

GROUND BALL BASERUNNER ADVANCEMENT

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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.
INFILDER 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.
INFILDER 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**.
HIT & RUN: Runner on 1st to 2nd, runner on 3rd scores.
INFILDER IN AND HIT & RUN: Go to **BASERUNNER ADVANCEMENT** chart for play on runner at 3rd coming home. Runner on 1st to 2nd.

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.
INFILDER 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.

Bases Loaded All runners advance one base.
INFILDER 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.

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.
INFILDER IN, PITCHER OR CATCHER: Runner holds

1st & 2nd Runner on 1st forced at 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 at 2nd, runner on 3rd scores.
INFILDER IN, PITCHER OR CATCHER: Runner on 3rd holds, 1st to 2nd.
HIT & RUN: Runners advance one base.
INFILDER IN AND HIT & RUN: Runner on 3rd holds, 1st to 2nd.

2nd & 3rd **OPTION for 3rd Base Coach**
a) Hold runner at 3rd.
b) Wave runner home. Defense has option of throwing out batter, runner on 3rd comes home (runner on 2nd to 3rd if ball is hit to the right side), or trying for runner at home with batter safe at 1st. Go to **BASERUNNER ADVANCEMENT** chart.
INFILDER IN, PITCHER OR CATCHER: Runners hold.

Bases Loaded Runner on 1st forced at 2nd, other runners advance 1 base. (if ball hit to 3b, unassisted force at 3rd).
INFILDER IN, PITCHER OR CATCHER: Force at home, other runners advance one base.

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.
INFILDER IN, PITCHER OR CATCHER: Runner holds.

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.
INFILDER IN, PITCHER OR CATCHER: Runner on 3rd holds, 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.
INFILDER IN AND HIT & RUN: Runner on 3rd holds, 1st to 2nd.

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.
INFILDER 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.
INFILDER IN, PITCHER OR CATCHER: Force at home with chance for double play. Roll one die...
... if \geq 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

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ADJUSTMENTS TO INFIELD RANGE RATING GRADES: * Runner on 1st held: -3, Infielder In: -3, Infielder In (slow roller): +1

INFIELD RANGE POSITION	Left spray	Left pull	Right spray	Right pull	Left h&r/1B	Right h&r/1B
slow roller p	0-1	0-1	0-1	0-1	0-1	0-1
slow roller c	2-3	2-3	2-3	2-3	2-3	2-3
slow roller 3b	4-5	4	4-6	4-8	4-5	4-6
slow roller 1b	6-8	5-9	7-8	9	6-8	7-8
slow roller ss	9-11	10-11	9-13	10-14	9-11	9-13
slow roller 2b	12-16	12-16	14-16	15-16	12-16	14-16
smash up the middle p	17-20	17-19	17-20	17-19		
smash up the middle 2b	21-27	20-28	21-26	20-24		
smash up the middle ss	28-33	29-33	27-33	25-33		
hot liner p	34-35	34	34-35	34	17	17
hot liner ss	36-39	35-36	36-40	35-39	18-19	18-22
hot liner 2b	40-44	37-41	41-44	40-41	20-24	23-24
hot liner 1b	45-48	42-49	45	25-32		
hot liner 3b	49		46-49	42-49		25-32
high chopper p	50-51	50-51	50-51	50-51		
high chopper 1b	52-54	52-57	52-53	52	33-38	
high chopper 2b	55-60	58-63	54-57	53-54	39-41	33-38 1B rf (1-3)
high chopper ss	61-64	64-65	58-63	55-60	42-47 1B lf (1-3)	39-41
high chopper 3b	65-66	66	64-66	61-66		42-47
deep into the hole 1b	67-69*	67-73*	67-68*	67*	48-52*	48-52*
deep into the hole 2b	70-80	74-80	69-76	68-69	53-62 1B rf (1-3)	53-62 1B rf (1-3)
deep into the hole ss	81-88	81-82	77-87	70-76	63-92 1B lf (1-3)	83-92 1B lf (1-3)
deep into the hole 3b	89-90	83	88-90	77-83		
drilled down the line 1b	91-96	84-98	91-93	84	93-99	93-99
drilled down the line 3b	97-99	99	94-99	85-99		

INFIELD RANGE RESULTS	ARTIFICIAL TURF RANGE RATING								NATURAL GRASS RANGE RATING							
slow roller	A+	A	B+	B	C+	C	D	E	A+	A	B+	B	C+	C	D	E
Nipped! (?)	0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5	0-84	0-72	0-60	0-48	0-36	0-24	0-12	0
Bang-Bang Play? (?)	96-99	86-95	76-85	66-75	56-65	41-50	26-30	6	85-94	73-82	61-70	49-58	37-46	25-34	13-17	1
Beat Out! Infield 1B (1)	96-99	86-99	76-99	66-99	51-99	31-99	7-99		95-99	83-99	71-99	59-99	47-99	35-99	18-99	2-99
smash up the middle	A+	A	B+	B	C+	C	D	E	A+	A	B+	B	C+	C	D	E
Off-Balance Throw! (?)	0-84	0-72	0-60	0-48	0-36	0-24	0-12	0	0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5
Flip?	85-94	73-82	61-70	49-58	37-46	25-34	13-17	1	96-99	86-95	76-85	66-75	56-65	41-50	26-30	6
Off Glove! Infield 1B (1)	95-99	83-96	71-82	59-68	47-54	35-40	18-21	2	96-99	86-93	76-81	66-69	51			
Gets Thru! 1B (2-H, 1-3)	97-99	83-99	69-99	55-99	41-99	22-99	3-99		94-99	82-99	70-99	52-99	31-99	7-99		
hot liner	A+	A	B+	B	C+	C	D	E	A+	A	B+	B	C+	C	D	E
Speared!	0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5	0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5
Gets Thru! 1B (2-H, 1-2)	96-99	86-99	76-99	66-99	56-99	41-99	26-99	6-99	96-99	86-99	76-99	66-99	56-99	41-99	26-99	6-99
high chopper	A+	A	B+	B	C+	C	D	E	A+	A	B+	B	C+	C	D	E
Nipped! (?)	0-84	0-72	0-60	0-48	0-36	0-24	0-12	0	0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5
Bang-Bang Play? (?)	85-94	73-82	61-70	49-58	37-46	25-34	13-17	1	96-99	86-95	76-85	66-75	56-65	41-50	26-30	6
Beat Out! Infield 1B (1)	95-99	83-99	71-99	59-99	47-99	35-99	18-99	2-99	96-99	86-99	76-99	66-99	51-99	31-99	7-99	
deep into the hole	A+	A	B+	B	C+	C	D	E	A+	A	B+	B	C+	C	D	E
Diving Stop! (?)	0-84	0-72	0-60	0-48	0-36	0-24	0-12	0	0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5
Bang-Bang Play? (?)	85-94	73-82	61-70	49-58	37-46	25-34	13-17	1	96-99	86-95	76-85	66-75	56-65	41-50	26-30	6
Off Glove! Infield 1B (1)	95-99	83-96	71-82	59-68	47-54	35-40	18-21	2	96-99	86-93	76-81	66-69	51			
Gets Thru! 1B (2-H, 1-3)	97-99	83-99	69-99	55-99	41-99	22-99	3-99		94-99	82-99	70-99	52-99	31-99	7-99		
drilled down the line	A+	A	B+	B	C+	C	D	E	A+	A	B+	B	C+	C	D	E
Diving Stop! (?)	0-84	0-72	0-60	0-48	0-36	0-24	0-12	0	0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5
Bang-Bang Play? (?)	85-94	73-82	61-70	49-58	37-46	25-34	13-17	1	96-99	86-95	76-85	66-75	56-65	41-50	26-30	6
Off Glove! Infield 1B (1)	95-99	83-96	71-82	59-68	47-54	35-40	18-21	2	96-99	86-93	76-81	66-69	51			
Gets Thru! 2B (1-H?)	97-99	83-99	69-99	55-99	41-99	22-99	3-99		94-99	82-99	70-99	52-99	31-99	7-99		

INFIELD RANGE RESULT KEY:

Diving Stop!: Batter out at first, runners advance one base (1b and 3b make play unassisted on down the line force plays)
INFIELDER IN: Roll one die for result of throw home or to 1st if 3rd is empty...
 ... RUNNER OUT if > baserunning rating, other runner's advance one base.
 ... RUNNER SAFE on fielder's choice if ≤ baserunning rating, other runner's advance one base.

