

**Tournament III Rules for the  
SOM Baseball Convention  
Skype Team Switch with 2012 cards  
September 20 – 22, 2013**

– based upon the Purestrat (Star) Tournaments

*(edition 1.01 of the Tournament Rule Book, for Tournament III updated August 20<sup>th</sup>, 2013)*

*(This rule book is the first draft of the rules for Tournament III of the SOM On-line Baseball Convention. It is based upon the rules used in the Purestrat Skype Draft Tournaments. Stay tuned to the free Convention Newsletter and the website – [www.stratalliance.info](http://www.stratalliance.info) – for further details about the convention and if we make any rule changes.)*

**Pre-Tournament Rule Changes for the Convention**

The SOM Baseball Convention version of this tournament will be a (double elimination / triple elimination / record) tournament verse a month long tournament as Purestrat does of which a gamer's record of wins by rounds determines if they qualify for the playoffs. Also instead of a four game series played by Purestrat, each round will be 2 games with the winner of the round being the gamer who scores the most runs in both games. In this tournament, after the first game of the round, you will switch teams with your opponent. In the next few paragraphs, we will share some special rules for this convention tournament which are not covered in the Normal Pure Strat Skype rules.

As the tournament proceeds, winners of rounds will be matched against other winners and losers will play losers. It is hoped to complete this tournament as follows:

- a) if the tournament is run for only one day – the tournament will be a double elimination tournament of which four rounds, or 8 games will be played on this day. Within your division those teams which have not yet been eliminated will continue in the playoffs that will be played outside of the convention weekend until there is a champion.
- b) if the tournament is run for both days – we will play five rounds each day or a total of ten games per day or a possible 20 games for both days, and the top four teams in your division by record by rounds will qualify to play in the playoffs which will be conducted after the convention weekend until there is a champion – this will be a single elimination playoffs.

Depending upon how many people sign up for the tournament, we estimate that each division created for play will have been ten – twenty managers. Prior to participating in this on-line tournament, each manager must select two teams from the 2012 season of cards. You must have purchased from the game company the full 2012 season of cards. You will call one team your 1<sup>st</sup> choice, and the second team your second choice. If the opponent you play has the same first team as yourself, then you will go with the second team for that round. If both teams are the same, you will use the on-line dice roller we will be using, and each person will roll the 20 sided die in this system. The manager who rolls the highest number on the 20-sided die decides which team he plays with first.

Be sure to read this rule book, as there are some limitations placed upon how you can use the players on the teams you select, especially what we would call fringe players or players who did not play very much but could have very powerful cards. We want you to use this team you pick in a realistic way as the team performed in the 2012 season and your opponent will also have the same limitations.

Finally here are the resources needed to compete in this tournament:

- 1) the 2012 full season of cards for the baseball game
- 2) A fast internet connection
- 3) The free program called Skype which uses a microphone and speakers built into your computer
- 4) The Super Advance Fielding Charts and Strategy Charts (we can provide copies if needed)
- 5) The Pitcher's Hitting Cards (no DH used, we can provide copies if needed)

(Note: - any rule that is shown in red within the normal Pure Strat Rules, is a modification done for the convention and is not used in the normal Skype Tournaments)

## **Normal Pure Strat Skype Tournament Rules**

### **0.01- GENERAL**

This version based upon the Purestrat Tournaments uses most of the Super Advanced SOM Rules. Those rules that are not used are identified throughout this document. For example, we do not use the OUTFIELDER ROBBING A HOMERUN Rule (**14.5**), the DELAYED STEAL OF HOME Rule (**23.9**), WEATHER EFFECTS (**30.5**), the STARTING PITCHER REST CHART (**27.51, 27.61**), or the SOM method for throwing the dice (**29.1**). This tournament does not allow a defensive player to play at a position unless it is on his card (except for players with no position on their card [See **T10.11**] and certain injury situations – see **T25.2**). Purestrat does not use the designated hitter (pitchers have to hit).

Since 1999, SOM has added several new rules that are used. This tournament does use the rule which decreases the bunter's rating by two levels with the bases loaded and infield or corners in (**18.31**), the CATCHER BLOCKING THE PLATE RULE (**13.63**) and the rule that awards a home to first double play when the ball is hit to an infielder who is positioned IN with the bases loaded (See **T15.0**). (note a **T** rule is a Purestrat/Convention Tournament Rule / a **S** rule is from Strat-o-matic)

### **T- 0.02- SELECTION OF TEAMS**

Prior to participating in the tournament, you must select two teams with all the players linked to the team (this includes players who only had a partial season with this team) and if the teams has more then 25 players you must select the top 25 players you wish to use (look at usage restrictions later). Before the tourney begins, each manager should email the tournament director which teams they plan to use.

### **T - 0.03 - PLAY**

Managers may have only one page (8 1/2 x 11) of strategy information during face-to-face play (which can include the fielding rating and error roles if not on the card). Players using their own cards may have as much information on the cards as they wish. Computers may not be used during face-to-face play.

We request that each manager have a scoresheet that use to record all their games in the tournament. The reason for this is so each manager can confirm their opponents are following the usage rules. And secondly so that we can do an accurate report of this historic first on-line tournament and be able to accurately follow the road of the eventual champion. If you do not have any scoresheets we can provide a digital image in PDF format that you can print out, just let us know.

### **T- 0.04 - MERCY GAMES**

The game is over if one team has a lead of 10 runs or more after the end of a complete inning and five innings have been played. The home team does not bat if it is ahead by 10 or more runs and the visitor has completed the top of the inning.

### **T - 0.05 - CONCESSIONS**

If someone is getting badly beaten, he may concede the game at any time (the integrity of the game and tournament must be preserved). If the victorious team is less than 10 runs ahead at the time of concession, their run total is increased by whatever it takes to get the 10-run advantage.

### **T - 0.06 - RULE VIOLATIONS**

See Section T31.0 for a more complete description of remedies for rule violations and mistakes. Once a rule violation or mistake (such as the usage of an ineligible player) is discovered, the offended manager will usually have the option of accepting the result or replaying the game from the point the mistake was made. If the result is accepted, any ineligible player must be immediately replaced (except as noted in T31). If the ineligible player was a pitcher, the innings should be recorded as pitched with a footnote describing why the mistake was allowed. Series results are official once the pitching sheet has been signed off or once a subsequent series has begun. If a mistake is discovered from a completed game after a subsequent game (within that series) has begun, the offended manager has the option of accepting the result or declaring the game suspended. If the game is suspended (see T33.0), it will be resumed (when time permits) from the point where the error was made.

**T- 0.07**

All sacrifice and squeeze plays must be played out. You may not concede them.

**T - 0.09**

The Tournament Director will review the tournament format and tie-breaker procedures before the tournament begins. The Tournament Director resolves all disputes.

**T - 0.10**

Some SOM rules are often missed. They are summarized here. See references for the complete text.

When a runner is held, subtract 1 from his run rating and if NOT held, add 1. (**S 13.2**)

On a fly(rf)B only, a runner at second base may advance with the usual calculations except a roll of 20 is the only chance for getting thrown out. (**S 14.3**)

You may advance the trail runners on a fly B? (**S 14.4**)

You may hit and run after checking for a good lead and not getting it. (**S 19.0**)

HBP does NOT count towards weakness dots. (**S 27.3**)

**T - 0.13**

Visiting team names starting pitcher first. During the game, the team on the field (the defensive team must always announce first their strategy or say "set" before the offensive teams make their moves.

**T - 0.14**

Without the acquiescence of the opponent, a player may not request nor may other players offer assistance. This rule covers game play and extends from the roll for home to the signing of the opponents pitching sheet. This rule includes (but is not limited to) the following kinds of assistance:

- 1) help making out a line-up
- 2) help making a substitution
- 3) help with strategy such as infield/outfield position or bunt, hit&run etc.

Note this includes subtle comments such as, "Don't you have a closer?" Rule clarifications and help interpreting a dice-roll result are not considered to be outside help and may be requested or offered at any time by anyone.

**T - 0.15**

Legal (**See T10.11**) substitutions (i.e. a player from the bench is brought in and replaces a player in the line-up) can be made at any time and any sequence of legal moves may be made immediately after a substitution. However, defensive moves that don't involve substitutions (for example, having your LF and CF swap positions) may only be made at the beginning of each half inning. Exception: If the Hitter's Pitching card is pitching, you may (under certain circumstances - see **T25.3**) make mid-inning defensive moves that involve the pitcher. (There are exceptions for mistakes and rule violations – see **Section 31.**)

**T - 0.16**

The tournament director will determine who is the home team (as you must use the ballpark that is associated with the team you use) – of the first game. When you switch teams, once again the same 2012 team will be the home team for that round. As you advance the tournament director will try to switch as is possible that in the next round you will be the reverse (if you were the home team first, for example that in the next round you are the away team).

**T - 0.17 – Who wins the Round?**

The winner of each round is the manager who scores the runs in both games. So while it is possible to pick a weak team to play with and lose by three or four runs in the first game, if you win by more than this margin in game two after switching teams you are the winner. However, should both managers be tied in the runs at the end of the round, here is the tie breaker conditions in order:

- A. Which manager has collected the most hits in both games, if this is tied;

- B. Then we look at total on-base chances between the two games which includes Hits, Walks and HBP (but not on base by errors) – add these categories to get a total; if this is tied;
- C. Which manager hit the most home runs.

