

LEFT AND RIGHTFIELD (Roll dice on splits 8 - 13)					
SPLIT NO	1	2	3	4	5
1	flyB	DO**	DO***	TR***	TR***
2	flyB	SI**	DO**	DO**	DO**
3	flyC	SI**	SI**	SI**	SI**
4	flyB	flyB	DO**	DO***	DO***
5	flyB	flyB	SI**	SI**	SI**
6	flyB	flyB	SI**	DO**	DO**
7	flyC	flyC	flyC	SI**	SI**
14	flyC	flyC	flyC	SI**	SI**
15	flyC	flyC	flyC	SI**	SI**
16	flyB	flyA	flyA	flyA	SI**
17	flyB	flyB	flyA	flyA	SI**
18	flyC	flyC	flyC	SI**	SI**
19	flyC	flyB	flyB	SI**	SI**
20	flyC	flyC	flyB	flyB	DO**
E0 2-12=flyB	E4 2=E(3) 1-4 flyA 5-6 3-4, 11, 12=E(2) 5-10=flyB	E8 2=E(3) 1-3 flyA 4-6 3-6, 11, 12=E(2) 7-10=flyB	E11 2=E(3) 3-7, 11, 12=E(2) 8-10=flyB	E14 2=E(3) 1-3 flyA 4-6 3-9, 12=E(2) 10-11=flyB	
E1 2=E(3) 1 flyA 2-6 3=E(2) 4-12=flyB	E5 2=E(3) 1-5 flyA 6 3-5, 12=E(2) 6-11=flyB	E9 2=E(3) 1-4 flyA 5-6 3-6, 8=E(2) 7, 9-12=flyB	E12 2=E(3) 1 flyA 2-6 3-8, 12=E(2) 9-11=flyB	E15 2=E(3) 1-4 flyA 5-6 3-9, 11, 12=E(2) 10=flyB	
E2 2=E(3) 1-2 flyA 3-6 3, 11=E(2) 4-10, 12=flyB	E6 2=E(3) 1 flyA 2-6 3-5, 9=E(2) 6-8, 10-12=flyB	E10 2=E(3) 1-5 flyA 6 3-7, 12=E(2) 8-11=flyB	E13 2=E(3) 1-2 flyA 3-6 3-8, 11, 12=E(2) 9-10=flyB	E16 or more 2=E(3) 1-5 flyA 6 3-11=E(2) 12=flyB	
E3 2=E(3) 1-3 flyA 4-6 3-4, 12=E(2) 5-11=flyB	E7 2=E(3) 1-2 flyA 3-6 3-6, 12=E(2) 7-11=flyB				

CENTERFIELD (Roll dice on splits 9 - 12)					
SPLIT NO	1	2	3	4	5
1	flyB	DO**	DO***	TR***	TR***
2	flyB	SI**	DO**	DO**	DO**
3	flyC	SI**	SI**	SI**	SI**
4	flyB	flyB	DO**	DO***	DO***
5	flyB	flyB	SI**	SI**	SI**
6	flyB	flyB	SI**	DO**	DO**
7	flyC	flyC	flyC	SI**	SI**
8	flyC	flyC	flyC	SI**	SI**
13	flyC	flyB	flyB	SI**	SI**
14	flyC	flyC	flyC	SI**	SI**
15	flyC	flyC	flyC	SI**	SI**
16	flyB	flyA	flyA	flyA	SI**
17	flyB	flyB	flyA	flyA	SI**
18	flyC	flyC	flyC	flyB	SI**
19	flyC	flyB	flyB	flyB	SI**
20	flyC	flyC	flyB	flyB	DO**
E0 2-12=flyB	E4 2=E(3) 1-4 flyA 5-6 3-4, 11, 12=E(2) 5-10=flyB	E8 2=E(3) 1-2 flyA 3-6 3-6, 11, 12=E(2) 7-10=flyB	E11 2=E(3) 1-5 flyA 6 3-7, 11, 12=E(2) 8-10=flyB	E14 2=E(3) 1-2 flyA 3-6 3-9, 12=E(2) 10-11=flyB	
E1 2=E(3) 1 flyA 2-6 3=E(2) 4-12=flyB	E5 2=E(3) 1-5 flyA 6 3-5, 12=E(2) 6-11=flyB	E9 2=E(3) 1-3 flyA 4-6 3-6, 8=E(2) 7, 9-12=flyB	E12 2=E(3) 3-8=E(2) 9-12=flyB	E15 2=E(3) 1-3 flyA 4-6 3-9, 11, 12=E(2) 10=flyB	
E2 2=E(3) 1-2 flyA 3-6 3, 11=E(2) 4-10, 12=flyB	E6 2=E(3) 3-5, 11, 12=E(2) 6-10=flyB	E10 2=E(3) 1-4 flyA 5-6 3-7, 12=E(2) 8-11=flyB	E13 2=E(3) 1 flyA 2-6 3-8, 11, 12=E(2) 9-10=flyB	E16 or more 2=E(3) 1-4 flyA 5-6 3-11=E(2) 12=flyB	
E3 2=E(3) 1-3 flyA 4-6 3-4, 12=E(2) 5-11=flyB	E7 2=E(3) 1 flyA 2-6 3-6, 12=E(2) 7-11=flyB				