Bang-Bang Play?: Roll one die for result of throw to 1st (throw to home if Infielder is In)...
 ... BATTER (RUNNER) OUT if > baserunning rating, other runners advance one base.
 ... BATTER (RUNNER) SAFE with a hit if ≤ baserunning rating, other runners advance one base.

Nipped!
INFIELDER BACK: Fielder charges and fires just in time to nip batter at first, other runners advance one base.
INFIELDER IN P OR C: Roll one die for result of throw home (or tag if hit to c) or to 1st if 3rd is empty...
 ... RUNNER OUT if > baserunning rating, other runners advance one base.
 ... RUNNER SAFE on fielder's choice if ≤ baserunning rating, other runners advance one base.

INFIELD RANGE RESULT KEY continued:

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 for DP...

... BATTER OUT if > baserunning rating + or - pivot's DP rating, other runners advance one base.

... BATTER SAFE on fielder's choice if ≤ baserunning rating + or - pivot's DP rating, other runners advance one base.

INFIELDER IN P OR C: Roll one die for result of throw home or to 1st if 3rd is empty...

... RUNNER OUT if > baserunning rating, other runners advance one base.

... RUNNER SAFE if ≤ baserunning rating, other runners advance one base. Batter safe at 1st on fielder's choice.

Off-Balance 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, other runners advance one base.

INFIELDER IN P OR C: Roll one die for result of throw home or to 1st if 3rd is empty...

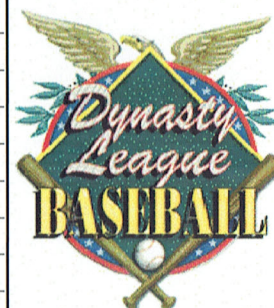
... RUNNER OUT if > batter's baserunning rating, other runner's advance one base.

... RUNNER SAFE if ≤ batter's baserunning rating, other runner's advance one base. Batter safe 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.

OUTFIELD RANGE POSITION	Left spray	Left pull	Right spray	Right pull
flare lf	0-2	0	0-2	0-4
flare cf	3-6	1-4	3-6	5-8
flare rf	7-9	5-9	7-9	9
flare 3b	10	10-11	10	10-11
flare foul 3b	11		11	12
flare ss	12-14	12-13	12-14	13-14
flare foul ss				15
flare 2b	15-17	14-15	15-17	16-17
flare foul 2b		16		
flare 1b	18	17-18	18	18-19
flare foul 1b	19	19	19	
drilled down the line lf	20-23	20	20-27	20-37
drilled down the line rf	24-31	21-38	28-31	38
shot into the gap lf	32-36	39-40	32-36	39-48
shot into the gap cf	37-49	41-49	37-49	49-57
shot into the gap rf	50-54	50-59	50-54	58-59
drive over the head lf	55-59	60-61	55-59	60-69
drive over the head cf	60-71	62-69	60-71	70-77
drive over the head rf	72-76	70-79	72-76	78-79
sinking liner lf	77-81	80-81	77-81	80-89
sinking liner cf	82-94	82-89	82-94	90-97
sinking liner rf	95-99	90-99	95-99	98-99



OUTFIELD RANGE RESULTS									ARTIFICIAL TURF RANGE RATING									NATURAL GRASS RANGE RATING															
<i>flare</i>									A+	A	B+	B	C+	C	D	E	<i>A+</i>									A	B+	B	C+	C	D	E	
Running Grab! (hold)									0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5	0-95									0-85	0-75	0-65	0-55	0-40	0-25	0-5	
Drops In!									96-99	86-99	76-99	66-99	56-99	41-99	26-99	6-99	96-99									86-99	76-99	66-99	56-99	41-99	26-99	6-99	
Foul ball: drops untouched									Fair ball on turf with 1st empty: 1B (2-H) stretch 2B? Fair ball all other situations: 1B (2-H?, 1-2)																								
<i>drilled down the line</i>									A+	A	B+	B	C+	C	D	E	<i>A+</i>									A	B+	B	C+	C	D	E	
Sliding Catch! (3-H)									0-84	0-72	0-60	0-48	0-36	0-24	0-12	0	0-84									0-72	0-60	0-48	0-36	0-24	0-12	0	
Cut Off, Held to 1B!									85-96	73-80	61-64	49					85-99									73-86	61-73	49-60	37-47	25-34	13-21	1-8	
(2-H, 1-3), stretch 2B?																																	
Into the Corner, 2B!									97-99	81-99	65-99	50-99	37-99	25-99	13-99	1-99	87-99									74-99	61-99	48-99	35-99	22-99	9-99		
rf: stretch 3B if Baserunning ≥ 4? (all score) If: stretch 3B if Baserunning ≥ 7? (all score)																																	
<i>shot into the gap</i>									A+	A	B+	B	C+	C	D	E	<i>A+</i>									A	B+	B	C+	C	D	E	
Diving Catch! (3-H, 2-3?)									0-84	0-72	0-60	0-48	0-36	0-24	0-12	0	0-84									0-72	0-60	0-48	0-36	0-24	0-12	0	
Cut Off, Held to 1B!									85-96	73-80	61-64	49					85-99									73-86	61-73	49-60	37-47	25-34	13-21	1-8	
(2-H, 1-3), stretch 2B?																																	
To the Wall 2B!(all score)									97-99	81-99	65-99	50-99	37-99	25-99	13-99	1-99	87-99									74-99	61-99	48-99	35-99	22-99	9-99		
<i>drive over the head</i>									A+	A	B+	B	C+	C	D	E	<i>A+</i>									A	B+	B	C+	C	D	E	
Over the Shoulder Catch!									0-84	0-72	0-60	0-48	0-36	0-24	0-12	0	0-84									0-72	0-60	0-48	0-36	0-24	0-12	0	
(3-H, 2-3?)																																	
Bounces Off the Wall!									85-99	73-99	61-99	49-99	37-99	25-99	13-99	1-99	85-99									73-99	61-99	49-99	37-99	25-99	13-99	1-99	
If-rf: 2B (score), strch 3B?, cf: 3B, strch HR BR ≥ 7?									If-rf: 2B (all score) cf: 2B (all score), stretch 3B?																								
<i>sinking liner</i>									A+	A	B+	B	C+	C	D	E	<i>A+</i>									A	B+	B	C+	C	D	E	
Snow Cone Catch! (3-H?)									0-95	0-85	0-75	0-65	0-55	0-40	0-25	0-5	0-95									0-85	0-75	0-65	0-55	0-40	0-25	0-5	
Gets By!									96-97	86-89	76-81	66-73	56-65	41-52	26-39	6-21	96-97									86-89	76-81	66-73	56-65	41-52	26-39	6-21	
3B, stretch HR Baserunning ≥ 7?									2B (all score), stretch 3B?																								
Drops In, 1B! (2-H?, 1-2)									98-99	90-99	82-99	74-99	66-99	53-99	40-99	22-99	98-99									90-99	82-99	74-99	66-99	53-99	40-99	22-99	

ERROR

ERROR POSITION: Die Roll: #0 Ground Out p (?), #1 p, #2 c, #3 1b, #4 2b, #5 3b, #6 ss, #7 lf, #8 cf, #9 rf

ERROR RATING

p	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
Field Condition Infield?	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2
Bouncer to 1b. p drops throw covering bag, 1 base error .	3	3-5	3-7	3-8	3-10	3-12	3-14	3-15	3-17	3-19	3-20	3-22	3-24	3-25	3-27	3-28	3-30	3-32	3-34	
Hit back to the mound. Throw is wild trying to get lead runner, 1 base error .	4	6-8	8-12	9-14	11-18	13-22	15-26	16-28	18-32	20-36	21-38	23-42	25-46	26-48	28-52	29-54	31-58	33-62	35-66	
Dribbler in front of the mound fielded by p, off-balance thrower to 1st is wild, batter to 2nd on 1B + 1 base error , option to try for 3rd? (all score).	5	9-10	13-15	15-20	19-25	23-30	27-35	29-40	33-45	37-50	39-55	43-60	47-65	49-70	53-75	55-80	59-85	63-90	67-95	
Ground Out (DP2).	3-99	6-99	11-99	16-99	21-99	26-99	31-99	36-99	41-99	46-99	51-99	56-99	61-99	66-99	71-99	76-99	81-99	86-99	91-99	96-99

