Speed Hit Attempts: When a speed hit opportunity occurs, apply the yellow highlighted description using the **batter's speed**.

Column 6, Results 22-26: Attempts to Stretch a Single into a Double

		5 Arm	4 Arm	3 Arm	2 Arm	1 Arm		
Speed of Batter	(5)	11-56 (5)	11-61 (5)	11-62 (5)	11-63 (5)	11-64 (5)	(5)	Speed of Batter
	(4)	11-55 (4)	11-56 (4)	11-61 (4)	11-62 (4)	11-63 (4)	(4)	
	(3)	11-54 (3)	11-55 (3)	11-56 (3)	11-61 (3)	11-62 (3)	(3)	
	(2)	11-53 (2)	11-54 (2)	11-55 (2)	11-56 (2)	11-61 (2)	(2)	
	(1)	11-52 (1)	11-53 (1)	11-54 (1)	11-55 (1)	11-56 (1)	(1)	
		5 Arm	4 Arm	3 Arm	2 Arm	1 Arm		

Roll three dice. The outfielder fielding the ball is determined by the **blue die** roll (1-2=LF; 3-4=CF; 5-6=RF). Cross-index the batter's speed rating with the outfielder's arm rating. Roll the red and white dice, "Replay style," and consult the above chart. If the result is **within the range** shown, the batter is **safe with a double**. Otherwise, the batter is **out**. Credit an assist to the outfielder who fielded the ball. 08-14-2008

THIRD BASE COACH WITH MANAGER DIRECTIVES

Obtain the runner's speed differential, **R**, by subtracting the outfielder's arm rating from the runner's base running rating. On a DOUBLE the "runner" is the runner on first base. On all other plays, the "runner" is the lead runner.

The blue die determines the outfielder that plays the ball (1-2=LF; 3-4=CF; 5-6=RF). Roll the dice and find the result on the line containing the arm differential. The outfielder is credited with an assist when the throw results in an out. On a double, when an out results, there are two assists determined by the blue die (1=LF to SS; 2=LF to SS) (3=CF to SS; 4=CF to 2B) (5=RF to 2B; 6=RF to 2B).

When the description says, "The runner is **OUT**," any runner with speed equal to or higher than the die roll moves up if the next base is open.

On attempts to throw out the nearest trailing runner, roll one die. If the die roll is higher than the runner's speed, the runner is out.

When rolling for advance by trailing runners, any runner with speed equal to or higher than the die roll moves up if the next base is open. Trailing runners include the batter; however, as an OPTION, the batter's speed must be higher than the die roll to move up.

Normal Play		Normal Play		Normal Play		Normal Play	
R	No scoring or extra base attempt is made by any runner.	The runner is OUT . Roll a die for advance by trailing runners.	The runner is SAFE . Roll a die for attempt to throw out nearest trailing runner. Others hold.	The runner is SAFE . Roll for possible OF throwing error. All advance on an error.	The runner is SAFE . Others hold.	The runner is SAFE . Roll a die for advance by trailing runners.	R
(+4)	→	→	→	11-12 (+4)	13-56(+4)	61-66 (+4)	(+4)
(+3)	→	→	11 (+3)	12-13 (+3)	14-56(+3)	61-66 (+3)	(+3)
(+2)	→	-11 (+2)	12 (+2)	13-14 (+2)	15-56(+2)	61-66 (+2)	(+2)
(+1)	-11 (+1)	12-13 (+1)	14 (+1)	15-16 (+1)	21-56(+1)	61-66 (+1)	(+1)
(+0)	11-16 (+0)	21-25 (+0)	26 (+0)	31-32 (+0)	33-56(+0)	61-66 (+0)	(-0)
(-1)	11-26 (-1)	31-42 (-1)	43 (-1)	44-45 (-1)	46-56(-1)	61-66 (-1)	(-1)
(-2)	11-35 (-2)	36-52 (-2)	53 (-2)	54-55 (-2)	56-62(-2)	63-66 (-2)	(-2)
(-3)	11-46 (-3)	51-62 (-3)	63 (-3)	64-65 (-3)	-66(-3)	←	(-3)
(-4)	11-55 (-4)	56-64 (-4)	65 (-4)	-66 (-4)	←	←	(-4)

