## Ground Ball Baserunner Advancement

### Soft Ground Out

1st Runner to 2nd.
**HIT & RUN:** Runner advances to 2nd with option to try for 3rd only if his Baserunning rating is ≥ 7. Go to BASERUNNER ADVANCEMENT chart, with 1b making throw to 3rd after making putout at 1st.

2nd Runner to 3rd.

3rd Runner scores.
**INFIELDER IN, PITCHER OR CATCHER: OPTION for 3rd Base Coach**
- a) Hold runner at 3rd.
- b) Wave runner home. Defense has option of throwing out batter at 1st with runner scoring or trying for runner at home with batter safe at 1st. Go to BASERUNNER ADVANCEMENT chart.

1st & 2nd Runners to 2nd and 3rd.
**HIT & RUN:** Runners to 2nd and 3rd.

1st & 3rd Runner on 1st to 2nd, runner on 3rd scores.
**INFIELDER IN, PITCHER OR CATCHER: OPTION for 3rd Base Coach**
- a) Hold runner at 3rd. Runner on 1st to 2nd.
- b) Wave runner home. Defense has option of throwing out batter with runner scoring, or trying for runner at home with batter safe at 1st, runner on 1st to 2nd. Go to BASERUNNER CHART.

1st & 2nd Runner on 1st forced to 2nd, runner on 2nd to 3rd (if ball hit to 3b, unassisted play for force at 3rd).
**HIT & RUN:** Runners to 2nd and 3rd.

1st & 3rd Runner on 1st forced to 2nd, runner on 3rd scores.
**INFIELDER IN, PITCHER OR CATCHER:** Runner on 3rd holds, 1st to 2nd.
**HIT & RUN:** Runner advances one base.

2nd & 3rd Runner on 3rd scores. Runner on 2nd to 3rd if ball is hit to the right side of infield; runner holds at 2nd if ball is hit to the left side of infield.
**INFIELDER IN, PITCHER OR CATCHER: OPTION for 3rd Base Coach**
- a) Hold runner at 3rd.
- b) Wave runner home. Defense has option of throwing out batter at 1st, with runner scoring, or trying for runner at home, with batter safe at 1st. Runner on 2nd to 3rd. Go to BASERUNNER ADVANCEMENT chart.

### Ground Out

1st Runner forced out at 2nd.
**HIT & RUN:** Runner to 2nd.

2nd Runner on 2nd to 3rd if ball hit to right side of infield or pitcher; Ball hit to ss or 3b: **OPTION for 3rd Base Coach**
- a) Runner may try for 3rd. On ball hit to ss, defense has option to throw out runner at 1st and let runner advance to 3rd or try to throw out runner at 3rd. On ball hit to 3b, runner may try for 3rd after batter is thrown out at 1st. Go to BASERUNNER ADVANCEMENT chart.
- b) Hold runner at 2nd.

3rd **OPTION for 3rd Base Coach**
- a) Hold runner at 3rd.
- b) Wave runner home. Defense has option to throw out batter with runner scoring or try for runner at home with batter safe at 1st. Go to BASERUNNER ADVANCEMENT chart.

1st & 2nd Runner on 1st forced to 2nd, runner on 2nd to 3rd.
**HIT & RUN:** Runners to 2nd and 3rd.

1st & 3rd Runner on 1st forced to 2nd, runner on 3rd scores.
**INFIELDER IN, PITCHER OR CATCHER:** Runner on 3rd holds, 1st to 2nd.
**HIT & RUN:** Runner advances one base.

### Bases Loaded

All runners advance one base.
**INFIELDER IN, PITCHER OR CATCHER: OPTION Defensive Manager**
- a) Concede run and throw out batter at 1st with other runners advancing one base.
- b) Try to throw out runner at home. Batter safe at 1st, other runners advance one base. Go to BASERUNNER ADVANCEMENT chart.

### Official Scoring Rules:

For force plays at second base, credit the 2b with the put out if the ball is hit to the ss or 3b and credit the ss with the putout on balls hit to 2b, 1b, p or c. For Hard Ground Outs and Ground Outs to the 1b, play is unassisted when there is no double play. On Soft Ground Outs with no force play, pitcher takes toss from 1b for the putout.

---

## Hard Ground Out

1st Double play.
**HIT & RUN:** Runner on 1st to 2nd.

2nd Runner to 3rd on ball hit to right side of infield, holds on ball hit to left side of infield or pitcher.

3rd **OPTION for 3rd Base Coach**
- a) Hold runner at 3rd.
- b) Wave runner home. Defense has option to throw out batter with runner scoring or try for runner at home with batter safe at 1st. Go to BASERUNNER ADVANCEMENT chart and subtract four from Baserunning rating.

1st & 2nd Double play 2nd to 1st, runner on 2nd to 3rd. If ball is hit to 3b, he makes unassisted play at 3rd and throws to 2nd to complete double play.
**HIT & RUN:** Runners to 2nd and 3rd.