C	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
High bounce	chopped in front of plate. c fumbles ball, 1 base error.																			
Number pounced on.	Throw is over 1b head and rolls down rf line, 2 base error.																			
Foul pop fly near screen	is dropped for an error. Return to normal play sequence.																			
Soft Ground Out (?)	0-30	0-30	1-30	2-30	3-31	4-32	5-32	6-33	7-34	8-34	9-35	10-36	11-36	12-37	13-38	14-38	15-39	16-39	17-40	18-40
Pop Out.	31-49	31-49	31-49	31-49	32-50	33-51	33-51	34-52	35-52	35-53	36-53	37-54	37-54	38-55	39-55	39-56	40-56	40-57	41-57	41-58
Foul Out.	50-99	50-99	50-99	50-99	51-99	52-99	52-99	53-99	53-99	54-99	54-99	55-99	55-99	56-99	56-99	57-99	57-99	58-99	58-99	59-99

[illegible]

2b	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
Field Condition Infield?	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2
Error On Force Play?	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7
Ground ball is bobbled, 1 base error.	8-9	8-9	8-11	8-12	8-13	8-14	8-15	8-16	8-17	8-18	8-19	8-20	8-21	8-22	8-23	8-24	8-25	8-26	8-27	8-28
High hopper. Ball gets stuck in glove and throw is in the dirt, 1 base error.	10	11-13	12-15	13-17	14-19	15-21	16-23	17-25	18-27	19-29	20-31	21-33	22-35	23-37	24-39	25-41	26-43	27-45	28-47	29-49
Off-balance stop of hot smash. Throw is wild, 2 base error.	11	14-15	16-18	18-20	20-23	22-26	24-29	26-32	28-34	30-37	32-40	34-43	36-46	38-48	40-51	42-54	44-57	46-60	48-62	50-65
Sharp grounder skids between legs. Grass: 1 base error Turf: 2 base error	12	16	19-20	21-24	24-28	27-32	30-36	33-40	35-44	38-48	41-52	44-56	47-64	52-68	55-72	58-76	61-80	63-84	66-88	
Ground Out (DP?)	13-79	17-79	21-79	25-79	29-79	33-79	37-79	41-79	45-79	49-79	53-79	57-79	61-79	65-79	69-79	73-79	77-79			
Pop Out.	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	81-99	85-99	89-99

SS	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
Field Condition Infield?	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2
Error On Force Play?	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7
Grounder is booted, 1 base error.	8-13	8-14	8-15	8-16	8-17	8-18	8-19	8-20	8-21	8-22	8-23	8-24	8-25	8-26	8-27	8-28	8-29	8-30	8-31	8-32
Grounder fielded cleanly, but throw pulls 1b off the bag, 1 base error.	14-15	15-16	16-18	17-19	18-20	19-21	20-23	21-25	22-26	23-27	24-29	25-30	26-32	27-33	28-34	29-36	30-37	31-39	32-40	33-42
Bouncer charged, off-balance throw in dirt and gets away, 1B + 1 base error	16-17	17-18	19-21	20-22	21-23	23-26	24-27	26-30	27-31	28-32	30-35	31-36	33-39	34-40	35-41	37-44	38-45	40-48	41-49	43-52
Grounder scooped up, but hurried throw is wild over 1b head, 2 base error.	18-19	19-20	22-24	23-25	24-26	27-30	28-31	31-35	32-36	33-37	36-41	37-42	40-41	42-48	45-52	46-53	49-57	50-58	53-62	
Grounder scoots under glove for 1 base error, batter safe at 1st (2-H, 1-3).	20-24	21-28	25-32	26-36	27-40	31-44	32-48	36-52	37-56	38-60	42-64	43-68	47-72	48-76	49-80	53-84	54-88	58-92	59-96	63-99
Ground Out (DP?)	25-79	29-79	33-79	37-79	41-79	45-79	49-79	53-79	57-79	61-79	65-79	69-79	73-79	77-79						
Pop Out.	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	81-99	85-99	89-99	93-99	97-99	

3b	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
Field Condition Infield?	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2
Error On Force Play?	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7	3-7
Sharply hit ball goes through 3b, batter safe at 1st on 1 base error (2-H, 1-2)	8-10	8-11	8-12	8-13	8-14	8-15	8-16	8-17	8-18	8-19	8-20	8-21	8-22	8-23	8-24	8-25	8-26	8-27	8-28	8-29
Ball bounces off chest. 3b recovers, but throw not in time, 1 base error .	11-13	12-15	13-17	14-19	15-21	16-23	17-25	18-27	19-29	20-31	20-31	21-33	21-33	22-35	22-35	23-37	23-37	24-39	24-39	25-41
Smash off glove goes into short left-center, 2 base error .	14-16	16-18	18-21	20-23	22-26	24-28	26-30	28-34	30-36	32-39	32-40	34-43	34-44	36-47	36-47	38-50	38-51	40-54	40-56	42-57
Routine ground ball, but throw pulls 1b off bag, 1 base error .	17-20	19-23	22-27	24-29	27-33	29-37	31-40	35-44	37-48	40-51	41-54	44-57	45-60	48-63	48-63	51-69	52-72	55-75	57-78	58-81
Chopper charged. Throw is over 1b head and rolls away, batter safe at 1st on 1 base error (2-H, 1-3).	21-23	24-27	28-31	30-34	34-38	38-42	41-46	45-50	49-54	52-58	55-62	58-66	61-70	64-74	66-77	70-82	73-86	76-90	79-94	82-98
Foul pop fly is dropped for an error . Return to normal play sequence.	24	28	32	35-36	39-40	43-44	47-48	51-52	55-56	59-60	63-64	67-68	71-72	75-76	78-79	83-84	87-88	91-92	95-96	99
Ground Out (DP?)	25-79	29-79	33-79	37-79	41-79	45-79	49-79	53-79	57-79	61-79	65-79	69-79	73-79	77-79						
Pop Out	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	80-99	85-99	89-99	93-99	97-99

of	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
Field Condition Outfield?	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Lighting?	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1-2	1-2	1-2	1-2	1-2
Wind?			2	2	2	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3
Long drive into gap misjudged. Ball bounces out of glove and rolls away, 3 base error.				3	3	3	3	3	3	3	3-4	3-4	3-5	3-5	3-5	3-6	4-7	4-7	4-8	4-9
Line 1B gets past and rolls to the wall, batter to 3rd on 1B +2 base error.					4	4	4	4-5	5-6	5-6	5-7	6-8	6-8	6-9	7-10	8-11	8-11	8-12	9-13	10-14
Option to try for home if Baserunning ≥ 7.																				
Line1B is bobbled, 1B + 1 base error (2-H, 1-3).				4	5	5	5-6	6-7	7-8	7-9	8-10	9-11	9-12	10-13	11-14	12-15	12-16	13-17	14-18	15-19
High fly is dropped for an error after near collision, 1 base error.		3	5	6	6	7	8	9-10	10-11	11-12	12-14	13-15	14-17	15-18	16-19	17-20	18-22	19-23	20-24	
Bases empty or 2 out: 2 base error (all score). All other situations: 1 base error.																				
2B into gap. Ball is overrun, 2B + 1 base error.						7	8	9-10	11-12	12-13	13-15	15-17	16-18	18-20	19-22	20-23	21-25	23-27	24-28	25-30
Scorching liner is misjudged and deflects off glove, 1 base error.					7	8-9	9-10	11-12	13-14	14-16	16-18	18-20	19-22	21-24	23-26	24-28	26-30	28-32	29-34	31-36
Foul fly dropped for an error (ignore if hit to cf). Return to normal play sequence.							11	13	15	17	19	21	23	25	27	29	31	33	35	37
Short fly out. runners hold.	0-99	2-99	4-99	6-99	8-99	10-99	12-99	14-99	16-99	18-99	20-99	22-99	24-99	26-99	28-99	30-99	32-99	34-99	36-99	38-99