As stated before, after the winner of the round is determined, they will play other winners or more successful teams and the loser will play other teams who have lost within your tournament division.

### **S - 1.0 - HOW TO READ THE DICE AND CARDS**

Typically, each batter's roll involves all three 6-sided dice. The 20-sided die is used for secondary rolls (such as "split chances," fielding and base running). When rolling the three 6-sided dice, read the white die first, and then add the two colored dice together. If the white die comes up 1, 2, or 3, refer to the appropriate column on the batter's card. If it is 4, 5, or 6, refer to the pitcher's card. The two colored dice will total 2 through 12. Cross-reference the sum of the colored dice with the appropriate line in the correct column. Example: A white 3, a colored 2 and a colored 6 would be read as 3-8 (batter's column No. 3, result No. 8). A white 4, a colored 1 and a colored 5 would be read as 4-6 (pitcher's column No. 4, result No. 6). Splits: Some readings on the player cards require a second roll. Say the roll was 1-5 and the card read HOMERUN 1-10, DOUBLE 11-20. Roll the 20-sided die. If between 1 and 10, it's a homerun; if 11 and 20, it is a double. See T29.1 and T29.11 for more on dice rolling.

### **S - 7.0 - OFFENSIVE STRATEGY**

You may use all the strategies that big-league managers use (intentionally walk batters, change pitchers, pinch-hit, bunt, steal, hit&run etc.). You must announce your strategy to your opponent before rolling the dice for any of these changes. If you're simply swinging away, you should announce your next scheduled hitter but this is assumed if you say nothing. The offense shouldn't quick-roll their opponent and should wait a second or two between rolls to allow the defense to call time to make a move. A player may take back an announced decision up until the dice are rolled or until his opponent announces his decision. Note that a declared intent to do nothing (e.g. "Go ahead") counts as a decision. Example: I announce a pinch hitter and before the dice are rolled or my opponent announces a pitching change, I can change my mind without penalty.

### **S - 10.0 - PLAYER USAGE: INJURIES AND REST**

#### **S - 10.1**

A manager may not make a substitution if doing so prevents him from legally (see **T10.11**) covering all defensive positions except you can pinch-hit or pinch run for your last eligible pitcher.

#### **T - 10.11 - Hitter Eligibility and Usage**

Position players must have **250 plate appearances** (at bats + walks) to be a starter of the game. If the player has a catcher rating on his card he needs to have only **225 plate appearances** to be a starter. Players with no position on their card may be used as a 1b-5e30. Unless forced by an injury, players may only play at positions that they are rated on their card (See Section 31 for exceptions). In most cases, teams must have a back-up at each position (See T31.10). When a player is injured (i.e. – they roll their injury on their card and are injured), they are removed for the remainder of the game.

Position players that started the game may not be replaced until the sixth inning unless injured or the opposing manager changes his pitcher. (In this later case, changes may not be made until the new pitcher takes the mound). A relief pitcher entering the game before the sixth inning must bat in the same position in the lineup as the pitcher he's replacing except that a relief pitcher may enter the game in the spot of an injured player if the batter (or subsequent pinch runner) who pinch hit for the pitcher can cover the position of the injured player. Pitchers may not pinch hit for position players but they may pinch run. If you hit for your pitcher in the bottom of the 5th inning, the pinch hitter may stay in the game. Unless forced by an injury (See T25.2), a manager may not remove a player from the game if doing so makes it impossible to cover all defensive positions. Exception: You may pinch hit or pinch run for your last eligible pitcher.

If a positional player has less than 100 plate appearances, they are only allowed to come in as a pinch hitter or pinch runner. Therefore you will need to decide if you wish to have positional players as part of your 25 man roster.

## **T - 10.2 - Pitcher Eligibility and Usage**

Relievers must have 40 innings pitched in the 2012 season to be eligible to be used in this tournament. If they have less than 40 innings pitched, they are ineligible. Further, on the pictures card, it must show a relief rating. Starters must have a minimum of 125 innings in order to qualify as a starting pitcher and they must have a starter's rating on their card. Each team must have at least 3 starting pitchers. For this tournament, it is required to have a minimum of a three man rotation which means each starting pitcher once they start, needs a two round rest. Related to injuries, a pitcher can only be injured when they are batting, if the injury is rolled, they are removed for the rest of the game.

Also when the teams are switched, you do not have to use the same starting pitcher as your opponent did. As long as the starter has a two round rest, they are eligible. For example, in the first round, you may use your ace pitcher but when you switch teams, your opponent could choose to use another starter. The two games of rest only applies to the starter who is used in the first game. Once you have used any starting pitcher, again he can not pitch until he has two rounds of rest and your opponent can not use this starter until he has the proper rest.

A starting pitcher must be removed at the end of the tenth inning and, unless injured, cannot be removed until he has given up either 4 runs or has pitched at least 5 innings. Again, a pitcher who starts must rest two rounds after they start before they can pitch again. Additionally, there are various pitchers who can either start or reliever and have 125 innings or more. Before such pitchers can be used as a starter or reliever they must have their two rounds of rest. If you decide, after the appropriate rest, to use a starter / reliever as a reliever, then you must follow the rules for use as a reliever, however in the next round, you are able to use a starter/reliever as a starter, as all relievers usage is reset for each round. But again if you use a starter/reliever as a starter, then two rounds of rest is needed before they can be used again.

**A reliever is only allowed to pitch 1 or 2 innings per game (and then is available for the same amount when you switch teams).** How the innings are determined is by point of weakness shown on the reliever's card relief(X) where if X is = 1 then the reliever is available a maximum of one inning (unless a double play occurs to take them over one inning); and if X>=2, the reliever can go a maximum of two innings per game. The exception to this rule is a closer as some closers are rated relief(1) but have a closer rating of up to "6". For a closer who is rated "1" - "3" they can pitch only one inning as a closer, for a closer rated "4" - "6" they can pitch a maximum of two innings as a closer.

**The Strategy for using your relievers:** since you are essentially playing one game with your team, you have access to all the relief pitchers - the only thing you must be careful about as you change relief pitchers to face the weakness of the opposing team's hitters is that you are limited to 1 or 2 innings max should the game go into extra innings.

A position player must pitch if the last eligible pitcher has reached their inning maximum or was removed for a pinch hitter or pinch runner (See **T25.3** and the Hitter's Pitching Card on Page 8). You may pinch hit or pinch run for your last eligible pitcher. See **Section T31** for more on eligibility.

## **S - 11.0 - LEFTY-RIGHTY RATINGS**

### **S - 11.1**

For the batter, use only the left side of the card when he is facing a left-handed pitcher; use only the right side of the card when he is facing a right-handed pitcher. For the pitcher, use only the left side of the card when he is facing a left-handed batter; use only the right side of the card when he is facing a right-handed batter. Check the upper left corner of the batter's card to determine if he hits left (L), right (R) or is a switch-hitter (S). A switch-hitter must bat left-handed against right-handed pitchers and right-handed against left-handed pitchers. The hitting style of the pitcher is indicated as the last letter in his batting rating at the top of the Advanced side of his card. Example: #1WR indicates this pitcher uses Pitcher's Hitting Card No. 1, with W power and is a right-handed hitter. Check the top of the Advanced side of the pitcher's card to determine whether he throws right or left.

## **S - 12.0 - POWER RATINGS (N/W)**

Strat-O-Matic limits the ability of low-power batters to hit homeruns off pitcher's cards. You will find each batter's power ratings below his name, and above his hitting columns, on the Advanced side of his card. The possibilities are N for normal power and W for weak power. Some batters may be N against left-handed or right-handed pitching, and W against the other.

### **S - 12.1**

The letter "N" precedes all homerun readings on pitcher's cards. The hitter must have "N" power for this roll to result in a homerun. If the batter's power rating is "W" then any homerun chance becomes a SINGLE\*\* (all other runners advance two bases).

### **S - 12.11**

If the result is split and the subsequent roll of the 20-sided die is in the range of the second result, always accept that reading, even if it is a double or triple.

## **S - 13.0 - RUNNER ADVANCEMENT ON HITS**

### **S (13.0) – 2.2**

A single followed by one asterisk (\*) indicates an automatic one-base advance for all runners. A single or double followed by two asterisks (\*\*) indicates an automatic two-base advance for all runners. A single followed by no asterisk (open single) is a one-base advance and a double followed by no asterisk (open double) is a two-base advance. However, when no asterisk is present, the manager of the team at bat may elect to have his runners attempt to advance an extra base.

### **S (13.0) – 2.22**

When there are two outs, add 2 to all runner's running rating before rolling the die. (Note: does not apply to the batter or to runners who are tagging up on a fly ball.)

### **S - 13.1**

An outfielder's throwing arm will affect all base running attempts for an additional base on singles and doubles not followed by asterisks and some fly balls. In most cases, the advanced side of player cards show which outfielder should be used (cf, lf, rf). If there is no outfield symbol, assume the throw is to be made by the center fielder. (Exception: On an open DOUBLE/flyout split or an open SINGLE/flyout split, assume that the ball is hit to the fielder identified in the flyout when the fielder is not identified in the hit result). Each outfielder's arm is indicated at the top of the Advanced side of his card. You will find it in parentheses, after his first outfield position. This number is added to the runner's run rating (along with other adjustments) to determine the safe chance for the runner. After all adjustments, the maximum is 19 and the minimum is 1.

