

STAR TOURNAMENTS - FIELDING AND STRATEGY CHARTS - WEST REGION

Main fielding and strategy chart table covering positions 1st BASE through PITCHER with columns for player number, range, and various fielding metrics.

OUTFIELD, CATCHER, PITCHER RANGE SECTION charts detailing specific range assignments and player capabilities for these positions.

INFIELD RANGE SECTION chart detailing range assignments for infielders across various positions and grades.

MISCELLANEOUS CHARTS - (Bunt Chart Symbols on Back) including SACRIFICE BUNT, SQUEEZE PLAY, HIT AND RUN, and adjustments to pitcher's card results.

X-CHART ADJUSTMENTS FOR INFELDERS detailing specific adjustments and responsibilities for fielders based on runner position and fielder location.

STAR TOURNAMENTS - FIELDING AND STRATEGY CHARTS - WEST REGION

SYMBOLS CHART

BUNT CHART SYMBOLS

READING	E1	E2	E3	RP	NO	READING	READING	SACRIFICE	SAFETY	SUICIDE
G1	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	N/A	With runner on 1st, interference DP, 2nd to 1st Else, groundout runners hold	See Super Advanced X-Chart Groundball Results (below)	G1	SPEED	SINGLE* if <=Speed SAC if > Speed. If 1st&3rd, 3rd holds on regular sacrifice.		
G2	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	N/A	Liner off the pitcher, batter out & runners advance if forced.		G2	SAC	Batter out, runners +1		
G3	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	N/A	Liner off the mound, batter out, all runners advance.		G3	BAD	Batter safe, lead runner out		
F1	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	Error Batter to 3rd, runners score.	Outfielder makes catch and hits wall, runners +2	Flyout, runners +1	F1	POP	Popout, runners hold		
F2	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	Error Batter to 3rd, runners score.	Flyout; if runner on 3rd - he tags and scores but ruled out on appeal.	Flyout, runner on 3rd scores, 2nd can go to 3rd (SAFE<=Speed+Arm+3rd. Else OUT)	F2	DP	Popout DP, lead runner doubled off		
F3	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	Error Batter to 3rd, runners score.	Flyout, lead runner doubled off.	Flyout, runners hold.	F3	1-2	Batter fouls off two bunts; if staying with sacrifice or safety, next 1-2 is K.		Batter misses pitch, runner must steal home.
SI1	SINGLE & Error Batter to 2nd, runners +2	SINGLE & Error Batter to 3rd, runners score.	N/A	If man on 1st and hit to P/1B/2B runner hit by liner is called out , batter SINGLE , others hold. Else, SINGLE* .	SINGLE*	SI1	D E F E N S E	Defense can take sure out, or throw for lead runner.		
SI2	SINGLE & Error Batter to 2nd, runners +2	SINGLE & Error Batter to 3rd, runners score.	SINGLE & Error Batter to 3rd, runners score.	throw comes in behind batter, out getting back to 1st.	SINGLE**	SI2		1,2=P, 3=C, 4,5=1B, 6=3B		
DO2	DOUBLE & Error Batter to 3rd, runners score.	DOUBLE & Error Batter to 3rd, runners score.	DOUBLE & Error Batter & all runners score.	DOUBLE** , hidden ball trick, batter out at 2nd.	DOUBLE**	DO2		SAFE= Speed -4 +Range		
DO3	DOUBLE & Error Batter to 3rd, runners score.	DOUBLE & Error Batter & all runners score.	DOUBLE & Error Batter & all runners score.	If runners on, outfielders collide for DOUBLE*** Else DOUBLE*** & batter misses first, out on appeal.	DOUBLE***	DO3	SAFE= Speed -6 +Range			
TR3	TRIPLE & Error Batter & all runners score.	TRIPLE & Error Batter & all runners score.	TRIPLE & Error Batter & all runners score.	INSIDE THE PARK HOMERUN	TRIPLE	TR3	SAFE= Speed -2 +Range			
W/S	SINGLE & Error Batter to 2nd, runners +2	SINGLE & Error Batter to 3rd, runners score.	N/A	If runners on, Wild Pitch, runners +2 With none on, batter reaches on K + WP	If runners on, Wild Pitch, runners +1 With none on SINGLE in front of plate.	W/S	GROUNDBALL RESULT CHART			
W/G	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	N/A	If runners on, Wild Pitch, runners +1 With none on, batter reaches on K + WP	If runners on, Wild Pitch, runners +1 With none on groundout to catcher.	W/G	INFIELD IN (With any runner on 3rd, except 1st & 3rd, P is IN [20.5]; otherwise P follows middle infielders)			
P/P	Error, Batter to 1st, runners +1	Error, Batter to 2nd, runners +2	N/A	If runners on, Passed Ball, runners +1 With none on, batter reaches on K + PB	If runners on, check pitcher WP for PB or popout. With none on popout to C.	P/P	BASES	GBA	GBB	GBC
P/F	Catcher drops foul pop for error, batter still at plate.	Catcher drops foul pop for error, batter still at plate.	N/A	Batter to 1st on catcher's interference Runners advance if forced	If runners on, check pitcher WP for PB or popout. With none on popout to C.	P/F	3	1	7	1
PO	Error, Batter to 1st, runners +1	Error, Batter to 2nd all runners score.	N/A	Infield fly - if runners on 12 or 123 w/ less than 2 out, batter out, runners hold; Else falls untouched - SINGLE*	Popout to catcher.	PO	13	8	7	8
FO	Catcher drops foul pop for error, batter still at plate.	Catcher drops foul pop for error, batter still at plate.	N/A	If runner on first, he is picked off by C If no runner on first, foulout to C on fan interference	Foulout to catcher.	FO	23	1	7	1

