

"TOP OF THE TENTH" Instructions

"TOP OF THE TENTH" is based on the original "Extra Innings" which was developed by Jack Kavanaugh with enhancements from various gamers, as well as many ideas I've had bouncing around in my head since I started playing baseball sims as a kid (oddly enough, with the Third Edition of "Extra Innings"). All copyrighted materials and ideas presented here are reprinted with the permission of Jack Kavanaugh or the innovative gamer.



"TOP OF THE TENTH" has its' origins heavily based in "Extra Innings", a game designed in the late 60s and

first published in the 1970s by Jack Kavanaugh. If you've played "Extra Innings" before, you'll find much of the material here redundant. But, don't just skim thru the manual, as there have been subtle changes made throughout the game.

The ratings derived in "TOP OF THE TENTH" are based on the players as they related to the performance of the other teams' players in their league, but assumes (rightfully) that they do not face their own pitching staffs or their own hitters. Thus, when Babe Ruth was the only player hitting homers in his league, the pitchers on the Yankees with similar stats to pitchers not on the Yankees would receive different ratings. Why? Because a pitcher on the Yankees wouldn't have faced Ruth, so to get him to perform realistically, you couldn't include the Yankees hitters' stats when rating him. It may sound confusing, but is a more accurate way to rate players. This is made easier given the computing power today.

While I would like to take it for granted that anyone wishing to play table baseball knows how to score a game, let's make sure we are all using the same basic techniques. "TOP OF THE TENTH" is explained (and charted), for brevity, by using the standard numbering of positions, used by all who keep score sheets. These are: Pitcher (1); Catcher (2); First Baseman (3); Second Baseman (4); Third Baseman (5); Shortstop (6); Left Fielder (7); Center Fielder (8); and Right Fielder (9). From here on we'll relate positions to these numbers. Now, let's start learning the game.

The two charts which you will use constantly (until you've memorized them) are the First Roll Chart and the Second Roll Chart. They've been condensed to their numerical expressions for

convenience. In a nutshell, each batter/pitcher confrontation consists of two rolls. You make the first roll and then consult the First Roll Chart. Some rolls terminate a plate appearance for the batter, such as a walk. Some have an automatic effect on the second roll, such as a signaled error. Others have a possible effect, such as a signaled double play (when followed by most outs), which may or may not be included in the plate appearance. Still yet, there are some results from the first roll which are never included in the outcome. Also, you always read the dice in this sequence: red-white-green-d20. This provides a total of 4320 combinations (6x6x6x20) arranged from 1-1-1:1 thru 6-6-6:20.

NOTE: On the First Roll and Second Roll throw 3d6 and 1d20.

Some ratings are displayed as 3d6 (i.e. 2-3-4). Some ratings are displayed as 3d6:1d20 (i.e. 2-3-4:18). Some ratings are displayed as 1d20(1d20) (i.e. 12(3)).

You can choose to have the First Roll and Second Roll 1d20 add more accuracy to the batter's ratings, or have it be the pitcher's ratings check. **It really doesn't matter much which way you choose as long as you are consistent.** Thus, you either use the 3d6 for the batter ratings check and the 1d20 for the pitcher ratings check, or use the 3d6+1d20 for the batter and re-roll 1d20 for the pitcher's adjustment.

Throughout these rules, all examples assume you are using 3d6+1d20 for the batter and re-rolling 1d20 for the pitcher. However, if using 3d6 for the batter and the 1d20 for the pitcher, then for all batter ratings, if the rating is displayed as a ###:# rating then if the number after the colon on the displayed rating is 1 thru 10, inclusive, then reduce the third (green) rating number by 1. Examples when only using 3d6 for batters: A batter rating shown as 131:10 would become 126. A batter rating shown as 131:11 would stay 131.

Some pitcher ratings are shown as 1d20(1d20) [primary(secondary)] ratings. If using 3d6 for the batter and the 1d20 for the pitcher, then for all pitcher ratings displayed as #(#), if the number in parentheses (the secondary rating) on the referenced rating is 1 thru 10, inclusive, then

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reduce the primary 1d20 rating number by 1 (this can reduce it to 0). Examples when only using 3d6 for batters: A pitcher rating shown as 10(10) would become 9. A pitcher rating shown as 10(11) would stay 10.



FIRST ROLL CHART – Let's look at the First Roll Chart in depth.