1st & 3rd **OPTION for Defensive Manager**
- a) Turn the double play 2nd to 1st and allow the runner on 3rd to score.
- b) Hold runner at 3rd and throw out batter at 1st, runner on 1st to 2nd.

1st & 2nd Runner on 2nd to 3rd, 1st to 2nd.
**HIT & RUN:** OPTION for Defensive Manager
- a) Concede run and throw out batter at 1st with other runners advancing one base.
- b) Throw home, batter safe at 1st, runner on 1st to 2nd. Go to BASERUNNER ADVANCEMENT chart.

2nd & 3rd **OPTION for 3rd Base Coach**
- a) Hold runner at 3rd.
- b) Wave runner home. Defense has option to throw out batter, runner on 3rd scores (2nd to 3rd if ball is hit to right side), or try for runner at home with batter safe at 1st. Go to BASERUNNER ADVANCEMENT chart and subtract four from Baserunning rating.

2nd & 3rd Runner on 1st forced to 2nd, other runners advance one base.

2nd & 3rd **OPTION for 3rd Base Coach**
- a) Hold runner at 3rd.
- b) Wave runner home. Defense has option to throw out batter, runner on 3rd scores (2nd to 3rd if ball is hit to right side), or try for runner at home with batter safe at 1st. Go to BASERUNNER ADVANCEMENT chart and subtract four from Baserunning rating.

**INFIELDER IN, PITCHER OR CATCHER:** Runners hold.

Bases Loaded Double play 2nd to 1st, other runners advance one base. If hit to 3b, 3b steps on 3rd throw to 2nd to complete double play.
**INFIELDER IN, PITCHER OR CATCHER:** Force at home with chance for double play. Roll one die...
- if > batter's Baserunning rating + or - catcher's throwing rating, DP is turned, other runners advance one base.
- if < batter's Baserunning rating + or - catcher's throwing rating, batter safe at 1st. Other runners advance one base.
# Range

## Adjustments to Infield Range Rating Grades

| Runner on 1st held: | -3 | Infelder in: | -3 | Infelder in (slow roller): | +1 |

### Infield Position

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<tr>
<th>Slow roller (p)</th>
<th>Left spray</th>
<th>Left pull</th>
<th>Right spray</th>
<th>Right pull</th>
<th>Left inf/BF</th>
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### Infield Range Results

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<thead>
<tr>
<th>Artificial Turf Range Rating</th>
<th>Natural Grass Range Rating</th>
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<tr>
<td>slow roller</td>
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<td>Popped (7)</td>
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<td>smash up the middle</td>
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<td>Off-Balanced Throw (7)</td>
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<td>Flip?</td>
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<td>hot liner</td>
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<td>Specified</td>
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<td>Gets Thurl 1B (2H-1, 2-1)</td>
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<td>high roller</td>
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<tr>
<td>Popped (7)</td>
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<tr>
<td>Bang-Bang Play (7)</td>
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<tr>
<td>Beat Out (Infeld 1B)</td>
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<tr>
<td>deep into the hole</td>
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<tr>
<td>Diving Stop (7)</td>
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<tr>
<td>Bang-Bang Play (7)</td>
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<tr>
<td>Off-Glove (Infeld 1B)</td>
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<tr>
<td>Gets Thurl 1B (2H-1, 1-3)</td>
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<tr>
<td>drilled down the line</td>
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<tr>
<td>Diving Stop (7)</td>
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</tbody>
</table>

### Infield Range Result Key

#### Diving Stop:
- Batter out at first, runners advance one base (1b and 2b make play unassisted on down the line force plays)

#### Infielders in:
- Runner out if force throw of home or first base is 3rd is empty
- Runner safe on fielder's choice if less baserunning rating, other runners advance one base.

#### Bang-Bang Play:
- Runner out if force throw to 1st (throw to home if infelder is in)
- Batter (Runner) SAFE with a hit if less baserunning rating, other runners advance one base.

#### Infielders in (slow roller):
- Runner out if force throw of home (lag if hit to cj or cj if 1st or 3rd is empty)
- Runner safe on fielder's choice if less baserunning rating, other runners advance one base.

### Outfield Ratings

<table>
<thead>
<tr>
<th>Artificial Turf Range Rating</th>
<th>Natural Grass Range Rating</th>
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<tbody>
<tr>
<td>flare</td>
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</tr>
<tr>
<td>Running Grab! (hold)</td>
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<tr>
<td>Drops Int</td>
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<tr>
<td>Ball out: balls untouched</td>
<td></td>
</tr>
<tr>
<td>Foot out: held left with 1st</td>
<td></td>
</tr>
</tbody>
</table>

