

DEAN PATINO, FOUNDER OF BASEBALL CLASSICS

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Welcome Letter

Dear Baseball Classics MLB Board Gamer:

Thank you for playing **Baseball Classics next generation real-time MLB board game!**

Baseball Classics gives baseball fans worldwide **fast, easy, and statistically accurate outcomes** playing **ANY** MLB teams 1901 to present with full color-coded ratings throughout. We've delivered over 2 million Baseball Classics® player cards to baseball fans worldwide ages 8 to adult – choose from 3 playing levels: beginner to expert!

To immediately download your FREE Baseball Classics Game Parts Anytime: Click or go to <https://www.baseballclassics.com/free-game-parts>. Any latest updates including MLB rule changes, etc. will be there. They include: Pitcher Batting Cards, Field Manager's Rulebook (playing instructions), Game Play Chart Cards, Scorefield game board, Scorecard, Showdown Manager, & Dice Cards (or use Baseball Classics boxed game dice).

To view all our products, visit our online store at: <https://www.baseballclassics.shop/> Reach out to us anytime with questions at: **sales@BaseballClassics.com**; we're happy to help.

[Join Baseball Classics Dollar Baseball Club with a Free 1-week Trial to get any 2 MLB Teams you want 1901-Present to print & play.](#) Includes access to [Baseball Classics MLB Diamond Data](#) to sort, filter, and/or group any Baseball Classics MLB Players & Teams 1901-Present!

Enjoy playing Baseball Classics and managing from the top step of the dugout!

Dean Patino, Founder of Baseball Classics

[BaseballClassics.com](https://www.BaseballClassics.com)

P.O. Box 911056

St. George, UT 84791

Next Generation Real-Time MLB Board Game Play 1901-Present!



BASEBALL CLASSICS

NEXT GEN REAL-TIME GAME PLAY

Field Manager's Rulebook

BASEBALL CLASSICS®

Next Generation Real-Time Baseball Game Play

Any MLB Teams or Seasons 1901-Present!

Version 2024

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■ Section 1

Baseball Classics Game Overview

Baseball Classics has been a favorite since 1987 for MLB fans aged 8 to adult. It's a game that uses real-life stats from Major League Baseball teams and players to create an authentic board game experience.



Baseball Classics offers any MLB teams or full seasons 1901 to the present.

That's more than 120 seasons, over 2,500 teams, and 60,000 players!

Our game is known for its speed, simplicity, and statistical accuracy. The player outcomes are calculated to reflect their actual season performances, with precision that's down to a millionth percentile, thanks to our time-tested, proven gaming system.

Baseball Classics Next Generation Real-Time Gaming System

Baseball Classics showcases next generation real-time MLB position player batter and pitcher cards.

Just like an actual MLB game, batters face pitchers every at-bat. The gaming system for each card is based on 1 wooden iconic batter/pitcher die and 4 six-sided dice. With 2,592 dice roll probabilities per at-bat, Baseball Classics player statistical outcomes can perform within 1 millionth of percentile as they did that season.

Baseball Classics player cards have simple to read, streamlined color-coded ratings designed for easy, fast game play. They also contain a total of 42 batting and pitching color-coded statistical categories including Sabermetrics.

You'll always feel like you're managing from the top step of the dugout with Baseball Classics innovative real-time gaming features including Real-Time GM Advisor, Real-Time Pitching, and Real-Time Fielding built-in every player card.

Last, but not least. Our gaming engine is built on hundreds of time-tested algorithms over the decades and thousands of lines of code to ensure statistical accuracy outcomes by each player. Thus, Baseball Classics cards are not built based on subjective opinion, rather a proven system generating ratings based on sophisticated, well-developed logic.

This is why every year, Baseball Classics is always first to market with the most current finished MLB season team's player cards available. Our gaming system digests season statistics and efficiently makes any MLB season available 1901-Present!



A key part of Baseball Classics beautiful gaming design is playability which includes readability. That's why we ship color-coded rating 3 ½" X 5" player cards.

Baseball Classics Next Gen Player Cards

Baseball Classics next generation MLB player cards are designed from the ground up to play fast, easy, and deliver amazing statistically accurate player outcomes just as they performed.

Baseball Classics cards make playing quick and reflect true MLB player performance. Each card is a burst of color that highlights a player's skills immediately revealing their strengths and weaknesses!

Here's what you'll find on each card:

The player's name is in bold at the top, with an icon in the upper right-hand corner indicating if they're a batter or a pitcher, matching our classic wooden batter/pitcher die.

Below the name, there's the team and the Real-Time GM Advisor. This innovative feature suggests who, when, and where to play them in your lineup, on the field, off the bench, and call in from the bullpen.



JIMMIE FOXX
All-Time Athletics

Start Firstbase 3, 2nd, 4th, or 5th

Stats: Bats: Right, Bunt: No, Steal: No, Run: No, Field: Outfield

Fastbase: 400, Thirdbase: 384, Catcher: 335

ROLL	RTP	RESULT	STATS
4	RF	Double Play	Home Runs: 313
5	RF	Double Play	Slugging: 406
6	R	HOME RUN	ISO: 384
7	R	HOME RUN	Batting: 335
8	R	HOME RUN	OPS: 1,038
9	RF	Outfield	Alt Bat: 81.94
10	RF	WALK	HR: 204
11	RF	SINGLE	Outfield: 438
12	RF	WALK	Titles: 125
13	RF	Flyout	Home Runs: 344
14	RF	Groundout	HR: 1921
15	RF	Outfield	Bats: 1751
16	RF	Flyout	Bats Ground: 2729
17	R	Strikeout	Walks: 1452
18	RF	SINGLE	Walk %: 33
19	RF	(N/A) BIP	Strikeouts: 1311
20	R	SINGLE	Strikeout %: 34
21	R	(N/A) BIP	Shouts: 88
22	RF	Groundout	See Play: 19
23	RF	Flyout	Double Play: 99
24	RF	Double Play	Games: 3317

Player abilities are easy to spot: a green circle for right-handed players, red for left-handed, and yellow for switch-hitters. You'll also see their abilities to bunt, steal, and run, as well as their fielding positions. For pitchers, there's a Batting Rating, showing which batting card to use when there's no Designated Hitter.

Baseball Classics iconic color-coded ratings system is simple:

- Green Triangle Up (▲): Excellent
- Yellow Triangle Right (▶): Above Average
- Blue Triangle Left (◀): Below Average
- Red Triangle Down (▼): Poor

Player card columns represent the following:

ROLL based on the sum of Baseball Classics 4 six-sided dice.

RTP (Real-Time Pitching) optional play with balls and strikes.

RESULT displaying their color-coded outcome possibilities based on their actual season performance providing authentic results.