1-1-1 thru 2-6-6: Possible Walk – compare the 3d6+1d20 result to the batter's Walk rating. If the 3d6+1d20 is 1-1-1:1 thru the batter's walk rating, a possible walk has occurred. Re-roll the 1d20 and compare the re-rolled 1d20 result to the pitcher's walk rating. If 1 thru the pitcher's primary 1d20 rating, inclusive*, then a walk has occurred. *NOTE: If the 1d20 result is exactly the pitcher's primary Walk rating, re-roll 1d20 again and if the re-re-rolled 1d20 is 1 thru the secondary Walk rating, then a walk has occurred. **Use this same technique throughout this document when rolling exactly the pitcher's primary rating when a secondary rating is also displayed.** Note that times hit by pitch, instead of a generic outcome, as was included in "Extra Innings", is included when computing walk ratings as a walk is identical to a hit-by-pitch as a play.

3-1-1 thru 3-1-6: Possible Balk when any runners on base – compare the 1d20 result to the pitcher's Balk rating. If the 1d20 is 1 thru the pitcher's balk rating, inclusive, then a balk occurs. If a balk occurs, advance all runners one base and **restart** the plate appearance with the First Roll.

3-2-1 thru 3-2-6: Possible Wild Pitch when any runners on base – compare the 1d20 result to the pitcher's Wild Pitch rating. If the 1d20 is 1 thru the pitcher's wild pitch rating, inclusive, then a wild pitch occurs. If a wild pitch occurs, advance all runners one base and **restart** the plate appearance with the First Roll.

3-3-1 thru 3-3-6: Possible Pick-Off by Pitcher when any runner on 1st and no runner on 2nd OR a SUP or AAR runner on 2nd and no one on 3rd – compare the 1d20 result to the pitcher's Pick-Off and Pick-Off Error ratings. If the 1d20 is 1 thru the pitcher's pick-off rating, inclusive, then a pick

off of the runner mentioned above occurs. If **not** a pick-off, then if 1 thru the pitcher's pick-off error rating, inclusive, then a pick-off error occurs. If a pick-off error occurs advance all runners one base - if the third (green) die is odd, the error is on the pitcher, otherwise the error is on the fielder of the base of the lead runner. If a pick off or pick of error occurs, **restart** the plate appearance with the First Roll.

3-4-1 thru 3-4-6: Possible Passed Ball when any runners on base – compare the 1d20 result to the catcher's Passed Ball rating. If the 1d20 is 1 thru the catcher's passed ball rating, inclusive, then a passed ball occurs. If a passed ball occurs, advance all runners one base and **restart** the plate appearance with the First Roll.

3-5-1 thru 3-5-6: Possible Pick-Off by Catcher when any runner is on 3rd base and a left-handed batter is at bat, or if any runner is on 1st base and a right-handed batter is at bat – compare the 1d20 result to the catcher's Pick-Off and Pick-Off Error ratings. If the 1d20 is 1 thru the catcher's pick-off rating, inclusive, then a pick off of any runner on 3rd base occurs when a left-handed batter is at bat, or a pick off of any runner on 1st base occurs when a right-handed batter is at bat. If **not** a pick-off, then if the 1d20 result is 1 thru the catcher's pick-off error rating, inclusive, then a pick-off error occurs if any runner is on 3rd base and a left-handed batter is at bat, or a pick-off error occurs if any runner is on 1st base and a right-handed batter is at bat. If a pick-off error occurs advance all runners one base and charge the error to the catcher. If a pick-off or pick-off error occurs, **restart** the plate appearance with the First Roll.

3-6-1 thru 3-6-6: Possible Double Play if less than two outs - regardless of the double play rating of the defensive team, if there is a runner on first (there may be others on base as well), this roll signals a potential double play. Proceed to the second roll, and if the batter does not get a hit **and** does not strike out, ignore the Second Roll chart, and record a double play as outlined on the Double Play chart. Note that any other runners on base advance one base.

4-1-1 thru 4-2-6: Possible Double Play if less than two outs - if the first roll falls within the defensive team's double play range, and there is a runner on first (there may be others on base as well), this roll signals a potential double play. Proceed to the second roll, and if the batter does

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not get a hit **and** does not strike out, ignore the Second Roll chart, and record a double play as outlined on the Double Play chart. Note that any other runners advance one base.



