EXTRA INNINGS

FROM THE BENCH,,, Jack Kavanagh

Rick Dean has invited me to keep this column spot going with updates on playing techniques for "Extra Innings." Circumstances have made it possible for me to spend a good amount of time actually playing "EI" which is a lot more illuminating than simply conceptualizing the play.

We are nearing the completion of a 154 game schedule. We've reached the 133 game mark for each of the eight teams. We've been relieved of the tedium of stat compilation by a generous offer from Jim Walker of Allison Park, PA, to become the league statistician. While we also like to extract statistics we are glad to be relieved of the time consuming detail as we are anxious to wrap up this season's play and get on to a new season. Mostly this is so we can apply the testing of a full season's playout to alterations we've made in the game as we've progressed through the present playout.

As we've played out the games by "EI's" instructions published in the fifth edition we've looked for ways to improve the flow of the game and contribute to the ease of memorization. As the game's designer we've felt these were the weaknesses of the game. The accuracy of reproduced stats is one goal, which has been achieved. The concern we have now is to retain this value while giving the game's player a smoother ride through the paraphernalia of table gaming. The more the player can internalize the performance the more successfully the game replaces the experience of an actual game.

Through these pages of TTS I'd like to provide other table gamers with the major revisions in charts for "EI" and invite comment (after testing via playouts) as a preliminary to making these alterations (Hopefully, "improvements") for the next edition of "Extra Innings."

One of the areas which concerns us, perhaps unduely, is the totals of put outs, assists, errors to positions. Also, we wish to have those with the best credentials for defensive play accumulate the highest totals of chances accepted and attain the best fielding averages.

Midway through our first replay with the 5th Edition we realized that in our quest to make the 2nd Roll Chart more easily mrmorized we'd assigned too many infield flyouts (pop ups or line drives) or, if you'd rather, too few infield ground balls. We'd simply assigned all dice readings starting with a four on the red dice as infield fly outs and those starting with a 5 or 6 as ground balls. Too simplistic.

With this article we are submitting a revised Second Roll Chart and the principal feature of it is that the cut-off between infield fly balls and grounders is at 4-5-1. However, to aid in a memorized use of the chart we have reassigned the put out numbers. For some reason, quite likely casualness, we'd buckshotted put out assignments in the original version. There is no reason, we discovered, why all balls hit to the pitcher can't be assigned to numbers which include one as the reading on the white die (one being the standard scorer's short hand for pitcher's position.) Following the same logic we use three for plays involving the first baseman, four for the second baseman and five for the third baseman. Only the two doesn't fit into this concept and still provide an appropriate number of chances. As no ground balls are hit to the catcher,

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we see "two" as a signal for either the SS or 2B; a left handed batter hitting
to the 2B and a right handed batter to the SS. We've found this version of the
chart relatively easy to memorize and, if our aging memory can learn new tricks
just think what an advantage most tablegamers enjoy. We've a number of other
improvements to pass along to the readership of TTS, but want to start with the
new version of the Second Roll Chart as some of them derive from the new style
of assignments.

    One of these is to heed the complaint of some table gamers that we'd fail to
provide a method by which an alert 3B could simply effect a force out rather
than always throwing the ball somewhere. So, notice the footnote to the chart
accounting for 5UA whereby the 3B achieves the final putout of an inning by
picking up a ground ball and stepping on third base when a runner from second
is forced.

    Those of you who have a 5th Editiion of "EI" are invited to consider eliminat-
ing the "Base Hit Directional" instructions and use instead simply the Outfield
Fly Out designations to provide the direction the ball is hit. That makes one
reading of the green die (third) consistent whether it is used to indicate
the batter has flied out or made a base hit.

    Incidentally, the Superior Defense thecnique whereby a SD rated player rated
player alters a basehit into a putout when it is exactly at the top of the
hitter's range-either for basehits or any of the extra base hits-still prevails.
It has the added advantage, to gamesmanship, of increasing the number of put
outs by SD rated players.

    Now, let's reassign the circumstances of Infield Hits (shown on the Second
Roll Chart). We'll adapt the technique already employed to direct ground balls
and infield fly balls. An infield hit is signaled when the second and third
numbers are the same on a bise hit. So, let's have the pitcher involved on
any that end in a "one"; the first baseman on a "three", etc. Again, let
"two relate to the SS for right handed batter and the 2B for a left handed batter

    When an infield single follows an error designation it is important to know
which defensive player is involved because, if player at the position is SD rated
the error is absolved. Eventually this leads to higher fielding averages
attained by SD players.

    Now, here's another innovation. We've a new play to utilize when an error
is signaled. Proceed to the Second Roll and learn if error replaces a put out
or is added on to a hit but only a single. The green dice is used to provide
direction the ball is hit, to which player. The white die can now be used as
follows: If a one and the ball has been hit to an SD player..no error. If a
putout read it that way; if a base hit no error is tacked on to it. If a six
then it is a two base error.

