

Regarding runners advancement on hits

13.2 - NOTE: With the bases loaded or with runners on 1st and 2nd, if the lead runner is being held, consider the trail runner(s) held. If the lead runner is not being held, consider the trail runner(s) as not held

13.611: When a runner tries to go from 1st to 3rd (or 2nd to home) on a single with no asterisks or go from 1st to home on a double with no asterisks, the trail runner is the batter. **Last season, I misinterpreted the rules and thought that the batter can never advance when the defense attempts to prevent the lead runner from advancing. I am very sorry if this was responsible for Matt winning the championship. Seriously though, I really apologize for spreading false info.**

13.623B: If the offense decides to send a runner home and the defense opts to cut-off the throw home and attempt to throw out the trail runner, the run automatically scores, even if the trail runner is the third out of the inning.

Regarding fly() A, B, C and fly() B?

14.3: On a fly(rf)B to right field only, a runner on 2B may advance with the following calculation:

Baserunner's Running rating + RF's arm + 2 for the throw to 3B from RF. Roll the 20-sider. A roll of 20 is an out. If the roll is higher than the highest safe chance, but lower than 20, the runner holds at 2B.

14.32: The above rule does not apply to fly(rf)B? readings, nor to F2 readings from the Super Advanced Fielding Chart.

14.5: With regard to OFs robbing home runs, if the height of the wall (at the point where the fielder would try to make the catch) exceeds 10 feet, then ignore this rule completely. This is the height of the wall in left-center field for a righty or right-center field for a lefty.

Regarding gb()A, B, C

15.33: When there is a runner on 1st, or on 2nd, or on 1st and 2nd, if the Corners are In and a gb()A, B, or C is hit to the 1B or 3B, refer to the INFIELD BACK portion of the GROUNDBALL RESULT CHART.

Regarding rare plays

16.5: If a PO rare play occurs with fewer than 2 out and runners on 1B and 2B, or the bases loaded, consider this an Infield Fly Rule play - the batter is out and runners hold. Otherwise, accept this play as a single. **FYI - the original play reads: The batter hits a popup. None of the fielders take charge on the play and the ball drops in the infield for a single! All runners advance one base.**

16.51: The S11 rare play found on the Infielder X-Chart should only be used on a groundball to 1B or 2B. If it comes up on a groundball to SS or 3B then consider a single with runners advancing 1 base. **FYI - the original play reads: With a runner on 1B the batter hits a line drive which hits the runner! The runner on first is called out. Batter goes to first on a single and all other runners hold. With no runner on first, the batter hits a single, runners advance one base.**

Regarding gb()+ plays

17.12: Convert the "gb(+)" to a Single** when the infield is all the way in, but not if the infield is playing Corners In. Extra hits when the infield is Corners In occur on the Super Advanced Fielding Chart.

Regarding sacrifices and squeezes

18.4: The sacrifice may be used with runners at 1st and 3rd to move a runner from 1st to 2nd. However, in all instances, the runner on 3rd remains there, even if the batter beats out the bunt for a hit. If the batter pops into a double play, the runner on 1st is doubled-up and the runner on 3rd holds.

18.8: If a reading of 1AND2 occurs after one bunt attempt, the offense may not switch strategies to attempt a hit-and-run.

19.0: Hit & Run

The offensive manager announces that he is going to hit and run. With the infield or corners positioned IN or a runner held on base, refer to the previous letter on the chart (eg: B becomes an A).

He then proceeds to roll the 3 dice. If the white die is a 1, 2, or 3 then he refers to the Super-Advanced H&R chart using the batters H&R rating.

If the white die is 4, 5, or 6 then he reads the result directly off the pitcher's card in the usual manner. However, if a K, BB, 1B or 2B occurs from this, disregard that reading and refer to the Super-Advanced Pitching Results H&R Adjustments chart for the final result of the play.

Do not adjust any results obtained from the Super-Advanced Fielding Chart. **Meaning if you end up in a H&R situation getting a double from a FLY(RF)X on the pitcher's card, play it as is and do not refer to the Super-Advanced Pitching Results H&R Adjustments chart**

19.1: The H&R may not be used with a runner on 3rd.

19.51: If a lineout reading is rolled on the pitcher's card, override the result to be LOMAX.