4-3-1 thru 4-4-4: Possible Double Play if less than two outs - if the first roll falls within the defensive team's double play range, regardless of the base runner situation (other than bases empty, of course), this roll signals a potential double play. Proceed to the second roll, and if the batter does not get a hit **and** does not strike out,

ignore the Second Roll chart, and record a double play as outlined on the Double Play chart. Use some 'common sense' based on where the ball is hit (always use the last-die and the Infield Ground Out Chart) to determine how the double play occurred. Note that any other runners advance one base.

4-4-5 thru 4-5-6: Possible Injury:

4-4-5: If batter doubles: injury to 2B when hit to LF or to SS when hit to RF or CF

4-4-6: Injury to a trailing runner if batter triples

4-5-1: Injury to runner if forced at second

4-5-2: Injury to runner if tagged out at the plate

4-5-3: Injury to defensive player on a foul out

4-5-4: Injury to defensive player on a deep fly ball

4-5-5: Injury to batter on an infield hit with less than two outs. Injury to batter on an infield hit to 1B with two outs.

4-5-6: Injury to fielder if he makes first put out

4-6-1: If followed by a line drive to an infielder, the batter lines out into as many outs as possible. Score the play as a lineout and subsequent plays made on the lead runner(s).

4-6-2: Change strikeouts (when third die on Second Roll is odd) on the Second Roll to catcher's interference. Award the batter first base and advance any forced runners by one base.

4-6-3 thru 4-6-6: Possible Rare Play - this section is reserved for any rare events chart you would like to implement.

5-1-1 thru 5-6-6: This is the potential error range for the defense. You will want to make either a mental or pencil notation of the first roll

as, unlike "Extra Innings", "TOP OF THE TENTH" rates each player individually for errors as well as for each position they play. If the first roll falls within 5-1-1 to the upper range of the first defensive player **fielding** the ball (inclusive), charge an error to the defensive player. The error will either replace an out or be added on to the end of a hit. If the Second Roll chart signals a foul out, charge an error to the defensive player; however, **restart** the plate appearance with the First Roll. If there are runners on base when the error occurs, the action is handled the same way as described in the "Advancing On Base Hits" chart. If the error replaces an out, re-roll 1d6. If the re-roll is a 6, then consider this a two-base error.

OPTIONAL ERROR SYSTEM: You may use the "traditional" "Extra Innings" team error ranges instead of using the new "TOP OF THE TENTH" player error ranges. When using team ratings, if the first roll falls within 5-1-1 to the upper range of the team's defensive rating (inclusive), charge an error to the first defensive player fielding the ball.

As you can see, some results from the First Roll chart end a batter's plate appearance, some may have an effect on the second roll, or some have no effect at all on the second roll. Learning which rolls have such effects quickly decreases the time required to play "TOP OF THE TENTH".

SECOND ROLL CHART - After you have made the first roll, it either has had no application in the present situation; directly affected the batter; or signaled an effect on the batter's action on the second roll (such as an error to be charged or a double play to be made if runners are on base). You now make the second roll. You are going to learn if the batter has made a base hit or an out.

Please now look at the Second Roll Chart. We have provided you with a great variety of play actions condensed into a small piece and very easily memorized with a little practice.

Every reading on this chart is a form of a putout. However, the first thing checked when the Second Roll is made is whether the reading is a potential base hit for this batter. Each batter and pitcher is given ratings for Home Runs, Triples (batters only), Doubles and Singles (for 1947-current, based on play-by-play data).

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For the purpose of learning the play of the game, you read the four dice always in sequence: red, white, green, d20. If the roll is within one of the batter's hitting ranges, re-roll 1d20 and reference the pitcher's corresponding rating. A 1d20 roll of 1 to the pitcher's rating, inclusive, results in the batter successfully completing the possible hit. Possible home

runs and possible doubles that are above the pitcher's ratings are reduced to singles. Possible singles that are above the pitcher's rating turned into an out.

For example, let's take Batter A with ranges as outlined in the batter chart below and Pitcher A with ratings as outlined in the pitcher chart below.

Batter A

HR	T	D	S
1-3-2:14	1-3-4:5	2-1-5:4	3-2-1

Pitcher A

HR	T	D	S
11(3)	n/a	6(7)	14(12)

A batter roll of 3d6:1d20 of 1-1-1:1 thru 1-3-2:14 would be a possible home run. Re-roll 1d20 and 1-10 would be a home run, 12-20 would be a single, and on an 11 re-roll 1d20 and 1-3 is a home run and 4-20 is a single.

A batter roll of 1-3-2:15 thru 1-3-4:5 would be a triple. Pitchers do not affect triples.