    We don't want to lean too heavily on outfielders committing errors after
basehits. After all, only so many balls can roll between a fielder's legs before
he's banished to the minors- or becomes a DH (in the American League.)

    So, on extra basehits we do the following: We'll assume the IB virtually
never gets involved in errors following extra base hits and eliminate that
position from consideration. Again, taking our cue from the standard scorer's

shorthand designations: 6=error to SS; 5=error 3B; etc. (all these are assumed to mishandling of ball thrown in from outfielder.) Then 3=RF; 2=CF; 1=LF.

The same stipulation regarding reading of the white die to remove the error from an SD player if a "one" and to be a two base error if a "sis" prevails.

This puts the burden of two interpretations on the white die in a single roll and there's no way I can figure myself out of the corner except to pre-scribe we let the original roll determine to whom the error is to be charged and then- I hate to do this -roll that white die again to see if it comes up a "one" (for deletion by an SD player) or a "six" to provide that all runners advance two bases.

And now for yet another innovation. It has proven tedious to ascertain when a single is the top of the batter's hitting range and, thus, be indicative that the runner is thrown out trying to stretch his hit. Also, now with the SD capa-bility to turn such a reading into a put out we need to change this. So, thinking that triple numbers are easiest to recognize and memorize, we've established that a reading of 2-2-2 is always a single, provided its in the batter's hitting range, followed by the runner being thrown out at second base trying to stretch his hit. As "double digits" this'd normally be read as an infield hit (using the new designations to the SS if right handed batter; 2B if left handed). So, in this one instance we do not relate it as an infield single but always use the following: if no out runner out 7-4; one out 8-4; 2 out 9-6. Whenever team at bat is "playing safe" this does not apply and you can read it as an infield single.

At any time a runner is out advancing to second the base must be unoccupied after movement of the baserunners has been accounted for. Remember, the ball has been batted to left, center or right according to how many outs there are.

This leads us to a new Advancing On Singles and Doubles Chart

At this time let's take up one of the more complicated of "EI's" charts and replace the presend "Advancing on Singles and Doubles" chart. Take a look at Fig. I. I'll admit it looks as formidible as the chart in the Fifth Edition of "EI" but it also has some saving graces. For one thin, any rool of the white die resulting in a six is never anything other than a two base advance and anything is a one is never anything but a one base advance. So, you've got one third of the chart easily memorized and the rest comes with practive.

What we've done is provide a "put and take" balance so that AAR or S runners (usually) increase the bases taken and Slo runner (usually) decrease the advance. Also, the T-1 outfielder now not only inhibits the advance of a baserunner-as is the case with the 5th Edition of "EI"-but, when the white die is a six, actually throws the runner out trying to advance.

The chart is amplified by referring to the outfield positions individually and by treating baserunning differently when there are two out and runners are free to run at will than when caution applies when there are less than two out. We like the idea of the T-1 outfielder getting those extra assists in his stats by throwing out baserunners.

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We've fitted into the side area of this chart the diagram covering errors assigned following extra base hits.

Another chart we've mulled over since the game was first thrust on a somewhat unsuspecting world in 1970 is the Sacrifice Fly Chart. (see Fig. III)
The major alteration is to take this out of the optional range. We;ve placed it in the regular range of dice rolls rather than requiring separate action. Of course, the team at bat can always play safe and, when this condition prevails, no reference to this chart is made.

We've retained the likihood of success and/or failure according to the out situation, reasoning runners are more likely to score when they've an opport- unity to try with less than two out and in the earlier innings of a game.

When you look at the chart you'll see we've also factored in the runner's speed and the outfielder's arm. The footnotes to the chart are sufficently explanatory to make a repeat here redundant.

Let's now look at Fig. ii. This deals with the circumstance of playing the infield shallow to try to cut off a runner at third at the plate. We've introduced some finer points of consideration that we've been too long in recognizing. For one thing, it is now possible to play all the way or halfway in (envisioned as pulling in the 1B and 3B but leaving the 2B and SS deep enough to handle a DP ball.)

Also, now that 4-5-1 thru 4-6-6 are designated as ground balls on the revised Second Roll Chart we do the following: when infield is played in any roll from 4-5-1 to 4-6-6 (regardless of batter's hitting rating) is a single advancing any runners one base. With the infield palyed halfway in, from 4-5-1 to 4-5-6 is a single as above.

This makes it easier to deal with this situation mentally then having to increase each batter's hitting lines as is the direction in the present edition of "EI".

With the Infield Played In there is a reduced possibility of executing a DP, particularly by way of second base. So, when first base is occupied there can be no DP when the infield is play in. There can be a DP but only via another, less conventional route.