19.7: The H&R is not permitted after a bunt-attempt reading 1AND2.

19.8: When the result of a H&R is Batter Misses Pitch, roll for a good lead, but only if the baserunner has not already attempted to do so. He does not get a second attempt at a good lead. Even if the lead runner does not achieve a good lead, he must attempt to steal. If this turns out to be men at 1st and 2nd attempting a double-steal, the catcher's throw is for the lead runner.

Regarding Defensive Strategy: Infield Back, Infield In, Corners In

20.3: Infield In may only be chosen only with a man on 3rd.

20.5: With a runner on 3rd, always consider the pitcher to be playing in on a GB(p)A, GB(p)B, or GB(p)C from the batter's or pitcher's card.

20.51: On a GB(p)X or CATCH-X, the pitcher and catcher are considered to be playing back when the rest of the infield is playing back and playing in when the rest of the infield is in.

When the defense is playing Corners In, the pitcher and catcher are considered to be playing in when there's a runner on 3rd only, or when there are runners on 2nd and 3rd only. Otherwise, they are considered to be playing back.

20.7: The defense may position the infield as Corners In until there are two outs.

With Corners In:

- 20.71: Do not award a Single** for a batter's card groundball followed by a "+". Treat the play as if the "+" did not appear.
- 20.72: On a groundball to 1B or 3B, follow the rules for Infield In (including changing X-Chart results followed by a "#" to read "SI2").
- 20.73: On a groundball to 2B or SS, follow the rules for Infield Back.
- 20.74: Rules 20.5 and 20.51 apply.
- 20.75: Any runner or combination of runners may be held on base when the infield is playing Corners In. **Also, runners cannot be held on with Infield In. (Rule 8.23)**

Regarding Stealing

- 23.12: Most pitchers and some batters have no number rating for stealing. If these players attempt to steal, they begin with a success chance of 0. After all adjustments (for hold, etc.), their minimum success is 1.
- Some pitchers have Supplementary Stealing ratings. These pitchers will be listed separately on the roster sheet.
- 23.3D: If the runner rolls for a good lead and gets it, he must steal immediately. If the runner doesn't get a good lead, he has the option of stealing at any time, or of staying on 1st.
- The baserunner may make only one attempt for a good lead while he occupies the same base, unless:
- 1. The runner fails to get a good lead, then the defensive manager later decides to cease holding the runner on base.

- 2. The runner fails to get a good lead, then the defense changes to a pitcher with a worse hold rating or a catcher with a worse arm.

Regarding Pitcher Endurance

27.62: If a pitcher who does not have a relief pitcher rating as a must pitch in relief, give him a POW inning of 1. **I think this would only impact 4th starters that we carry in the postseason.**

27.65 (Rule Update in 2010): If a reliever pitches 2 or more innings above his relief fatigue rating then he must rest one day before his next appearance. If he pitches 3 or more innings above his relief fatigue rating then he must rest two days before his next appearance. If a relief pitcher is used without this proper amount of rest, consider him fatigued for the entire outing.

28.38: When using the Closer Rule, also be sure to use the rule which limits a reliever's innings to his relief POW rating, plus 2. At that point, he automatically becomes fatigued. **I interpret this as, say Papelbon for, a 1-inning, 6-out closer... he would become fatigued after 3 innings (1 inning + 2 innings) rather than 4 innings (6 outs + 2 innings).**

Regarding Fielding Chart Adjustments

29.3: The individual wild-pitch ratings also simulate the difficulty catchers have with some wild pitchers, such as knuckleballers, which means the "P/P" and "P/F" readings from the Catcher X-Chart Range Section of the Super Advanced Fielding Chart are handled differently. These readings indicate that, with runner(s) on base and if no error on the play, a possible passed ball occurs.

If those conditions exist, refer to the pitcher's wild-pitch rating and roll the 20-sider. If the result is less than or equal to the pitcher's rating, then a passed ball occurs and all baserunners advance one base. If the result is higher than the pitcher's rating, no passed ball occurs, and the batter pops up to the catcher.

Regarding Ball Park Effects

30.7 - NOTE: Ball Park Effects are based on a three-year period, although results for stadiums with revised dimensions or extreme weather data are based only on current data. In a typical year, several stadium ratings change based on this experience. **Just an FYI.**