Go For It		Go For It		Go For It		Go For It	
R	No scoring or extra base attempt is made by any runner.	The runner is OUT . Roll a die for advance by trailing runners.	The runner is SAFE . Roll a die for attempt to throw out nearest trailing runner. Others hold.	The runner is SAFE . Roll for possible OF throwing error. All advance on an error.	The runner is SAFE . Others hold.	The runner is SAFE . Roll a die for advance by trailing runners.	R
(+4)	→	→	11-12 (+4)	13-15 (+4)	16-52(+4)	53-66 (+4)	(+4)
(+3)	→	→	11-12 (+3)	13-15 (+3)	16-52(+3)	53-66 (+3)	(+3)
(+2)	→	11-12 (+2)	13-14 (+2)	15-21 (+2)	22-52(+2)	53-66 (+2)	(+2)
(+1)	→	11-13 (+1)	14-15 (+1)	16-22 (+1)	23-52(+1)	53-66 (+1)	(+1)
(+0)	11-13 (+0)	14-24 (+0)	25-26 (+0)	31-32 (+0)	33-52(+0)	53-66 (+0)	(-0)
(-1)	11-22 (-1)	23-36 (-1)	41 (-1)	42-43 (-1)	44-52(-1)	53-66 (-1)	(-1)
(-2)	11-26 (-2)	31-46 (-2)	51 (-2)	52-53 (-2)	54-61(-2)	62-66 (-2)	(-2)
(-3)	11-35 (-3)	36-54 (-3)	55 (-3)	56-61 (-3)	62-65(-3)	-66 (-3)	(-3)
(-4)	11-46 (-4)	51-61 (-4)	62 (-4)	-63 (-4)	64-66(-4)	←	(-4)

Play It Safe		Play It Safe		Play It Safe		Play It Safe	
R	No scoring or extra base attempt is made by any runner.	The runner is OUT . Roll a die for advance by trailing runners.	The runner is SAFE . Roll a die for attempt to throw out nearest trailing runner. Others hold.	The runner is SAFE . Roll for possible OF throwing error. All advance on an error.	The runner is SAFE . Others hold.	The runner is SAFE . Roll a die for advance by trailing runners.	R
(+4)	→	→	→	11-12 (+4)	13-62(+4)	63-66 (+4)	(+4)
(+3)	→	→	→	11-12 (+3)	13-62(+3)	63-66 (+3)	(+3)
(+2)	11-12 (+2)	→	→	13-14 (+2)	15-62(+2)	63-66 (+2)	(+2)
(+1)	11-15 (+1)	-16 (+1)	→	21-22 (+1)	23-62(+1)	63-66 (+1)	(+1)
(+0)	11-31 (+0)	32-33 (+0)	→	34-35 (+0)	36-62(+0)	63-66 (+0)	(+0)
(-1)	11-41 (-1)	42-45 (-1)	46 (-1)	51-52 (-1)	53-62(-1)	63-66 (-1)	(-1)
(-2)	11-51 (-2)	52-54 (-2)	55 (-2)	56-61 (-2)	62-66(-2)	←	(-2)
(-3)	11-61 (-3)	62-63 (-3)	64 (-3)	65-66 (-3)	←	←	(-3)
(-4)	11-64 (-4)	→	65 (-4)	-66 (-4)	←	←	(-4)

Sacrifice Bunts: Scoring of Outs at First Base

	Ball fielded by	Putout by	Ball fielded by	Putout by
First Baseman is in	p, c, 3b	second baseman	1b	second baseman
First Baseman is not in	p, c, 3b	first baseman	1b	first baseman (3u)

Groundball To First Baseman: Scoring of Assists and Putouts*

Column 1	Column 4	Column 5
Score all results as 3-1 . Option: blue die is odd number, score as 3-1 ; even number, score as 3u .	Results 2-11 : Score as 3u unless an assist occurs. Results 12-16 : Score as 3u if the play is successful. Results 17+ : Score as 3-1 .	Score as 3-1 .