Super Advanced X-Chart Groundball Results (With any runner on 3rd, except 1st & 3rd, P & C are always IN [20.51]; otherwise P & C follow middle infielders)

READING	G1		G2		G3		READING	Batter	Decision	READING	Bases	GBA	GBB	GBC
BASES	NORMAL	IN	NORMAL	IN	NORMAL	IN	BASES	Decide	Lead runner has decision (SAFE=Speed+4+Range >OUT) other runners +1.	Bases	GBA	GBB	GBC	
EMPTY	Batter	-----	Batter	-----	Batter	-----	EMPTY	Down	Runner on 3rd out in rundown, batter safe at 1st, runners +1.	EMPTY	1	1	1	
1	DP43	DP43	Force	Force	Runadv	Runadv	1	DP23	If hit to P, C, or IN fielder, home to 1st DP, else see DP43.	1	2	4	3	
2	Right	Right	Right	Right	Right	Right	2	DP43	2nd to 1st DP, other runners +1.	2	6	6	3	
3	Runadv	Batter	Runadv	Leadr	Runadv	Decide	3	DP54	If hit to C or 3B, 3rd to 2nd DP, else see DP43.	3	5	5	3	
12	DP54	DP43	Force	Leadr	Runadv	Runadv	12	Force	Fielder's Choice, batter safe, runner on 1st out at 2nd.	12	2	4	3	
13	DP43	Batter	Force	Batter	Runadv	Down	13	Leadr	Batter is safe, lead runner out.	13	2	4	3	
23	Runadv	Batter	Runadv	Leadr	Runadv	Decide	23	Right	If hit to 1B or 2B - see Runadv. To P, C, SS - see Decide. To 3B - batter out, runners hold.	23	5	5	3	
123	DP43	DP23	Force	Leadr	Runadv	Leadr	123	Runadv	Batter is out, runners +1.	123	2	4	3	