### **S - 13.2**

When a runner is held on first or second base, subtract 1 from his running rating when that rating is needed to determine whether he can advance an extra base on another player's hit. If the runner is not being held, add 1 to his running rating. When using the cutoff rule on an open single or open double with the bases loaded or runners on first and second base, the trail runners are considered held if the lead runner is held. The normal defensive penalty for holding the runner is applied but only for the lead runner (See **S23.83**).

### **S - 13.4**

On throws from rightfield to third base, increase the runner's rating by 2. On throws from leftfield to third base, decrease the runner's rating by 2.

**T - 13.5** (*This Tournament does not use Rule 13.5 as this rule was over-ridden by new rule 13.611.*)

## **S - 13.6 - CUTOFF RULE – OPEN DOUBLE OR OPEN SINGLE**

### **S - 13.61**

When a manager decides to try to score a runner from first base on a double followed by no asterisks, or the runner from second base on a single followed by no asterisks, the defensive manager has the choice of throwing home or conceding the run, thereby preventing the trail runner(s) from advancing.

**T - 13.611**

Note: This rule also applies when a runner tries to go from 1st to 3rd on a single with no asterisks (with no runner on 2nd). In this case, the trail runner is the batter but do not apply the -5.

**S - 13.62**

If the defense throws for the lead runner, the offensive manager must decide whether to allow the trail runner(s) to attempt to advance an extra base.

**S - 13.621**

Calculate the lead trail runner's chances as: Running rating -5 (if the throw is to home), plus the outfielder's arm, plus the adjustment for runner hold (-1 if held, +1 if not held, rule 13.2 applies). Example: Lead trail runner's running rating is 1-15, and center fielder's arm is -2 and this runner is being held on base. Safe chance (to home) is 1-7 (15-5-2-1 = 7). The calculation may not be lower than 1. Don't forget to add 2 if there are two outs (except if the trail runner is the batter), and to make any adjustments for outfield location if the throw is to third base (+2 if throw is from right field, -2 if throw is from left field).

**S - 13.622**

If the offensive manager chooses to hold the trail runner(s), then the throw is automatically made for the lead runner by the defense. Roll the 20-sided die to determine whether the runner is safe or out.

**S - 13.623**

If the offensive manager has decided to send the lead runner and let the trail runner(s) try to advance, then the defensive manager must choose one of two options:

- A.** Throw for the lead runner. Roll the 20-sided die to determine whether the runner is safe or out. The trail runner(s) advance an extra base.
- B.** Cut off the throw and attempt to throw out the lead trail runner. Roll the 20-sided die to determine whether the lead trail runner is safe. Other trail runners, if any, automatically advance. The lead runner automatically advances (and scores if he was heading home), even if the trail runner is out for the third out of the inning.

**S - 13.63 - CATCHER BLOCKING THE PLATE**

Whenever there is a tag play at the plate on a throw that originates from the outfield, the catcher's defensive ability may be challenged and it can make the difference between a runner being called safe or out. The rule comes into play when you are rolling the 20-sided die to determine if the runner is safe or out at home. If the last number in the safe range or the first number in the out range is rolled, then the catcher's ability will be checked with another roll of the 20-sided die. For instance, if the safe range (after all adjustments have been made) is 1-14 and you roll a 14 or 15 on the 20-sided die, then you must roll the 20-sided die again and refer to the following chart to determine if the runner is safe or out:

Catcher's Rating	Safe	Out
1	1-2	3-20
2	1-6	7-20
3	1-10	11-20
4	1-14	15-20
5	1-18	19-20

**S - 3.0 - FLYBALLS**

The abbreviation in parentheses indicates which fielder the ball was hit to: (lf)-left fielder, (cf)-center fielder, (rf)-right fielder.

**S - 3.1**

In each case, batter is out. On a Flyball()A, all runners tag up and advance 1 base. On a Flyball()B, a runner from third scores on the Sac Fly. On a Flyball()C, all runners hold.

**S - 14.0**

fly()B? and fly(rf)B

**S - 14.2**

For fly()**B?**, if the caught fly ball is not the third out, a runner at third base does not automatically score, as he would on fly()**B**. The offensive manager must decide whether to attempt to have the runner score, or to hold him at third base. To attempt to score, add the runner's running rating, plus the outfielder's arm, +2. The result may not be higher than 1-19 or lower than 1. Roll the 20-sided die to determine if the runner is out or safe. Note that the CUTOFF RULE applies (See S14.4).

Example: 1-14 runner vs. a -1 outfield arm. Safe = 1-15 (1-14, minus 1, plus 2).

**S - 14.3**

On a fly(rf)**B**, a runner at second base may advance with this calculation: Runner's Running rating plus right fielder's arm, +2 for the throw to third base from right field. Roll the 20-sided die. However, the only OUT chance is the split chance of 20. If the roll is higher than the highest safe chance but lower than 20, the runner holds at second base. Note that a runner at first always holds on a fly() **B**. Example: A 1-14 runner and a -1 arm. Safe: 1-15; Hold: 16-19; Out: 20.

**S - 14.32**

NOTE: This rule does not apply to fly(rf)**B?** readings from cards or to F2 readings from the Super Advanced Fielding Chart (See **S16.7**).

**S - 14.4 - CUTOFF RULE: fly()**B?****

If there is a runner at third base and at least one more runner on base when a fly()**B?** reading occurs, and if the offense decides to send the runner home, the defense has the option of cutting off the throw to the plate.

**S - 14.41**

By cutting off the throw, he allows the runner from third base to score, but "holds" the other runner(s).

**S - 14.42**

If the defense throws home, the offensive manager must decide whether to allow the trail runner(s) to attempt to advance.

**S - 14.43**

Calculate the lead trail runner's chances as: Running rating -5, plus the outfielder's arm.

Example: Lead trail runner's running rating is 1-15, and center fielder's arm is -2. Safe chance is 1-8 (15-5-2 = 8). The calculation may not be lower than 1. As with attempts to advance on hits for throws from rightfield to third base, increase the runner's rating by 2. On throws from leftfield to third base, decrease the runner's rating by 2.

**S - 14.431**

If the offensive manager chooses to hold the trail runner(s), then the throw is automatically made to home by the defense. Roll the 20-sided die to determine whether the runner is safe or out.

**S - 14.432**

If the offensive manager has decided to send the runner home and let the trail runner(s) try to advance, then the defensive manager must choose one of two options:

**A.** Let the throw go through to home. Roll the 20-sided die to determine whether the runner is safe or out. The trail runner(s) advance.

**B.** Cut off the throw and attempt to throw out the lead trail runner. Roll the 20-sided die to determine whether the lead trail runner is safe. The last trail runner, if any, automatically advances. The run automatically scores, even if the trail runner is out for the third out of the inning.

**T - 14.5**

This tournament does not use the OUTFIELDER ROBBING A HOMERUN RULE.

See T25.3 for more on how and when to use the Hitter's Pitching Card.



**S - 4.0 - GROUNDBALL ( ) A, B, C**

The abbreviation in parentheses indicates which fielder the ball was hit to:(p)-pitcher, (c)-catcher, (1b)-first baseman, (2b)-second baseman, (3b)-third baseman, (ss)-shortstop.

**- 15.0**

**GROUNDBALL RESULT CHART (Pitcher and Hitter Cards)**

BALL HIT TO FIELDER WHO IS BACK				BALL HIT TO FIELDER WHO IS IN			
BO (*)	GBA	GBB	GBC	BO (*)	GBA	GBB	GBC
1	DP43	Force	Runadv	1	DP43	Force	Runadv
2	RightC	RightC	Runadv	2	RightC	RightC	Runadv
3	Deep	Deep	Runadv	3	Batter	Leadr	Batter
12	DP43	Force	Runadv	12	DP43	Force	Runadv
13	DP43	Force	Runadv	13	Batter	Leadr	Batter
23	Deep	Deep	Runadv	23	Batter	Leadr	Batter
123	DP43	Force	Runadv	123	DP23	Leadr	Leadr

**GROUNDBALL RESULT CHART (X-Chart)**

BALL HIT TO FIELDER WHO IS BACK				BALL HIT TO FIELDER WHO IS IN			
BO (*)	G1	G2	G3	BO (*)	G1	G2	G3
1	DP43	Force	Runadv	1	DP43	Force	Runadv
2	RightX	RightX	RightX	2	RightX	RightX	Runadv
3	Runadv	Runadv	Runadv	3	Batter	Leadr	Decide
12	DP54	Force	Runadv	12	DP43	Leadr	Runadv
13	DP43	Force	Runadv	13	Batter	Batter	Leadr
23	Runadv	Runadv	Runadv	23	Batter	Leadr	Decide
123	DP43	Force	Runadv	123	DP23	Leadr	Leadr

**(\*) BO = Bases Occupied**

For all groundballs with a runner on 3b, the pitcher & catcher are always considered IN except with runners on 1b and 3b only, the pitcher and catcher are in the same position as the middle infielders. With no runner on 3b, pitcher & catcher are always BACK.