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**Flip:**
- **Bases Empty, 2nd, 3rd, 2nd & 3rd or Hit & Run:** Roll one die for result of throw to 1st...
  - **Batter OUT if > baserunning rating, other runners advance one base**.
  - **BATTER SAFE with a hit if > baserunning rating, other runners advance one base**.
- **1st, 1st & 2nd, 1st & 3rd, Bases Loaded:** Force at 2nd, roll one die for result of throw to 1st DP...
  - **Batter OUT if > baserunning rating + or - pivot's DP rating, other runners advance one base**.
  - **BATTER OUT if > baserunning rating + or - pivot's DP rating, other runners advance one base**.
- **Infielders in (P or C):** Roll one die for result of throw home or to 1st if 3rd is empty...
  - **Runner out if > baterunning rating, other runners advance one base**.
  - **RUNNER SAFE if better baserunning rating, other base safer at 1st on fielder's choice**.
- **Off-Balanced Throw:** **Bases Empty, 2nd, 3rd, 2nd & 3rd, Hit & Run:** Retires batter at 1st, other runners advance one base.
  - **1st, 1st & 2nd, 1st & 3rd, Bases Loaded:** Force at 2nd, batter safe better, other runners advance one base.
  - **Infielders in (P or C):** Roll one die for result of throw home or to 1st if 3rd is empty...
  - **RUNNER OUT if > batter's baserunning rating, other runners advance one base**.
  - **RUNNER SAFE if better baserunning rating, other runner safer at 1st on fielder's choice**.

**Speared:** Lines out. If runners are on base, the closest runner to player making the catch is doubled up.

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**Infield Range Result continued:**
BASERUNNER ADVANCEMENT

ADJUSTMENTS TO BASERUNNING RATING:
Fielder’s Throwing Arm rating (check T on player card)
Grounded on Turf:
Two out (ignore adjustment when Hit & Run play is on): +1
Runner trying for 3rd on ball hit into the outfield: -2, if 0, if -2
Hit & Run: +1

Infield In and trying to score: -6

BASERUNNING RATING

<table>
<thead>
<tr>
<th>Safe Standing (other runners hold)</th>
<th>Slides In Safe (other runners advance 1 base)</th>
<th>Ball at Fielder covering lead base</th>
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</thead>
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<td>0-7/9 0-65</td>
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<tr>
<td>0-65 0-60</td>
<td>0-60 0-60</td>
<td>0-60 0-60 0-60</td>
</tr>
</tbody>
</table>

BASERUNNER ADVANCEMENT RESULT KEY:

Dropper? Roll two dice...
...if the number is ≥ the fielder’s error rate, he drops the throw and the runner is safe. All runners including batter hold.
...if the number is < the fielder’s error rating, he makes the tag for the out on the runner. All runners including batter hold.

Error On Throw? Roll two dice...
...if the number is ≥ the thrower’s error rate, the throw is wild and gets past fielder. All runners including batter advance an extra base on the error.
...if the number is < the thrower’s error rating, the throw is accurate, but late. All runners including batter hold.

Controversial Play? Roll one die...
...if the number is 4-6, runner is out and thrown out of the game for arguing the call too vehemently. Ignore if player has Intangible rating of A.
...if the number is 1-3, runner is safe. Enraging fielder covering base is tossed out of the game. Ignore if player has Intangible rating of A.

Rundown? Roll one die...
...if the number is ≥ the runner’s unadjusted baserunning rating, he is tagged out on a well executed rundown.
...if the number is < the runner’s unadjusted baserunning rating, he stays in the rundown. Offensive Manager has the following options:
1) Hold other runners (if any) and resolve the rundown. Roll two dice...
...if the number is ≥ 75/99, check the two players Intangible ratings involved in covering the rundown.
...if the number is < 75, check the runner’s unadjusted baserunning rating. If both are rated D or F, the player with the F rating is the one whose base the player advances. If they have the same rating, assume lead base.

2) Try to send one other runner to the next base.
   a) Defensive Manager has option to try to throw out runner by giving to the BASERUNNER ADVANCEMENT chart.
   b) Defensive Manager decides to complete the rundown and concede the advancement by the runner. Roll two dice...
...if the number is ≥ the runner’s unadjusted baserunning rating, he is tagged out.
...if the number is < the runner’s unadjusted baserunning rating, he is safe. Scoring runner is safe to the base he rounded.

Collision? Runner jams list ball out of glove and is safe (trailing runners advance one base). If catcher has BL on an Intangible ability he hangs on and runner is out. Check for injuries to both players.

UMPIRE

EXCELLENT VISIBILITY: Sinking liner hit into cf falls in for a single (2-1H, 1-3).
GOOD VISIBILITY: Roll one die...
...6-4, Ground single into cf of (2-1H, 1-37).
...5-4, One hopper hit back to p. Hard Ground Out (7)
OK VISIBILITY: Roll one die...
...2-0, Ground single into cf of (2-1H, 1-37).
...3-1, One hopper hit back to p. Hard Ground Out (7)
...8-9, Strikeout swinging.
POOR VISIBILITY: Roll one die...
...5-0, Pitcher with < 5.0 K per 9 IP, gives up ground 1B cf of (2-1H, 1-3).
...5-8, Pitcher with > 5.0 K per 9 IP, blows it by hitter for a K.
...2-6, Statisticallynesia.
BAD VISIBILITY: Strikeout swinging.