ERROR RESULT KEY:

Ground Out (DP?)
2 out, 1st empty, h&r, Infielder in: Ground Out (?)
All other situations: Roll one die, + or - pivot man's
 DP rating from batter's baserunning rating ...
 ... If > batter's baserunning rating, Double Play,
 other runners advance 1 base.
 ... If < batter's baserunning rating, force at
 2nd, batter safe, other runners advance 1 base.
 ... If = batter's baserunning rating, Roll two dice ...
 ... If ≤ pivot man's error rating, DP is
 turned, other runners advance 1 base
 ... If > pivot man's error rating, force at
 2nd, throw is wild trying to turn DP, **2
 base error**

Field Condition Infield?		Roll one die...
0	If turf infield, ball hits seam and eats up fielder as ball bounces into the outfield for a 1B (2-H, 1-2). Grass infield: Ground Out (?).	
1-4	If grass infield in Bad condition, ball takes bad hop for 1 base error . Other type infield: Ground Out (?).	
5-6	If grass infield in Poor or Bad condition, ball takes bad hop for 1 base error . Other type infield: Ground Out (?).	
7-8	If grass infield in OK, Poor or Bad condition, ball takes bad hop for 1 base error . Other type infield: Ground Out (?).	
9	If grass infield in Good, OK, Poor or Bad condition, ball takes bad hop for 1 base error . Other type infield: Ground Out (?).	

Field Condition Outfield?
Wet field: Outfielder slips and falls on wet field going after line drive, 1B + 1 base error (2-H, 1-3).
Dry field: Outfielder charges in and makes the catch on sinking liner, runners hold.

Lighting?

Dome with home team in field: Roll one die...

0-4 Bad background on dome roof causes outfielder to lose high fly. Bases empty or 2 out: 2B (all score). All other situations: 1B.

5-9 High Fly Out (3-H?7) despite bad background.

Dome, visiting team in the field: Poor background on dome roof causes outfielder to lose high fly. Bases empty or 2 out: 2B (all score). All other situations: 1B.

Night game, home team in field: Roll one die...

0-4 Liner lost in lights. Bases empty or 2 out: 2B. All other situations: 1B.

5-9 Liner caught battling lights, runners hold.

Night game with visiting team in field: Liner lost in lights. Bases empty or 2 out: 2B. All other situations: 1B.

Day game with clear sky, home team in field:
Roll one die...

0-4 High fly lost in sun. Bases empty or 2 out: 2B (all score). All other situations: 1B.

5-9 High fly caught batting sun (3-H?).

Day game with clear sky, visiting team in field:
High fly lost in sun. Bases empty or 2 out: 2B (all score). All other situations: 1B.

Day game with cloudy or partly cloudy sky:
High fly out (3-H?).

Wind?

Wind speed < 20 mph: High Fly Out (3-H?).

Wind speed ≥ 20 mph with home team in field:
Roll one die

0-4 Outfielder has trouble with swirling winds and drops ball for a **2 base error**.

5-9 Outfielder has trouble with swirling winds, but makes catch on high fly ball (3-H?).

Wind speed ≥ 20 mph, visiting team in field:
Outfielder has trouble with swirling winds and drops ball for a **2 base error**.

Error On Force Play?
No runner on 1st: Infield 1B.
Runner on 1st: Tough play fielded, throw is wild trying for force at 2b. **1B + 1 base error.**

BASERUNNER ADVANCEMENT

ADJUSTMENTS TO BASERUNNING RATING:

Fielder's Throwing Arm rating: (check T on player card)

Ground 1B on Turf: -1

Two out (ignore adjustment when Hit & Run play is on): +1

Runner trying for 3rd on ball hit into the outfield: If -2, cf 0, rf +2

Hit & Run: +6

Infield In and trying to score: -6

CUT-OFF PLAY OPTION: SAFE STANDING, roll two dice...

... 0 Cut-off man overthrown, batter and other runners advance extra base on the error.

... 1-96 All trailing runners hold.

... 97-99 Lead trailing runner cut down 1b to fielder covering lead base.

	≥12	11	10	9	8	7	6	5	4	3	2	1	0	≤1
Safe Standing (other runners hold)	0-70	0-65	0-61	0-56	0-50	0-43	0-35	0-26	0-15	0-10	0-5	0-1	0	0
Slides In Safe (other runners advance 1 base)	71-93	66-90	62-86	57-81	51-75	44-68	36-60	27-51	16-40	11-30	6-20	2-10	1-5	1
Dropped?	94	91	87	82	76	69	61	52	41	31	21	11	6	2
Error On Throw?	95-99	92-96	88-92	83-87	77-81	70-74	62-66	53-57	42-46	32-36	22-26	12-16	7-11	3-7
Gunned Down (other runners hold)			93	88-91	82-89	75-88	67-87	58-86	47-84	37-82	27-80	17-79	12-78	8-77
Nailed On Close Play (other runners advance 1 base)	97	94-96	92-96	90-96	89-96	88-96	87-96	85-96	83-96	81-96	80-96	79-96	78-96	
Rounddown?			97	97	97	97	97	97	97	97	97	97	97	97
Collision?	98	98	98	98	98	98	98	98	98	98	98	98	98	98
Controversial Play?	99	99	99	99	99	99	99	99	99	99	99	99	99	99

BASERUNNER ADVANCEMENT RESULT KEY:

Dropped? Roll two dice...

... If the number is ≥ the fielder's error rating, 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 rating, 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 0-4, 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 5-9, runner is safe. Enraged fielder covering base is tossed out of the game. Ignore if player has Intangible rating of A.

Rounddown? Roll one die...

... If the number is ≥ the runner's unadjusted baserunning rating, he is tagged out on a well executed rounddown

... If the number is < the runner's unadjusted baserunning rating, he stays in the rounddown. Offensive Manager has the following options:

1) Hold other runners (if any) and resolve the rounddown. Roll two dice...

... If the number is 75-99, check the two players Intangible ratings involved in covering the rounddown

... If one of the players is rated D or F, he botches rounddown and allows runner to advance to the base he was covering. If both are rated

D or F, the player with the F rating is the one whose base the player advances to. If they have the same rating, assume lead base.

... If both of the players are rated C or higher, runner is tagged out.

... If the number is < 75 check the runner's unadjusted baserunning rating

... 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 diving back to the base he rounded.

2) Try to send one other runner to the next base.

a) Defensive Manager has option to try to throw out that runner by going to the BASERUNNER ADVANCEMENT chart.

b) Defensive Manager decides to complete the rounddown 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 diving back to the base he rounded.

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

UMPIRE CREWS

Die roll for determining home plate umpire for 1st game of series: Roll two dice... a) 0-24 b) 25-49 c) 50-74 d) 75-99

Umpire/Strike Zone: L-Large, N-Normal, S-Small Crew Chief listed as (a) HOT symbol =

A	B	C	D	E	F	G	H	
a) Davis, G./S	a) DeMuth, D./S	a) McClelland, T./N	a) Hirschbeck, J./N	a) Welke, T./N	a) Scott, D./N	a) West, J./N ~	a) Darling, G./N	
b) Hohn, B./N	b) Danley, K./N	b) Barrett, T./N	b) Bell, W./N	b) Reynolds, J./N	b) Meals, J./N	b) Hernandez, A./S	b) Dreckman, B./N	
c) Gibson, G./S	c) Eddings, D./L	c) Runge, B./L	c) Diaz, L./N	c) DiMuro, M./N	c) Bucknor, C./N	c) Schrieber, P./S	c) Emmel, P./N	
d) Holbrook, S./S	d) Nauert, P./L	d) Hudson, M./N	d) Barry, S./N	d) Fletcher, A./N	d) Iassogna, D./N	d) Fairchild, C./S	d) Drake, R./N ~	
I	J	K	L	M	N	O	P	Q
a) Tschida, T./N	a) Cousins, D./N	a) Cederstrom, G./N	a) Layne, J./N	a) Gorman, B./N	a) Kellogg, J./N	a) Hallion, T./L	a) Winters, M./N	a) Rapuano/N
b) Nelson, J./N	b) Joyce, J./N	b) Culbreth, F./N	b) Davidson, B./N ~	b) Vanover, L./N	b) Cooper, E./N	b) Miller, B./L	b) Everitt, M./N	b) O'Nora/N
c) Foster, M./N	c) Kulp, R./N	c) Barksdale, L./N	c) Wendelstedt, H./N	c) Randazzo, T./N	c) Carlson, M./N	c) Cuzzi, P./L	c) Wegner, M./L	c) Marquez/N
d) Welke, B./L	d) Wolf, J./L	d) Johnson, A./N	d) Knight, B./N	d) Bellino, D./N	d) Timmons, T./N	d) Hoye, J./N	d) Guccione, C./N	d) Hickox/N

UMPIRE

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0-6 EXCELLENT VISIBILITY: Sinking liner hit into cf falls in for a single (2-H, 1-3).