The results are color-coded:

Red for fielding outs

Blue for strikeouts

Green for hits

Yellow for walks

STATS with 21 batting and 21 pitching color-coded categories including Sabermetrics statistical performance. Green spotlights exceptional performance or red reveals very weak performance.

BAT STAT	DEFINITION	PITCH STAT	DEFINITION
Average	Batting average	Wins	Games won
Slugging	Slugging average	Losses	Games lost
ISO	Hitter's raw power	PCT.	Winning percentage
BABIP	Batting Avg Balls in Play	Saves	Games saved
OPS	On-base Plus Slugging	Games	Games pitched
At Bats	At Bats	Started	Games started
Hits	Hits	Completed	Games completed
Doubles	Doubles	Shutouts	Shutouts
Triples	Triples	Innings	Innings pitched
Home Runs	Home Runs	Hits	Hits allowed
RBI's	Runs Batted In	Walks	Walks allowed
Runs	Runs scored	Walk %	Base on Balls/PA*
Runs Created	Run contribution	Strikeouts	Strikeouts
Walks	Walks	Strikeout %	Strikeouts/PA*
Walk %	Walks/PA*	SO/9	Strikeouts per 9 innings
Strikeouts	Strikeouts	SO/BB	Strikeout/Walk ratio
Strikeout %	Strikeouts/PA*	HRA	Home Runs allowed

Steals	Stolen Bases	HR/9	Home Runs allowed per 9 innings
Sac Flies	Sacrifice Flyouts	ERA	Earned Run Average
Double Plays	Double Plays	WHIP	Walks+Hits/Innings Pitched
Games	Games Played	FIP	Fielding Independent Pitching

*PA = Plate Appearances

Use your smart phone camera to view the QR Code graphic or go to <https://bit.ly/3rZGTx2> to view Baseball Classics Player Cards InfoGraphic to get even more detailed information.



■ Section 2

Baseball Classics Game Parts

Baseball Classics game parts include: 1 Game Box (when ordering Boxed Game), Dice, Pitcher Batting Cards, Field Manager's Rulebook (game play instructions), Scorefield game board with 7 transparent chip markers, Game Play Chart Cards, Showdown Manager, & Scorecard

Scorefield

Baseball Classics Scorefield game board and 7 transparent chip markers for you to track the score, innings, outs, and baserunners.

Pitcher Batting Cards

After making a baseball lineup for each team, if you choose to play without a designated hitter (DH) in your lineup, add any of the four Pitcher Batting Cards to represent your pitcher when they bat. Each card comes with colorful icons indicating which side of the plate they hit from and ratings featuring their ability to bunt, steal, and base running.

All pitchers have a "Batting Rating" as follows: Green ▲ (excellent), Yellow ► (above average), Blue ◀ (below average), and Red ▼ (poor).

Game Play Chart Cards

One of the key reasons why Baseball Classics has faster game play is because we designed it with a highly efficient game play charts. The color-coded Game Play Chart Cards are used to look up **Bunting**, **Stealing**, **Base Running**, **Fielding**, and **Injury** results and more. This includes **Play Action Simulator** where virtually anything that can happen in a Major League Baseball game can occur!

Game Dice

To play Baseball Classics, you'll use one special pitcher-batter icon die and four six-sided dice with different colors. Here's how they work together:

1. For an at-bat, roll all 5 dice. The pitcher-batter die indicates if the at-bat result comes from the batter's card or the pitcher's card.
2. Add up the numbers from the four six-sided dice – this is your roll number.
3. Take the roll number and look at the ROLL column on the player's card (determined by the pitcher-batter icon die).
4. Find the roll number and look across to the RESULT column to see the play's outcome for the at-bat.



For example, if you roll the batter icon and the dice show a total of 12 (with the green die showing 2, the red die 3, the white die 4, and the blue die 3), you check the Batter card. Look under the ROLL column for 12 and then across to the RESULT column to find out what happens in the game.

Scorecard

Baseball Classics Scorecard is a next generation way to keep score tracking everything that happens to the last thrilling play!

Real-Time Pitching & Fielding Quick Reference Sheet

When playing with Baseball Classics Real-Time Pitching and/or Fielding game play action, everything you need to know is here inside the Field Manager's Rulebook. This quick reference sheet is an 8 ½" X 11" bi-fold sheet condensed version to keep handy and refer to instead.

Real-Time Strategy Manager

Baseball Classics Showdown Manager gives you live real-time choices that result in consequences for the MLB team each is managing. You'll feel like you're at the top step of the dugout calling pitchouts, steals, bunts, a hit & run, and more!

Use it when playing against a family member or friend managing the MLB teams and see who makes the right call prior to each at bat with any runners on base. There are no extra dice rolls, it's an easy, seamless, and a fast way to dynamically add more real-time game play. It's designed for fast, strategic head-to-head play calling.

(Baseball Classics Real-Time Strategy Manager is an add-on product that can be purchased in our online store)



Section 3

How to Play

Get ready to manage your own MLB team with Baseball Classics! This game is all about speed and ease, giving you the feel of real baseball with outcomes that mirror actual player stats.

Setting up your team is a breeze with our next-gen color-coded cards. You can quickly spot player talents—like speed, hitting power, fielding prowess, base running, getting on base, bunting ability, and pitching strikeout skills—to create your dream lineup. Use these ratings to play to your team's strengths and exploit the other team's weaknesses, all in your own style of management. It's a fast-paced strategy game that brings the excitement of the ballpark to your tabletop.

Real-Time GM Advisor

This unique feature is built into every Baseball Classics next generation color-coded player card to help you make game-time and real-time decisions all the way until the final out. It's like having a savvy bench and a bullpen coach whispering advice along the way to help you best manage your players whether at-bat, in the field, or on the mound!

Real-Time GM Advisor development is based on many statistical batting and pitching performance measures and are relative to the team they played on.

A player on one team suggested to bat 3rd, 4th, or 5th may be suggested to bat lower in the batting order if he played on another team. Real-Time Lineup Advisor isn't based on where players typically batted in their team's lineup most times, though many times that is the case. Instead, the suggestions provide the optimal guidance for each player.

It will save you endless time so you can play more games while providing strategic real-time player guidance depending upon game situations no matter which MLB teams 1901-Present you're playing.

Standard Edition Real-Time GM Advisor

Position player cards suggest which players to start and others to platoon based on their primary fielding position plus where they are an optimal fit in the batting order or where to pinch hit in the lineup.

Example #1: Start Outfield | Bats 6th or 7th – suggests starting in his team's lineup playing in the Outfield, batting in the 6th or 7th spot of the order.

Example #2: Platoon Starter Catcher | Bats 8th or 9th – suggests to spot start in his team's starting lineup playing Catcher, batting in the 8th or 9th spot of the order.

Pitcher player cards suggest who and when to start or who and when to use pitchers from the bullpen.