**RESULTS**

**Batter** - Batter out, runners advance only if forced.

**Decide** - Lead runner can attempt to advance a base (compute his safe chances as: Running speed minus 4 plus fielders defensive rating; max safe range is 1-19). If the offensive manager decides to attempt this, the defense must then decide if it wants to take the sure out at 1b (batter is automatically out and all runners advance 1 base) or try to throw out the lead runner (the batter is then safe and other runners advance 1 base). Note that on a groundball hit to the catcher, if the lead runner is on 3b, he holds and batter is out at 1b.

**Deep** - If hit to 2b or ss – Batter out, runners advance one base. Otherwise, batter out, runners hold.

**DP23** - Batter out, runner on 3b out – double play. Other runners advance 1 base.

**DP43** - Batter out, runner on 1b out – double play. Other runners advance 1 base.

**DP54** - If the ball is hit to the catcher or the 3b, then the result is a 3b to 2b double-play (batter is safe). Otherwise, see DP43.

**Force** - Batter safe, runner at 1b out going to 2b. Other runners advance one base.

**Leadr** - Batter safe, lead runner is out, other runners advance one base.

RightC - If hit to 1b or 2b, batter out, runner advances one base. Otherwise, batter out, runner holds.

RightX - If hit to 1b or 2b, batter out, runner advances 1 base. If hit to 3b, batter out, runner holds. If hit to ss, Pitcher or Catcher, See Decide.

Runadv - Batter out, runners advance one base.

## **S - 16.0 - FLY()X, GB()X and CATCH-X**

### **S - 16.1**

"X-chance" readings, abbreviated as shown above, are obtained from the pitcher's card.

- A.** A range rating (from 1, the best, to 5, the worst) that determines whether the fielder will catch the ball or whether it will become a hit.
- B.** Throwing arms for outfielders (from -6, the best, to +5, the worst) and catchers (from -5, the best, to +5, the worst). These are indicated in parentheses immediately after the range rating. Note that an outfielder's arm rating is the same, no matter which outfield position he is playing.
- C.** Error ("e") ratings determine the frequency of the player's errors at each position. The lower the "e" rating, the fewer errors the fielder will commit.
- D.** A "T" rating for catchers only. This range of numbers (1-3, 1-9, etc.) is the range for possible throwing errors on successful stolen bases.
- E.** A passed ball "(pb)" rating for catchers only. This number indicates the highest number in a range that begins with 0 for possible passed balls.

### **S - 16.4**

Consult the Super Advanced Fielding Charts (two 2-sided charts). The 20-sided die and all three 6-sided dice will be rolled on every reference to resolve "X chances" (See T29.11). Also note that instead of reading the white die separately, the three 6-sided dice are added to reach a result ranging from 3-18.

### **S - 16.41**

Also note that in addition to the usual hits, errors and outs, the Super Advanced Fielding Chart contains a variety of Rare Plays. Here you will find such plays as inside-the-park homeruns, catcher's interference, the hidden ball trick and many more exciting surprises!

### **S - 16.42**

Resolve "X chances" this way (See T29.11 for more on dice rolling):

- A.** Roll the 20-sided die and refer to the Range Section of the X-Chart and cross-reference the number rolled with the fielding range rating (1-5) for the defensive player in question. Obtain the correct reading.
- B.** Then roll all three 6-sided dice, add them and refer to the Error Section of the X-Chart by finding the row with the defensive player's "e" rating. The possible readings are RP (rare play), E1 (1-base error), E2 (2-base error), E3 (3-base error), or no reading at all (which means no error).
- C.** Take the two symbols derived from the above steps and match them in the appropriate Symbols Chart to determine the outcome of the play.

Example: A reading of GB(1b)X and a first baseman who is rated as 1b-4e15. The 20-sided die roll is 5. Cross-reference the 5 with the range rating of 4 in the Range Section for 1B/2B/SS/3B and find "SI1." Then roll all three 6-sided dice (a 6, 5, and a 1) and add them as 12. In the Error Section for First Base, find the "E RAT" of 15 and read across. The dice roll number 12 appears under the column marked E1. Now go to the Symbols Chart, find the "SI1 section" and look at play result "E1." Final result: Single and one-base Error.

### **S - 16.5**

If a "PO" rare play occurs with fewer than two out and runners on first and second bases, or with the bases loaded, consider this an Infield Fly Rule play - the batter is out and the runners hold. Otherwise, accept this play as a single.

Correction from 2002: The SI1 RP found on the 1B/2B/SS/3B/Pitcher X-Chart should only be used on a groundball to 1st, 2nd or Pitcher. If the groundball is hit anywhere else, then consider this a single with runners advancing one base. (A grounder to the left side will not hit a runner on first base).

**S - 16.6**

Special Instruction for Catcher X-Chart: If the reading is "P/P" or "P/F" and no error occurs, there is a possible passed ball if there are also runners on base. See S29.3.

**S - 16.7**

A runner on 2nd may attempt to tag and advance to 3rd on an F2 off the X-Chart (where no error or rare play). Safe chance is running rating plus arm and do make the appropriate adjustment for throws to third base. Note: The runner will be either out or safe (there is no 'hold' option here).

**S - 17.0 - OTHER CARD RESULTS****S - 17.12**

Convert the "gb()+ " to a SINGLE\*\* ONLY when the infield is all the way in. When the team in the field is playing only Corners In, do not award a SINGLE\*\* on a "gb()+ ". Instead, treat it as a groundball without the "+ ". Extra hits when the defensive team is playing Corners In occur on the Super Advanced Fielding Chart (See S20.7 – S20.75)

**S - 17.13**

Also, do not award a SINGLE\*\* on a "gb()+ " while runners are being held on base (See S23.8 – S23.85).

**S - 17.2**

"lomax" is a line-out with at least one runner (always the lead runner) doubled off.

**S - 17.22**

When this result occurs in a situation where a triple play could occur, the result is not an automatic triple play. Instead, roll the 20-sided die. If the roll is 1-7, it's a lineout/triple play. If the roll is 8-20, it's a lineout/double play, with the lead runner doubled off.

**S - 18.0 - SACRIFICE / SQUEEZE****T - 18.01**

If the defensive manager hasn't stated his defensive positioning, the offensive manager must ask the defensive manager about his defensive positioning before bunting (sac or squeeze). The defensive manager responds with the infield position and optionally states which runners are being held. If the offensive manager forgets to ask and the result would have been different with the infield positioned differently, the defensive manager has a choice of re-roll or accepting the result.

**S - 18.1**

These bunts may not be used when there are two out or no runners on base. The Sacrifice may not be used when there is a runner at third base (except you may sacrifice when there is a runner on first and third only – See 18.4). The Squeeze Play may be used ONLY when there is a runner at third base.

**S - 18.31**

With the bases loaded and the corners or infield positioned in, downgrade the bunting rating two levels instead of one level. This is because there is a force play at home plate. Note: The worst possible adjusted bunting rating continues to be a rating of E.

**S - 18.4**

The Sacrifice also may be used with runners at first and third base in order to move the runner from first to second. Simply use the sacrifice as you would in other situations and follow the results. However, in all instances, the runner on third base remains there, even if the batter beats out the bunt for a hit. If the batter pops out into a double play, the runner on first is doubled-up and the runner on third base holds.

**S - 18.5**

Use the individual bunting ratings and the Sacrifice Bunt Chart and Squeeze Chart on the Super Advanced Miscellaneous Charts (which are on the reverse side of the Super Advanced Fielding Chart). There are a variety of different readings on these charts, some involving the bunter's speed or the fielder's defense. The necessary procedures and the results are explained on these charts.

**S - 18.6**

If the defense is playing the Infield In or Corners In, then the bunter's rating is reduced one grade (Example: An A bunter becomes a B). Note: Reduction is two grades with the bases loaded and infield (or corners) in. (See **S18.31**).

**S - 18.7**

A runner may be held on base when the infield is playing Back or corners in. Runners can not be held with the infield in.

**S - 18.8**

If a reading of 1AND2 occurs after a bunt attempt, the offense may not attempt a hit-and-run.

**T - 18.9**

A manager may not pinch hit after a reading of 1AND2 on a bunt attempt but he may attempt a steal.

**S - 19.0 - HIT AND RUN****S - 19.1**

The Hit and Run may not be used with a runner on third base.

**T - 19.11**

The Hit and Run may not be used if the batter is a 1W hitting pitcher.

**T - 19.2**

You may not Hit and Run with two outs.

**S - 19.3**

If the defense is playing the infield in, corners in or if a runner is being held on base, then the batter's hit-and-run rating is improved one grade (Example: The batter's B hit-and-run rating becomes an A).

**S - 19.5**

Use the individual hit-and-run ratings and the Hit and Run tables on the Super Advanced Miscellaneous Charts (which are on the reverse side of the Super Advanced Fielding Chart). There are a variety of different readings on these charts, some involving the pitcher's card.

**S - 19.6**

Runners may be held on base when the infield is playing Back or with Corners In.

**S - 19.7**

The Hit and Run is not permitted after a bunt-attempt reading of 1AND2.