PITCHER (Roll dice on splits 4 - 17)					
SPLIT NO	1	2	3	4	5
1	gbA	SI*	SI*	SI*	SI*
2	gbA	SI*	SI**	SI**	SI**
3	gbA	gbC	SI**	SI**	SI**
18	gbA	gbC	gbC	SI*	SI**
19	gbA	gbC	gbC	SI*	SI**
20	gbA	gbA	gbB	gbC	SI*
E0 2-12=gbA	E11 2=E(1) 1-2 gbA 3-6 3-5, 12=E(1) 6-11=gbA	E17 2=E(1) 1-5 gbA 6 3-6, 12=E(1) 7-11=gbA	E23 2=E(1) 1-3 gbA 4-6 3-7, 12=E(1) 8-11=gbA	E31 2-8, 11, 12=E(1) 9-10=gbA	
E4 2=E(1) 1-4 gbA 5-6 3, 12=E(1) 4-11=gbA	E12 2=E(1) 1 gbA 2-6 3-5, 11=E(1) 6-10, 12=gbA	E18 2=E(1) 1-5 gbA 6 3-6, 11=E(1) 7-10, 12=gbA	E24 2=E(1) 1-3 gbA 4-6 3-7, 11=E(1) 8-10, 12=gbA	E33 2=E(1) 1-5 gbA 6 3-9, 12=E(1) 10-11=gbA	
E6 2=E(1) 1-4 gbA 5-6 3-4=E(1) 5-12=gbA	E13 2=E(1) 1 gbA 2-6 3-5, 11, 12=E(1) 6-10=gbA	E19 2=E(1) 1-5 gbA 6 3-6, 11, 12=E(1) 7-10=gbA	E26 2=E(1) 1-2 gbA 3-6 3-7, 9=E(1) 8, 10-12=gbA	E34 2=E(1) 1-5 gbA 6 3-9, 11=E(1) 10, 12=gbA	
E7 2=E(1) 1-3 gbA 4-6 3-4, 12=E(1) 5-11=gbA	E14 2=E(1) 1 gbA 2-6 3-5, 9=E(1) 6-8, 10-12=gbA	E20 2=E(1) 1-4 gbA 5-6 3-6, 9=E(1) 7-8, 10-12=gbA	E27 2=E(1) 1 gbA 2-6 3-7, 10, 11=E(1) 8-9, 12=gbA	E35 2=E(1) 1-4 gbA 5-6 3-10=E(1) 11, 12=gbA	
E8 2=E(1) 1-3 gbA 4-6 3-4, 11=E(1) 5-10, 12=gbA	E15 2-5, 10, 12=E(1) 6-9, 11=gbA	E21 2=E(1) 1-4 gbA 5-6 3-6, 10, 11=E(1) 7-9, 12=gbA	E28 2=E(1) 1 gbA 2-6 3-8, 12=E(1) 9-11=gbA	E36 2=E(1) 1-4 gbA 5-6 3-10, 12=E(1) 11=gbA	
E10 2=E(1) 1-2 gbA 3-6 3-5=E(1) 6-12=gbA	E16 2-6=E(1) 7-12=gbA	E22 2=E(1) 1-3 gbA 4-6 3-7=E(1) 8-12=gbA	E30 2-8, 11=E(1) 9-10, 12=gbA	E38 or more 2=E(1) 1-3 gbA 4-6 3-12=E(1)	