GOOD VISIBILITY: Roll one die...

... 0-4, Ground single into cf (2-H, 1-3?).

... 5-9, One hopper hit back to p. Hard Ground Out (?)

OK VISIBILITY: Roll one die...

... 0-2, Ground single into cf (2-H, 1-3?).

... 3-7, One hopper hit back to p. Hard Ground Out (?)

... 8-9, Strikeout swinging.

POOR VISIBILITY: Roll one die...

... 0-1, Pitcher with < 5.0 K per 9 IP, gives up ground 1B cf (2-H, 1-3).

Pitcher with ≥ 5.0 K per 9 IP, blows it by hitter for a K.

... 2-9, Strikeout swinging.

BAD VISIBILITY: Strikeout swinging.

7-15 IF PITCHER HAS WILD PITCH RATING OF D OR F & RUNNERS ON: Wild Pitch

IF NOT, REFER TO CATCHER HANDLING RESULTS BELOW...

A RATED CATCHER AT HANDLING PITCHERS: Popout to c in front of the plate.

B RATED CATCHER AT HANDLING PITCHERS: Roll one die...

... 0-1, Line 1B cf (2-H, 1-2)

... 2-9, Popout to c in front of the plate.

C RATED CATCHER AT HANDLING PITCHERS: Roll one die...

... 0-3, Line 1B cf (2-H, 1-2)

... 4-9, Popout to c in front of the plate.

D RATED CATCHER AT HANDLING PITCHERS: Roll one die...

... 0-6, Line 1B cf (2-H, 1-2)

... 7-9, Popout to c in front of the plate.

F RATED CATCHER AT HANDLING PITCHERS: Line 1B cf (2-H, 1-2)

16-24 IF PITCHER HAS WILD PITCH RATING OF F & RUNNERS ON: Wild Pitch

IF NOT, REFER TO HOME PLATE UMPIRE RESULTS BELOW...

UMPIRE WITH LARGE STRIKE ZONE: Called strike three on the outside corner.

UMPIRE WITH NORMAL STRIKE ZONE: Roll one die...

...0-2, Pitch on outside corner ball four ("A" Handling Catcher strike three)

...3-4, Pitch on inside corner ball four ("A or B" Handling Catcher strike three)

...5-6, Called strike three on inside corner ("D or F" Handling Catcher ball four)

...7-9, Called strike three on outside corner ("F" Handling Catcher ball four)

UMPIRE WITH SMALL STRIKE ZONE: Roll one die...

...0-3, Pitch on inside corner called ball four.

...4-5, Pitch on outside corner ball four ("A" Handling Catcher strike three)

...6-7, Pitch on inside corner ball four ("A or B" Handling Catcher strike three)

...8-9, Line 1B cf (2-H, 1-3?)

25-32 IF CATCHER HAS PASSED BALL RATING OF F AND RUNNERS ON: Passed Ball

IF NOT, REFER TO WEATHER RESULTS BELOW...

TEMPERATURE IN 80'S OR 90'S: Line 1B cf (2-H, 1-3?)

TEMPERATURE IN 60'S OR 70'S: Return to normal play sequence.

TEMPERATURE IN 30'S, 40'S OR 50'S: Weak grounder to p. Soft Ground Out (?)

33-45 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY: Go to #0-6.

46-64 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY: Go to #7-15.

65-83 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY: Go to #16-24.

84-99 RUNNERS ON: Go to CONTROL CHART. BASES EMPTY: Go to #25-32.

CONTROL

WILD PITCH RATING	A	B	C	D	F
A	WP 0-4 PB 5-7	0-9 10-17	0-14 15-29	0-19 20-49	0-24 25-59
Pitch in the dirt blocked	8-99	18-99	30-99	50-99	60-99
B	WP 0-34 PB 35-37	0-39 40-55	0-44 45-70	0-49 50-80	0-54 55-90
Pitch in the dirt blocked	38-99	56-99	71-99	81-99	91-99
C	WP 0-54 PB 55-57	0-59 60-75	0-64 65-89	0-69 70-96	0-74 75-99
Pitch in the dirt blocked	58-99	76-99	90-99	97-99	
D	WP 0-63 PB 64-66	0-66 67-83	0-69 70-94	0-72 73-98	0-75 76-99
Pitch in the dirt blocked	67-99	84-99	95-99	99	
F	WP 0-70 PB 71-73	0-73 74-89	0-76 77-98	0-79 80-99	0-82 83-99
Pitch in the dirt blocked	74-99	90-99	99		
Pitch in the dirt blocked: Ball.	H&R: SB on block results, runner on 3rd holds.				
Pitcher Tired or Low Endurance:	Check for injury to pitcher.				

BUNT

FIELDER: Die Roll: #0-1 c, #2-3 p, #4-6 3b, #7-9 1b
INFIELDER IN: -1 Bunt rating grade

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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

	Tiny	Small	Normal	Large	Immense
Fouled Into the Stands	0-88	0-68	0-48	0-28	0-8
Foul Out c	89-91	69-77	49-63	29-49	9-35
Foul Out 1b	92-93	78-84	64-73	50-64	36-55
Foul Out 3b	94-95	85-91	74-83	65-79	56-75
Foul Out 2b	96	92-93	84-87	80-84	76-81
Foul Out ss	97	94-95	88-91	85-89	82-87
Foul Out rf (3-H?)	98	96-97	92-95	90-94	88-93
Foul Out lf (3-H?)	99	98-99	96-99	95-99	94-99

INJURY

INJURY DURATION	DURABILITY RATING				
	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			
9		90-94			
10		95-99			
15			67-99	45-99	20-29
30					30-39
60					40-74
Doctor Report (roll two dice = # days injured)					75-89
Season Ending Injury					90-99

NOTE: Injury Duration = # of days injured including today.

	ARTIFICIAL TURF BUNT RATING					NATURAL GRASS BUNT RATING				
	A	B	C	D	E	A	B	C	D	E
Error?	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4
Pop Out	5	5-6	5-7	5-8	5-9	5	5-6	5-7	5-8	5-9
Double Play?	6-7	7-9	8-13	9-16	10-19	6	7-8	8-11	9-14	10-17
Lead Out	8-16	10-26	14-38	17-49	20-60	7-11	9-19	12-28	15-37	18-46
Strikeout?	17-24	27-36	39-50	50-63	61-76	12-19	20-29	29-40	38-51	47-62
Sacrifice Hit	25-64	37-66	51-70	64-73		20-65	30-67	41-68	52-69	63-70
Beat Out?	65-78	67-78	71-78	74-78	77-78	66-82	68-82	69-82	70-82	71-82
Lead Runner?	79-89	79-89	79-89	79-89	79-89	83-89	83-89	83-89	83-89	83-89
Tough Play?	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

BUNT RESULT KEY:

Error?: Roll one die...
 0-7 Roll two dice...
 ... If ≥ fielder's Error rating, pick-up muffed, 1 base error.
 ... If < fielder's Error rating, barehand play is made to throw out lead runner. Batter safe at 1st, other runners advance one base.
Bunt for a Hit: Play at 1st.
 8-9 ... If ≥ fielder's Error rating, wild throw trying to throw out lead runner. Two base error.
Bunt for a Hit: Wild throw to 1st, batter to 2nd on 2 base error.
 ... If < fielder's Error rating, lead runner cut down, other runners advance one base.
Bunt for a Hit: Play at 1st.