A batter roll of 1-3-4:6 thru 2-1-5:4 would be a possible double. Re-roll 1d20 and 1-5 is a double, 7-20 is a single, and on a 6 re-roll 1d20 and 1-7 is a double and 8-20 is a single.

A batter roll of 2-1-5:5 thru 3-2-1:20 (which if displayed simply as 3-2-1 should be read as 3-2-1:20) is a possible single. Re-roll 1d20 and 1-13 is a single, 15-20 is an out, and on a 14 re-roll 1d20 and 1-12 is a single and 13-20 is an out.

Wow, that was a long explanation. Don't worry, once you get the hang of it, it's much faster than all the adding and subtracting that used to go on in "Extra Innings", I promise.

OPTIONAL: If using 3d6 for the batter and 1d20 for the pitcher (instead of the method above) use the following:

A 3d6 roll of 1-1-1 thru 1-3-2 is a possible home run. Consult the 1d20 rolled with the 3d6 and 1-10 is a home run, 11-20 is a single.

A 3d6 roll of 1-3-3 is a triple. Pitchers do not affect triples.

A 3d6 roll of 1-3-4 thru 2-1-4 is a possible double. Consult the 1d20 rolled with the 3d6 and 1-5 is a double, 6-20 is a single.

Finally, a roll of 2-1-5 thru 3-2-1 is a possible single. Consult the 1d20 rolled with the 3d6 and 1-14 is a single, 15-20 is an out.

OPTIONAL LEFT/RIGHTY and BALLPARK

EFFECT RATINGS: As you can probably tell by the free teams included in any season you downloaded, you can use lefty/righty splits and/or ballpark effect ratings. So, you can use just lefty/righty, just ballpark or both lefty/righty and ballpark. Just keep in mind that the MLB season is a very small statistical sample, and you may introduce more abnormalities than you solve by adding lefty/righty and/or ballpark. But, that is up to the gamer.

To find where the ball was hit (on a base hit), consult the Second Roll chart (explained below) the same way as if it were an out. If the second (white) die is a one, it is an infield hit. Infield hits are to the player designated by the third (green) die.

Now, only if the first roll is not a base hit (and the hitting range for all batters starts at 1-1-1) do you consult the Second Roll Chart for the form of the putout. Even though most of the low range - starting at 1-1-1 - will be interpreted as base hits, we have begun our chart with 1-1-1 and ended with 6-6-6. These are all given as put outs and are divided into zones to describe the manner of putout.



From 1-1-1 up to 3-6-6 (when not a base hit) is a fly out. We read the third die (green) to tell us which outfielder caught the ball (7 is left fielder; 8 is

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center fielder; 9 is right fielder). The chart is also divided to show variations in action according to the number of outs when the roll is made and whether the batter is left- or right-handed. The designations are weighted to provide more pulled balls and to have the center fielder handle more fly balls than the other outfielders. Basically, a one or two on the green die goes to left field; a three or four always to center field; a five or six to right field. Departures from this pattern are on the two and five. (I assure you, you will have even this nuance memorized after not too many games played so that you will know - even without looking at the Second Roll Chart - which outfielder caught the ball when a roll in the 1-1-1 thru 3-6-6 zone is not a base hit.)

The next zone runs from 4-1-1 thru 4-4-6 and all such rolls are infield pop outs. It is always a pop fly (or foul ball) caught by the player whose score card designation corresponds with the number of the green die. The exception is a "one" on the green die. The ball goes to the second baseman if the batter is left-handed; to the shortstop if he is right-handed. Otherwise, if a 2, to the catcher; a 3 to the first baseman; a 4 to the second baseman; a 5 to the third baseman; a 6 to the shortstop.

Normally, only the green die provides the final designation. However, when the white and green dice are the same, read this as a line drive (ignore 2-2, the catcher). Should a hit-and-run play be on, the line drive reading would provide a double play. (For more info on the hit-and-run, see the section later in this manual on the Hit and Run Chart.)

The next zone, 4-5-1 thru 6-6-6 covers ground balls. These have been divided into two groups: with no runner on first base and with a runner on first base (setting up a possible force play). As we can now include the pitcher (1) among the designations each green die reading explicitly directs the ball to the appropriate position. There are some notations at the bottom of this chart, referring to SD and LD fielders. These effects are sufficiently explained on the Second Roll chart. Also, defensive range ratings are explained below.