Suggested pitcher roles are:



- Ace Starter (#1 Starting Pitcher or #1, #2, etc. if more than one)
- Reliable Starter (Next in line to start after Ace Starter)
- Bottom Half of Rotation (back end of starting rotation)
- Spot Starter or Bullpen (sometimes 5th starter or long relief)
- Bullpen Relief or Spot Starter (middle inning reliever, rarely start)
- Setup Man (keep game close 7th inning on until Closer pitches)
- Closer (late innings in save situations or keeping it close)



Example #1: Bullpen Relief – suggests to only bring this pitcher in relief, typically for a long relief role or typically with a comfortable lead.

Premium Edition Real-Time GM Advisor



The vs. Lefty/Righty side of Baseball Classics Premium Edition player cards adds another dimension using color-codes to further indicate who to start, platoon, and manage that team's pitching staff.

Position player cards have two color-coded indicators: vs. Lefty and vs. Righty. Consistent with Baseball Classics "traffic highlighting" color-coded game play throughout, they are represented as follows:

-  Always in starting lineup, feared hitter
-  Platoons in starting lineup, dangerous hitter





-  Occasionally in starting lineup, below average hitter
-  Rarely in starting lineup, weak hitter



Each color-coded indicator is followed by a suggestion to place in the batting order.

Example #1: vs L  8th/9th | vs R  3rd/4th/5th – When facing a left-handed pitcher (vs L), occasionally put in the starting lineup, and best used in the 8th or 9th spot in the batting order. However, things change when facing a right-handed pitcher (vs R), start him and bat him 3rd, 4th, or 5th in the batting order!

Note, fielding positions are not called out above, instead place them either in their primary position (top fielding position listed on their card) or another position listed on their card based who else is in that team's lineup.

Premium Edition pitcher player cards also have two color-coded indicators: vs. Lefty and vs. Righty. They are represented as follows:

-  Best on the team's staff, dominant pitcher
-  Usually solid facing tough lineups, dependable pitcher
-  Use with caution, below average pitcher
-  Shaky most times, high risk pitcher

Example #1: Bottom Half of Rotation vs L  | vs R  – Use at the back end of this team's starting rotation. Left-handed hitters (vs L) will likely light this pitcher up, but when facing right-handed hitter (vs R) he can dominate them. Thus, best to start when facing a lineup that is primarily filled with right-handed hitters. On the other hand, if needing to face a lineup primarily loaded with left-handed hitters, keep him on a short leash and expect to use your bullpen earlier than usual.

You're ready to play once each team's lineup is set:

1. Have the current batter and opposing pitcher player cards in view.
2. For the batter to swing away, roll all the dice to get the outcome.
3. Read the pitcher-batter die result. If pitcher icon, refer to the pitcher's card. If batter icon, refer to the batter's card.

4. Reference that player's card to find the RESULT of the at-bat based on the sum of the 4 six-sided colored dice.

Baseball Classics has 3 playing levels; Basic, Intermediate, and Advanced. This allows play for little league players as young as 8 years old to savvy, long-time expert MLB fans to enjoy playing at their preferred level. Mix-and-match within these playing levels if you desire.

Baseball Classics is designed to let you customize how you play, with three different levels of gameplay:

Basic Play

This is where every fan starts. It's quick and straightforward, focusing on the essential plays like groundouts and double plays. Just set your lineup and get to the game! Great for newcomers or when you want a fast, simple game. Expect a 9-inning game to last around 12-15 minutes.

Intermediate Play

Once you've got the hang of Basic Play, step up to Intermediate. This level adds excitement with bunting, stealing bases, and intricate base running. You'll also use team fielding ratings from the player cards. It's a bit more complex for those who want a richer game. A 9-inning game here usually takes 15-20 minutes.

Advanced Play

For the complete baseball experience, Advanced Play includes everything from Basic and Intermediate levels, plus it throws in pitching fatigue, hit & run tactics, and even the chance of weather delays or on-field arguments! This level is for the devoted fan who wants it all. An Advanced 9-inning game can range from 25 to 90 minutes.

Game Tip: *Make it your own! Combine elements from different levels to suit your playstyle. You could take bunting, stealing, and base running from Intermediate, add in the Play Action Simulator from Advanced, and mix them into your Basic game. It's all about how you enjoy the game!*

Section 4 **Basic Play Level**

Baseball Classics' Basic play level uses standard MLB rules and standard play outcomes. Results are revealed through a single dice roll. Basic level delivers the easiest and fastest game action. It's centered on play outcomes revealed in our statistically accurate, color-coded player card's **RESULT** column.

RESULT	Outcome	Definition
SINGLE	Single	Batter advances to first base. Any base runners advance 1 base, though can attempt to be sent an extra base. If you want to send them, roll the dice again and refer to the RUN Game Play Chart Card and the player's Run rating.
SINGLE*	Infield Single	Batter advances to first base; any base runners only advance 1 base.
DOUBLE	Double	The batter advances to second base. All runners advance 2 bases on any DOUBLE and can attempt to advance 1 extra base. If you want to send them, roll the dice again and refer to the RUN Game Play Chart Card and the player's Run rating.
DOUBLE*	Ground-rule Double	Batter advances to second base; any base runners only advance 2 bases.
TRIPLE	Triple	Batter advances to third base, any base runners advance 3 bases.
HOME RUN	Home run	The batter and all runners score.
WALK	Walk	The batter advances to first base. Any base runner on first base advances 1 base. If base runners on first and second base, they advance 1 base. If bases loaded, all base runners advance 1 base.
Strikeout	Strikeout	The batter is out.
Groundout	Groundout/Force out	The batter is put out for hitting a ball on the ground to a fielder. Consult Baseball Classics' Groundout Result table for further instructions.

Groundout*	Groundout that advances base runners	The batter grounds out. All baserunners advance 1 base safely if none or 1 out. Note – This result could change when playing using Advanced game play.
Double Play	Double play	Consult Baseball Classics Double Play Result table for specifics.
Popout	Popout	The batter is out for hitting a pop fly that is caught in the infield. All runners hold.
Lineout	Lineout	An infield player catches a line drive, the batter is out, and all runners hold. Note, when playing with a Hit & Run called and Lineout is the result, lead base runner is also out if less than 2 outs.
Flyout	Flyout	Flyout, any base runners hold.
(Flyout)	Sacrifice Flyout	<p>The result is a flyout and all runners hold unless the third baserunner has less than 2 outs. In that case, the runner tags up and scores. The batter is out with a sacrifice flyout.</p> <p>Also, if the lead runner is on 1st or 2nd base. In that case, the runner may tag up and try to advance. Roll the dice and reference the Base Running chart card based on that player's Run rating to determine the result.</p>

In the Basic play, baserunners may only advance as many bases as the batter.

