

FIRST ROLL CHART

1-1-1 thru 2-6-6: Possible Walk	4-1-1 thru 4-2-6: Possible Double Play
3-1-1 thru 3-1-6: Possible Balk	4-3-1 thru 4-4-4: Possible Double Play
3-2-1 thru 3-2-6: Possible Wild Pitch	4-4-5 thru 4-5-6: Possible Injury
3-3-1 thru 3-3-6: Possible Pick Off by Pitcher	4-6-1: Lineout (max) on Infield Line Out
3-4-1 thru 3-4-6: Possible Passed Ball	4-6-2: Possible Interference by Catcher
3-5-1 thru 3-5-6: Possible Pick Off by Catcher	4-6-3 thru 4-6-6: Possible Rare Play
3-6-1 thru 3-6-6: DP w/runner on 1st	5-1-1 thru 5-6-6: Possible Error

SECOND ROLL CHART

1-1-1 thru 3-6-6: Outfield Fly Out (when not a strikeout)								4-1-1 thru 4-4-6: Infield Popout (when not a strikeout)							
Left-Handed Batter				Right-Handed Batter				Left-Handed Batter				Right-Handed Batter			
3rd Die	0 Out	1 Out	2 Out	3rd Die	0 Out	1 Out	2 Out	3rd Die	0 Out	1 Out	2 Out	3rd Die	0 Out	1 Out	2 Out
1	7	7	7	1	7	7	7	1	4fo	4	4	1	6fo	6	6
2	8	8	7	2	7	7	7	2	2fo	2	2fo	2	2fo	2	2fo
3	8	8	8	3	8	8	8	3	3	3fo	3	3	3	3fo	3
4	8	8	8	4	8	8	8	4	4	4	4	4	4	4	4
5	9	9	9	5	8	8	9	5	5fo	5	5	5	5fo	5	5
6	9	9	9	6	9	9	9	6	6	6	6	6	6	6	6
Note: If reading on first die is a 3 fly out is deep, otherwise shallow.								Note: If second (white) and third (green) die are identical, the out is made on a line drive.							
4-5-1 thru 6-6-6 (when not a strikeout): Infield Ground Out															
No Runner on First								Runner on First (Possible Force Out)							
Left-Handed Batter				Right-Handed Batter				Left-Handed Batter				Right-Handed Batter			
3rd Die	0 Out	1 Out	2 Out	3rd Die	0 Out	1 Out	2 Out	3rd Die	0 Out	1 Out	2 Out	3rd Die	0 Out	1 Out	2 Out
1	1-3	1-3	1-3	1	1-3	1-3	1-3	1	1-3	1-6	1-3	1	1-3	1-6	1-3
2	4-3	4-3	4-3	2	6-3	6-3	6-3	2	4-6	4-6	4-6	2	6-4	6-4	6-4
3	3ua	3-1	3ua	3	3ua	3-1	3ua	3	3ua	3-6	3ua	3	3-6	3ua*	3ua
4	4-3	4-3	4-3	4	4-3	4-3	4-3	4	4-3^	4-3^	4-6	4	4-6	4-6	4-3^
5	5-3	5-3	5-3	5	5-3	5-3	5-3	5	5-4	5-4	5-3!	5	5-4	5-4	5-3!
6	6-3	6-3	6-3	6	6-3	6-3	6-3	6	6-4	6-4	6ua	6	6-4	6-3+	6-3+
* - SD at 1B changes to 3-6								! - SD at 3B changes to 5ua if force at 3rd							
^ - SD at 2B changes to 4-6								+ - SD at SS changes to 6-4							
SD and LD effect on BASE HITS: Only when second (white) and third (green) dice are identical: if ball hit to any SD player, reduce double or triple to single;															
if ball hit to OF LD player, increase hit by one base.															