*This chart applies only to outs at first base.

Summary of Chart Book Outs*

COLUMN 4: 1=1B 2=2B 3=3B 4=SS 5=SS 6=2B

COLUMN 1	COLUMN 2	COLUMN 3	COLUMN 5	COLUMN 6
Strike Out To	Strike Out To			
2-6- C	2-6- C			
Popup To	Foul Fly Ball Out To	Short Fly In Outfield To	Ground Ball Out To	
7- 2B	7- C	2-3- SS	2- 1B ?fc	
8- 3B	8- SS	4- 3B	3- 2B ?fc	
9- SS	9- 2B	5- 2B	4- 3B ?fc	
10- 1B	10- 1B	6- 1B	5- SS ?fc	
	11- 3B			
"K" beside the pitcher's column grade: Score any out as a strike out.	Fly Ball Out To	Line Out To	"K" beside the pitcher's column grade: Score any out as a strike out with runners on base.	"K" beside the pitcher's column grade: Score any out as a strike out.
	17- CF ?sac ?SO	11-12- SS		
	18- LF ?sac	13- 2B		
	19- CF ?sac	14- 1B		
	20- RF ?sac	15- 3B		
	21- CF ?sac			
Possible DP Ball To	Ground Ball Out To (inj)	Fly Ball Out To		Fly Ball Out To
36- 1B ?dp	22-24- SS to 1B (5g)			
37- 3B ?dp	25-29- 3B to 1B (4g)	20- RF ?sac		17-18- LF ?sac
38- 2B ?dp	30-34- 3B to 1B (3g)	21-23- CF ?sac		19-20- RF ?sac
39- 3B ?dp	35-39- 3B to 1B (2g)	-24- LF ?sac		-21- CF ?sac
40- 2B ?dp	40-44- P to 1B (1g)			
Strike Out or Possible DP	Ground Ball Out To (inj)	Line Out To	Fly Ball Out To	Fly Ball Out To
46-50- P to SS to ?1B	-45- SS to 1B (rog)			
except with	46-47- SS to 1B	30-31- CF	28- LF ?sac	32- RF
RHB + runner w/4-5 speed	-48- P Unassisted	32- RF	29-31- CF ?sac	33-34- CF
P to 2B to ?1B	49-50- C to 1B (2g)	33- LF	32- RF ?sac	35-36- LF
but with	-45- SS to 1B (rog)			
Bases Full				
P to C to ?1B	Ground Ball Out To	Strike Out To	Strike Out To	Strike Out To
	51-52- 2B to 1B	38-42- C	33-37- C	37-41- C
	53- 1B to P	Popup To		
	54-55- 1B Unassisted	68-71- 1B		
COLUMN 1	COLUMN 2	COLUMN 3	COLUMN 5	COLUMN 6

*This summary applies to plays that always result in one or more outs in the 2007 chart book.

August 14, 2008

Hit and Run Play

Roll 2 Dice: Add pitcher's H&R result **Red Die** to batter's H&R result **White Die**. Refer to totaled # on the chart