Groundout - Force Out Table

Groundouts may result in a force out. A force out play occurs when a baserunner is no longer permitted to legally occupy a base and must attempt to advance to the next base. The defense can retire the runner by choosing to make the out at the next base before he arrives, (though not if the defensive team first forces out a trailing runner).

Runner(s) on	Force Out Result Definition
1st	The batter safely advances to first base. The runner on first base is forced out at second base.
2nd	The batter is out. The runner on second base holds their position.
3rd	The batter is out. The runner on third base holds their position.
1st and 2nd	The second baserunner is forced out at third base. The other runner safely advances from first to second base. The batter safely advances to first base. OR The first baserunner is forced out at second base. The other runner safely advances from second to third base. The batter safely advances to first base. OR The batter is out, and both runners advance 1 base.
1st and 3rd	The first baserunner is forced out. The batter safely advances to first base. The runner on third only scores if the inning has less than 2 outs. OR The third baserunner holds. The batter is out. The first baserunner safely advances to second.
2nd and 3rd	The batter is out, and both runners hold. OR The fielder allows the batter to advance to first base safely. The second baserunner is out at third. The runner on third only scores if the inning has less than 2 outs.
Bases loaded	Force out at any base. OR The batter is out, and all runners advance 1 base if the team has less than 2 outs.

In Baseball Classics, when a force out is possible, the defensive team chooses the force out result from the Groundout – Force Out Table.

Groundout - Double Play Table

When the RESULT is Double Play, the defensive team choose the Double Play result from the Double Play Table.

Runner(s) on	Double Play Result Definition
1st	The first baserunner is forced out. The batter heading to first base is also out.
2nd	See the Groundout Result table.
3rd	See the Groundout Result table.
1st and 2nd	<p>The second baserunner is forced out. The batter heading to first base is also out. The first baserunner advances to second base safely.</p> <p>OR</p> <p>The first baserunner is forced out. The batter heading to first base is also out. The second baserunner advances to third base safely.</p>
1st and 3rd	<p>The first baserunner is forced out. The batter heading to first base is also out. The runner on third only scores if the team has less than 2 outs.</p> <p>OR</p> <p>See the Groundout Result table.</p>
2nd and 3rd	See the Groundout Result table.
Bases loaded	1 runner is forced out. The batter heading to first base is also out. All runners advance 1 base if the team has less than 2 outs.

■ Section 5

Intermediate Play Level

Intermediate Play includes Basic Play with bunting, base stealing, base running, hit & run, and team fielding. The team at bat may call for a bunt, steal, advancing base runners or hit & run.

Use the Baseball Classics game play chart cards when playing with bunting, base stealing, base running, and team fielding.

Bunting

Bunting seems to be a lost art. Baseball Classics wants to help MLB fans rediscover and understand how to use it in a game.

BUNT & STEAL CHART
BASEBALL CLASSICS

Roll dice colors: ■ ■ ■

ROLL	BUNT				STEAL			
	Red	White	Blue	Other	Red	White	Blue	Other
3	DP	PO	DP	PO	GO	GO	DP	DP
4	DP	DP	DP	DP	DP	DP	DP	DP
5	PO	GO	GO	GO	DP	DP	DP	DP
6	DP	DP	DP	DP	DP	DP	DP	DP
7	DP	DP	DP	DP	DP	DP	DP	DP
8	DP	DP	DP	DP	DP	DP	DP	DP
9	DP	DP	DP	DP	DP	DP	DP	DP
10	GO	PO	GO	GO	DP	DP	DP	DP
11	DP	GO	PO	GO	DP	DP	DP	DP
12	PO	PO	PO	PO	DP	DP	DP	DP
13	DP	GO	PO	DP	DP	DP	DP	DP
14	DP	DP	DP	DP	DP	DP	DP	DP
15	DP	DP	DP	DP	DP	DP	DP	DP
16	PO	GO	PO	DP	DP	DP	DP	DP
17	GO	GO	PO	DP	DP	DP	DP	DP
18	GO	DP	DP	DP	DP	DP	DP	DP

When the batter is ready to swing away and the team at bat calls for a bunt attempt, they will declare the type of bunt, and roll the dice. Then reference the Bunt & Steal game play chart card for the outcome based on the sum of the red, white, and blue dice.

The batter's **Bunt** rating is shown just below their player and team name.

The offense team can call a bunt any time before rolling the dice if the player

at bat has less than 2 outs. There are 3 bunt options available in Baseball Classics:

Sacrifice Bunt – The batter is attempting to move any baserunner up 1 base in exchange for being thrown out at first base.

Suicide Squeeze Bunt – The batter attempts to move the runner on third base to score at home in exchange for being thrown out at first base.

Safety Squeeze Bunt – The batter must be attempting to move a runner on third base to home safely in exchange for being thrown out at first base.

There are 2 differences between a safety squeeze and suicide squeeze bunt:

- If a batter strikes out, the runner on third holds and is not forced to steal home. See play example 4 below.
- A safety squeeze is successful only when the result is a green box with a checkmark. A green box with a black dot in the center is considered a *foul ball*.

BUNT, STEAL, & RUN LEGEND	
BASEBALL CLASSICS	
BUNT	
	Sacrifice bunt, else foul ball
	Safety squeeze bunt, else foul ball
	Suicide squeeze bunt, else foul ball
	Wild overthrow, roll for # of base error
PO	Popout: If suicide runner on 3rd out too
GO	Groundout
DP	Double Play
STEAL	
	Steals 2nd base, else thrown out
	Steals 2nd or 3rd base, else thrown out
	Steals any base, others advance 1 base
	Wild overthrow, roll for # of base error
RUN	
	Runner safe
	If 2 outs runner safe, else thrown out
	Wild overthrow, roll for # of base error
	Runner thrown out

The Baseball Classics game play chart cards contain a Bunt legend. After either a sacrifice or suicide squeeze bunt, roll the dice and reference the Bunt chart card and the batter's **Bunt** rating for the result. The legend explains bunt color codes and symbols.

Base Stealing

Baseball Classics Baseball Game Steal Game Play Chart Card is your reference point whenever the team at bat attempts to steal second, third, or home base. However, runners with a **Steal** rating are not allowed to attempt stealing any base. This is because they were unsuccessful at stealing bases that season. That is why that Steal rating column is blank in the chart.

The team at bat chooses which runners will attempt to steal. The fielding team decides which runner to attempt to throw out. All other runners will be safe unless there are 2 outs.

When the offense elects to attempt base stealing, they must roll the dice and then lookup the result in the Stealing game play chart card. The results are found by referencing the **ROLL** and **STEAL** columns.

The Baseball Classics game play chart cards include a Bunt, Steal, & Run Legend. The legend explains the color codes and symbols.