Pop Out: Caught, runners back safely. **Suicide Squeeze:** Runner on 3rd doubled up.

Double Play?: Ball is bunted hard...
 Runner on 1st: ... and turned into double play.
 Runner on 2nd: ... runner on 2nd has no chance to advance. Batter retired.
 Bases Loaded: ... into home to 1st DP.
Suicide Squeeze: Runner is nailed at the plate.

Lead Out: Lead runner nailed. Batter safe at 1st, other runners advance one base.

Strikeout?: **Pitcher's SO Per 9 IP** **Strikeout** **Missed Bunt** **SH**
 ≥8.0 0-89 90-99
 6.0-7.9 0-64 65-89 90-99
 4.0-5.9 0-39 40-74 75-99
 <4.0 0-14 15-59 60-99
Missed Bunt: Strike. If batter bunts again and misses, he strikes out.
Suicide Squeeze: Runner must attempt to steal home on Missed Bunt or Strikeout. Go to STEAL CHART.

Sacrifice Hit: Batter gets a good bunt down. Successful sacrifice, batter out at 1st.

Beat Out?: Roll one die... [**Suicide Squeeze:** Go to Lead Runner? result.]
 ... If < Batter's Baserunning rating, perfect bunt. Bunt 1B.
 ... If = Batter's Baserunning rating, ball rolls down the foul line with fielder hoping it will go foul. Bunt stays fair. **Bases Empty:** Bunt 1B, stretch bunt 2B? **Runner(s) On:** Bunt 1B.
 ... If > Batter's Baserunning rating, sacrifice hit.
INFIELDER IN: -4 from Baserunning rating

- 0-1 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).
- 2-11 Batter hits a 2B down left field line (1-H?) and pulls up hurting at the bag. Check for injury to batter.
- 12-19 **1st & 2nd or Bases Loaded with the Infield Back with less than two outs:** 3b makes unassisted 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 \geq the batter's Baserunning rating plus or minus the 2b Double Play rating, the triple play is turned.
... if the number is $<$ the batter's Baserunning rating plus or minus the 2b Double Play rating, the batter is safe at 1st.
All other situations: Ground Out 3b (?)
- 20-24 Pitch on the inside corner is called ball four. If pitcher has a ~ Intangible rating he comes down off mound and screams at umpire and is thrown out of the game. Umpire with ~ HOT symbol ejects any pitcher.
- 25-30 Pitch right on the outside corner is called ball four. Pitcher comes down off mound and is unhappy with call. Umpire throws pitcher out of the game.
- 31-32 Batter swings and hits a High Fly Out (3-H?) to cf. Umpire rules catcher 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).
- 33-35 Batter hits a weak grounder back to the pitcher, but umpire rules catcher's glove hit bat and batter is awarded first on catcher's interference (other runners hold unless forced to advance).
- 36-39 ... If catcher has D-F passed ball rating, strike three gets by him for a PB. Batter with an Intangible rating of D-F fails to run to 1st and is thrown out.
... If catcher has A-C passed ball rating, catcher holds onto strike three.
- 40-42 High pop up between third and home. Catcher throws mask down third base line and 3b stumbles on it as ball lands between c and 3b. Error on 3b.
Bases empty or two out: Batter reaches 2nd on two base error and all other runners advance one base.
All other situations: Batter called out on Infield Fly rule.
- 43-69 Pitchers shoulder stiffens up if temperature is in 30's, 40's or 50's causing him to come out of the game and must rest for the next 5 days.
- 70-72 Pitcher drills batter with pitch and a brawl ensues. Batter kicks pitcher and is ejected from the game and is suspended for three additional games. Check for injury to pitcher and batter.
- 73-75 If rf has a B+, A or A+ Range rating, he makes a diving catch in rf of short fly. If runner on 1st with less than two outs, rf races to 1st after diving catch to beat runner back to the bag for an unassisted double play. If rf has Range rating of F-B, short fly falls in for a 1B (1).
- 76-82 Line drive falls in front of rf. If rf 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 less the outfielder's Throwing rating the runner is thrown out at 1st.
... If the number is \leq the Batter's Baserunning rating less the outfielder's Throwing rating the runner is safe at 1st.
- 83-85 Batter gets jammed swinging at pitch and is hit on the hand, for a foul ball. Check for injury to batter's hand.
- 86-91 Bouncer to 2b...
Runner on 1st: 2b misses tag on runner, but throw to 1st is in time.
All other situations: Ground Out 2b (?)
- 92-97 Pitcher drills batter. Umpire rules hit batter was intentional and pitcher is ejected from game and suspended for 7 additional games. Check for injury to batter.
- 98-100 Line drive smashed 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 on pitcher.
- 101-102 Dribbler 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.
- 103-153 Pitcher grimaces in pain after last pitch bounces in dirt. Check for injury.
- 154 Line1B into lf...
Runner on 2nd, 2nd & 3rd or Bases Loaded: Runner on 2nd comes home to score on play at the plate, but is called out after appeal for missing 3rd base. Credit 3b with put out.
All other base situations: (2-H, 1-3?)
- 155-156 2B into the gap...
Runner on 1st: cf picks up ball and throws it in. Runner from first does not pick up ball and is decoyed by 2b and only advances to 3rd.
All other base situations: (all score).
- 157-159 Grass cutter...
Runner on 1st: Hit towards 1b hits runner going to 2nd. Runner is called out for baserunner interference, batter credited with a 1B and 2b with putout, other runners hold unless forced.
All other base situations: Ground Out 1b (?)
- 160 Routine grounder to ss...
Bases empty: throw is wide and pulls 1b off bag
•Batter with D or F Intangible 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. Player is unhappy after being benched, lower team chemistry by an additional 10 points for the rest of the season.
2) Send player down to minors for at least the next 2 series.
3) Trade player.
•Batter with A, B or C Intangible rating is safe, ss charged with an error (1).
All other situations: Ground Out ss.
- 161-209 If pitcher has high pitch outing and has reached his adjusted Endurance rating or exceeded it or has D or F Durability, check for injury to pitcher.
- 210-214 Batter is hit by pitch and starts jawing with catcher. Punches fly and both dugouts empty. Both catcher and batter are ejected from the game.
- 215-225 Strike three called on pitch at the knees. Batter argues over the call and is tossed from the game
- 226-240 Strike three called on pitch outside. Batter with ~ Intangible rating is hot over call and ejected. Umpire with ~ HOT symbol ejects any batter.
- 241-249 Routine grounder to 2b. Check team morale on offense...
EXCELLENT TEAM CHEMISTRY
Bases empty: Batter beats it out for a hit.
Runner on 1st or 1st & 2nd: Runner on 1st beats toss to 2nd, everyone is safe. Batter is credited with a hit.
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. Batter 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 2b.
BAD TEAM CHEMISTRY
Bases empty: Batter stops halfway down the line and is thrown out.
Runner on 1st or 1st & 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, 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 trapped off base and tagged out easily by 2b, after failing to get in a run down and allowing batter to be doubled up.
- 250-251 **GAME PLAYED BEFORE 2008**
rf goes back on high fly to the warning track. And what happens here? rf contends a fan reaches up and touches it! But umpire says NO...It's a HR!
GAME PLAYED 2008 OR LATER
rf goes back on high fly to the warning track. And what happens here? rf contends a fan reaches up and touches it! But umpire says NO...It's a HR!
Umpires confer on video replay....call is reversed and batter is out (3-H).
- 252-260 Routine grounder to 3b. Check team morale on offense...
EXCELLENT TEAM CHEMISTRY
Bases empty: Batter beats it out for a hit.
Runner on 1st or 1st & 2nd: Runner on 1st slides hard into 2nd and causes 2b to drop throw. Everyone is safe. Batter is credited with a hit.
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. Batter 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 or 1st & 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, 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.
- 261-270 Check team morale on offense...
EXCELLENT TEAM CHEMISTRY
Runner 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 waits out the pitcher for a walk.
FAIR TEAM CHEMISTRY
Pop Out ss.
BAD TEAM CHEMISTRY
Batter swings at a bad pitch and strikes out. Player slams helmet into the ground and is ejected from the game.
- 271-336 Pitcher grabs his arm after last pitch sails on him. Check for injury to pitcher.
- 337-342 Check team morale on offense...
EXCELLENT 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.
- 343-344 Check team morale on offense...
EXCELLENT 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.
- 345 Check team morale on offense if home team at bat (no effect if visiting team at bat)...
EXCELLENT TEAM CHEMISTRY
Squirrel crosses home plate as pitch is delivered rattling pitcher with home fans going wild and is called a ball. Rally squirrel 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
Squirrel crosses home plate as pitch is delivered and batter strikes out.