7-15 IF PITCHER HAS WILD PITCH RATING OF D OR F & RUNNERS ON: If PITCHER
IF NOT, REFER TO CATCHER HANDLING RESULTS BELOW...
A RATED CATCHER AT HANDLING PITCHERS: Propose to c in front of the plate.
B RATED CATCHER AT HANDLING PITCHERS: Roll one die...
...1-2, Line 1B of (2-1H, 1-2).
...2-4, Popout to c in front of the plate.
C RATED CATCHER AT HANDLING PITCHERS: Roll one die...
...2-3, Line 1B of (2-1H, 1-2).
...4-6, Popout to c in front of the plate.
D RATED CATCHER AT HANDLING PITCHERS: Roll one die...
...4-6, Line 1B of (2-1H, 1-2).
...7-9, Popout to c in front of the plate.
F RATED CATCHER AT HANDLING PITCHERS: Line 1B of (2-1H, 1-2)

16-24 IF PITCHER HAS WILD PITCH RATING OF F & RUNNERS ON: IF NOT, REFER TO HOME PLATE UMPIRE RESULTS BELOW...
A RATED CATCHER WITH LIKE-ZONE STRIKE: Called strike three on the outside corner.
B RATED CATCHER WITH LIKE-ZONE STRIKE: Called strike three on the outside corner.
C RATED CATCHER WITH LIKE-ZONE STRIKE: Called strike three on the outside corner.
D RATED CATCHER WITH LIKE-ZONE STRIKE: Called strike three on the outside corner.
E RATED CATCHER WITH LIKE-ZONE STRIKE: Called strike three on the outside corner.
F RATED CATCHER WITH LIKE-ZONE STRIKE: Called strike three on the outside corner.

25-32 IF CATCHER HAS PASS BALL RATING OF F AND RUNNERS ON: Passed Ball
IF NOT, REFER TO WEATHER RESULTS BELOW...
TEMPERATURE IN 60’S OR 70’S: Return to normal play sequence.
TEMPERATURE IN 80’S OR 90’S: Weak grounder to p. Soft Ground Out (7)
33-45 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY. Go to #9-6.
46-64 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY. Go to #7-15.
65-89 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY. Go to #16-24.
80-99 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY. Go to #25-32.

CONTROL

WILD PITCH RATING

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PASSED BALL RATING

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Die roll for determining home plate umpire for 1st game of series: Roll two dice.
1) 0-24 2) 25-49 3) 50-74 4) 75-99

UMPIRE CREWS

Die roll for determining home plate umpire for 1st game of series: Roll two dice.

LARGE, N-NORMAL, S-SMALL

A) Davis, G/S
B) Hohn, B/N
C) Estes, G/S
D) Holbrook, S/S
E) Stichl, T/N
F) Demuth, D/S
G) Hohn, B/N
H) Estes, G/S
I) Davis, G/S
J) Stichl, T/N

K) Cederstrom, G/N
L) Lueyne, J/N
M) Cederstrom, G/N
N) Lueyne, J/N
O) Cederstrom, G/N
P) Lueyne, J/N
Q) Cederstrom, G/N
R) Lueyne, J/N
S) Cederstrom, G/N
T) Lueyne, J/N
U) Cederstrom, G/N
V) Lueyne, J/N
W) Cederstrom, G/N
X) Lueyne, J/N
Y) Cederstrom, G/N
Z) Lueyne, J/N
BUNT
FIELDER: Die Roll: #0-1c, #2-3p, #4-6 3b, #7-9 1b
INFIELDER IN: -1 Bunt rating grade

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<tr>
<th>ARTIFICIAL TURF BUNT RATING</th>
<th>NATURAL GRASS BUNT RATING</th>
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Error?  
Pop Out  
Double Play?  
Lead Out  
Strikeout?  
Sacrifice Hit  
Beat Out?  
Lead Runner?  
Tough Play?

BUNT RESULT KEY continued:

Lead Runner?: OPTION for Defensive Manager Bunt for a Hit: Go to Beat Out? result.
- a) Throw out runner at 1st on successful sacrifice.
- b) Try for lead runner below: Roll one die.

INFIELDER IN: -4 from Baserunning rating
- If > lead runner’s Baserunning rating, lead runner cut down, batter safe at 1st, other runners advance one base.
- If ≤ lead runner’s Baserunning rating, lead runner slides in safely, batter safe at 1st on fielder’s choice, other runners advance one base.

Tough Play?: Range Rating  
SH  
Lead Out  
1B  

> A+ | 0-4 | 5-94 | 95-99  
A+| 0-9 | 10-89 | 90-99  
A | 0-14 | 15-84 | 85-99  
B+| 0-19 | 20-79 | 80-99  
B | 0-24 | 25-74 | 75-99  
C+| 0-29 | 30-69 | 70-99  
C | 0-34 | 35-64 | 65-99  
D | 0-39 | 40-59 | 60-99  
F | 0-44 | 45-54 | 55-99  
< F | 0-49 | 50-99