Advancing Baserunners

One of the most second-guessed plays in MLB is whether a player should take an extra base. Close plays – especially at home plate – are thrilling. When players seem a mile out, should the manager risk it or play conservatively and sit tight? In Baseball Classics' Intermediate level, you can make those base running decisions from the top step of the dugout.

Baseball Classics Base Running & Injury Chart card is your reference point when the team at bat attempts to send a baserunner an extra base.

When there is a runner on base and the batter reaches base via a hit or error, the team at bat can decide to send any baserunners 1 extra base. To do this and see if the runner is safe or out, roll the dice after the hit or error, then cross-reference their sum against the **ROLL** column and runner's **Run** rating in the Baseball Classics Base Running game play chart card.

The team at bat may choose to send the lead baserunner 1 extra base after the batter hits a Single or Double. The fielding team can try to throw the advancing runner out or let him take an extra base without a play. If they choose not to try to throw out the lead base runner, he is safe, and any other runners cannot attempt to move up another base.

BASE RUNNING & INJURY CHART									
BASEBALL CLASSICS									
Reroll dice colors									
		RUN				INJURY			
ROLL		▲	▶	◀	▼	NUMBER OF GAMES			
3						Out rest of game			
4	○					Out for 40 games			
5		○				Out for 10 games			
6						Just shaken up			
7						Just shaken up			
8						Out rest of game			
9						Just shaken up			
10						Out for 3 games			
11						Just shaken up			
12						Just shaken up			
13						Just shaken up			
14						Just shaken up			
15	○					Out for 7 games			
16						Out rest of game			
17			○	○	○	Out for 5 games			
18				○		Rest of season			

However, if attempting to throw out the lead advancing base runner, roll the dice to see if he is safe or out based on referencing his **Run** rating on Baseball Classics Base Running & Injury Chart card. In this case, any other runners – including the current batter – may attempt to advance 1 extra base referencing a green ▲ **Run** rating *regardless of the Run rating on their player card*. Simply roll the dice again and look up that result on the Baseball Classics Base Running & Injury Chart card.

The Baseball Classics game play chart cards include a Bunt, Steal, & Run Legend. The legend explains the color codes and symbols.

Fielding Play

Fielding is a crucial component that adds depth to the Baseball Classics game, affecting the outcome just like in a real baseball game.

Two Ways to Play with Fielding:

1. **Team Fielding:** This method uses the combined defensive ratings of all your players to create an overall team defense score. It's a quick way to add fielding without slowing down the game.
2. **Individual Player Fielding:** For those who like details, this option holds each player accountable for their performance on the field. Use the Fielder Spray Chart to determine who's involved in the play, if the play was difficult, and if an error was made, along with the consequences of that error. This method is almost as fast as Team Fielding.

No Extra Rolls Needed:

Both fielding methods use the same dice roll from the at-bat result, so there's no need for additional dice rolls.

Enhance Your Game:

Incorporate Team or Individual Fielding to bring your Baseball Classics gameplay to an exciting new level, just like the real game!

Team Fielding Play

Baseball Classics Team Fielding Play option is based on the overall fielding rating of the 9 players on the field.

This method uses the combined defensive ratings of all your players to create an overall team defense score. You can also use the optional Fielder Spray Chart to pinpoint which player makes the play. It's a quick way to add fielding without slowing down the game.

Here's how to use **Team Fielding** to enhance your gameplay:

Team Fielding Overview:

Every player has a fielding rating that affects your team's overall Defense Rating (DR). To figure out your team's DR, add up the individual fielding ratings of all nine players.

Using Team Fielding:

To play with Team Fielding, you'll need two game play chart cards: the Team Fielding Chart and the Team Fielding Legend.

Understanding the TEAM FIELDING LEGEND Card:

- **DEFENSIVE RATING (DR):** This section provides the point values for each player's fielding ratings, which are color-coded: green, yellow, blue, and red.
- **Team Field DR Result:** Here, you'll find the overall fielding rating for your team based on the total points of all 9 players' fielding ratings.
- **Error Type:** If an error occurs during a play, roll the dice again and check this section to determine the error's impact, from 1-base errors to 3-base errors.

Gameplay Process:





1. When a play happens where the ball is in play, such as a groundout or hit, refer to the TEAM FIELDING card.
2. Roll the dice to see if an error occurs based on the team's DR.
3. If there's an error, roll the dice again.

4. Consult the Number of Bases on Error section to determine the outcome of the error.

By following these steps, you can quickly incorporate fielding into your Baseball Classics games and add an extra layer of strategy and excitement.

Calculating Each Team's Defensive Rating:

Step 1: Each player's fielding ratings are color-coded symbols based their actual performance for each position listed that MLB season (or career for All-Time Greats players).

Each color-coded symbol is valued based on the following point rating system:  (1 point)  (2 points)  (3 points)  (4 points)

The color-coding system (Green, Yellow, Blue, Red) helps you quickly assess your team's fielding strength (Green is best, Red is poor).

Sum the team's 9 individual player positions rating to determine their **Team Fielding Defensive Rating**.

Example of calculating a Team's Fielding Defensive Rating

- | | |
|--|---|
|  Pitcher = 3 points |  Shortstop = 4 points |
|  Catcher = 1 point |  Left fielder = 2 points |
|  First baseman = 2 points |  Center fielder = 3 points |
|  Second baseman = 1 point |  Right fielder = 2 points |
|  Third baseman = 2 points | |

This example shows a **Team Fielding Defensive Rating** of 20 points (3+1+2+1+2+4+2+3+2).

Remember to re-calculate the team's fielding rating anytime substitute a position player during the game.

Step 2: Once you have calculated the Team’s Fielding Defensive Rating points, their color-coded rating is in the Team Field DR Result section in the Team Fielding Legend game play chart card.

The triangle colors are: Green, Yellow, Blue, or Red (green is the best, yellow is above average, blue is below average, and red is poor). You’ll reference those color-columns in the Team Fielding Chart card based on each team’s Defensive Rating (DR).

TEAM FIELDING LEGEND	
BASEBALL CLASSICS	
No reroll; Error Type refers to dice colors from Team Fielding roll	
DEFENSIVE RATING (DR)	
Rating	Player Fielding DR Points
▲ 1 point	
▲ 2 points	
▲ 3 points	
▼ 4 points	
Team Fielding DR Result	
No error on play	
Error if Team DR rating 9-13 points	
Error if Team DR rating 14-18 points	
Error if Team DR rating 19-24 points	
Error if Team DR rating 25+ points	
Roll	# Error Type
5-14, 16, or 18	1 1 base error
4 or 15	2 2 base error if OF play, else 1 base
3 or 17	3 3 base error if OF play, else 2 base

Step 3: Now that you know the Team Fielding Defensive Rating for each team, you’re ready to play using Team Fielding.

For example, if the Team Fielding Defensive Rating (DR) is 20 points, they have a Blue Team Fielding Defensive Rating. Let’s say the initial roll from the at-bat RESULT is batter die and the red, white, and blue dice totaling 6.