#	Result
2-3	GROUND OUT TO THIRD BASE (3B to 1B) Runner(s) advance one base.
4-5	GROUND OUT TO FIRST BASE (1B, Unassisted) Runner(s) advance one base.
6-7 RHB	RIGHT-HANDED BATTER HITS GROUNDER INTO THE HOLE AT SECOND BASE Roll one die against second baseman's range . If die is higher, fielder makes a diving stop and throws the batter out at first. Runner(s) advance. If not higher , the ball sneaks through hole vacated by fielder who covered the bag. Runner(s) advance two bases on the SINGLE .
6-7 LHB	LEFT-HANDED BATTER HITS GROUNDER INTO THE HOLE AT SHORTSTOP Roll one die against shortstop's range . If die is higher, fielder makes a diving stop and throws the batter out at first. Runner(s) advance. If not higher , the ball sneaks through hole vacated by fielder who covered the bag. Runner(s) advance two bases on the SINGLE .
8	SINGLE to left field. Runner(s) advance two bases.
9	SINGLE to right field. Runner(s) advance two bases.
10	SINGLE to right field. Runner(s) advance two bases. If the runner on first has a higher speed rating than the arm of the right fielder , he scores from first.
11-12	STRIKEOUT Roll one die. If the die is higher than the catcher's defense rating , runner(s) steal safely . If not higher , leader runner is caught stealing for a DOUBLE PLAY .
13-14	STRIKEOUT (or foul ball) Roll one die. If the die is odd , pitch is fouled off . Hit and run is called off. If die is even , batter strikes out ; runner(s) try to steal. SEE 11-12 .
15 16 17 18	GROUND OUT TO 2B Batter is out at first; runner(s) advance one base. Defense may try for force out at second. Roll one die against speed of runner on first. If die is higher , runner is out on a close play; batter is safe at first. If not higher , runner beats throw and everyone is safe .
19	LINE DRIVE TO (ROLL BLUE DIE 1=P 2=RF 3=1B 4=2B 5=3B 6=SS) Caught for the out. If not the third out, fielder starts a DOUBLE PLAY (P to 1B) (RF to 1B) (1B) (2B to 1B) (3B to 1B) or (SS to 1B). If none out, with runners on first and second, it's a TRIPLE PLAY (1=P to 1B to SS) (2=RF to 1B to SS) (3=1B to SS) (4=RHB: 2B to 1B; LHB: 2B to 1B to SS) (5=3B to 1B to SS) or (6=SS to 1B).
20	GROUND OUT DOUBLE PLAY (SS, unassisted, to 1B) Runner on second advances to third.
21	GROUND OUT TO FIRST BASE: POSSIBLE DOUBLE PLAY If runner on first has 1 or 2 speed , he is forced at second; batter is out. DOUBLE PLAY (1B-SS-1B) . If runner on first has 3, 4, or 5 speed , first baseman steps on first to retire batter (3U). Runners advance.
22-23	GROUND BALL TO 2B . Second baseman throws to first, batter is out. Runners advance one base. If 2B is rated 3, 2, or 1 , he may try for force at second. Roll one die against speed of runner on first. If die is not higher , runner beats throw; everyone is safe . If die is higher , force at second (4-6). Roll one die against batter's speed. If higher , batter is out on DP (4-6-3) . If not , he is safe at first (FC 4-6) .
24-25	FLY OUT TO RIGHT FIELD . Runner(s) hold.
26-27	FLY OUT TO LEFT FIELD . Runner(s) hold.
28	FLY OUT TO CENTER FIELD . Runner(s) hold.
29	LINED SINGLE TO OUTFIELD . Runner(s) advance two bases.
30	GROUND RULE DOUBLE TO CENTER FIELD . Runner(s) advance two bases.
31	DOUBLE INTO THE GAP . All runners score.
32	HOMERUN OVER THE CENTER FIELD WALL . All runners score.
33	LEAD RUNNER CAUGHT STEALING . Batter swings and misses; catcher easily throws out the lead runner.
34	POSSIBLE PICK-OFF AT FIRST BASE . Roll one die against pitcher's Hold Rating . If die is higher , runner gets BACK SAFELY . If die is not higher , runner is PICKED OFF first base.
35-36	DEFENSE CALLS FOR PITCH OUT : Check runner's speed rating . If catcher's defense rating is higher than lead runner's speed, runner is CAUGHT STEALING . If not higher, roll one die. If die is higher than catcher's defense rating , runners steal safely . If die is not higher , the lead runner is caught stealing .
37-38	PITCH IN THE DIRT . Catcher blocks pitch, but RUNNERS STEAL without a throw being made.
39	BALK . Runner(s) advance one base.