While we're altering your game. Go to the First Roll Chart and make this change: let the DP range runn from 2-6-1 to 3-2-6 anytime there is a runner on first base but only when first is occupied. From 3-3-1 up to 3-4-4 is a DP regardless of the bases occupied situation. Again, this is somewhat easier to apply then the previous arrangement.

A final look at the chart covering playing the infield in or halfway: we've utilized the white die and increased the liklihood of the put out at the plate when the runner from third is forced.

We'd appreciate opinion on these changes particularly if, in resolving one problem, we;ve introduced a new one. We'll be playing out another full season over the next six or more months using the changes we've discussed here. There are yet other changes we've made during our present replay but they come much more in the area of fine tuning and we'll reserve them for the next issue of TTS.

EXTRA INNINGS

Figure I
ADVANCING BASE RUNNERS

WHITE DIE	RUNNER ON FIRST						RUNNER ON SECOND						DOUBLES						ERRORS XB HITS	WHITE DIE
	LF		CF		RF		LF		CF		RF		LF		CF		RF			
	0-1	2	0-1	2	0-1	2	0-1	2	0-1	2	0-1	2	0-1	2	0-1	2	0-1	2		
6	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	SS	6
5	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3B	5
4	1	1	1	1	2	2	1	2	2	2	2	2	1	2	2	2	2	2	2B	4
3	1	1	1	1	2	2	1	2	2	2	1	2	1	2	2	2	2	2	RF	3
2	1	1	1	1	1	2	1	1	1	1	1	1	1	2	2	2	1	2	CF	2
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	LF	1

WITH RUNNER ON FIRST, INCREASE white die reading by one when runner rated AAR/S.
DEDUCT white die reading by one when runner rated Slo, or if OF to whom ball
is hit is rated T-1. If T-1 outfielder <u>and</u> Slo runner DEDUCT only by one.

WITH RUNNER ON SECOND, REDUCE a two base advance to one base if OF rated T-1.

NOTE: a T-1 OF throws out runner advancing <u>two</u> bases when white die is a six.
Batter advances extra base on this play.

Figure II
Infield playing IN-runner on third-NO double play if (4-5-1 thru 4-6-6 is
single thru infield) First Base occupied.

WHITE DIE Ball hit to:	RUNNER ON 3rd <u>Not</u> forced	RUNNER ON 3rd <u>is</u> forced
1B	1-4 out	1-5 out
2B	1-3 out	1-5 out
3B	1-4 out	1-5 out
SS	1-3 out	1-5 out
P	1-5 out	1-5 out

Infield playing HALF-IN runner on third-double (4-6-1 thru 4-6-6 is single
thru infield). Play possible

WHITE DIE Ball hit to:	RUNNER on 3rd <u>NOT</u> forced	RUNNER on 3rd <u>IS</u> forced
1B	1-3 out	1-4 out
2B	1-2 out	1-4 out
3B	1-4 out	1-5 out
SS	1-2 out	1-4 out
P	1-5 out	1-5 out

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EI SECOND ROLL CHART

1-1-1- thru 3-6-6
OUTFIELD FLY OUT
3rd Die (Green)

	LEFT HANDED BATTER			RIGHT HANDED BATTER		
	No out	One out	Two out	No out	One out	Two out
1	7	7*	7	7	7*	7
2	7*	7**	8	7**	7**	7
3	8	8	8	8	8*	*
4	8*	8**	8	8*	8**	8
5	9	9*	9	8**	9*	9
6	9	9**	9	9	9**	9

4-1-1 thru 4-4-6
INFIELD FLY OUT
3rd Die (Green)

	No out	One out	Two out	No out	One out	Two out
1	4fo	4	6	6fo	6	4
2	2fo	2	5	5fo	5	2fo
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6

4-5-1 thru 6-6-6
(when not a SO)
GROUND BALL OUT

NO RUNNER ON FIRST BASE-BATTER OUT AT FIRST

	No out	One out	Two out	No out	One out	Two out
1	1-3	1-3	1-3	1-3	1-3	1-3
2	4-3	4-3	4-3	6-3	6-3	6-3
3	3u	3-1	3-1	3u	3u	3-1
4	4-3	4-3	4-3	4-3	4-3	4-3
5	5-3	5-3	5-3	5-3	5-3	5-3
6	6-3	6-3	6-3	6-3	6-3	6-3

RUNNER ON FIRST BASE-POSSIBLE FORCE OUT

	No out	One out	Two out	No out	One out	Two out
1	1-3	1-6	1-3	1-6	1-6	1-3
2	4-6	4-6	4-6	6-4	6-4	6-4
3	3u	3-6	3-1	3-6	3u	3-1
4	4-3	4-3	4-3	4-6	4-6	4-3
5	5-4	5-4	5-3*	5-4	5-4	5-3*
6	6-4	6-4	6-4	6-4	6-4	6-3

* 5u if
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