Looking at the Team FieldingChart card, cross-reference the ROLL number with the BATTER DIE, Blue triangle section. This would be an error.

If there is **not** an error on the play (white space), continue to the next play or at-bat.

TEAM FIELDING CHART

BASEBALL CLASSICS

Reroll dice colors

ROLL	BATTER DIE				
3					
4					
5					
6					

PITCHER DIE					

7					
8					
9					
10					

11					
12					
13					
14					

15					
16					
17					
18					

Step 4: If there is an error, roll the dice again, then refer to the Team Fielding Legend – Roll column, #, and Error Type to see if it’s a 1, 2, or 3-base error depending upon if it was an Infield or Outfield play.

INFIELD PLAYS: Groundout, Groundout*, Popout, Lineout, Double Play, Triple Play, SINGLE*, bunt attempt, steal attempt, baserunner advance, or any other play within the infield.

OUTFIELD PLAYS: Any type of Flyout or (Flyout), SINGLE, DOUBLE, DOUBLE*, TRIPLE, or any other plays in the outfield.

Individual Fielding Play

Another option to play Baseball Classics games involving fielding is based on the fielding rating of who is fielding the ball.

Depending upon the number of positions played, fielders have up to four color-coded fielding ratings: Green ▲ (excellent), Yellow ► (above average), Blue ◀ (below average), and Red ▼ (poor).

Using this fielding play option, you'll know which player is fielding the ball, if that fielding play is difficult to make, whether an error was committed on the play, and if so, the number of bases for that error.

To play with individual fielding play, reference the Fielding Spray Chart and Tough Play & Error Chart cards.

Fielding Spray Chart

Baseball Classics is designed to realistically simulate where the ball is hit during a game, whether infield or outfield. The direction the ball goes depending on the batters being left-handed or right-handed hitters.

Steps for Determining Who Fields the Ball:

Step 1 - Start with the At-Bat RESULT:

- Roll all 5 Baseball Classics dice to get the RESULT of the at-bat (e.g., Groundout, Flyout).

Step 2 - Identify the Batter's Handedness:

- Check if the batter is left-handed or right-handed. A green circle for right-handed players, red for left-handed, and yellow for switch-hitters (you determine bat left-handed or right-handed)

Step 3 - Refer to the Fielding Spray Chart:

- Use the initial dice roll results to determine who fields the ball.
- Look at the batter/pitcher icon and the number on the blue die.
- For infield plays (like Groundouts or Popouts) and outfield plays (like Flyouts or Singles), refer to the corresponding section in the Fielding Spray chart.

FIELDING SPRAY CHART
BASEBALL CLASSICS

No reroll; refer to blue die from at-bat RESULT roll

INFIELD PLAYS

ROLL	BATTER DIE		PITCHER DIE	
	LEFTY	RIGHTY	LEFTY	RIGHTY
1	P	(2B)	(3B)	3B
2	(2B)	1B	SS	2B
3	1B	SS	2B	(3B)
4	2B	SS	(C)-1B	(SS)
5	(SS)	(1B)	(1B)	P
6	1B	(C)-3B	2B	SS

Note: LO to C goes to other position listed.

OUTFIELD PLAYS

ROLL	BATTER DIE		PITCHER DIE	
	LEFTY	RIGHTY	LEFTY	RIGHTY
1	LF	CF	CF	RF
2	CF	CF	(RF)	(LF)
3	RF	(LF)	CF	CF
4	CF	LF	LF	(RF)
5	(RF)	CF	CF	LF
6	(LF)	RF	RF	CF

Step 4 - Understand the Fielding Spray Chart:

- The chart is divided into sections for infield and outfield plays.
- **INFIELD PLAYS:** Groundout, Groundout*, Popout, Lineout, Double Play, Triple Play, SINGLE*, bunt attempt, steal attempt, baserunner advance, or any other play within the infield.
- **OUTFIELD PLAYS:** Any type of Flyout or (Flyout), SINGLE, DOUBLE, DOUBLE*, TRIPLE, or any other plays in the outfield.
- All fielder positions under the **BATTER DIE** and **PITCHER DIE** - **LEFTY** and **RIGHTY** columns are abbreviated as follows: P = Pitcher, C = Catcher, 1B = First baseman, 2B = Second baseman, SS = Shortstop, 3B = Third baseman, LF = Left fielder, CF = Center fielder, RF = Right fielder
- Cross-reference the batter's handedness and the blue die roll to find out which fielder makes the play.
- For example, if the result is a Groundout, the batter bats left-handed, and the blue die shows 4, the Second Baseman (2B) fields the ball.

Step 5 - Special Cases for Fielding:

- If a fielder abbreviation is shown in parentheses, it indicates the ball might be in foul territory under certain conditions (See Advanced Play - Weather Conditions/Foul Balls).

Example: Imagine you roll all 5 dice and get a Groundout. The batter bats left-handed, and the blue die shows 4. You'll look at the Fielding Spray chart, under INFIELD PLAYS, the LEFTY column for batter, and roll column 4. This tells you that the Second Baseman (2B) fields the ball. By following these steps, you'll be able to quickly and accurately determine individual fielding plays in Baseball Classics, adding depth and strategy to your game.

Now that you know which player is making the play, next you'll determine whether it was a routine or difficult play to make, whether there was an error, and if so, the number of bases for that error.

Tough Play & Error Chart section explains this.

Tip: Consider using the Fielding Spray chart to determine where a HOME RUN was hit; over the leftfield, centerfield, or rightfield wall.

Tough Play & Error Chart

With the Fielding Spray Chart card showing which player is fielding a ball in play, use the Tough Play & Error Chart for the outcome.

Since most balls in play are routinely handled, they're fielded cleanly without an error.

On the other hand, when plays are difficult to make, an error can occur and how many bases it costs the team on that play.

The Tough Play & Error Chart card reveals this in your game play.

Step 1 - Tough Play: Most fielding plays are relatively routine for MLB players. However, in Baseball Classics you'll instantly know within the same initial dice roll for the at bat whether it's a challenging or tricky play, in other words a "Tough Play".

Refer to the Tough Play section, cross-reference the classic wooden batter/pitcher die icon and sum of the white and green dice. If that shows the same player on player fielding the ball indicated in Fielding Spray chart, then it's a tough play, thus possibility for an error. If it's not that same fielder or white space, there is no error on the play.