INFIELDER IN: +3 grades Grass: -1 grade Bunt for a Hit: -1 grade

FOUL TERRITORY

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INJURY

INJURY DURATION  
A  
B  
C  
D  
F

No Injury | 0-79 | 0-19 | 0-14 | 0-9  
1 | 80-94 | 20-36 | 15-29 | 10-19 | 0-4  
2 | 95-98 | 37-48 | 30-39 | 20-24 | 5-8  
3 | 99    | 49-59 | 40-48 | 25-27 | 9-11 
4 | 60-64 | 49-52 | 28-30 | 12-13 |  
5 | 65-69 | 53-56 | 31-33 | 14    |  
6 | 70-74 | 57-58 | 34-36 | 15    |  
7 | 75-84 | 59-66 | 37-44 | 16-19 |  
8 | 85-89 | 90-94 | 95-99 |  
9 | 95-99 |  
10 | 15    | 67-99 | 45-99 | 20-29 |  
30 | 40-74 |  
60 | 50-99 |  
Doctor Report (roll two dice = # days injured)  
Season Ending Injury

NOTE: Injury Duration = # of days injured including today.
2B drilled down right field line, lands fair, rolls into foul territory and is touched by a fan leaning over railing. Umpire rules fan interference (1-3).

Batter hits a 2B down left field line (1-HF7) and pulls up hurting at the bag. Check for injury to batter.

1st & 2nd or Bases Loaded with the Infield Back with less than two outs; B3 makes unmanned play at 3rd and throws to second to complete double play with chance for around-the-horn triple play: Roll one die and subtract 7...

... if the number is the batter's Baserunning rating plus minus 2/3 Double Play rating, the triple play is burned.

... if the number is the batter's Baserunning rating plus minus 2/3 Double Play rating, the batter is safe at 1st.

All other situations: Ground Out 3b (7)

Pitch on the inside corner is called ball four. If pitcher has a - Intangible rating he comes down on mound and screen is at umpire and is thrown out of the game. Umpire: - HOT symbol ejects any pitcher.

Pitch on the outside corner is called ball four. Batter comes down on mound and screen is at umpire. Umpire throws pitch out of the game.

Batter swings and hits a High Fly Out (3-HF7) to df. Umpires rule catchers interference. Offensive Manager has option to decline catcher interference or let the play stand. If he opts for catcher interference, batter is awarded first base, unforced runners return to their original bases. Official scoring: E2 (no AB charged to batter).

Batter hits a weak ground back to the pitcher, but umpire rules catchers' glove hit ball and batter is awarded first on catcher's interference (other runners hold unless forced to advance).

... if catcher has D-F passed ball rating, strike three gets by him for a FB.

... if batter with an Intangible rating of D-F fails to run to 1st and is thrown out.

... if catcher has C-Passed ball rating, batter reaches 3b, outs at synergy three.

High pop up between third and home. Catcher throws mask down third base line and 3b in turn as it falls between a and 3b. Error on 3b.

Bases empty or two out. Batter reaches 2d on base error and all other runners advance one base. All other situations: Batter called out on Infield Fly rule.

Pitchers shoulder stiffness up if temperature is in 30% 40% or 50% causing him to come out of the game and must rest for the next 5 days.

Batter drills batter with a pitch and a brawl ensues. Batter kicks pitcher and is ejected from the game and suspended for three additional games. Check for injury to pitcher and batter.

If has a B, A or A+ Range rating, he makes a diving catch in of short fly. If run on 1st with less than two outs, races to 1st after diving catch to beat runner back to the bag for an unassisted double play. If run has Range rating of F-B, short fly falls in for a AB (1).

Line drive falls in front of if. If he has a negative Throwing rating he tries to throw out runner at 1st. Roll one die...

... if the number is the Batter's Baserunning rating loss the outfilder's Throwing rating the runner is thrown out at 1st.

... if the number is the Batter's Baserunning rating less the outfilder's Throwing rating the runner is safe at 1st.

Batter gets jammed swinging at pitch and is hit on the hand, for a foul ball. Check for injury to batter's hand.

Runner on 1st, 2b meses lay on runner, but throw to 1st in time.

All other situations: Ground Out 2b (7)

Pitcher dives batter. Umpire rules hit batter was intentional and pitcher is ejected from game and suspended for 7 additional games. Check for injury to batter.

Line drive smack off pitcher into the air, 2b catches it knee high for the out. If runner on 1st, he is tagged out by 2b for the double play. Check for injury to pitcher.

Driller in front of plate. Batter safe at 1st, but umpire rules that batter made contact with catcher. Batter interference, batter out and other runners hold. Credit catcher with putout.

Pitcher grimaces in pain after last pitch bounces in dirt. Check for injury.

Liner into if... Runner on 2nd, 2nd & 3rd or Bases Loaded: Runner on 2nd comes home to score on play at the plate, but is ruled out after appeal for missing 3rd base. Credit 3b with out. All other base situations: (2-H, 2-37)

2b into the gap...

Roller on 1st: cf picks up ball and throws it in. Runner from first does not pick up ball and is discovered by 2b and only advances to 3d.

All other base situations: (all score).

Gross cutter...

Roller on 1st: Hi towards 1b hits runner going to 2d. Runner is ruled out for baserunner interference, batter credited with a 1b and 2b with putout, other runners hold unless forced to advance.