AUTOMATIC STOLEN BASE SYSTEM

Stolen Base Chart for * Symbols

die roll>	hold 11-16	hold 11-23	hold 11-26	hold 11-33	hold 11-36	hold 11-43	hold 11-46	hold 11-53	hold 11-56	<die roll
HC	2	3	4	5	6	7	8	9	10	HC
die roll>	21-66 sb	24-66 sb	31-66 sb	34-66 sb	41-66 sb	44-66 sb	51-66 sb	54-66 sb	61-66 sb	<die roll

HC is the pitcher's hold rating added to the catcher's defense rating. When an * appears next to the result number on a player's card, roll two dice and cross-index the resulting dice roll with the **HC** rating. The result will be either "SB" (stolen base) or "HOLD" (runner holds).

Stolen Base Chart for + Symbols

die roll>	CS 11-16	CS 11-23	CS 11-26	CS 11-33	CS 11-36	CS 11-43	CS 11-46	CS 11-53	CS 11-56	<die roll
HC	2	3	4	5	6	7	8	9	10	HC
die roll>	21-66 sb	24-66 sb	31-66 sb	34-66 sb	41-66 sb	44-66 sb	51-66 sb	54-66 sb	61-66 sb	<die roll

HC is the pitcher's hold rating added to the catcher's defense rating. When an + appears next to the result number on a player's card, roll two dice and cross-index the resulting dice roll with the **HC** rating. The result will be either "CS" (caught stealing) or "SB" (stolen base). This attempt is optional if behind after seven innings, or with runners on 1st and 3rd bases.

REPLAY ACTION CHART

	Die Roll					
	1	2	3	4	5	6
A	SB	SB	SB	PO	SB	SB
	1	2	3	4	5	6
B	POE	SB	SB	+	SB	SBE
	1	2	3	4	5	6
C	POE	+	SB	+	SB	SBE
	1	2	3	4	5	6
D	POE	+	SB	+	+	SBE
	1	2	3	4	5	6
E	POE	+	SB	CS	+	SBE
	1	2	3	4	5	6
F	POE	+	+	+	+	SBE
	1	2	3	4	5	6
G	POE	CS	+	CS	+	SBE
	1	2	3	4	5	6
H	POE	CS	+	CS	CS	SBE
	1	2	3	4	5	6
J	+	CS	+	CS	CS	BK
	1	2	3	4	5	6
K	WP6	CS	CS	CS	CS	BK
	1	2	3	4	5	6
L	WP6	PO	PB6	PO	POE	BK
	1	2	3	4	5	6
	Die Roll					

The Replay Action Chart to the left is used when a letter appears in Column 5 on the batter's card and the next base is open. The Action Chart can be used when calling for a stolen base manually. In this case first refer to the SB Jump Chart and the Runner's Jump Rating to see if the runner may attempt to steal. To use the Action Chart, find the **runner's letter** on the left or right side of the chart. Roll **one die** and find the result in that row on the chart.

Action Chart Results

SB	Stolen Base
SBE	Stolen Base plus possible throwing error by catcher. Roll against catcher's error rating . On a higher roll, all runners advance an extra base on the error.
CS	Caught Stealing

+	Stolen Base or Caught Stealing: Roll one die against the catcher's defense rating . If the die is higher, it's a Stolen Base. If not, it's a Caught Stealing. This attempt is optional if behind after 7 innings, or with runners on 1st and 3rd bases.
PO	Attempted pick-off. Roll one die against pitcher's hold rating . If the die is higher, runner gets back safely. If not higher, runner is PICKED OFF base.
POE	Possible error on pick-off attempt. Roll against pitcher's error rating . If the roll is higher, all runners advance one base on the pitcher's throwing error.

BK	Balk. All runners advance one base.
WP6	Possible wild pitch. If pitcher's WP rating is less than 6, runners advance one base on the Wild Pitch.
PB6	Possible Passed Ball. If catcher's PB rating is less than 6, runners advance one base on the Passed Ball.

Infield Decision Chart Runner on Third Base

Column 4, Runner on 3b, Infield In,
Results 7-11

5	11-56	61-65	66	5
4	11-46	51-62	63-66	4
3	11-36	41-53	54-66	3
2	11-26	31-42	43-66	2
1	11-16	21-25	26-66	1

Speed of Runner on Third Base

T1: Out at first. Safe at home.