TOUGH PLAY & ERROR CHART BASEBALL CLASSICS											
No reroll; refer to dice colors below from at-bat RESULT roll											
ROLL		1	2	3	4	5	6	7	8	9	10 11 12
Tough Play	Dice Colors										
	BATTER DIE	P							3B	2B	C
	PITCHER DIE	3B	GF	SS						P	3B
Tough Play Errors	Dice Colors										
	BATTER DIE	C	GF	P					SS	2B	C
	PITCHER DIE	C	GF	SS					SS	2B	C
1, 2, or 3-Base Error	Dice Colors										
	INFIELD PLAY	1	1	2	2	1	1	1	1	2	2
	OUTFIELD PLAY	2	2	1	1	2	1	1	1	1	1

Step 2 - Tough Play Errors: When it's a Tough Play, then refer to this section and using the player's Standard Edition fielding rating (when playing Premium Edition, then use Real-Time Fielding rating) to determine whether an error occurred.

Using the same initial dice roll from the at bat, cross-reference the classic wooden batter/pitcher die icon, player's fielding rating, and sum of the blue and green dice. If that shows the same player (as determined from the Fielding Spray chart), then there is an error by that fielder. Otherwise, if it's not that same fielder or white space, there is no error on the play.

Step 3 - # Bases: When there is an error on the play, refer to this section.

Using the same initial dice roll from the at bat, cross-reference the sum of the white and red dice and if it's an Infield or Outfield play. The number reveals the amount of bases committed on the play by the fielder.

Example 1: Tough Play with 2-base error by Shortstop with blue fielding rating

1. Roll all the Baseball Classics dice (Pitcher icon, green die is 3, red die is 2, white die is 2, and blue die is 6)
2. The **RESULT** is Groundout from the pitcher's card, let's say the Fielding Spray chart shows ball was hit to Shortstop.
3. To see if it was a Tough Play, refer to that section in the Tough Play & Error chart. From the same initial roll showing the pitcher icon die and sum of the green & white dice sum of 5. It's a Tough Play for the Shortstop.
4. Since it's a Tough Play, next refer to the Tough Play Error section. Still from the same initial roll showing the pitcher icon die and sum of the green & blue dice sum of 9. An error has been committed by the Shortstop.
5. Now that an error has been committed, refer to the # Bases section. Once again, still from the same initial roll, the sum of the white & red dice sums to 4. Since a Groundout is an INFIELD PLAY, cross-referencing that with the sum of 4 is a 2-base error by the Shortstop.

Example 2: Base stealing attempt of 3rd base

1. Roll all the Baseball Classics dice (Batter icon, green die is 1, red die is 2, white die is 2, and blue die is 6)
2. Regardless of whether the runner is safe or out, check to see if there was an error on the play. *Note – an overthrow already determined an error on the catcher by an overthrow.*
3. For steal attempt of 2nd base, the player fielding the throw is the Second baseman if the batter is a right-handed batter, or the Shortstop if the batter is left-handed. If the steal attempt is 3rd base, the Third baseman is fielding the throw. If the steal attempt is of home, then the Catcher is fielding that throw.
4. Base stealing attempts are always considered Tough Plays, thus refer directly to the Tough Play Error section.
6. From the same initial roll showing the batter icon die and sum of the green & blue dice sum of 7. It's white space, thus no error has been committed on the steal attempt. If an error has been committed, refer to the # Bases section. Once again, still from

the same initial roll, the sum of the white & red dice sums to 4 and cross-reference INFIELD PLAY.

Optional: Anytime a base runner is attempting to advance an extra base, follow the same instructions shown in example 2, however, if there is an error on the throw, reference OUTFIELD PLAY.

Hit and Run

When to Call a Hit and Run: The team manager can decide to use a hit and run strategy before rolling the dice for the at-bat.

Possible Outcomes of a Hit and Run Play:

1. **Single:**
 - If you roll a single, all baserunners advance two bases.
2. **Lineout:**
 - If the result is a lineout, the batter is out, and all baserunners are also out.
3. **Strikeout:**
 - If you get a strikeout and it's not the third out of the inning, the lead baserunner must try to steal a base.
4. **Groundout:**
 - If the result is a groundout, the batter is out, but all baserunners advance one base.

How to Play:

- Decide if you want to call a hit and run before rolling the dice for your batter.
- After the dice roll, check the result and follow the rules for each outcome:
 - For a single, move all runners two bases.
 - For a lineout, the batter and any runners are out too.
 - For a strikeout (if not the third out), the lead runner tries to steal.
 - For a groundout, the batter is out, but runners advance one base.

By following these instructions, you can incorporate the hit and run strategy into your game, adding more excitement and tactical depth to the play.

Suggested Pitching Rest Table

Each Baseball Classics pitcher specifies the following pitcher types:

- Starting pitcher - only a starter
- Starting-relief pitcher - primarily a starter
- Relief-starting pitcher - primarily a reliever
- Relief pitcher - only a reliever

Important notes about pitchers and starters

- Starters may only start a game.
- A starting-relief pitcher or relief-starting pitcher may either start or pitch in relief.
- A relief pitcher can only pitch in relief
- To give pitchers enough rest, we suggest the following rest days (games):

Pitching Rest		
Innings Pitched	Starter	Reliever
7 or more	4 games	3 games
5 to 6 2/3	3 games	2 games
2 to 4 2/3	2 games	1 game
0 to 1 2/3	1 game	0 games

- Starting-relief pitcher pitches in relief; refer to the starter column.
- Relief-starting pitcher pitches in relief; refer to the reliever column.
- Starting-relief pitcher or relief-starting pitcher starts a game; refer to the starter column.
- Any starting pitcher completing 10 innings in a game must be replaced if the game continues to the 11th inning.
- A relief pitcher should not pitch more than seven innings.
- Catchers should be replaced after 14 innings.

■ Section 6

Advanced Play Level

Advanced includes Basic and Intermediate plays as well as that Play Action Simulator, hit and run, bringing the infield in, pitcher fatigue, and other game play such as Real-Time Fielding if you have Baseball Classics Premium Edition.

Holding Base Runner(s)

With any runner(s) on base, the Manager of the team on the field may call for holding the base runner(s).

When the play is:

- **BATTER SWINGS AWAY** - Batter swings away; Groundout* to 1st or 2nd base changes to SINGLE, reduce runner held Run rating by 1 (ex: downgrading a blue run rating to red)
- **STEAL** - Steal attempt; Groundout* changes to SINGLE, reduce his Run rating by 1
- **HIT & RUN** - Hit & Run; Groundout* to Shortstop, 1st, or 2nd base is SINGLE
- **SACRIFICE OR SAFETY SQUEEZE BUNT** - Bunt attempt; on Safety Squeeze a Groundout to Third changes to SINGLE, Lineout to Double Play
- **SUICIDE SQUEEZE BUNT** - Steal attempt; Groundout* changes to SINGLE
- **CONTACT PLAY** - Batter swings away; Lineout changes to Double Play - lead runner & batter out; Groundout* is SINGLE

Contact Play

Before an *at bat* with less than 2 outs, the Manager of the team at bat may elect to put on the contact play.