For the Second Roll chart, for any out, regardless of the "range" it falls in (fly ball, pop up or ground ball), consult the strikeout ranges of the batter and pitcher first to determine if the result is a strikeout. If the roll is in the strikeout range

of the batter through 6-6-6:20, then re-roll either 1d20 and if the role is within 1(1) through the pitcher's strikeout rating, it is a strikeout. If not a strikeout, use the Second Roll chart as normal.

Let's review the Second Roll Chart. Memorizing it is the key to speedy play. You'll soon learn to disregard the non-applicable and interpret each roll at a glance. The first die (red) gives you your first information. As you become familiar with the hitting lines assigned to various batters, you will know if the one at bat has a hit or not. You might have to consult his rating to be sure, if the roll is in the high-end "hitting range", starting with a two or three on the red die. However, for the most part, the roll will signal an out and, if below 4-1-1, handled by an outfielder. If 4-1-1 or higher, it will be handled by an infielder (pitcher and catcher included) and be a ground ball if between 4-5-1 and 6-6-6. Try to learn that step first. The designations by positions, being keyed, almost entirely, to scorecard position numbering, will be assimilated as you play the games. Remember, though, to always consult the strikeout portion of the Second Roll chart first (even if the result is a potential fly out).

Defensive Range Ratings - Note that on certain second roll results, the defensive player's range rating can alter the outcome. There are two ratings (three if you count "neutral") for the defensive range of a player. They are: SD for Superior Defense and LD for Limited Defense.

Stealing Bases - There are virtually no stealing restrictions in "TOP OF THE TENTH". It is up to the gamer to use the stolen base realistically, as with any other maneuver in the game. To



attempt a stolen base, the offensive manager must announce his intentions before the first roll. A first roll is done to determine a possible error range only. Note the first roll result, and proceed to the second roll. The base stealer's success rating is his SB rating on the roster. If the catcher has a T-1 arm, decrease his range by one on the first (red) die (say, from 4-5-3 to 3-5-3). If the catcher has a T+1 arm, increase his range on the second (white) die by three (say, from 4-5-3 to 5-2-3). Determine, based on the roll whether the base stealer was successful or not. If safe, credit him with a stolen base; if out,

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credit him with a caught stealing. If the third (green) die is one, two or three, check the first roll potential error number against the catcher's error rating to determine if an error was made on the play by the catcher. If the third (green) die is a four, five or six, check the first roll potential error number against the fielder's error rating to determine if an error was made on the play by the fielder. If an error was made, advance all base runners one base if the steal was successful. All runners hold if the steal was unsuccessful before the error. With a right-handed batter at the plate, the second baseman is the fielder. With a left-handed batter at the plate, the shortstop is the fielder.

For steals of third, reduce the stealer's success rating by one on the first (red) die (say, from 4-5-3 to 3-5-3). The catcher's arm rating adjustment still applies. Only base runners with 20 or more stolen bases for that season may attempt a steal of third. The third baseman is always the fielder for any potential error on a four, five, or six as mentioned above.

For steals of home, reduce the stealer's success rating by three on the first (red) die (say, from 4-5-3 to 1-5-3). Ignore any adjustment for the catcher's arm. Only base runners with 30 or more stolen bases for that season may attempt a steal of home. On steals of home, ignore any potential error if the third (green) die on the second roll is a four, five or six).

Note: Stolen Base ratings appear on the "SB:" rating line, just under a player's name on the roster sheet. The first rating is his "Go" rating (see next section). The second rating is his SB rating (aka Successful Stolen Base range, 1-1-1 to the number listed).

Optional Stealing System: For solitaire replays, or for head-to-head and/or draft leagues, too, you can use the "TOP OF THE TENTH" Optional Stealing System to automate when players attempt a steal. The System only is used when the game is tied or the lead is 3 runs or less, and only pertains to steals of second (when unoccupied, of course). If using the System, **prior to the First Roll for each at bat**, roll the dice and consult the runner's "Go" rating. If the roll is within 1-1-1 to the "Go" rating, the player must attempt a steal of second. Proceed as under the "Stealing Bases" section just prior to this section. When the lead in the game is 4 runs or less, or you want to attempt a steal of 3rd,

home, or a double- or triple-steal, proceed as described in the prior section "Stealing Bases".

Now, let's look at some of the other charts included in "TOP OF THE TENTH".

Infield All The Way In Chart – Consult this chart if the defensive manager calls the infield in (before the first roll), and only if the second roll results in a ground ball. The chart sufficiently covers the results.