TH: Safe at first. Safe at home.

TH: Safe at first. Out at home.

Roll two dice. Read them as 11-66. On the line for the runner's speed, find the dice roll result. The play result is explained in the table according to the color of the box containing the dice roll result.

"T1" means throw to first base.

"TH" means throw home.

Hit and Run Decision Chart Try for Double Play

Second Baseman Rated 1, 2, or 3
Results 22-23 on H&R Chart

5	11-56	61-65	66, dp?	5
4	11-46	51-62	63-66, dp?	4
3	11-36	41-53	54-66, dp?	3
2	11-26	31-42	43-66, dp?	2
1	11-16	21-25	26-66, dp?	1

Speed of Runner on First Base

T1: Out at first. Safe at second.

T2: All safe. Batter reaches on FC.

T2: Out at second. Try for DP.

Roll three dice. Read red and white dice as 11-66. On the line for the runner's speed, find the dice roll result. The play result is explained in the table according to the color of the box containing the dice roll result.

"T1" means throw to first base.

"T2" means throw to second. If forced at second, if **blue die** is higher than **batter's** speed then the batter is out on **DP**.

DP Pivot Man

Column 4, Infielder Halfway,
Results 6 and 7

Play Result Number

Pivot Man	6		Pivot Man
1	11-66 dp	---	1
2	11-56 dp	61-66 fc	2
3	11-46 dp	51-66 fc	3
4	11-36 dp	41-66 fc	4
5	11-26 dp	31-66 fc	5

Play Result Number

Pivot Man	7		Pivot Man
1	11-46 dp	51-66 fc	1
2	11-36 dp	41-66 fc	2
3	11-26 dp	31-66 fc	3
4	11-16 dp	26-66 fc	4
5	---	11-66 fc	5

Hit and Run Decision Chart Try for Force at Second Base

Speed of Runner at First Base
Results 15-18 on H&R Chart

5	11-56	61-65	66	5
4	11-46	51-62	63-66	4
3	11-36	41-53	54-66	3
2	11-26	31-42	43-66	2
1	11-16	21-25	26-66	1

Speed of Runner on First Base

T1: Out at first. Safe at second.

T2: All safe. Batter reaches on FC.

T2: Out at second. Batter safe, FC.

Roll two dice. Read them as 11-66. Find the dice roll result on the line for the runner's speed. The play result is explained in the table according to the color of the box containing the dice roll result.

"T1" means throw is to first base.

"T2" means throw is to second base.

BUNT DEFENSE Try for Lead Runner by 1b, 3b, p

IF	Batter out at first - SAC	Batter and all runners safe-FC	Lead runner out on FC	IF
if+s				if+s
2	11	12-13e	14-66	2
3	11-13	14-16e	21-66	3
4	11-16	21-25e	26-66	4
5	11-26	31-42e	43-66	5
6	11-36	41-53e	54-66	6
7	11-46	51-62e	63-66	7
8	11-56	61-65e	66	8
9	11-63	64-65e	66	9
10	11-64	65-66e	←	10

Obtain the success factor, **IF**, by adding the runner's speed to the fielder's defense rating. Roll two dice and read the result in the row containing the success factor. Charge an error if the number rolled is the last in a sequence and ends with "e."

BUNT DEFENSE Try for Lead Runner by Catcher

C	Batter out at first - SAC	Batter and all runners safe-FC	Lead runner out on FC	C
c-s				c-s
+4	11	12-13e	14-66	+4
+3	11-13	14-16e	21-66	+3
+2	11-16	21-25e	26-66	+2
+1	11-26	31-42e	43-66	+1
+0	11-36	41-53e	54-66	+0
-1	11-46	51-62e	63-66	-1
-2	11-56	61-65e	66	-2
-3	11-63	64-65e	66	-3
-4	11-64	65-66e	←	-4

Obtain the success factor, **C**, by subtracting the runner's speed from the catcher's defense rating. Roll two dice and read the result in the row containing the success factor. Charge an error if the number rolled is the last in a sequence and ends with "e."