CATCHER'S CARD (Roll dice on splits 9 - 12)					
SPLIT NO	1	2	3	4	5
1	pb & foulout	foulout	pb & foulout	pb & foulout	pb & foulout
2	pb & popout	popout	pb & popout	pb & popout	pb & popout
3	foulout	foulout	foulout	foulout	pb & foulout
4	wild pitch & pop	wild pitch & pop	wild pitch & pop	wild pitch & pop	wild pitch & pop
5	wild pitch & pop	wild pitch & pop	wild pitch & pop	wild pitch & pop	wild pitch & pop
6	wild pitch & pop	wild pitch & pop	wild pitch & pop	wild pitch & pop	wild pitch & pop
7	popout	popout	popout	popout	pb & popout
8	gbB	popout	gbC	pb & popout	pb & popout
13	gbB	pb & popout	gbB	pb & popout	pb & popout
14	popout	pb & popout	popout	pb & popout	pb & popout
15	foulout	pb & foulout	pb & foulout	pb & foulout	pb & foulout
16	popout	pb & popout	pb & popout	pb & popout	pb & popout
17	foulout	pb & foulout	pb & foulout	pb & foulout	pb & foulout
18	foulout	foulout	pb & foulout	pb & foulout	pb & foulout
19	foulout	foulout	pb & foulout	pb & foulout	pb & foulout
20	foulout	foulout	pb & foulout	pb & foulout	pb & foulout
E0 2-12=gbC	E4 2=E(1) 1-4 popout 5-6 3-4, 11, 12=E(1) 5-10=gbC	E8 2=E(1) 1-2 popout 3-6 3-6, 11, 12=E(1) 7-10=gbC	E11 2=E(1) 1-5 popout 6 3-7, 11, 12=E(1) 8-10=gbC	E14 2=E(1) 1-2 popout 3-6 3-9, 12=E(1) 10-11=gbC	
E1 2=E(1) 1 popout 2-6 3=E(1) 4-12=gbC	E5 2=E(1) 1-5 popout 6 3-5, 12=E(1) 6-11=gbC	E9 2=E(1) 1-3 popout 4-6 3-6, 8=E(1) 7, 9-12=gbC	E12 2-8=E(1) 9-12=gbC	E15 2=E(1) 1-3 popout 4-6 3-9, 11, 12=E(1) 10=gbC	
E2 2=E(1) 1-2 popout 3-6 3, 11=E(1) 4-10, 12=gbC	E6 2-5, 11, 12=E(1) 6-10=gbC	E10 2=E(1) 1-4 popout 5-6 3-7, 12=E(1) 8-11=gbC	E13 2=E(1) 1 popout 2-6 3-8, 11, 12=E(1) 9-10=gbC	E16 or more 2=E(1) 1-4 popout 5-6 3-11=E(1) 12=gbC	
E3 2=E(1) 1-3 popout 4-6 3-4, 12=E(1) 5-11=gbC	E7 2=E(1) 1 popout 2-6 3-6, 12=E(1) 7-11=gbC				

ADVANCED FIELDING CHART

ADVANCED FIELDING CHART INSTRUCTIONS

The same referral process for the basic fielding chart applies to the advanced fielding chart with one major exception - certain 20 sided die rolls require an additional regular dice roll. Refer to E rating of the involved defensive player, found on his card opposite his present playing position. Roll three dice referring to the defensive player's E rating section of the advanced fielding chart to determine outcome of play. If a reading yields a double result (i.e. E(2) 1-4, gbA 5-6) the white die's value determines the correct result. For example, if a reading yields E(2) 1-4, gbA 5-6, refer to the present white die's reading. If the white die's reading is 1, 2, 3 or 4, a 2 base error (E)2 has occurred. If the white die's reading is 5 or 6, a groundball A (gbA) has occurred.

ADDITIONAL ABBREVIATIONS

E(1) Error - batter is safe at first, runners advance 1 base.
 E(2) Error - batter is safe at second, runners advance 2 bases.
 E(3) Error - batter is safe at third, runners score.
 *** Runners advance 3 bases.
 & followed by
 PB passed ball
 POP popout

"T" RATINGS

If second or third base is successfully stolen, and 1, 2 or 3 is rolled, roll the 20 sided die again. Refer to the defensive catcher's card for his "T" number(s). If the number rolled is identical to one of the catcher's "T" numbers, a throwing error by the catcher has occurred, allowing the baserunner(s) to advance one additional base. No throwing error occurs if the number rolled is not listed among the defensive catcher's "T" number(s).