- 346-359 Sinking liner into rf. Nice shoe string catch by rf.
...If rf has -1, -2, -3 or -4 throwing arm he doubles off runner on 1st
- 360-370 3rd Base coach gives sign ...
Runner on 1st or 1st & 2nd:
•Batter 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 grounds 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 sign on 3-0 count and Pops Out c.
•Batter with Intangible rating of A-C takes 3-0 pitch for ball four.
- 371-419 **Runner on 1st or 1st & 2nd 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 lf. Crowd noise prevents lf and ss from hearing each other call for the ball as they ram into each other. Batter credited with a 2B (all score). Check for injuries to lf and ss.
- 425-429 High fly into shallow rf. rf and 2b both 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 rf 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. lf and ss collide as ball falls in for a 2B (all score), check for injuries to lf and ss.
- 450-479 **Runner on 1st or 1st & 2nd with less than 2 outs:** Ground Out 2b. Runner on 1st barrels into ss 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 nails 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 lf makes a diving attempt at sinking liner that falls in and gets by for a 2B (all score). Check for injury to lf.
- 558-567 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 headlong 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 1b line bounces off umpire, preventing 2B. Score as 1B (1-2, 2-H)
- 593-598 Home plate umpire gets heat stroke and must be replaced if temperature is in 80's or 90's. Replace home plate umpire with 2b umpire.
- 599-603 Batter pulls rib cage muscle striking out. Check for injury to batter.
- 604-606 Dribbler hit in front of the plate, c 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 cf has A+ or A Range rating, cf makes leaping catch against the wall and throws to double up lead runner (runner on 3rd gets back safely).
... If cf does not have a A+ or A Range rating, ball is over cf 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 obstructing play and called for Baserunner interference. Check for injury to 3b.
All other situations: Ground Out 3b (?).
- 628-629 Look out! Batter ducks away from high and inside pitch, but the ball hits his bat and dribbles 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 two dice...
... If \geq catcher's error rating, throw is wild and rolls into rf. Batter safe at 1st on PB and may try for 2nd by going to Baserunner chart (2).
... If $<$ catcher's error rating, throw nips the batter at 1st, (3rd or bases loaded: runners hold, 1st, 1st & 2nd: (1), 1st & 3rd: runner on 1st to 2nd). NOTE: if runners advance, catcher is charged with PB.
...Strikeout if first base is occupied and there are less than 2 out.
- 637-654 Pitcher with F Wild Pitch rating... WP takes crazy hop off backstop away from catcher. Runners may try to take an extra base by going to BASERUNNER ADVANCEMENT chart.
Pitcher with A-D Wild Pitch rating... One hopper hit back to the mound (DP?)
- 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.
- 660-670 Strikeout on called third strike at the letters. If batter has ~ Intangible rating he bumps umpire and is ejected. Batter suspended 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 (3-H, 2-3, 1 tag?). 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...** Towering High Fly hits speaker. Ground Rule HR.
TROPICANA FIELD... Towering High Fly his C ring. Ground Rule HR
ALL OTHER DOMED STADIUMS... Towering High Fly Out (3-H?).
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 ...
... 0-2 If catcher has -4 throwing rating, lead runner is picked off.
... 3-5 If catcher has -4 or -3 throwing rating, lead runner is picked off.
... 6-7 If catcher has -4, -3 or -2 throwing rating, lead runner is picked off.
... 8-9 If catcher has -4, -3, -2 or -1 throwing rating, lead runner is picked off.
- 725-730 High foul ball twists toward stands. 1b crashes into railing going after ball and is shaken up. Foul ball, check for injury to 1b.
- 731-735 Pop up heads into foul territory. 3b falls into dugout trying to make the catch. Foul ball, check for injury to 3b.
- 736-740 Error on catcher pickoff trying for lead runner? Roll two dice...
... If \geq catcher's error rating, throw is wild and gets by fielder for 1 base error.
... If $<$ catcher's error rating, throw is accurate, but late. Runner must hold until next batter.
- 741-770 Pitcher tries for pickoff of lead runner. Roll one die ...
... If pitcher's pick-off rating, runner gets back to bag safely.
... If $<$ pitcher's pick-off rating, lead runner is picked off.
- 771-780 Error on pitcher pickoff trying for lead runner? Roll two dice...
... If \geq pitcher's E rating, throw is wild and gets by fielder for 1 base error
... If $<$ pitcher's E rating, throw is late, runner holds until next batter.
- 781 Umpire confiscates bat. After game, umpire discovers it's corked. 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 cf has \leq -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.
...If temperature is in the 60s, 70s, 80s or 90s, soft ground out 3b.
- 801-810 Batter walks on close call. Catcher argues call and is ejected from game.
- 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.
Infield in: Slow ground out to 3b.
- 826-833 Hot smash on one hop right at 3b...
Runner on 1st: Throw to 2nd turns double play.
Runner on 1st & 2nd: Unassisted force at 3b, throw to 2nd turns double play with one out and triple play with none out.
Bases Loaded: Force at home.
All other situations: Batter thrown out, other runners hold.
- 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.
- 856-889 Balk? Check ATTEMPT CHART RESULT KEY for Balk? result.
- 890-899 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, 2-3, 3-H). Check for injury to batter and p.
- 900-915 Check team morale on defense...
EXCELLENT TEAM CHEMISTRY: Blooper caught by cf. Runners hold.
FAIR OR BAD TEAM CHEMISTRY: Blooper falls into cf for a 1B (1) due to confusion on who should make play.
- 916-962 Thunder heard in distance as weather front passes through. Roll again for weather. If rain delay, pitcher stiffens up and must be removed from game.
- 963-978 Ground Out ss (?). If runner on 1st, he is injured sliding into the bag. Check for injury.
- 979-983 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...** rf 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... rf goes back to the track, but loses ball and it bounces off his glove and off the wall for a 2B (1-H?).
- 990 **Yankee Stadium, Tiger Stadium, KingDome, Olympic Stadium and Candlestick Park:** Large concrete pillar crashes after today's game.
Camden Yards or Safeco Field: Train derails and fumes leak from rail car. Next game is cancelled. Next home series will need to be played in the closest geographic ball park.
- 991-992 Hard smash takes bad hop and hits ss in throat for 1B (1). Check for injury.
- 993-995 Umpire comes out to the mound and discovers a tack in the pitchers glove. Pitcher is ejected for scuffing the ball and suspended for 9 additional games.
- 996-997 RF catches foul fly ball and hands 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 into stands for high fly in foul territory, but fan interferes with catch and ball is dropped.

