

**HOLDING BASERUNNERS****BASIC GAME****ADVANCED GAME**

CATCHER'S Fielding Rating	Deduction from each runner's safe range on the steal section of the Basic Strategy Chart	BASERUNNER'S Stealing Rating	Deduction
1	-4	AAA	-1
2	-3	AA or A	-2
3	-2	B or C	-3
4	-1	D or E	-4
5	-1		

**RUNNER BEING HELD CHART**

Runner being held	Fielders responsible for holding runner on
Runner on 1st, left-handed batter	firstbaseman & shortstop
Runner on 1st, right-handed batter	firstbaseman & second baseman
Runner on 2nd, left-handed batter	shortstop
Runner on 2nd, right-handed batter	secondbaseman
Runner on 3rd	thirdbaseman

**GROUND BALL RESULT CHART  
(SUPER ADVANCED)****INFIELD BACK****RESULTS**

BASES OCCUPIED	GBA	GBB	GBC	RESULTS
Empty	1	1	1	1. Batter out, runners hold
1st	2	4	3	2. Batter out, runner on 1st out -- double play! Other runners advance 1 base
2nd	6	6	3	3. Batter out, runners advance 1 base
3rd	5	5	3	4. Batter safe, runner at 1st out going to 2nd (force play). Other runners advance 1 base
1st & 2nd	2	4	3	5. If hit to 2b/ss -- Batter out, runners advance 1 base. Otherwise -- batter out, runners hold
1st & 3rd	2	4	3	6. If hit to 1b/2b -- Batter out, runner advances 1 base. Otherwise -- batter out, runner holds
2nd and 3rd	5	5	3	7. Batter safe, lead runner is out, other runners advance 1 base
Loaded	2	4	3	8. Batter out, runner on 3rd holds, runner on 1st advances to 2nd
INFIELD IN				9. Batter out, runner on 3rd out -- double play! Other runners advance one base
BASES OCCUPIED	GBA	GBB	GBC	
3rd	1	7	1	
1st & 3rd	8	7	8	
2nd & 3rd	1	7	1	
Loaded	9	7	7	

**SUPER ADVANCED CUT-OFF RULE COMPUTATIONS****CUTOFF PLAY SEQUENCE**

RESULT	SITUATION	LEAD	COMPUTATION	TRAIL	COMPUTATION
Single (no stars)	1st / 1st & 3rd	1st	A+B+C+D	Batter	A-5
Single (no stars)	1st & 2nd / Loaded	2nd	A+B+D*	1st	A-5+B+C+D*
Single (no stars)	2nd / 2nd & 3rd	2nd	A+B+D*	Batter	A-5
Double (no stars)	Anytime man on 1st	1st	A+B+D*	Batter	A-5+C
fly B?	1st & 3rd	3rd	A+2	1st	A-5
fly B?	2nd & 3rd / Loaded	3rd	A+2	2nd	A-5+C

- Offense decides to send lead runner
- Defense decides whether to throw for lead runner or let him advance. If lead runner advances, trail runner holds.
- If defense throws for lead runner, offense decides whether to advance trail runner.
- If offense tries to advance trail runner, defense can let throw go through for lead runner, or cutoff throw for attempt on trail runner. If throw goes for lead runner, trail runner(s) automatically advances. If throw goes for trail runner, lead runner automatically advances (run scores ahead of third out).

See Rules 13.6 (cutoff rule on hits) and 14.4 (cutoff rule on fly(B)? for full text description of Super Advanced cutoff rules.

**KEY****DESCRIPTION**

- A Running speed + outfielder's arm  
 B If 2 outs, add 2  
 C If hit to RF, add 2. If hit to LF, subtract 2  
 D If runner held, subtract 1. If runner not held, add 1

\* Important note for rule D: If the next base is occupied, the runner cannot be held under Strat-O-Matic rules. In that case, apply rule D based upon whether the runner on 3rd is held (with the bases loaded or with 2nd & 3rd) or whether the runner on 2nd is held (with runners at 1st & 2nd).

**OUTFIELD  
ADJUSTMENT CHART**

Position rated for	Position NOT rated for:		
	CF	RF	LF
CF	---	no change	no change
RF	+1	---	no change
LF	+2	+1	---

**BRINGING A POSITION PLAYER IN TO PITCH**bk-20 wp-20  
throwse51  
hold +9pitcher-5 starter(5)●  
relief(1)/N●

50% AGAINST LEFT-HAND BATTERS			50% AGAINST RIGHT-HAND BATTERS		
4	5	6	4	5	6
2-gb(p)B 3-GB(1b)X 4-GB(2b)X 5-strikeout● 6-WALK 7-WALK 8-N-HR 9-N-HR 1-16 TR 17-20 10-N-HR 11-FLY (lf)X 12-gb(p)B	2-SINGLE** 3-FLY(cf)X 4-GB(2b)X 5-GB(ss)X 6-N-HR 7-SINGLE** 8-popout(3b)● 9-gb(2b)C 10-GB(ss)X 11-FLY(rf)X 12-DOUBLE(rf)	2-SINGLE** 3-gb(1b)C 4-GB(3b)X 5-fly(cf)B 6-WALK 7-SI* 1-17 lo(ss) 18-20 8-SINGLE(rf) 9-DOUBLE(cf) 10-CATCH-X 11-GB(p)X 12-FLY(cf)X	2-gb(p)B 3-GB(1b)X 4-GB(2b)X 5-strikeout● 6-WALK 7-WALK 8-N-HR 9-N-HR 1-16 TR 17-20 10-N-HR 11-FLY (lf)X 12-gb(p)B	2-SINGLE** 3-FLY(cf)X 4-GB(2b)X 5-GB(ss)X 6-N-HR 7-SINGLE** 8-lineout(3b)● 9-gb(2b)C 10-GB(ss)X 11-FLY(rf)X 12-DOUBLE(rf)	2-SINGLE** 3-gb(1b)C 4-GB(3b)X 5-fly(cf)B 6-WALK 7-SI* 1-17 lo(ss) 18-20 8-SINGLE(rf) 9-DOUBLE(cf) 10-CATCH-X 11-GB(p)X 12-FLY(cf)X