**S - 19.8**

When using the Supplementary Stealing system and the result of the Hit and Run is "batter misses pitch", roll to determine whether the lead runner achieved his "good lead" only if the runner had not already attempted to do so before the hit and run was employed. 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 (See **S23.7**). If there are runners at 1st and 2nd attempting a double-steal, the catcher's throw is for the lead runner. If the lead runner is on 2nd and fails to get a good lead, he is out stealing on the BMP.

**S - 19.9**

On a Hit and Run, if a lineout reading is rolled on the pitcher's card, override the result to lineout-max (including missed ballpark singles that result in line-outs).

**S - 20.0 - DEFENSIVE STRATEGY: INFIELD BACK, INFIELD IN, CORNERS IN**

The normal infield position is Infield Back. But there are times when it is important to reduce the batter's bunting ability and to cut down the chance of a runner scoring from third on a ground ball. Then, the team in the field will want to bring the Infield In or bring in the corner infielders (the third baseman and the first baseman) while leaving the middle infielders (the second baseman and the shortstop) back. With the Corners In, the team in the field cuts down on the batting team's ability to score the runner from third

base on a ground ball, but also slightly diminishes its own ability to turn a double play. Meanwhile, the batter's ability to hit safely increases. With the Infield In, the effects are much greater: Chances that the runner will score from third on a groundball are sharply reduced, but double-play possibilities are significantly diminished. The batter's ability to hit safely rises dramatically. With either Infield In or Corners In, the batter's bunting ability is reduced. Infield is always Back with two outs or no one on.

**S - 20.11**

With the Infield In or Corners In, reduce the batter's bunting rating by one grade. Example: An A bunter becomes a B bunter. Reduce two grades if the bases are loaded and infield (or corners) in (see **S18.31**).

**S - 20.2**

The manager of the team in the field has the choice of Infield Back, Infield In and Corners In.

**S - 20.3**

Infield In may be chosen only when third base is occupied with less than 2 outs.

**S - 20.4**

Use the Groundball Result Chart (**T15.0**) for all ground balls (including ground balls off the X Charts).

**T - 20.5**

With a runner on third base, always consider the pitcher and catcher to be playing IN for all groundballs (including the X Charts). Exception: If there are runners on 1st and 3rd only, the pitcher and catcher are in the same position as the middle infielders. With no runner on 3rd, the pitcher and catcher are BACK. (See **T15.0**)

**S - 20.6**

With Infield In, convert any batter's card groundball followed by a "+" to SINGLE\*\*.

**S - 20.61**

With Infield In, convert any Super Advanced X-Chart result followed by "#" to read "SI2" (single, with all other runners advancing two bases).

**S - 20.7 - CORNERS IN**

The manager of the defensive team may position his infield as Corners In until there are two outs, whenever a runner is on any base. With Corners In, use these rules:

**S - 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 (even if the ball is hit to the first or third baseman).

**S - 20.72**

On a groundball hit to the first or third baseman, follow the rules for Infield In (including changing X-Chart results followed by a "#" to read "SI2" but S20.71 applies).

**S - 20.73**

On a groundball to the second baseman or shortstop, follow the rules for Infield Back.

**S - 20.74**

Rule 20.5 applies.

**S - 20.75**

Any runner (or combination of runners) also may be held on base when the infield is positioned as Corners In.

**S - 20.8**

For gb()X results, refer to the Super Advanced Fielding Chart. If the result is G1, G2 or G3 with no error or rare play, see T15.0 to determine runner advancement.

## **S - 21.0 - BRINGING THE OUTFIELD IN**

### **S - 21.1**

This strategy can only be used when the potential winning run is on third base with fewer than two outs and the game can end on a sacrifice fly. If the defensive manager positions the outfield IN, make these adjustments:

### **S -21.2**

On a reading of "fly()B?" subtract 7 from the runner's speed instead of adding 2

### **S - 21.3**

Consider all readings of "fly()A" and "fly()B" to be a single with the runner on third scoring.

## **S - 23.0 - SUPPLEMENTARY STEALING SYSTEM**

In this system, each runner is rated for the frequency with which he runs (the ability to get a good lead) and his success rate. He will be working against both the catcher's throwing arm and the pitcher's ability to hold runners close to the base.

### **T - 23.01**

Unless otherwise notified by the defensive manager, all \* runners are presumed held at first base when second base is unoccupied. The offensive manager must ask the defensive manager if the runner is being held before attempting a steal of third, home or second for non \* runners. If not asked, the defensive manager can accept the result of the lead-try roll or request that the steal sequence be restarted with the defensive manager stating his preference (held or not held). If the "Are you holding?" question was not asked but the defensive manager doesn't stop the offensive manager after the try-for-lead roll, the steal action is played as if the offensive manager had first asked (and received an answer of, "Not holding").

### **T - 23.02**

As long as they occupy a particular base, you may not pinch-run for a runner who has tried and failed to get their good lead.

### **S - 23.1**

Use the numeric rating found on the Advanced side of the batter's card, after the letter-grade rating. Here is a sample: \*8-10 / 11, 12 (19-14)

The numbers preceding the slash are the range (when the two colored dice are rolled) indicating when the runner will establish his good lead. The numbers immediately after the slash are the range indicating when the runner will be automatically out stealing. Better base stealers have no automatic outs; you will see a hyphen (-) instead of a number range.

### **S - 23.11**

Players who steal often have an asterisk (\*) in front of their good-lead range. The asterisk indicates that if the defensive manager does not elect to hold the runner, the runner automatically achieves his good lead (when stealing 2nd). If a runner does not have an asterisk, or if he has an asterisk but is held on base (or is stealing 3rd or home), he must roll the two colored dice to determine whether he achieves his good lead. (See **S29.2**)

### **S - 23.12**

Most pitchers and some batters have no number rating for stealing. If these players attempt a 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.

### **S - 23.13**

When stealing second, the two numbers in parentheses indicate the runner's stealing success ratings (on a roll of the 20-sided die); the first when he has his good lead, the second when he does not.

### **S - 23.2**

If the runner attempts to achieve his good lead and succeeds, he must attempt to steal immediately. So you will want to calculate his success chance first. Here is a typical sequence for determining whether to steal and how to do it:

## **S - 23.3 - STEALING SECOND BASE**

**A.** Combine the catcher's arm (which will range from -5 to +5) and the pitcher's hold rating (which will range from -6 to +9). This sum may not exceed the range of -5 to +5.

Example: Catcher's arm is -1, pitcher's hold is -5. Instead of a combined -6, the adjustment is -5. Adjust the runner's success ratings accordingly. Example: Instead of (19-14) above, this runner is now 14-9 after a -5 catcher/pitcher adjustment.

**B.** The defensive manager decides whether to hold the runner on base. If so, there is further adjustment: -2 from the first steal success rating and -4 from the second steal success rating.

Example: Instead of 14-9, this runner is now 12-5. Note that the effect of holding the runner is applied after calculating the catcher/pitcher adjustment, so the total effect can exceed -5.

**C.** The offensive manager decides whether to attempt a steal. If so, then first check to determine if the runner achieves his good lead.

**1.** If the runner has an asterisk (\*) rating and the runner is not being held on first base, then the runner automatically has his good lead.

**2.** If the runner does not have an asterisk (\*) or he has an asterisk and is being held on base, then roll the two colored dice and check the runner's number range(s). (See **S29.2** for more on dice rolling.) If the roll falls within the range of the first set of numbers, the runner achieves his good lead. If the roll falls within the range of the second set of numbers, the runner is automatically out stealing. If the roll does not fall within either range, the runner has failed to achieve his good lead.

**D.** If the runner rolls for his good lead and achieves it, he must steal immediately. If the runner fails to achieve a good lead, he has the option of stealing at any time, or of holding his base. The runner may make only one attempt for a good lead while he occupies the same base, unless:

**1.** If a runner being held on base attempts and fails to achieve a good lead, he may try for the good lead once more if the defensive manager later decides to cease holding the runner on base. Note that if the runner has an asterisk (\*) rating, he would automatically have a good lead if the hold were removed.

**2.** If the defensive manager changes to a pitcher with a worse hold rating or a catcher with a worse arm, a runner who has previously attempted and failed to achieve a good lead may try for the good lead once more.

**E.** If a steal is attempted, use the runner's adjusted first success rating if he has his good lead, and his adjusted second success rating if he fails to achieve his good lead. If the runner is not being held on base, his adjusted success rating may exceed 19, in which case he is automatically safe. If he is held on, then his success rate may not exceed 19. His success rate may not be lower than 1. Roll the 20-sided die to determine whether the runner is safe or out.

### **S - 23.31**

On a successful steal with a dice roll of 1, 2, or 3, there is a possible throwing error by the catcher. Roll the 20-sided die again. Refer to the catcher's card for his "T" number(s). If the second roll is within the "T" range, the catcher has committed a throwing error, allowing all runners to advance one additional base. If the second roll was outside the catcher's "T" range, no error occurs. If the defensive manager decides that the risk of the throwing error is greater than the value of attempting to throw the runner out, the catcher may elect to hold the ball rather than attempt the throw. This decision is made after the offensive manager has announced his intention to steal and before the 20-sided die is rolled to determine safe/out. If the catcher elects to hold the ball, the runner(s) safely steals the base and there is no possibility of a throwing error.

## **S - 23.4 - STEALING THIRD BASE**

To steal third, the runner will be using his adjusted second steal-success rating. So if he is being held on base, deduct 4 from his rating as well as the catcher/pitcher effect.