Infield Half-Way In Chart – Consult this chart if the defensive manager calls the infield in half-way (before the first roll), and only if the second roll results in a ground ball out. The chart sufficiently covers the results.

Advancing On Base Hits Chart – Consult this chart for any base advancement by runners on a batter's hit. Adjustments are made for defensive ratings and runner ratings and are explained sufficiently on the chart. Base Running ratings for this chart are the first rating on the "BR:" line on the roster sheet for each player, and are "SUP/AAR/--/SLO" in or best to worst.

Optional Base Running Ratings: You will notice next to the "Jump:" and "Safe:" ratings for each player on the roster sheet a "Run:", an "Extra:" and a "Hold:" rating. The "Run:" rating is the base running rating associated with the "Advancing on Base Hits" chart (when using traditional base running). The second two ratings are used for the Optional Base Running Ratings. Instead of consulting the "Advancing on Base Hits" chart, re-roll with the Base Running Ratings listed for each player. You only re-roll, if needed, for the lead "affected" runner on each player. This runner is the: runner on second on a single; runner on first on a double; or, runner on first on a single where second base was empty. When you re-roll, a roll of 1-1-1 thru the first optional rating, the affected runner takes an extra base. If he does not take an extra base, then a roll up to his second rating means he advances the same number of bases as the hit. Anything above this last rating, he is thrown out trying to take the extra base.



Example: Smith is an AAR/3-6-6/6-5-3 base

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runner. If we are using the "Advancing on Base Hits" chart, then we simply use his AAR rating. If we are using the "Optional Base Running" ratings, he takes an "extra" base on 1-1-1 thru 3-6-6, advances the same number of bases as the hit on 4-1-1 thru 6-5-3, and is thrown out trying to advance the extra base on 6-5-4 thru 6-6-6.

Option: Before you re-roll, you need to know where the ball was hit. I've tried my best to eliminate base-6 addition and subtraction in this game, but sometimes, you just need to. If the ball was hit to a T-1 outfielder (on infield singles the runners advance one base), reduce the "extra base" range by 1 on the **first** die. If the ball is hit to a T+1 outfielder, increase the "extra base" range by 3 on the **second** die.

Example: Smith is an AAR/3-6-6/6-5-3 base runner. If we are using the "Advancing on Base Hits" chart, then we simply use his AAR rating. If we are using the "Optional Base Running" ratings, against a T-1 outfielder, he takes an "extra" base on 1-1-1 thru 2-6-6, advances the same number of bases as the hit on 3-1-1 thru 6-5-3, and is thrown out trying to advance the extra base on 6-5-4 thru 6-6-6; and, against a T+1 outfielder, he advances an "extra" base on 1-1-1 thru 4-3-6, advances the same number of bases as the hit on 4-4-1 thru 6-5-3, and is thrown out trying to advance the extra base on 6-5-4 thru 6-6-6.

Hit and Run Chart – Unlike most games which lump player's ability to perform the hit and run into generic groups of talent, "TOP OF THE

TENTH" uses the batter's hitting abilities to define the outcome for the hit and run play. Consult this chart if the offensive manager calls for the play (before the first roll).

Sacrifice Fly Option Chart – Many games build sacrifice flies into the game. "TOP OF THE TENTH", however, gives the offensive manager the chance to try to score from third on a fly ball, or advance from second to third by calling for the sacrifice fly (before the second roll).

Squeeze Play Chart – Consult this chart if the offensive manager calls for the squeeze play (before the first roll). Note: Treat the "Infield Half-Way In" the same as the infield in.

Sacrifice Bunt Chart – Consult this chart any time the offensive manager calls for the sacrifice bunt (before the first roll). Note there cannot be a runner on third.

The table gamer who adopts "TOP OF THE TENTH" has the tools to use to alter the game in any particular he/she wishes. Please feel at liberty to do so.

Note: A lot of gamers like to play in "draft" leagues. For a team's double play rating in a draft league create a team DP range by setting it to 4-1-1 thru 4-3-5. Make the following adjustments: If SS is SD add two lines. If 2B is SD add two lines. If 3B or 1B is SD add one line for each. For LD players at infield positions reverse the above process and deduct lines.

If you have questions about the game, please don't hesitate to contact me. You can reach me on the Delphi Forums at <http://forums.delphiforums.com/extrainnings/> or via e-mail at baseballsimresearch@ron-bernier.com or visit my web site at <http://www.baseballsimresearch.com/>