INFIELD ALL THE WAY IN CHART

The team in the field can elect to draw the infield all the way in with a runner on third base. This is done before the First Roll. The batter's turn proceeds in the usual manner with this chart applied only if he hits a ground ball. Use the third (green) die to tell you whom the ball was hit to and then, from the second (white) die, use the following chart:

Runner on Third

Ball Hit To:	Second (White) Die			Ball Hit To:	Second (White) Die		
	Die	Not Forced	Is Forced		Die	Not Forced	Is Forced
1B	1	Single	Single	3B	1	Single	Single
	2	Single	Single		2	Single	Single
	3	3ua	3ua		3	5-3	5-3
	4	3ua	3-2		4	5-3	5-2
	5	3-2	3-2		5	5-2	5-2
	6	3-2	3-2		6	5-2	5-2
2B	1	Single	Single	P	1	Single	Single
	2	Single	Single		2	1-3	1-3
	3	4-3	4-3		3	1-3	1-2
	4	4-3	4-2		4	1-3	1-2
	5	4-3	4-2		5	1-3	1-2
	6	4-2	4-2		6	1-2	1-2
SS	1	Single	Single				
	2	Single	Single				
	3	6-3	6-3				
	4	6-3	6-2				
	5	6-3	6-2				
	6	6-2	6-2				

LD and SD Effect: LD-rated player decreases (from 3 to 2, for example) reading of second (white) die by one. A six is a fielder's choice (runner safe, batter safe). SD-rated player increases (from 2 to 3, for example) reading of second (white) die by one.

NOTES: Play results where the first baseman makes the putout are on the batter - other runners advance one base only if forced. Singles advance all runners one base - any SUP or AAR runner on second scores. Play results where the catcher makes the putout are on the runner at third - batter is safe at first, and all other runners advance, regardless of if they are forced or not.

INFIELD HALF-WAY IN CHART

The team in the field can elect to draw the infield half-way in with a runner on third base. This is done before the First Roll. The batter's turn proceeds in the usual manner with this chart applied only if he hits a ground ball. Use the third (green) die to tell you whom the ball was hit to and then, from the second (white) die, use the following chart:

Runner on Third

Ball Hit To:	Second (White) Die			Ball Hit To:	Second (White) Die		
	Die	Not Forced	Is Forced		Die	Not Forced	Is Forced
1B	1	Single	Single	3B	1	Single	Single
	2	Single	Single		2	Single	Single
	3	3ua	3ua		3	5-3	5-3
	4	3ua	3-2		4	5-3	5-2
	5	3-2	3-2		5	5-2	5-2
	6	3-2	3-2		6	5-2	5-2
2B	1	Single	Single	P	1	Single	Single
	2	4-3	4-3		2	1-3	1-3
	3	4-3	4-3		3	1-3	1-2
	4	4-3	4-2		4	1-3	1-2
	5	4-3	4-2		5	1-3	1-2
	6	4-2	4-2		6	1-2	1-2
SS	1	Single	Single				
	2	6-3	6-3				
	3	6-3	6-3				
	4	6-3	6-2				
	5	6-3	6-2				
	6	6-2	6-2				

LD and SD Effect: LD-rated player decreases (from 3 to 2, for example) reading of second (white) die by one. A rolled six against an LD is a fielder's choice (runner safe, batter safe). SD-rated player increases (from 2 to 3, for example) reading of second (white) die by one.

NOTE: Play results where the first baseman makes the putout are on the batter - other runners advance one base only if forced. Singles advance all runners one base - any SUP or AAR runner on second scores. Play results where the catcher makes the putout are on the runner at third - batter is safe at first, and all other runners advance, regardless of if they are forced or not.

ADVANCING ON BASE HITS CHART

If batter has made a hit on Second Roll and runners are on base, read the second (white) die.

SINGLES: Runner on first advances two bases if second (white) die is one to three. Runner on second scores if second (white) die is one to five.

DOUBLES: Runner on first scores if second (white) die is one to four. With two outs, runner on first scores.

