

GROUNDBALLS



	BATTER	RUNNERS
GROUNDBALL A	batter is out at first	<p>if no runners are forced – runners hold</p> <p>if one or more runners are forced – runner on first is out (completion of doubleplay), other runners advance one base</p>
GROUNDBALL B	batter is out at first	<p>if no runners are forced – runners hold</p> <p>if one or more runners are forced – runner on first is out, BATTER IS SAFE (disregard previous result), other runners advance one base</p>
GROUNDBALL C	batter is out at first	runners advance one base

FLYBALLS



FLYBALL A	batter is out on flyout	runners advance one base
FLYBALL B	batter is out on flyout	runner on third scores, other runners hold
FLYBALL C	batter is out on flyout	runners hold

STEALING



BASE	SAFE	OUT
2ND	AA-1 to 17	18 to 20
	A-1 to 15	16 to 20
	B-1 to 13	14 to 20
	C-1 to 11	12 to 20
	D-1 to 9	10 to 20
E-1 to 7	8 to 20	
3rd, 2nd & 3rd*	AA-1 to 11	12 to 20
	A-1 to 10	11 to 20
	B-1 to 9	10 to 20
	C-1 to 8	9 to 20
	D-1 to 7	8 to 20
E-1 to 6	7 to 20	
home, 3rd & home,* 2nd, 3rd & home*	AA-1 to 7	8 to 20
	A-1 to 6	7 to 20
	B-1 to 5	6 to 20
	C-1 to 4	5 to 20
	D-1 to 3	4 to 20
E-1 to 2	3 to 20	

* In double steal situations that read out, only the leading runner is out. Other runners advance 1 base.

HIT AND RUN



2	Double, runners advance three bases
3 & 4	Single, runners advance two bases
5 & 6	Groundout (2b), runners advance one base
7	Batter misses pitch, roll twenty sided die for steal results
8	Groundout (1b), runners advance one base
9	Batter misses pitch, roll twenty sided die for steal results
10	Groundball (ss), batter is safe, leading runner is out, other runners advance one base
11	Batter misses pitch, roll twenty sided die for steal results
12	Batter lines out (2b) into doubleplay, leading runner is out, other runners hold

INJURIES



SPLIT No.		SPLIT No.	
1	Batter is temporarily injured, and remains in game	11	Batter is injured for 2 games only
2	Batter is temporarily injured, and remains in game	12	Batter is injured for 3 games only
3	Batter is temporarily injured, and remains in game	13	Batter is injured for 3 games only
4	Batter is temporarily injured, and remains in game	14	Batter is injured for 4 games only
5	Batter is injured for 1 game only	15	Batter is injured for 5 games only
6	Batter is injured for 1 game only	16	Batter is injured for 6 games only
7	Batter is injured for 1 game only	17	Batter is injured for 7 games only
8	Batter is injured for 1 game only	18	Batter is injured for 8 games only
9	Batter is injured for 2 games only	19	Batter is injured for 10 games only
10	Batter is injured for 2 games only	20	Batter is injured for 15 games only

Twenty sided die numbers 5 to 20, list the number of games the batter is unable to play in addition to the remainder of the present game.

SACRIFICE



2 & 3	Batter beats out bunt, runners advance one base
4 & 5	Batter is thrown out by pitcher, runners advance one base
6	Batter is thrown out by third baseman, runners advance one base
7 & 8	Batter is thrown out by first baseman, runners advance one base
9	Batter is safe, leading runner is thrown out by catcher, other runners advance one base
10	Batter is safe, leading runner is thrown out by pitcher, other runners advance one base
11	Batter pops out (1b), runners hold
12	Batter pops out (c) into doubleplay, leading runner is out, other runners hold

SQUEEZE PLAY



2 to 4	Batter beats out bunt, runners advance one base
5 & 6	Batter is thrown out by first baseman, runners advance one base
7	Batter pops out (c), runners hold
8	Batter is safe, runner on third is thrown out by pitcher, other runners advance one base
9	Batter is safe, runner on third is thrown out by third baseman, other runners advance one base
10	Batter is safe, runner on third is thrown out by first baseman, other runners advance one base
11	Batter misses pitch, runner on third attempts to steal home, roll twenty sided die for result (other runners advance one base)
12	Batter pops out (p) into doubleplay, runner on third is out, other runners hold

INFIELD IN



The chart below refers to all groundball situations with the exception of a bases loaded situation. The results of a bases loaded situation may be found below the chart.

GROUNDBALLS FOUND ON SCOREBOARD A - B - C		
Type of Groundball	Result to Batter	Result to Runners
groundball A	out	runner on third holds. Other runners advance one base.
groundball B	safe	runner on third is out. Other runners advance one base.
groundball C	out	runner on third holds. Other runners advance one base.
any groundball followed by ††	safe on single	runners advance two bases.

X - GROUNDBALLS FOUND ON FIELDING CHART - X

a groundball resulting in a hit or error	follow the results stated on fielding chart	
groundballs other than those resulting in a hit or error	out	runner on 3rd holds, other runners advance one base.

In a bases loaded situation, except for three instances, the runner on third is out, the batter is safe, other runners advance one base. The following are exceptions: a groundball resulting in a hit or an error and a groundball followed by a "††". In regard to the results of the exceptions, follow the rules stated above.