All other base situations: Ground Out 1b (7).

Routine grounder to ss...

Bases empty: throw is wide and puts 1b out of field.

... with D or F Intangible rating rating fails to run out grounder and is called out. Decision has to be made during or immediately after game on how to deal with this incident:

1) Take the player out of the game immediately and bench him for the next 3 games.

2) Send player down to minors for at least the next 2 series.

3) Trade player.

... with A, B or C Intangible rating is safe, ss charged with an error (1).

All other situations: Grounded out. Out 1b.

If pitcher has high pitch icing and has reached his adjusted Endurance rating or exceeded it or has D or F Durability, check for injury to pitcher.

Batter hits by pitch and starts jarring with catcher. Punches fly and both dugouts empty. Both catcher and batter are ejected from the game.

Strike three called on pitch at the knees. Batter argues over the call and is tossed from the game.

Strike three called on pitch outside. Batter with - Intangible rating is not called out and is ejected. Umpire with - HOF symbol ejects any batter.

Routine grounder to 3b. Check team morale on offense...

EXEMPLARY TEAM CHEMISTRY

Bases empty: Batter beats it out for a hit.

Runner on 1st & 1st & 2nd & 2nd: Runner on 1st slides hard into 2nd and causes 2b to drop throw. Everyone is safe.

Runner on 1st & 3rd & 2nd & 3rd & 3rd or Bases Loaded: Runner beats throw to the plate and slides in safely. Batter safe and all other runners advance one base.

Runner safe on fielder's choice.

Runner on 2nd: Runner advances to 3rd, batter beats the throw to 1st. Batter is credited with a hit.

FAIR TEAM CHEMISTRY

Ground Out 3b.

BAD TEAM CHEMISTRY

Bases empty: Batter stops halfway down the line and is thrown out. Runner on 1st & 1st & 2nd & 2nd: Runner is tagged out easily, failing to come in hard to break up the double play. Batter jogs to first and is doubled up.

Runner on 1st & 3rd & 2nd & 3rd or Bases Loaded: Runner on 3rd starts and stops halfway home and is tagged out easily by 3b.

Runner on 2nd: Runner on 2nd gets trapped off base and is tagged out easily by 2b, after failing to get in a run down allowing the batter to be doubled up.

Check team morale on offense...

EXEMPLARY TEAM CHEMISTRY

Roller on 1st, 1st & 2nd & 2nd with none out: Batter gives himself up at the plate, hitting the ball to the right side to 2b. Batter out, runners advance one base.

All other situations: Batter outs the pitcher for a walk.

FAIR TEAM CHEMISTRY

Pop out to df.

BAD TEAM CHEMISTRY

Batter swings at a bad pitch and strikes out. Player slams helmet into the ground and is ejected from the game.

Pitches his arm after last pitch sails on him. Check for injury to pitcher.

Pitcher grabs his arm after last pitch sails on him. Check for injury to pitcher.

Check team morale on offense...

EXEMPLARY TEAM CHEMISTRY

Team is pulling together, exuding confidence. For the remainder of the game all players have a clutch situation rating.

FAIR TEAM CHEMISTRY

No effect.

BAD TEAM CHEMISTRY

Team takes on losing attitude and lacks confidence. For the remainder of the game all opposing pitchers have a jam situation rating.

Check team morale on offense...

EXEMPLARY TEAM CHEMISTRY

Team is unselfish and gives back something to the community in the form of charities, hospital visits, baseball clinics and extra time spent before and after the game giving out autographs. Home fans respond, and for the rest of the season enthusiastic crowds root on the home club with extra intensity and never boo them. Due to increased confidence at home, give all players a clutch situation rating when playing at home for the next two home series, including this one if offense at home.

FAIR TEAM CHEMISTRY

No effect.

BAD TEAM CHEMISTRY

Team is only interested in getting the season over with. Home fans boo the team incessantly. Due to decreased confidence at home, all opposing pitchers have a jam situation rating for the next two home series, including this one if defense at home.

Check team morale on offense if home team at bat (no effect if visiting team at bat).

EXEMPLARY TEAM CHEMISTRY

Squreball causes home plate as pitch is delivered rotting pitcher with home fans going wild and is called a ball. Rally squreball increases team confidence and morale. Give all players a clutch situation rating for this series and the next two series.

FAIR TEAM CHEMISTRY

No effect.

BAD TEAM CHEMISTRY

Squreball crosses home plate as pitch is delivered and batter strikes out.
Sinking liner into rf. Nice shoe string catch by rf.
...If he has -1, -2, -3 or -4 throwing arm he doubles off runner on 1st

360-370 3rd Base coach goes sign...
Runner on 1st & 2nd & 3rd with Intangible rating of D or F misses hit and run sign and lead runner is thrown out stealing.
...Batter with Intangible rating of A or B grounded the ball thru right side 1B (2) 
...Batter with Intangible rating of C swings and misses, go to STEAL chart.
...All other base situations:
...Batter with Intangible rating of D or F misses take on 3-0 count and Pops Out on a 3-0 pitch for ball four.