NON-PITCHER'S PITCHING CARD (L/R)				RUNNER ADVANCEMENT				STEALING CALCULATIONS - Example Line *4,5/12 (17-11)				RESULTS				
bk-20	wp-20	e51	pitcher-5	starter(5)	Always use start with runner speed +/- outfielder's arm.				*4,5/	Good lead range, * indicates runner automatically gets good lead if not held.			1	Batter out, runners hold.		
		hold +9		relief(1)/N	ON HITS USE THESE ADJUSTMENTS				/12	Automatic caught stealing.			2	DP, 2nd to 1st, others +1.		
	4	5	6		If runners held -1, if not held +1.				(17)	Good lead steal rating for attempted steal of 2nd base.			3	Batter out, runners +1.		
2	gb(p)B	SINGLE**	SINGLE**		LF to 3B -2; RF to 3B +2.				(11)	Steal rating for 2nd base without good lead, or rating to steal 3rd or Home.			4	FC, batter safe, runner on 1st out, others +1.		
3	GB(1b)X	FLY(cf)X	gb(1b)C		If two outs runners +2 (the batter does not receive this on trail.)				Battery	Combine pitcher's hold with catcher's arm. Cannot exceed + or - 5.			5	Batter out, if hit to 2b/ss runners +1. Else, runners hold.		
4	GB(2b)X	GB(2b)X	GB(3b)X		Trail runners -5 (except batter trailing on 1st to 3rd open single.)				STEALING FORMULAS (Min. 1, Max. 20, unless * not held.)				6	Batter out, if hit to 1b/2b runners +1. Else, runners hold.		
5	Strikeout •	GB(ss)X	fly(cf/rf)B		OTHER RUNNER ADVANCEMENTS				2nd	If runner gets good lead, use 1st# (17) - 2 if held + battery.			7	Batter safe, lead out, others +1.		
6	WALK	N-HR	WALK		fly()B? Runner on 3rd +2 to score. Can trail with -5.				3rd	If runner does not get good lead, use 2nd# (11) - 4 if held + battery.			8	Batter out, on 3rd holds, 1st to 2nd.		
7	WALK	SINGLE**	SI*-17	lo(ss/2b)+	fly(rf)B Runner on 2nd to 3rd +2 to advance, 20 is only out.				Home	Must get good lead, 2nd# (11) - 9 - 4 if held.			9	DP, home to 1st.		
8	N-HR	po(3b)/lo(ss) •	SINGLE(r/f/f)		DEFENSIVE OPTIONS - PENALTIES				On forced steal of 3rd or Home (H&R and SQZ), without a good lead runner is out stealing				STEALING SEQUENCE			
9	N-HR-16 TR+	gb(2b)C	DOUBLE(cf)		HOLDING RUNNERS - Changes to X-Chart readings of fielders responsible for hold: Add 1 to fielder's range and # = SI**				STEALING SEQUENCE				MISCELLANEOUS STAR RULES			
10	N-HR	GB(ss)X	CATCH-X		CORNERS IN - #s in effect on GB(1b or 3b)X				Defense declares positioning and hold.				No changes until 6th or opposing starter removed.			
11	FLY(f)X	FLY(rf)X	GB(p)X		INFIELD IN - #s in effect on all GB(X) also convert any reading on the hitter's card followed by a + to a SI**				Offense calculates and rolls for lead(Roll 20 sided and two 6 sided.) If good lead runner must steal.							
CATCHER BLOCKING PLATE					OUTFIELD IN - fly()A and fly()B result in a game winning SINGLE ; fly()B? runner on 3rd can tag to win - SAFE<= Speed +/- Arm - 7.				If 20 sided is 1 then reroll for pickoff attempt. Out if > 2nd#, else back with no lead.				Players with no position are 1B5e30.			
RANGE	SAFE	OUT			If a throw to the plate results in the last safe or first out chance, re-roll 20-sided.				If 20 sided is 2 then reroll for balk. Balk if <= pitcher's balk, else back with no lead.				If forced to play out of position use max. ratings.			
1	1-2	3-20			LOMAX: TRIPLE PLAY 1-7; DP 8-20, lead runner out				Check two 6-sided for good lead range or automatic caught stealing.				Cannot pinch hit for last player at a position.			
2	1-6	7-20							WP/BK/PB - Havoc Roll				If steal is attempted defensive manager has the option not to throw to avoid error.			
3	1-10	11-20			1 - Wild Pitch - Reroll 20-sided and check pitcher's WP rating.				Roll 20 sided if throw attempted.				Do not use robbing Homerun rule.			
4	1-14	15-20			2 - 1,2,3 - Balk check; 4,5,6 - Passed Ball (Catcher) check.				If roll is 1-3 then runner safe with possible throwing error. Reroll 20 and if <= catcher's T-Rating, all runners advance an additional base on the overthrow error.				Mercy games - 10 run rule in effect after 4½ innings			
5	1-18	19-20											Delayed steal of home not allowed.			