Adjustments to readings for defensive ratings:

Ball hit to SD player: increase second (white) die result by one (I.e. from 3 to 4)

Ball hit to LD player: lower second (white) die result by one (I.e. from 4 to 3)

Ball hit to T-1 player (who is not also SD): increase second (white) die result by one

Adjustments to readings for base runner ratings:

If runner is SLO base runner: increase second (white) die result by one

If runner is AAR or SUP: lower second (white) die result by one

INFIELD SINGLES: All base hits, as read on Second Roll Chart, go to the outfielder designated. The exception is any single when the second (white) die is a one. The ball is handled by the player indicated by the third (green) die (1=pitcher, 2=catcher, etc). Runners advance one base only if forced on play or two outs. There is no opportunity for an SD player to alter the outcome of the play.

HIT AND RUN CHART

Use only after First Roll has been made and not if a potential error or double or triple play has been signaled. If use when two are out batter cannot get an extra base hit (any base hit is read as a single) and runner on first base cannot advance beyond third.

WHEN BATTER HITS SAFELY: Runner(s) advance one base further than shown on Advancing on Base Hits Chart. I SUP rated runner scores from first base. (If hit is an infield single, runners do not advance an extra base).

WHEN BATTER FLIES OUT: If a deep fly ball runners return to their base(s) safely. If a shallow fly ball, lead runner is doubled off base if fly is to a T-1 outfielder.

WHEN BATTER HITS AN INFIELD POP UP: Runner(s) return safely to their base(s).

WHEN BATTER LINES OUT TO INFIELDER (same reading on second (white) and third (green) die, except 2-2): Lead runner is doubled off base.

WHEN BATTER FOULS OUT: Runner(s) return safely to their base(s).

WHEN BATTER GROUNDS OUT: Runner(s) advance to next base. Apply Second Roll Chart as though there had been no runner on first.

DOUBLE PLAY CHART

When signaled in 4-1-1 thru 4-4-4 range on first roll.

	Runner on 1st/1st & 3rd		Runners on 1st & 2nd		Bases Loaded (Infield In)*		Runners on 2nd & 3rd		Runner on 2nd only		Runner on 3rd Only	
	0 Out	1 Out	0 Out	1 Out	0 Out	1 Out	0 Out	1 Out	0 Out	1 Out	0 Out	1 Out
1-1-1 thru 3-6-6	6-4-3	6-4-3	6-4-3	6-4-3	6-4-3 (6-2-3)	6-4-3 (6-2-3)	6-5	6-5	6ua	6-4	6-5	6-5
4-1-1 thru 4-6-6	4-6-3	4-6-3	4-6-3B	4-6-3	4-6-3E (4-2-3)	4-6-3 (4-2-3)	4-5	4ua	4ua	4-6	4-5	4-5
5-1-1 thru 5-5-6	5-4-3	5-4-3	5-4-3B	5-4-3	5-4-3E (5-2-3)	5-4-3 (5-2-3)	5ua	5-4	5-4	5-4	5ua	5ua
5-6-1 thru 5-6-6	1-4-3	1-6-3	1-5-4C	1-5-3	1-2-3D	1-2-3	1-5	1-6	1-4	1-6	1-5	1-5
6-1-1 thru 6-1-6	2-4-3	2-6-3	2-5-4C	2-5-3	5-2-3	5-2-3	2-5	2-5	2-4	2-6	2-5	2-5
6-2-1 thru 6-6-6	3-6-3	3-6-1	3uaA	3ua	3uaE	3ua	3-5	3-4	3-6	3-6	3-5	3-5