371-419 Runner on 1st & 2nd & 3rd with less than 2 outs: Ground Out ss, runner on 1st barrels into 2b to break up double play. Check for injury to 2b.
...All other situations: Ground Out ss (?).

420-424 High fly into shallow rf. Crowd noise prevents if and ss from hearing each other call for the ball as they rush into each other. Batter credited with a 2B (all score). Check for injuries to 2b.

425-429 High fly into shallow rf. And 2b and both the call for the ball at the same time and they slam into each other. Batter credited with a 2B (all score). Check for injuries to 1b and 2b.

430-439 Short fly into right center. cf and rf collide as ball falls in for a 2B (all score), check for injuries to cf and rf.

440-449 Short fly to left field. If and ss collide as ball falls in for a 2B (all score), check for injuries to ss and ss.

450-479 Runner on 1st or 2nd and less than 2 outs: Ground Out 2b. Runner on 1st barrels into 2b to break up double play. Check for injury to ss.
...All other situations: Ground Out 2b (?).

480-519 Foul tip off catcher. Check for injury.

520-525 Batter fouls ball straight down on his foot. Check for injury.

526-537 Inside fast ball nats batter on the wrist. Check for injury.

538-547 cf crashes into wall trying to catch up with long drive. Batter is credited with a 3B. Check for injury on cf.

548-557 If makes a diving attempt at sinking liner that falls in and gets by for a 2B (all score). Check for injury to cf.

558-557 rf makes a diving attempt at sinking liner that falls in and gets by for a 2B (all score). Check for injury to rf.

568-577 cf dives heading after sinking liner that falls in and gets by for a 2B (all score). Check for injury to cf.

578-589 3B gets in front of smash that takes bad hop and hits him in the face. Check for injury to 3B. 1B (1)

590-592 Liner down line bounces off umpire, preventing 2B. Score as 1B (1-2, 2-4)

593-598 Home plate umpire gets hit by the ball and must be replaced if temperature is in 80% or 90%. Replace home plate umpire with 2B umpire.

599-603 Batter pulls rib cage muscle striking out. Check for injury to batter.

604-606 Dribble hit in front of the plate, cf throw to first hits batter. Umpire rules baserunner was inside baseline and out on baserunner interference (runners do not advance).

607-621 Deep drive into straight away cf. ...If he has A+ or A Range rating, cf makes leaping catch against the wall and throws to double up lead runner (runner on 3rd gets ball safely).
...If he does not have a A+ or A Range rating, ball is over of head for a 3B.

622-627 Runner on 2nd or 1st & 2nd with less than 2 outs: Ground Out 3B, runner on 2nd barrels into 3b obstacle playing and called for baserunner interference. Check for injury to 3b.
...All other situations: Ground Out 3b (?).

628-629 Look out! Batter ducks away from 'nigh and inside pitch, but the ball hits his leg and nabs out to the mound for an easy out.

630-636 Batter strikes out swinging and ball gets past catcher, catcher tries to throw out runner at 1st. Roll dice...
...If catcher's error rating, throw's wild and rolls into field. Batter safe at 1st on PB and may try for 2nd by going to Baserunner chart.
...If catcher's error rating, throw naps the batter at 1st, (3rd or bases loaded: runners hold, 1st, 1st & 2nd: (1), 1st & 3rd: runner on 1st & 2nd: NO), if runners advance, catcher is charged with PB. Strikeout if first base is occupied and there are less than 2 outs.

637-654 Pitcher with F Wild Pitch rating. ...WP takes crazy hop off stopwatch away from catcher. Runners may try to take an extra base by going to BASERUNNER ADVANCEMENT chart.

655-657 Batter hits slow grounder to 2b and is thrown out. If lead baserunner has D or F Intangible rating, he wanders off base, thinking ball was fouled off batters foot, and is tagged out.

658-659 Batter shatters his bat on chopper to 1st. 1b tries to elude the bat and is unable to field the ball for a hit. Runners advance two bases.

660-667 Strikeout on called third strike at the letters. If batter has ~ Intangible rating he bums urine and is ejected. Batter charged for 3 additional games.

671-699 Strikeout on called third strike on the inside corner. Batter blows up and is ejected for arguing call.

700-702 Batter swings and misses at 3rd strike that gets by catcher. Batter safe at 1st, scored as PB. If batter has D or F Intangible rating, he turns toward 2nd and is tagged out by 1b.

703-706 cf goes back to the track to make the catch (H, 2-3, 1 bag)? If wet field. cf slips after catch, runner on 2nd advances to 3rd and has the option to try to score by going to the BASERUNNER ADVANCEMENT chart.

707-708 OLYMPIC STADIUM...Towerung High Fly hits speaker. Ground Rule HR. TROPICANIA FIELD...Towerung High Fly hits C ring. Ground Rule HR. ALL OTHER DOMED STADIUMS...Towerung High Fly Out (3-4HT). OPEN STADIUMS...liner to cf hits bird in flight and drops in for a 1B (1).