Example: The (19-14) stealer above held on base by a pitcher with a +1 hold and a catcher with a -2 arm, would have a success range of 9 ( $14 - 4 + 1 - 2 = 9$ ). Ignore the runner's asterisk on attempted steals of third base and home. He must roll within the range of his good lead in order to attempt these steals. If he fails to achieve his good lead, he may not attempt to steal. If the roll falls within the range for his automatic outs, then he is out stealing. Otherwise, follow the instructions above for stealing second base.

### **S - 23.5 - STEALING HOME**

To steal home, the runner will be using his adjusted second steal-success rating. But there is no adjustment for the catcher/pitcher effect. Instead, deduct 9 from his second steal-success rating. And if he is being held on base, deduct an additional 4.

Example: The (19-14) stealer above will have a success range of 1-5 if stealing home while not being held, and a success range of 1 if being held. Ignore the runner's asterisk on attempted steals of third base and home. He must roll within the range of his good lead in order to attempt these steals. If he fails to achieve his good lead, he may not attempt to steal. If the roll falls within the range for his automatic outs, then he is out stealing.

### **S - 23.6 - DOUBLE/TRIPLE STEALS**

In double or triple steals, only the lead runner's ratings will be used. The defense may attempt to throw out the lead runner only. The trail runner(s) automatically advance one base.

### **S - 23.7 - FORCED STEALS**

If the lead runner has not yet rolled for the good lead when a Hit and Run or squeeze result requires the runner(s) to steal, then do so (if required) and proceed normally, making all necessary adjustments. If the runner has previously failed to achieve the good lead and is subsequently required to steal, then proceed as you would for a runner who does not have a good lead. If the lead runner is on second or third base and he fails (or has already failed) to obtain a good lead, he is automatically out trying to steal.

### **S - 23.8 - HOLDING RUNNERS ON BASE**

#### **S - 23.81**

A runner may be held on base when the infield is playing Back or in at the corners.

#### **S - 23.82**

Depending on the runner's base, he is held on by different fielders. When holding a runner on first with a LH batter up, the first baseman and shortstop are responsible for the hold. When holding a runner on first with a RH batter up, the first baseman and second baseman are responsible. When holding a runner on second with a LH batter up, the shortstop is responsible. When holding a runner on second with a RH batter up, the second baseman is responsible and when holding the runner on third, the third baseman is responsible.

#### **S - 23.83**

When an infielder is responsible for holding a runner and a gb()X is hit to him, add 1 to that fielder's range rating and any result off the X-chart followed by a pound sign results in a SINGLE\*\*. Example: With a runner held at first and a lefthanded hitter at the plate, a shortstop rated 2e20 becomes 3e20 and a 4e5 first-baseman becomes a 5e5. The maximum range rating is 5.

#### **S - 23.84**

Do not award a SINGLE\*\* on a "gb(+)" while runners are being held on base. Instead, when a gb()X to an infielder responsible for holding the runner results in a symbol followed by a "#", change that result to "SI2" (single, with all runners advancing two bases).

#### **S - 23.85**

When a runner is held on first or second base, subtract 1 from his running rating when that rating is needed to determine whether he can advance an extra base on another player's hit. If the runner is not being held, add 1 to his running rating. (See 13.2)

### **T - 23.9**

STAR does not use the delayed steal of home rule.

### **S - 24.0 - PICKOFFS AND BALKS**

Pickoffs and balks are possible when using the Supplementary Stealing System (see S29.2).



## **S - 25.0 - INJURIES**

Injuries may occur to any batter (including pinch-hitters), if the result of your dice roll includes the phrase, "plus injury."

### **T - 25.1**

All injuries are for the rest of the current game only.

### **T - 25.2 - Position Player (Hitter) Injuries.**

If, as the result of an injury, all defensive positions cannot be covered, the manager may complete the offensive inning making any legal moves he wishes. Note that the injured player must be immediately replaced if he made it to first base but that replacement is not required to remain in the game. When the defense takes the field, the manager may designate any non-pitcher that is currently in the game or any bench non-pitcher (who has not played in the game) to play at a defensive position that is not on his card. If there are no non-pitchers available, the manager may designate a pitcher to play at a non-pitching defensive position. Note that the pitcher does not need to be eligible to pitch but must otherwise be eligible to play. In the unlikely event that there are no players eligible to cover the line-up position of the injured player, you (or someone from the stands) enter the game batting as a 1WR pitcher and fielding at a non-pitching position. In all cases, any player who is playing out of position will have the worst possible defense (5 range, maximum error, +5 arm, 20 PB, 20 T-rating) and must remain there for the rest of the game (except he's removed from the game if injured and may be moved to a position that he can legally play if his team suffers another injury).

**Pitcher Injuries.** Relief pitchers (or starting pitchers that have pitched more than five innings) are removed immediately after an injury. If a starting pitcher is injured and has not pitched 5 innings, the manager of the injured pitcher has the option of removing him at any time after the injury. If he stays in the game, he is weak and must be removed before he bats or pitches in the 6th inning.

### **T - 25.21**

This tournament does not use the OUTFIELD FIELDING ADJUSTMENT chart.

### **T - 25.3 - BRINGING IN A POSITION PLAYER TO PITCH**

When (and only when) the last available pitcher has used up his innings (or was injured, pinch hit for or pinch run for), a manager must bring in a position player to pitch. Use the Hitter's Pitching Card while a position player is pitching. (See the bottom of Page 8 for a copy of the Hitter's Pitching Card.) Assume that a left-handed batter throws left and right-handed batters and switch hitters throw right. If there are no available position players left on the bench, the reliever is a 1WR right-handed reliever who must pitch until the game is over (exempt from the 4-inning rule – **T10.2**). When a position player is pitching, you may make legal moves. For example, if the pitcher has first base on his card, he may switch places with the first baseman. However, if a pitcher has been relieved and goes off to play another position, he may not pitch again during that game.

## **T - 26.0 - RESTING BATTERS**

STAR does not rest batters. All position players can play in every game (unless injured). See **T10.11** for eligibility and usage.

## **S - 27.0 - PITCHER ENDURANCE**

Find each pitcher's point of weakness (POW) rating in the upper right portion of the Advanced side of his card. The POW Rating is the number in parentheses following the word "starter" or "relief" and is the inning of work when the pitcher becomes vulnerable to fatigue. If a pitcher is both a starter and reliever, he will have two different POW ratings.

### **S - 27.1**

All Advanced-side pitcher cards have out readings followed by a dot. When a pitcher is fatigued, these readings change from their original outs to SINGLE\*\*.

### **S - 27.2**

Once a pitcher becomes fatigued, it cannot be overcome, no matter how well he pitches afterwards. So we strongly recommend that you relieve a fatigued pitcher.

### **S - 27.3**

Two ways a pitcher can become fatigued are (see **S27.55**, **S27.63** and the **Closer Rule** for other ways):

**A.** He reaches his POW inning (or any inning after that) and allows any combination of three hits or unintentional walks in the same inning. He's fatigued with the next batter after the third hit or walk.

**B.** He reaches his POW inning (or any inning after that) and allows any combination of four hits or unintentional walks in any two consecutive innings. He's fatigued with the next batter after the fourth hit or walk. Intentional walks, batters hit by a pitch or errors do not contribute to a pitcher's becoming fatigued. Nor do any hits or walks that occur before the pitcher's POW inning.

Example: A starting pitcher with a POW rating of 6 becomes fatigued as soon as the third hit or unintentional walk occurs in the 6th inning. Or, he retires the side in order in the 6th, but becomes fatigued by yielding two walks in the 7th inning and two hits in the 8th.

Fatigue determination for relievers is the same as starters but note that a reliever may become vulnerable to fatigue mid-inning. For example, a reliever who enters the game with one out starts his 2nd inning of work after one out in the next inning. A reliever with a POW rating of 1 is immediately vulnerable to fatigue. He could become fatigued by yielding three hits or unintentional walks without recording an out. A reliever with a POW rating of 2 would become vulnerable after he has recorded 3 outs (i.e. worked one inning). **Example 1:** A reliever with a POW rating of 2 enters the game with one out in the 6th inning. He becomes vulnerable after one out in the 7th. Then, after getting the 2nd out in the 7th, he walks the next 2 batters before getting the third out. But he allows a single to the leadoff batter in the 8th and becomes fatigued because he has allowed three hits/walks in an inning after becoming vulnerable.

**Example 2:** A reliever with a POW rating of 2 enters the game with one out in the 6th so becomes vulnerable after one out in the 7th. He then gives up two walks before getting the next two batters out.

He gets the lead-off batter in the 8th but then gives up two singles and becomes weak because he's allowed four hits or unintentional walks in two consecutive innings after becoming vulnerable. **Example 3:** A reliever with a POW rating of 1 enters the game with one out in the 6th and is immediately vulnerable.

He gets an out and then gives up two hits before getting the third out of the 6th. He gets the lead-off batter in the 7th but then gives up a walk. He is NOT weak at this point because he started his second inning of work after getting the lead-off batter out. **NOTE:** The computer game calculates reliever weakness differently and would consider the reliever weak in all three of these examples.