ATTEMPT

HOLD RATING

LEAD RATING

A+	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-36	9-32	8-28	7-24	6-20	5-16	4-12	3-8	2-4	
Poor lead—must hold until next batter	37-79	33-80	29-81	25-82	21-83	17-84	13-85	9-86	5-87	1-88
Error on pitcher pickoff?	80-89	81-89	82-89	83-89	84-89	85-89	86-89	87-89	88-89	89
Pickoff pitcher ?	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

A	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-46	9-42	8-38	7-34	6-30	5-26	4-22	3-18	2-14	1-5
Poor lead—must hold until next batter	47-79	43-80	39-81	35-82	31-83	27-84	23-85	19-86	15-87	6-88
Error on pitcher pickoff?	80-89	81-89	82-89	83-89	84-89	85-89	86-89	87-89	88-89	89
Pickoff pitcher ?	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

B+	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-56	9-52	8-48	7-44	6-40	5-36	4-32	3-28	2-24	1-10
Poor lead—must hold until next batter	57-79	53-80	49-81	45-82	41-83	37-84	33-85	29-86	25-87	11-88
Error on pitcher pickoff?	80-89	81-89	82-89	83-89	84-89	85-89	86-89	87-89	88-89	89
Pickoff pitcher ?	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

B	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-66	9-62	8-58	7-54	6-50	5-46	4-42	3-38	2-34	1-15
Poor lead—must hold until next batter	67-79	63-80	59-81	55-82	51-83	47-84	43-85	39-86	35-87	16-88
Error on pitcher pickoff?	80-89	81-89	82-89	83-89	84-89	85-89	86-89	87-89	88-89	89
Pickoff pitcher ?	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

C+	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-76	9-72	8-68	7-64	6-60	5-56	4-52	3-48	2-44	1-20
Poor lead—must hold until next batter	77-79	73-80	69-81	65-82	61-83	57-84	53-85	49-86	45-87	21-88
Error on pitcher pickoff?	80-89	81-89	82-89	83-89	84-89	85-89	86-89	87-89	88-89	89
Pickoff pitcher ?	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99	90-99

C	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-82	9-80	8-76	7-72	6-68	5-64	4-60	3-56	2-52	1-25
Poor lead—must hold until next batter	81-83	77-84	73-85	69-86	65-87	61-88	57-89	53-90	26-88	
Error on pitcher pickoff?	83-92	84-92	85-92	86-92	87-92	88-92	89-92	90-92	91-92	89
Pickoff pitcher ?	93-99	93-99	93-99	93-99	93-99	93-99	93-99	93-99	93-99	90-99

D	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-88	9-86	8-82	7-78	6-74	5-70	4-66	3-62	2-58	1-30
Poor lead—must hold until next batter	87	83-84	79-85	75-86	71-87	67-88	63-89	59-90	31-88	
Error on pitcher pickoff?	89-98	88-96	85-92	86-92	87-92	88-92	89-92	90-92	91-92	89
Pickoff pitcher ?	99	97-99	93-99	93-99	93-99	93-99	93-99	93-99	93-99	90-99

F	10	9	8	7	6	5	4	3	2	1
Balk?	0-9	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1	0
Good jump — attempts	10-91	9-89	8-85	7-81	6-77	5-73	4-69	3-65	2-61	1-35
Poor lead—must hold until next batter	90-91	86-91	82-86	78-87	74-88	70-89	66-90	62-91	36-88	
Error on pitcher pickoff?	92-98	92-97	92-97	87-92	88-92	89-92	90-92	91-92	92	89
Pickoff pitcher ?	99	98-99	98-99	93-99	93-99	93-99	93-99	93-99	93-99	90-99

ATTEMPT RESULT KEY:

Pickoff pitcher? Roll one die...

- ... If the number is < pitcher's pickoff rating, runner attempting to get a lead is picked off.
- ... If the number is ≥ pitcher's pickoff rating, runner must hold until the next batter.

Error on pitcher pickoff? Roll two dice...

- ... If the number is > pitcher's error rating, throw is wild and gets past fielder for 1 base error.
- ... If the number is < pitcher's error rating, throw is accurate, but late. Runner must hold until next batter.
- ... If the number is = pitcher's error rating, high throw rolls away for 2 base error.

Balk? Roll one die...

- 0-1 If pitcher has a F Balk rating: Balk. If not, runner gets a good lead and attempts.
- 2-3 If pitcher has a D or F Balk rating: Balk. If not, runner gets a good lead and attempts.
- 4-5 If pitcher has a C, D or F Balk rating: Balk. If not, runner gets a good lead and attempts.
- 6-7 If pitcher has a B, C, D or F Balk rating: Balk. If not, runner gets a good lead and attempts.
- 8-9 Balk.

Official Scoring Rules:

If RH batter AB and runner is CS, credit 2b with putout. For LH batters credit ss with PO.

STEAL

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

STEAL OF SECOND	≥14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Collision?	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Controversial Play?	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Rundown?	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Dropped?	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
SB	4-77	4-76	4-74	4-72	4-70	4-68	4-66	4-63	4-59	4-54	4-49	4-43	4-36	4-28	4-20	4-12	4	
SB + Error/Catcher?	78-98	77-96	75-94	73-92	71-90	69-87	67-84	64-80	60-75	55-69	50-62	44-54	37-45	29-35	21-25	13-15	5	
CS	99	97-99	95-99	93-99	91-99	88-99	85-99	81-99	76-99	70-99	63-99	55-99	46-99	36-99	26-99	16-99	6-99	4-99

STEAL OF THIRD	≥14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Collision?	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Controversial Play?	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Rundown?	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Dropped?	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
SB	4-77	4-76	4-75	4-74	4-73	4-73	4-72	4-69	4-65	4-60	4-55	4-49	4-42	4-34	4-26	4-18	4-10	
SB + Error/Catcher?	78-99	77-98	75-96	74-95	74-93	73-90	70-86	66-81	61-75	56-68	50-60	43-51	35-41	27-31	19-21	11		
CS	99	98-99	97-99	96-99	94-99	91-99	87-99	82-99	76-99	69-99	61-99	52-99	42-99	32-99	22-99	12-99	4-99	

STEAL OF HOME	≥14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Collision?	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2
Controversial Play?	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Rundown?	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-8	4-7	4-6	4-5
Dropped?	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	9-13	8-11	7-9	6-7
SB	14-56	14-53	14-50	14-47	14-44	14-41	14-38	14-35	14-32	14-29	14-26	14-23	14-20	14-17	14			
CS	57-99	54-99	51-99	48-99	45-99	42-99	39-99	36-99	33-99	30-99	27-99	24-99	21-99	18-99	15-99	12-99	10-99	8-99

STEAL RESULT KEY:

Collision? Runner jars loose ball out of glove and is safe. Credit with SB (trailing runners advance 1 base). If steal of home and catcher has BL as an Intangible rating, he hangs on and runner is out. Check for injuries to both players.

Controversial Play? Roll one die...

- ... If the number is 0-4, runner out and tossed from game for arguing call too vehemently. Ignore ejection if player has Intangible rating of A.
- ... If the number is 5-9, runner safe. Enraged fielder covering base is thrown out of game. Ignore ejection if player has Intangible rating of A.

Rundown? Roll one die...

- ... If the number is ≥ unadjusted baserunning rating, he is tagged out in one throw on a well executed rundown.
- ... If the number is < 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 one of the players is rated D or F, he fails to cover the base and allows the runner to advance to the base he was covering. If both are rated D or F, the player with the lowest rating is the one whose base the player advances to. If they have the same rating, assume the lead base and credit with SB.
 - ... If both of the players are rated C or higher, runner is tagged out.
 - ... If the number is < 75 check the runner's unadjusted baserunning rating
 - ... 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 diving back to the base he rounded.
 - 2) Try to send one other runner to the next base.
 - a) Defensive Manager has option to try to throw out that runner by going 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 diving back to the base he rounded.

Dropped? Roll two dice...

- ... If the number is ≥ the fielder's error rating, he drops the throw for an error. 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.

SB + Error/Catcher? Roll two dice...

- ... If the number is ≥ the catcher's error rating, runner steals base and all runners advance one extra base on wild throw.
- ... If the number is < the catcher's error rating, runner steals base.

DOUBLE STEAL with runners on 1st & 2nd: Go to ATTEMPT chart to see if runner on 2nd attempts. If runner goes, OPTION for Defensive Manager:

- a) Try to throw out runner at 3rd. Go to STEAL chart, runner on 1st steals 2nd.
- b) Try to throw out runner at 2nd. Go to STEAL chart, runner on 2nd steals 3rd.

DOUBLE STEAL with runners on 1st & 3rd: Go to ATTEMPT chart to see if runner on 1st attempts. If runner goes, OPTION for Defensive Manager:

- a) Throw through trying to throw out runner attempting to steal 2nd. Go to STEAL chart. Try to throw out runner attempting to steal home. Go to STEAL chart and add six to Steal rating in addition to artificial turf adjustment (+1). If 2 out and runner caught stealing at 2nd runner from 3rd does not score.
- b) Throw through to 2nd, but cut-off throw, allowing runner to steal 2nd, and try for runner on 3rd attempting to steal home. Go to STEAL chart and add two to Steal rating in addition to artificial turf adjustment (+1).
- c) No throw. Concede stolen base of second and hold runner at 3rd.