HIT & RUN

WHAT IS HIT & RUN?

The Manager-at-Bat sends the runner(s) on base toward the next base while it is the hitter's job to make contact with the pitch and put the ball in play. A Hit & Run will often open up holes in the defense as either the second baseman or shortstop and sometimes the third baseman will leave their regular position to cover the second or third base bag. This often results in a weaker defense which means that a ground ball in the direction of the "hole" that fielders vacated will more likely go through for a hit. The batter swings at the pitch whether that pitch is straight down the middle of the plate or outside the strike zone. The worst thing a batter can do is swing and miss, or, miss the Hit & Run sign. In both instances, the base runner(s) is often a sitting duck.

WHEN IS HIT & RUN USED?

It is best to use this strategy in the late innings of a close game with less than two outs. NOTE: FOR MOST REALISTIC BASEBALL ACTION DO NOT ABUSE HIT & RUN. To curb over-use of Hit & Run, in many instances a batter's power might actually be reduced. For example, a HOMERUN might revert to a DOUBLE, a DOUBLE might revert to a BASEHIT, etc. Though in other instances, a normal Ground Out might be turned into a BASEHIT because the second baseman, shortstop or possibly third baseman is out of position due to the Hit & Run. CONCLUSION: The Manager-at-Bat is taking a calculated risk by using the Hit & Run option.

(1) HIT & RUN may only be used with the following game situations: RUNNER ON FIRST or RUNNERS ON FIRST AND SECOND

(2) The Manager-at-Bat must state his intentions to use HIT & RUN before the game roll is made. The Manager-at-Bat rolls the three dice as normal.

(3) Even if HIT & RUN has been called by the Manager-at-Bat it is not used for certain numbers.

DO NOT USE HIT & RUN IF THESE NUMBERS ARE OBTAINED FROM THE PITCHERS' BOARD OR FROM THE BATTER'S CARD:

0	5	6	7	9	10	12	16	22	23	24	28	29	30	31	32	38	42	44
46	47	48	49	52	53	54												

Apply the numbers (above) as usual to the proper playing board.

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DO USE HIT & RUN IF THESE NUMBERS ARE OBTAINED FROM THE PITCHERS' BOARD OR BATTER'S CARD. RESULTS:

  1—DOUBLE to right, runner(s) advance two bases   2—DOUBLE to left, runner(s) advance two bases   3—DOUBLE to center, runner(s) advance two bases
  4—FORCE OUT on runner at second, batter to first, other runner (if any) advances to third base
  8—FORCE OUT on runner at second, batter to first, other runner (if any) advances to third base
11—FORCE OUT on runner at second, batter to first, other runner (if any) advances to third base
13—SINGLE to right, runner(s) advance two bases   14—SINGLE to left, runner(s) advance two bases   15—SINGLE to center, runner(s) advance two bases
17—DOUBLE to right, runner(s) advance two bases   18—DOUBLE to left, runner(s) advance two bases

19--SPEED OPTION...If runner on first has a SPEED # of (5 or 6)—OUT trying to reach third base, other runner (if any) SCORES, batter to first with BASEHIT; (1, 2, 3, 4)—SAFE at third, other runner (if any) SCORES, batter to first with BASEHIT.

20--SPEED OPTION...If runner on first has a SPEED # of (6)—SAFE at second does not go to third base, other runner (if any) SCORES, batter to first with BASEHIT; (1, 2, 3, 4, 5)—SAFE at third, other runner (if any) SCORES, batter to first with BASEHIT.

21--SPEED OPTION...If runner on first has a SPEED # of (5 or 6)—OUT trying to reach third base, other runner (if any) SCORES, batter to first with BASEHIT; (1, 2, 3, 4)—SAFE at third, other runner (if any) SCORES, batter to first with BASEHIT.

25—Batter misses pitch, catcher throws lead runner OUT trying to advance, other runner (if any) advances one base, *R/A/D/A* (if less than three outs)

26—Batter misses pitch, catcher throws lead runner OUT trying to advance, other runner (if any) advances one base, *R/A/D/A* (if less than three outs)

27—Batter misses pitch, catcher throws lead runner OUT trying to advance, other runner (if any) advances one base, *R/A/D/A* (if less than three outs)

33—BASEHIT to right…runner(s) advance two bases

34—BASEHIT to right…runner(s) advance two bases

35—BASEHIT to left…runner(s) advance two bases

36—BASEHIT to left…runner(s) advance two bases

37—BASEHIT to left…runner(s) advance two bases

39—Batter misses sign and does not swing, catcher throws lead runner OUT, other runner (if any) advances one base, *R/A/D/A* (if less than three outs)

40—Batter misses sign and does not swing, catcher throws lead runner OUT, other runner (if any) advances one base, *R/A/D/A* (if less than three outs)

41—Batter hits liner to shortstop, DOUBLE PLAY (if applicable), lead runner and batter OUT

43—Batter hits liner to second baseman, DOUBLE PLAY (if applicable), lead runner and batter OUT

45—Batter hits liner to second baseman, DOUBLE PLAY (if applicable), lead runner and batter OUT

50—Batter hits liner to second baseman, DOUBLE PLAY (if applicable), lead runner and batter OUT

51—Batter hits liner to shortstop, DOUBLE PLAY (if applicable), lead runner and batter OUT

55--DEFENSE OPTION...If shortstop has a FIELDING # of (1, 2 or 3)—runner on first FORCED OUT at second, batter SAFE at first, other runner (if any) to third; (4, 5, or 6)—BASEHIT, runner(s) advance two bases.

56--DEFENSE OPTION...If third baseman has a FIELDING # of (1 or 2)—runner on first FORCED OUT at second, batter SAFE at first, other runner (if any) to third; (3, 4, 5 or 6)—BASEHIT, runner(s) advance two bases.

57--DEFENSE OPTION...If second baseman has a FIELDING # of (1, 2 or 3)—runner on first FORCED OUT at second, batter SAFE at first, other runner (if any) to third; (4, 5, or 6)—BASEHIT, runner(s) advance two bases.

58--ERROR OPTION......If shortstop has a FIELDING # of (1, 2, 3 or 4)—runner on first FORCED OUT at second, batter SAFE at first, other runner (if any) to third; (5 or 6)—ERROR, batter to first, runner(s) advance two bases.

59--ERROR OPTION......If first baseman has a FIELDING # of (1, 2 or 3)—batter OUT at first, other runner(s) advance one base; (4, 5 or 6)—ERROR, batter to first, runner(s) advance two bases.

60--ERROR OPTION......If third baseman has a FIELDING # of (1, 2 or 3)—batter OUT at first, other runner(s) advance one base; (4, 5 or 6)—ERROR, batter to first, runner(s) advance two bases.

61--ERROR OPTION......If second baseman has a FIELDING # of (1, 2, 3 or 4)—runner on first FORCED OUT at second, batter SAFE at first, other runner (if any) to third; (5 or 6)—ERROR, batter to first, runner(s) advance two bases.