### **T - 27.45**

It is the responsibility of the defensive manager to know whether or not his pitcher has reached his point of weakness. All dot hits count regardless of whether the defensive manager was aware that the pitcher had reached his point of weakness.

### **T - 27.51**

This Tournament does not use the Starting Pitcher Rest Chart or the Reliever Rest Rule (**S27.65**).

### **T - 27.52**

A pitcher who is eligible to either start or relieve (see **T10.2**) and who was used in relief in his last outing, must rest at least two games before starting and must be eligible to relieve in any game he starts.

### **T - 27.53**

Only pitchers who have 'starter' on their card and pitched 125 or more innings may start (See **T10.2**).

### **T - 27.54**

A starter must be relieved after the 10th inning (See **T10.2**).

### **S - 27.55**

A starter who "doesn't have it" may "lose his stuff" before his POW inning. If a starter gives up 5 runs in any one inning, 6 runs in any two consecutive innings, or 7 runs in any three consecutive innings, consider him fatigued and convert all readings followed by dots to SINGLE\*\*.

### **T - 27.62**

A pitcher may only be used in relief if they have 'reliever' on their card and pitched 40 or more innings.

### **S - 27.63**

The maximum number of innings a reliever can pitch without fatigue is his POW inning, plus 2.

**T - 27.64**

Relief pitchers cannot be used more than three straight games (See T10.2) and can't pitch more than four innings in any four consecutive games.

**S - 28.0 - CLOSER RULE**

Each reliever is given a second POW rating, call it "closer endurance." For example, a rating of "relief (2)/3" indicates a regular POW rating of 2 and a closer endurance rating of 3.

**S - 28.1**

Closer ratings range from 0-6, with 6 being the big-league's most frequent and successful closers. A relief pitcher can also be rated "N" for closer endurance; this is the worst rating a closer can have.

**S - 28.2**

Closer endurance is the duration, measured in number of outs, a pitcher can maintain his effectiveness in closer situations. In Strat-O-Matic, a "closer situation" is defined differently than a big-league save opportunity. Your pitcher will be in a "closer situation" whenever you have the lead in the 9th inning or later and the tying run is on base or at bat.

**S - 28.3**

A pitcher may enter a game in a closer situation or a game he already has entered may suddenly become a closer situation. Here are some rules to govern both possibilities:

**S - 28.31**

The closer rules do not affect the current game's starting pitchers, who always use their starter POW rating (even for starting pitchers who have ratings both as starters and relievers).

**S - 28.32**

Each reliever enters the game using either his closer endurance (if the game is already a closer situation) or his regular POW rating (if the game is not currently a closer situation).

**S - 28.33**

If a reliever (who did not start the game) begins his appearance with his regular POW rating and the game becomes a closer situation, he changes to his closer endurance rating (**S27.2** applies). At that time, reduce his closer endurance by the number of outs he has already recorded. This number cannot be reduced to lower than 0, unless the pitcher's closer endurance is "N".

**S - 28.34**

Once a pitcher begins to use his closer endurance rating, that is his endurance for the remainder of his appearance, even if the score changes and the game no longer is a closer situation (**S27.63** applies). Example: A reliever enters the game in the bottom of the 9th inning with a 3-2 lead - a closer situation. The opposing team ties the score in the bottom of the 9th. In the top of the 10th, the pitcher's team scores four times. If the same pitcher remains in the game for the bottom of the 10th, he is still using his closer endurance rating to determine when he becomes fatigued.

**S - 28.35**

The closer endurance rating is the number of outs the pitcher can record before becoming susceptible to fatigue. Once this number has been reached, reducing his endurance rating to 0, he becomes fatigued as soon as he allows a hit or unintentional walk. Example: A pitcher with a closer endurance rating of 0 will become fatigued (if closer situation) as soon as he surrenders a hit or walk, while a pitcher with closer endurance of 6 can pitch two full innings without risking fatigue (due to Closer Rule).

**S - 28.36**

Any pitcher with a closer endurance rating of "N" is immediately considered fatigued with the first batter he faces in a closer situation.

**S - 28.37**

As with any fatigued pitcher, once a reliever becomes fatigued under the terms of the Closer Rule, out readings followed by dots become SINGLE\*\*.

### **S - 28.38**

When using the Closer Rule, also be sure to use S27.63 (which limits a reliever's innings to his relief POW rating plus 2, when he automatically becomes fatigued).

### **S - 29.0 - INDIVIDUAL BALKS, WILD PITCHES, PASSED BALLS (AND DICE ROLLING)**

At the top of the Advanced side of their cards, each pitcher is rated individually for his balk (bk) and wild pitch (wp) frequency. And each catcher is rated for his passed ball (pb) frequency. Each is on a scale of 0-20, with 0 being the best, resulting in the fewest of these plays. To use these ratings, follow these rules whenever there is at least one runner on base:

#### **T- 29.1 - WHEN PITCHING TO BATTERS**

This Tournament does not use the SOM method for rolling the dice (See **T29.11** for approved methods).

With runners on base, first roll only the 20-sided die (you may pre-roll a six-sided die along with the 20-sider to be used in case C if you wish).

**A.** If the 20-sided die roll is 3-20, there will be no wild pitch, balk or pass ball. Continue as normal (See **T29.11**).

**B.** If the 20-sided die roll is 1, a wild pitch may occur. Refer to the pitcher's wild-pitch rating and roll the 20-sided die again. If the number rolled is less than or equal to the wild-pitch rating, a wild pitch occurs and all runners advance one base.

**C.** If the 20-sided roll is 2, a balk or passed ball may occur. Roll the white 6-sided die first. If it comes up 1, 2, or 3, a balk may occur. If it comes up 4, 5, or 6, a passed ball may occur. In either case, roll the 20-sided die again and refer to the appropriate rating (the pitcher's balk rating or the catcher's passed ball rating). If the number rolled is less than or equal to the rating, then a balk or passed ball occurs and all runners advance one base.

**D.** If your initial roll of the 20-sided die yields a 1 or 2, but no wild pitch, balk or passed ball occurs, continue as normal (**T29.11**). If a wild pitch, balk or passed ball did occur, again roll only the 20-sided die for another possible wild pitch, balk or pass ball (except if the bases are now empty, continue as normal). In this fashion, more than one of these events can occur while a single batter is at the plate.

#### **T - 29.11 - Dice Rolling**

For tournament play with one or more runners on, STAR requires players to pre-roll the 20-sided die for the balk, wild pitch and passed ball and then roll the three six-sided dice for the batter. If the 20-sided die is not a 1 or 2, the six-sided dice must then be rolled immediately for the batter. No changes of strategy or players can then be made. STAR also allows players to roll the 20-sided die with the three six-sided dice. The 20-sided die then applies to any split roll or X-chart range rating. If you roll the three six-sided dice with a runner on base and have not pre-rolled the 20-sided die, you forfeit the balk, wild pitch or passed ball roll for that batter. The 20-sided die is also rolled first to check for wp/bk/pb for sacrifice, squeeze and hit & run situations but no dice are rolled for intentional walks.

#### **T - 29.12**

When using a dice tower, the following rules govern whether the roll counts. When rolling for a batter, all three six-sided dice must lie flat in the tray. If any fall out or are cocked, all three must be re-rolled. When rolling the 20-sided die with the three six-sided dice for a batter, the 20-sided die only counts if the three six-sided dice are legal. If the three six-sided dice are legal and the 20-sided die falls out of the tray or is cocked, the three six-sided dice count and only the 20-sided die must be re-rolled. When rolling for sacrifice or squeeze play, all three six-sided dice should be rolled. It is legal to roll only the two red dice, but they must both be legal. The white die is then rolled if needed. If all three dice are rolled, they must all be legal for the roll to count.

#### **T - 29.13**

You may not make moves once the dice roll has been initiated. For example, with runners on base, the roll is considered initiated after the 20-sider has been successfully rolled (i.e. for wp/bk/pb check). But if the 20-sider came out of the tray, you could make moves because the roll had not been initiated. Also, if

the result was a wp, pb, bk or any result which requires a re-roll with the same batter at the plate, you may make legal moves such as pinch-hitting or bringing in a new shortstop.

### **S - 29.2 - WHEN RUNNERS ATTEMPT TO STEAL**

When rolling for a lead in the Supplementary Stealing System, roll the 20-sided die along with the two 6-sided colored dice.

**A.** If the 20-sided die roll is 3-20, discard the 20-sided die and continue normally with the Supplementary Stealing System. (If a steal is attempted, you will need to roll the 20-sided die again.)

**B.** If the 20-sided die roll is 1, the runner attempting the lead may be picked off. Refer to the runner's second steal success rating (in parentheses) and roll the 20-sided die again. If the number rolled is less than or equal to the runner's second steal success rating, the runner dives back safely, but the runner has failed to achieve his good lead (but may attempt a steal of 2b using the adjusted second success rating – See **S23.3**). If the number rolled is higher than the runner's second steal success rating, the runner has been picked off.

**C.** If the 20-sided die roll is 2, there is a possible balk. Refer to the pitcher's balk rating (at the top of the Advanced side of his card) and roll the 20-sided die again. If the number rolled is less than or equal to the balk rating, a balk has occurred and all runners advance one base. If the number rolled is higher than the balk rating, the runner dives back safely, but the runner has failed to achieve his good lead (but may attempt a steal of 2b using the adjusted second success rating – See **S23.3**).