A - Runner on second remains there

B - Runner from second advances to third

C - Batter reaches first on fielder's choice

D - Runners from first & second advance to next base

E - Runner scores from third

Runner from third scores on all plays when batter is retired from first

* Read play in Brackets if Infield playing IN

PICK OFF PLAY CHART

3-6-1: Attempt by Pitcher	Left-Handed Pitcher			Right-Handed Pitcher		
	0 Out	1 Out	2 Out	0 Out	1 Out	2 Out
Base Situation						
Runner on 1st	safe	E-1	out-1B	safe	out-1B	E-1
Runner on 2nd	E-1	out-2B	safe	safe	E-1	safe
Runners on 1st and 2nd	out-1B	safe	out-2B	safe	out-2B	safe
Runners on 1st and 3rd	safe	E-1	out-1B	safe	out-1B	E-1
Runners on 2nd and 3rd	E-1	out-2B	safe	safe	E-1	safe
Bases Loaded	out-1B	safe	out-2B	safe	out-2B	safe

E-1: Error by pitcher, all runners advance one base

3-6-2: Attempt by Catcher	SD-Rated Catcher			non-SD-Rated Catcher		
	0 Out	1 Out	2 Out	0 Out	1 Out	2 Out
Base Situation						
Runner on 1st	out-1B	safe	out-1B	safe	E-2	out-1B
Runner on 2nd	safe	out-2B	E-2	safe	E-2	safe
Runner on 3rd	safe	out-3B	out-3B	safe	out-3B	out-1B
Runners on 1st and 2nd	out-1B	out-2B	safe	out-1B	safe	safe
Runners on 1st and 3rd	safe	safe	out-3B	safe	safe	out-1B
Runners on 2nd and 3rd	out-3B	safe	out-2B	safe	safe	out-3B
Bases Loaded	out-3B	safe	out-2B	safe	safe	out-3B

E-2: Error by catcher, all runners advance one base

Note: If call is "safe", runner(s) remain at base(s)

If runner is out at designated base, any other runners may elect to advance on play. Handle as stolen base attempt. Make roll for this an optional action. Do not credit a stolen base or caught stealing.

Put outs made at second are made by the shortstop if batter is left-handed and by second baseman if batter is right-handed.

SACRIFICE FLY OPTION CHART

Intention to attempt to advance from second to third or score from third after a fly ball has been hit must be declared **before** the Second Roll is made. Proceed with Second Roll and, if a fly ball results, apply the following:

Use the second (white) die to provide outcome on play:

If fly out is shallow:

- * runner is safe if one to four
- * runner out if a four and OF is rated T-1
- * runner out if a five
- * runner holds if a six

If fly out is deep, runner is safe unless second (white) die is a six, or, a five and Offer is rated T-1.

The depth of the fly ball is determined by the first (red) die. If it is a one or a two, the fly ball is hit shallow. If it is a three, the fly ball is hit deep.

The team at bat may elect to "play safe" and no attempt to score is made unless a deep fly ball results. No attempt is made to advance from second to third even on a deep fly ball when team elects to "play safe".

Automatic Application: Particularly when playing solitaire, the game flows so quickly that the option of announcing a sacrifice fly attempt before the Second Roll is unused. The above instructions can pertain by eliminating the "play safe" option and attempting an advance from second to third to apply only to a base runner rated SUP or AAR.

SQUEEZE PLAY CHART

To be used only with runner on third and less than two out.

Defensive team must decide whether to play in or back.

When infield is playing back

"Suicide Squeeze"	Offensive team must announce before first roll
1-1-1 thru 2-6-6	Everyone safe: credit batter with sacrifice
3-1-1 thru 3-6-6	Runner safe, batter out (1-3): credit batter with sacrifice
4-1-1 thru 5-6-6	Runner out (1-2), batter reaches first on FC
6-1-1 thru 6-6-6	Double play (1-2-3)

"Safety Squeeze"	Offensive team must announce before first roll
1-1-1 thru 1-6-1	Everyone safe: credit batter with sacrifice
1-6-2 thru 2-5-6	Runner safe, batter out (5-3): credit batter with sacrifice
2-6-1 thru 3-6-6	Runner out (1-2), batter reaches first on FC
4-1-1 thru 4-4-4	Double play (1-2-3)
4-4-5 thru 6-6-6	Runner holds third. Batter out (5-3). If bases loaded, or 1st&3rd, batter strikes out.