BUNT DEFENSE UMPIRE SAC Plus Possible Hit 1b, 3b, p

IF if+s	Batter beats out bunt for HIT.	Batter is Out at 1B, SAC.	IF if+s
2	11	12-66	2
3	11-12	13-66	3
4	11-16	21-66	4
5	11-26	31-66	5
6	11-36	41-66	6
7	11-46	51-66	7
8	11-56	61-66	8
9	11-64	65-66	9
10	11-65	66	10

Obtain the success factor, **IF**, by adding the batter's speed to the infielder's defense rating. Roll two dice and read the result in the row containing the success factor.

BUNT DEFENSE UMPIRE SAC Plus Possible Hit Catcher

C c-s	Batter beats out bunt for HIT.	Batter is Out at 1B, SAC.	C c-s
+4	11	12-66	+4
+3	11-12	13-66	+3
+2	11-16	21-66	+2
+1	11-26	31-66	+1
+0	11-36	41-66	+0
-1	11-46	51-66	-1
-2	11-56	61-66	-2
-3	11-64	65-66	-3
-4	11-65	66	-4

Obtain the success factor, **C**, by subtracting the batter's speed from the catcher's defense rating. Roll two dice and read the result in the row containing the success factor.

Infield Decision Chart Try for Runner of Choice This is a generic decision chart.

5	11-56	61-65	66	5
4	11-46	51-62	63-66	4
3	11-36	41-53	54-66	3
2	11-26	31-42	43-66	2
1	11-16	21-25	26-66	1

Speed of Chosen Runner

T1: Out at first. All others are safe.

TC: All Safe. Batter reaches on FC.

TC: Chosen runner out. Batter safe: FC.

Roll two dice. Read them as 11-66. Find the dice roll result on the line for the chosen runner's speed. The play result is explained in the table according to the color of the box containing the dice roll result.

"T1" means throw is to first base.

"TC" means try for chosen runner.

Grid Covers for Pitchers on B Grades

B

B

Cut out the squares containing the "B's" and trim them as necessary to fit over the pitcher's grid, except row 6. This will help you avoid reading "A" grades when the "B" grades are in effect.

Stolen Base Jump Chart

		Pitcher's Hold Rating				
		5	4	3	2	1
J u m p R T G	6	go	go	go	go	go
	5	3	4	5	go	go
	4	2	3	4	5	go
	3	1	2	3	4	5
	2	no	1	2	3	4
	1	no	no	1	2	3
	0	no	no	no	no	no

Roll one die. If the die is equal to or less than his number in the square, the runner attempts to steal using the **SB letter** and the **Action Chart**. If his die roll is higher than the number in the square, the runner must hold. If the **die roll is 6**, **roll again**. If the roll is another 6, it's a possible PICK-OFF. Roll die again. If the die roll is equal to or less than the pitcher's hold rating, the runner is PICKED OFF.

11-66 Table

Dice Roll	No.	Dice Roll	No.	Dice Roll	No.
11-	1	31-	13	51-	25
12-	2	32-	14	52-	26
13-	3	33-	15	53-	27
14-	4	34-	16	54-	28
15-	5	35-	17	55-	29
16-	6	36-	18	56-	30
21-	7	41-	19	61-	31
22-	8	42-	20	62-	32
23-	9	43-	21	63-	33
24-	10	44-	22	64-	34
25-	11	45-	23	65-	35
26-	12	46-	24	66-	36

August 14, 2008

CREDITING SAVES 1969-1972

Ask

Was the game won by the pitcher's team?
Yes or No?

Was another pitcher credited with the win?
Yes or No?

Did the pitcher enter the game with a lead?
Yes or No?

Did the pitcher preserve the lead?
Yes or No?

Did the pitcher finish the game, or if he did not finish the game because he was replaced by a **PR** or **PH**, did he pitch most effectively of all the relief pitchers?
Yes or No?