### **T - 29.21**

STAR allows the 20-sided die to be rolled first to check for pick-off or balk. It is not required that the 20-sided die be rolled together with the two six-sided dice (when checking for lead).

### **S - 29.3 - FIELDING CHART ADJUSTMENTS**

The individual wild-pitch ratings also simulate the difficulty catchers have with some wild pitchers, such as knuckleballers. When using this system, 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 a possible passed ball occurs, with runner(s) on base and if no error or Rare Play occurs on the play. If those conditions exist, refer to the pitcher's wild-pitch rating and roll the 20-sided die. If the rolled number is less than or equal to the pitcher's WP rating, then a passed ball occurs, all runners advance one base and play continues with the same batter up. If the rolled number is higher than the pitcher's WP rating, there is no passed ball and the batter pops out to the catcher.

### **S - 30.0 - BALL PARK EFFECTS / WEATHER EFFECTS and CLUTCH HITTING**

Big-leaguers' power and batting averages are affected by the stadiums they play in. A homerun in one ballpark will be only a catchable fly ball to the warning track in another. A sharply hit ball might get past the infielders on artificial turf, or be a catchable ball on grass. With Strat-O-Matic's Ball Park Effects and Weather Effects, you will feel the effect of every big-league stadium. And some batters drive in more runs than their batting average and power statistics would suggest. These clutch hitters show their worth in Strat-O-Matic.

### **S - 30.3 - BALL PARK HOMERUNS**

Ignore all readings that have a □ symbol to the left of them. Instead, refer to the Ball Park Effect Chart. Find the home stadium and the correct batting stance of the current batter (L=lefty or R=righty). This is the new dice range for the homerun. Roll the 20-sided die to determine whether the batter has hit a homerun or a Flyball()B. Players with weak power (W) may not hit home runs off the pitcher's card. In this situation, change all Homerun results to SINGLE\*\*.

### **S - 30.4 - BALL PARK SINGLES**

Ignore all readings that have a ▼ symbol to the left of them. Instead, refer to the Ball Park Effect Chart. Find the home stadium and the correct batting stance of the current batter (L=lefty or R=righty). This is the new dice range for the single. Roll the 20-sided die to determine whether the batter has hit a SINGLE\* or a lineout.

### **T - 30.5**

This Tournament does not use WEATHER EFFECTS.

### **S - 30.6**

When the  $\Delta$  symbol appears, ignore the first reading. Instead, use the second reading (in italics) beneath it.

### **S - 30.7 - CLUTCH HITTING**

Ignore the  $\Omega$  symbol - and accept the original result - unless there are 2 out with 2nd or 3rd base occupied. But when this clutch-hitting situation exists and the batter's dice roll yields a result with an  $\Omega$  symbol to the left of it, handle the results this way: If the original reading is any type of out, make it a SINGLE\*\* instead. If the original reading is any kind of single, make it a popout instead.

### **T - 31.0 - SPECIAL SITUATIONS AND REMEDIES FOR RULE VIOLATIONS AND MISTAKES**

In general, both managers are responsible (though usually not equally responsible) for preventing mistakes and rule violations. In every case, if a mistake or violation has occurred, it must be dealt with immediately upon recognition by either player.

#### **T - 31.1**

A pitcher has only 1/3 of an inning of eligibility left. There is a runner on first and less than two outs. The batter hits into a double play. Remedy: No penalty. The pitcher must be removed and the extra 1/3 of an inning must be entered on the pitching sheet.

#### **T - 31.2**

A pitcher who is not (or is no longer) eligible to pitch faces at least one batter. Remedy: Reset the game to when the pitcher had legally retired his last batter and resume play from that point forward. The offended manager may also choose to accept the result. In this case, the pitcher must be removed from the game and the offending manager must put a footnote on his Pitching Sheet to indicate why this pitcher was allowed to pitch that many innings. (Note: This rule does not apply if the pitcher was removed from the game for a pinch hitter. See **T31.11**)

#### **T - 31.3**

A position player who had previously played in the game and was removed re-enters the game. Remedy: Reset the game to the point the mistake was made and resume play from that point forward. The offended manager may also choose to accept the result. In this case, the illegal player must be replaced and this situation is treated as though he were injured (**See Section 25**).

#### **T - 31.4**

A team starts a game with an illegal lineup. For instance, no player in the starting lineup rated to play shortstop. Remedy: Start the game over. The offended manager may also choose to accept the result. In this case, the offending manager must make the lineup legal by making a series of substitutions. Any players that remain in the game may not change their batting order position and any player removed in order to make the lineup legal may not return during that game. If the lineup can't be made legal, one player (or more, if needed) may stay in the game with max-bad defense.

#### **T - 31.5**

A substitution was made which made it impossible for the manager to cover all defensive positions (i.e. a locked player was removed from the game). Remedy: Reset the game to when the player was illegally removed. The offended manager may also choose to accept the result. In this case, treat as though the illegally-removed player was injured (**See T25.2**).

#### **T - 31.6**

A position player is replaced in the game by a pinch hitter or pinch runner but the manager does not announce his defense at the start of the next half-inning. Remedy: If the error is discovered before the player bats in a subsequent inning or is needed for defense (X-chart result or outfield throw etc.), the necessary changes can be made without penalty. If the replacement is needed for defense, and he can play the position, play proceeds without penalty as it is assumed that the replacement is playing the position of the player he replaced. If he can't play the position, he is still assumed to be playing there but with max-bad defense (as when the last player at a position is injured – **See T25.2**). If possible, the

defense must be made legal after the defensive result has been determined. If the replacement can not play the position of the player that he replaced and he batted in a subsequent inning, the game is reset to the point just before the first illegal plate appearance by the replacement. The offended manager may also accept the result (no reset). In either case, the lineup must be made legal if possible. If not possible, the replacement continues to play the position with max-bad defense.

#### **T - 31.7**

If a pitcher becomes weak at the same time the closer rule comes into effect, the weakness takes precedence. For example, a pitcher with a rating of relief (1)/6 starts the bottom of the ninth with a four run lead. He can become weak before it becomes a closer situation. The third hit or walk in the inning will cause the pitcher to become weak. If the same hit or walk that causes the pitcher to become weak creates a closer situation, the point of weakness takes precedence. For example, a pitcher with a rating of relief (1)/6 starts the 6th inning. In the 9th, his team has a 1-run lead. He is weak starting the 9th (See **S 27.63**) even though this is a closer situation.

#### **T - 31.8**

In the following situations, both managers are assumed to be equally at fault. If both managers agree that a mistake was made, then the game will be reset to the point before the mistake was made. If both managers agree, the game may be reconstructed based on dice rolls. Note that no mistake has occurred unless both managers agree that a mistake was made. These mistakes must be recognized before the first batter bats in the next half inning.

- \* The dice roll was misread.
- \* The X-chart result was misread.
- \* The advancement of runners was miscalculated.
- \* The pitcher's point of weakness was reached and an endurance dot was not read as a SINGLE\*\*.
- \* Any other mistake not involving the eligibility of a position player or a pitcher.

#### **T - 31.9**

Players that play in more than one league will occasionally have more than one eligible card. STAR always only uses the interleague card which will be the card with the most at-bats or innings-pitched. It's possible for the interleague card to not be eligible (because it only has Starter on the card and has fewer than 125 innings pitched) while another card has fewer innings pitched (but more than 40) with reliever on the card. In this case, neither card will qualify. In very rare cases, a pitcher will have a hitter's hitting card (in addition to his pitcher card). STAR does not use the hitter card unless it qualifies as a hitter and would use the appropriate pitcher hitting card.

#### **T - 31.10**

For a team to be legal, it must be possible to field a team where each player is playing a position that is on his card and, prior to any substitutions, it must be possible for any one of the starters that can be injured (\*), be injured, be replaced in the line-up and legally cover all defensive positions (after possibly moving players around to positions that are on their card). An extreme case of a legal team would be 4 starting pitchers, 12 relievers and nine position players where each position could be legally covered and one player had each non-pitching position on their card. (\*) Note: Some players do not have injuries on their cards so you do not need to account for the possibility that they might be injured.

#### **T - 31.11**

A pitcher was lifted for a pinch hitter. At the beginning of the next half-inning, the new pitcher is not announced and both players miss it. The error is detected after one or more batters have hit. Remedy: Reset the game to the point the mistake was made, name the new pitcher and resume play from that point forward. Note that this is different than the situation where an illegal pitcher (someone who is ineligible due to innings limitations or lack of sufficient rest) is used. **See T31.2** for that case.

**EXCEPTION 1:** If the pinch hitter was an eligible reliever or an eligible starter/reliever that wont be required to start in the next three games, then the manager should still announce his pitcher but, if he fails to do so, the pinch hitter is assumed to be in the game as the pitcher. Note that, under this exception, a position player who pinch hits for the last eligible pitcher is an eligible reliever and would be pitching using the hitter's pitching card. **EXCEPTION 2:** If there was only one pitcher who could legally pitch, then the manager should still announce his pitcher but, if he fails to do so, that pitcher is assumed to be on the mound. If the wrong side of the hitter's card was referenced or the wrong pitching card was referenced, refer to **T31.8**.