When infield is playing in

"Suicide Squeeze"	Offensive team must announce before first roll
1-1-1 thru 2-2-2	Everyone safe: credit batter with sacrifice
2-2-3 thru 3-1-4	Runner safe, batter out (3ua): credit batter with sacrifice
3-1-5 thru 6-1-4	Runner out (1-2), batter reaches first on FC
6-1-5 thru 6-6-6	Double play (1-2-3)

"Safety Squeeze"	Offensive team must announce before first roll
1-1-1 thru 1-6-1	Everyone safe: credit batter with sacrifice
1-6-2 thru 3-1-1	Runner safe, batter out (3ua): credit batter with sacrifice
3-1-2 thru 3-6-6	Runner out (1-2), batter reaches first on FC
4-1-1 thru 4-4-4	Double play popout (1-5)
4-4-5 thru 6-6-6	Runner holds third. Batter out (5-3). If bases loaded, or 1st&3rd, batter strikes out.

SACRIFICE BUNT CHART

Eliminates First and Second Rolls

		Lead runner is rated:		
		SLO	Average	AAR or SUP
FIRST TRY	Foul Ball	1-1-1 thru 3-6-6	1-1-1 thru 3-6-6	1-1-1 thru 3-6-6
	Successful	4-1-1 thru 5-1-1	4-1-1 thru 5-6-6	4-1-1 thru 6-3-1
	Failure	5-1-2 thru 6-6-6	6-1-1 thru 6-6-6	6-3-2 thru 6-6-6
SECOND TRY	Foul Ball	1-1-1 thru 3-6-6	1-1-1 thru 3-6-6	1-1-1 thru 3-6-6
	Successful	4-1-1 thru 5-1-1	4-1-1 thru 5-6-6	4-1-1 thru 6-3-1
	Failure	5-1-2 thru 6-6-6	6-1-1 thru 6-6-6	6-3-2 thru 6-6-6
THIRD TRY (optional)	Successful	1-1-1 thru 4-1-1	1-1-1 thru 4-3-6	1-1-1 thru 4-1-1
	Failure	4-1-2 thru 6-6-6	4-4-1 thru 6-6-6	4-1-2 thru 6-6-6

Special data on successful results: On First Try, batter is out (1-3). On Second try, batter is out (2-3). On Third Try, batter is out (2-4 covering first). If roll ends in 6-6, credit batter with single.

Special data on unsuccessful attempts (not including foul balls): If third ball ends in:

- 1 Lead runner is out, others advance one base. If play is at 3rd, runner out (1-5). If play is at 2nd, runner out (2-6). Batter reaches on FC.
- 2 Lead runner is out, others advance one base. If play is at 3rd, runner out (3-5). If play is at 2nd, runner out (1-6). Batter reaches on FC.
- 3 Lead runner is out, others advance one base. If play is at 3rd, runner out (2-5). If play is at 2nd, runner out (3-6). Batter reaches in FC.
- 4 Batter strikes out. No advance.
- 5 Batter fouls out (2fo). No advance.
- 6 Popout into double play. Lead runner and batter out. If play is at 2nd, play goes 1-6. If play is at 1st, play goes 2-3.

ERRORS: Any failure (not including fouls balls) which ends in "doubles" on last two (white and green) die, replaces the described action above with an error as follows:

- 1-1 Error on pitcher. Runner(s) advance two bases, batter safe at 1st.
- 2-2 Error on pitcher. Runner(s) advance two bases, batter safe at 1st.
- 3-3 Error on catcher. If two runners on, lead runner advances two bases, other one base. If one runner on, runner advances one base. Batter safe at 1st.
- 4-4 Error on catcher. Runner(s) advance two bases, batter safe at 1st.
- 5-5 Error on first baseman. Runner(s) advance two bases, batter safe at 1st.
- 6-6 Error on third baseman. Runner(s) advance two bases, batter safe at 1st.