If the answer is "**Yes**" to all of the above questions, **credit a save** to the pitcher.

CREDITING SAVES 1973-1974

PART ONE. Ask

Was the game won by the pitcher's team?
Yes or No?

Was another pitcher credited with the win?
Yes or No?

Did the pitcher enter the game with a lead?
Yes or No?

Did the pitcher preserve the lead?
Yes or No?

If the answer is "**No**" to any question, **no save** is credited. If the answer is "**Yes**" to all four questions, **go to Part Two**.

PART TWO. Ask, did the pitcher

enter the game with the tying or winning run on base, at bat, or on deck? **Yes or No?**

pitch at least three innings? **Yes or No?**

If the answer is "**Yes**" to any of the Part Two questions, **credit a save** to the pitcher.

CREDITING SAVES 1975 to Date; Pre-1969

PART ONE. Ask

Was the game won by the pitcher's team?
Yes or No?

Was another pitcher credited with the win?
Yes or No?

Did the pitcher finish the game?
Yes or No?

Did the pitcher pitch at least 1/3 inning?
Yes or No?

If the answer is "**No**" to any question, **no save** is credited. If the answer is "**Yes**" to all four questions, **go to Part Two**.

PART TWO. Ask, did the pitcher

enter the game with a lead of 3 or less runs and pitch a full inning or more? **Yes or No?**

enter the game with the tying run on base, at bat, or on deck? **Yes or No?**

pitch at least three innings **Yes or No?**

If the answer is "**Yes**" to any of the Part Two questions, **credit a save** to the pitcher.

Calculating Selected Percentages

Earned Run Average

Multiply the total earned runs charged against the pitcher by 9, and divide the result by the total number of innings he pitched, including fractions of an inning.

On Base Percentage

Divide the sum of hits, bases on balls and times hit by pitch by the sum of at-bats, bases on balls, times hit by pitch and sacrifice flies. Ignore instances of a batter being awarded first base on interference or obstruction.

Slugging Percentage

Divide the total bases of all safe hits by the total times at bat. The following are not included in total times at bat for purposes of this calculation:

- (i) batter makes sacrifice bunt or sacrifice fly;
- (ii) batter awarded first base on four called balls;
- (iii) batter hit by a pitched ball; or batter
- (iv) awarded first base because of interference or obstruction.

B Pitching Grades Result Randomizer

Column One-Pop Fly Outs (7-10)

1-SS	2-c	3-1b	4-2b	5-3b	6-SS
------	-----	------	------	------	------

Column One-Double Plays (36-40)

1-p	2-c	3-1b	4-2b	5-3b	6-SS
-----	-----	------	------	------	------

Column Two-Foul Outs (7-11)

1-#	2-c	3-1b	4-2b	5-3b	6-SS
-----	-----	------	------	------	------

Column Five-FC (2-5)

1-#	2-#	3-1b	4-2b	5-3b	6-SS
-----	-----	------	------	------	------

Column Five-Fly Ball Outs (28-32)

1-#	2-LF	3-CF	4-CF	5-RF	6-bc
-----	------	------	------	------	------

Column Six-Fly Ball Outs (17-21; 32-36)

1-#	2-LF	3-CF	4-CF	5-RF	6-bc
-----	------	------	------	------	------

The **blue die roll** is applied as follows: **If a position is shown**, the ball is hit to that position. Apply the result from the chart book. **#**-Use row 6 grade "B" pitching result number. **bc**-RH batter flies to LF; LH batter flies to RF.

11-66 Chance Table

Dice Roll	No.	Dice Roll	No.	Dice Roll	No.
11-	1	31-	13	51-	25
12-	2	32-	14	52-	26
13-	3	33-	15	53-	27
14-	4	34-	16	54-	28
15-	5	35-	17	55-	29
16-	6	36-	18	56-	30
21-	7	41-	19	61-	31
22-	8	42-	20	62-	32
23-	9	43-	21	63-	33
24-	10	44-	22	64-	34
25-	11	45-	23	65-	35
26-	12	46-	24	66-	36

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