709-724 Catcher tries for pickoff of lead runner. Roll one die...
...2-4 if catcher's throw rating, lead runner is picked off.
...2-5 if catcher's throw rating, lead runner is picked off.
...6-7 if catcher's throw rating, lead runner is picked off.
...8-9 if catcher's throw rating, lead runner is picked off.

725-730 High foul ball rolls toward stands. 1b crashes into railing going after ball and is shaken up. Foul ball, check for injury to 1b.

731-735 Pop ups headed into foul territory. 3b falls into dugout trying to make the catch.

736-740 Error on catcher pickoff trying for lead runner? Roll two dice...
...If catcher's error rating, throw's wild and gets by fielder for 1 base error.
...If catcher's error rating, throw is accurate, is late. Runner must hold until next batter.

741-770 Pitcher tries for pickoff of lead runner. Roll one die...
...If pitcher's pickoff rating, runner gets back to bag safety. 
...If > pitcher's pickoff rating, lead runner is picked off.

771-780 Error on pitcher pickoff trying for lead runner? Roll two dice...
...If pitcher's error rating, throw's wild and gets by fielder for 1 base error.
...If pitcher's error rating, throw is late, runner holds until next batter.

Umpire confiscates bat. After game, umpire discovers its cooked. Batter is suspended for the next 7 games.

782-787 Line drive off pitcher's leg rolls into foul territory. 1B (1). Check for injury to P.

788-789 Line drive is dropped by cf for a one base error (if runner on 1st, he is thrown out if has >3 -3 Throwing rating).

790-800 ...If temperature is 30s, 40s or 50s, batter tries to beat out soft ground out to 3b and slightly pulls a leg muscle. Check for injury. Batter may still play if injured, but only as DH or PH. Baserunning and Steal ratings are reduced by four during the injury.

791-810 If temperature is in the 60s, 70s, 80s or 90s, soft ground out 3b.

811-825 Infield back: Slow ground out to 3b. If runner on 1st, he advances to 2nd and has the option to try for 3rd by going to the BASERUNNER CHART.

826-833 Hot smash on one hop right at 3b...
...Runner on 1st: Throw to 2nd turns double play.

834-853 Screaming liner right at 3b caught and turned into as many outs as possible by throwing around the horn.

854-855 Dribbler down first base line. Pitcher charged with obstructing baserunner. Scored as an error, batter safe at 1st, other runners advance one base.

856-868 Ball? Check ATTEMPT CHART RESULT KEY for ball?. result?

869-899 Slow grounder hit to 1b. Only play is to flip to pitcher covering 1st. Batter and pitcher arrive at same time and collide, pitcher has ball jarred loose and batter credited with a 1B (1-2-3, 3-4). Check for injury to batter and p.

900-915 Check team morale on defense...

916-962 Exceptional TEAM CHEMISTRY. Bloopers caught by cf. Runners held.

963-978 Ground Out ss (?). If runner on 1st, he is injured sliding into the bag. Check for injury.

978-983 Home plate umpire is hit by foul tip and must be replaced with 2B umpire.

984-988 Batter strikes out swinging on sharp breaking ball in the dirt that rolls to the backstop. Batter safe at 1st, other runners advance one base. K plus WP.

989 STADIUM WITH RF WALL 10 FT. OR LESS. ...if goes back to the warning track, but loses ball and it bounces off his head and over the wall for a HR. STADIUM WITH RF WALL 11 FT. OR MORE...if goes back to the track, but loses ball and it bounces off his glove and off the wall for a 2B (1-4HT).

990 Yankee Stadium, Tiger Stadium, KingDome, Olympic Stadium and Candlestick Park: Large concrete pillar crashes after today's game.

991-992 New home parks will need to be played in the closest geographic park.

993-995 Umpire comes out to the mound and discovers a lack in the pitchers glove.

996-997 RF catches foul ball and handles ball to fan after catch. If catch is not the 3rd out, all runners tag up and advance two bases.

998-999 LF reaches up and stands for high fly in foul territory, but fan interferes with catch and ball is dropped.
## STEAL

### STEAL RATING ADJUSTMENTS: Artificial Turf #1, Strikeout on hit & run -3, Runner not being held +3, Suicide Squeeze with Infield In -2

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<td>Rundown?</td>
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<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Steal</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Controversial Play?</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Rundown?</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>SB</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>SB + Engineer/Catcher</td>
<td>78-78</td>
<td>77-76</td>
</tr>
<tr>
<td>CS</td>
<td>99</td>
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</tbody>
</table>

### STEAL OF HOME

<table>
<thead>
<tr>
<th>STEAL RATING</th>
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</thead>
<tbody>
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### STEAL RESULT KEY

- **Collision?** Runner jostle bare ball out of glove and is safe. Credit with SB (trail runners advance 1 base).
- **Controversial Play?** Run on double.
- **Rundown?** Roll one die.
- **SB** Steal least base and all runners advance one extra base on wild throw.
- **SB + Engineer/Catcher** Steal least base and all runners advance one extra base on wild throw.