When the play is:

- **NO PLAY CALLED** - Batter swings away; runner on 3rd scores without a play on any Groundout

- **HOLD RUNNER** - Batter swings away; Lineout changes to Double Play - lead runner & batter out; Groundout* is SINGLE
- **FIRST PITCHOUT** - Batter takes pitch
- **SECOND PITCHOUT** - Batter takes pitch 5. **THIRD PITCHOUT** - Batter takes pitch
- **PICKOFF ATTEMPT** - Pickoff attempt; reminder of at bat runner on 3rd scores on any Groundout
- **INFIELD IN** - Batter swings away; runner on 3rd base out on Groundout, Groundout* changes to SINGLE
- **OUTFIELD IN** - Batter swings away; if (Flyout) runners hold, if SINGLE or DOUBLE all runner Run ratings increase by 1

Weather Conditions/Foul Balls

Before your game starts you can opt to see if your game is impacted by windy weather conditions that could push balls to be fielded in foul territory or blow them out of play. *Key words: "fielded in foul territory" rather than it being a foul ball for a strike.* Also, it's possible for a HOME RUN to be snagged at the top of the wall changing it to a (Flyout).

This requires Individual Fielding Play.

WIND CONDITIONS

DICE ROLL	2	3	4	5	6	7	8	9	10	11	12
1	2	C	B	M	C	C	C	C	C	M	G
3	4	G	M	C	B	M	C	C	G	C	B
5	6	M	C	B	M	G	C	M	B	C	G

C = CALM M = MILD B = BLUSTERY G = GUSTY

WIND DIRECTION

DICE ROLL	1	2	3	4	5	6
WIND DIRECTION	IL	IR	IC	OL	OR	OC

IL = In from Left IR = In from Right IC = In from Center OL = Out to Left OR = Out to Right OC = Out to Center

BASEBALL CLASSICS
BEST OF THE BEST BASEBALL GAME PLAY

Wind conditions are Calm, Mild, Blustery, or Gusty. Only mild, blustery, or gusty conditions can possibly wreak havoc during your game play.

To determine the wind conditions for your game, roll your Baseball Classics green, red, white, and blue six-sided dice. Cross-reference the white die with the sum of the green and blue dice in the WIND CONDITIONS section below.

Example: The roll is green die 6, red die 1, white die, 4, and blue die 2. Cross-referencing the white die (4) with the sum of green and blue die (8) in the WIND CONDITIONS table is C (Calm). Then reference the roll from the red die in the WIND DIRECTION section. The red die (1) indicates IL; the wind is blowing in from leftfield.

Only Mild, Blustery or Gusty wind conditions can possibly change play RESULTS such as Popout, Flyout, (Flyout), DOUBLE, TRIPLE, HOME RUN. Depending on the wind direction, the ball could be in fair, foul territory, or blown out of play.

When a RESULT is blown out of play, it is a foul ball (a strike), at bat continues.

When plays shown in the Dynamic Individual Fielding Game Play Chart are in parenthesis, this means the ball is hit into playable foul territory.

Example: A RESULT of Popout to (3B) shown in the Dynamic Individual Fielding Game Play Chart is headed into playable foul territory. Depending on the wind condition and direction, it might stay in playable foul territory, blown into fair territory, or blown out of play.

Refer to the following Wind Condition/Wind Direction quick reference table to see the impact on whether the ball is playable in Fair, Foul, or Blown Out of Play (BOP). Also, with Gusty wind conditions, Flyout and (Flyout) RESULTS might change on plays to CF (Centerfield).

Wind Condition/Wind Direction Table

GUSTY	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	BOP	BOP	Fair	Fair	Foul	to FO	BOP
IR	Foul	Fair	Fair	Foul	BOP	BOP	to FO	Foul
IC	BOP	Foul	Foul	Foul	Foul	Foul	to FO	Foul
OL	Foul	Fair	Fair	BOP	BOP	Foul	to (FO)	Fair
OR	Foul	BOP	Foul	Fair	Fair	Fair	to (FO)	Foul
OC	Fair	Fair	Fair	Fair	Fair	Foul	to (FO)	Foul

Note: Flyout or (Flyout) RESULTS in the CF column will either change a Flyout to (Flyout) or (Flyout) to Flyout as shown, all playable in fair territory.

BLUSTERY	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	BOP	Foul	Fair	Fair	Foul	Fair	BOP
IR	Foul	Fair	Fair	Foul	BOP	BOP	Fair	Foul
IC	BOP	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OL	Fair	Fair	Fair	Foul	Foul	Foul	Fair	Fair
OR	Fair	BOP	Foul	Fair	Fair	Fair	Fair	Foul
OC	Fair	Fair	Fair	Fair	Fair	Foul	Fair	Foul

Mild	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	Foul	Foul	Fair	Foul	Foul	Fair	Foul
IR	Foul	Foul	Fair	Foul	Foul	Foul	Fair	Foul
IC	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OL	Foul	Fair	Foul	Foul	Foul	Foul	Fair	Fair
OR	Foul	Foul	Foul	Foul	Fair	Fair	Fair	Foul
OC	Fair	Fair	Foul	Foul	Fair	Foul	Fair	Foul

Calm	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
IR	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
IC	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OL	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OR	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OC	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul

Here are Wind Condition definitions with examples of wind condition and direction impact the following play RESULTS such as Popout, Flyout, (Flyout), DOUBLE, TRIPLE, HOME RUN.

Calm Wind Condition: **No change** on where the ball is played. When a player is shown within parenthesis in the Dynamic Individual Fielding Game Play Chart Card, that play is fielded playable in foul territory. Note: In the case of a HOME RUN to (LF) or (RF), the ball is inside the Foul Pole that barely curled into foul territory for a home run.

Example: A **RESULT** of Popout to (SS) is fielded in foul territory.

Mild Wind Condition: Possible change on whether the ball is played in fair or playable in foul territory **only for a RESULT of Popout, Flyout, or (Flyout)**. When a player is shown within parenthesis in the Dynamic Individual Fielding Game Play Chart Card, that play may wind up fielded in fair or foul territory depending upon the wind direction. Note: In the case of a HOME RUN to (LF) or (RF), the ball is inside the Foul Pole that slices into foul territory for a home run.

Example: Wind direction is OL (Out to Left). Popout **RESULT** is (1B). The ball drifts from playable foul territory into fair territory.

Blustery Wind Condition: Possible change on whether the ball is played in fair or playable foul territory **only for a RESULT of Popout, Flyout, DOUBLE, TRIPLE, or HOME RUN**. When a player is shown in parenthesis in the Dynamic Individual Fielding Game Play Chart Card, that play may wind up fielded in fair or foul territory or blown out of play depending upon the wind direction. Note: In the case of a HOME RUN to (LF) or (RF), the ball curls just inside the Foul Pole and floats in foul territory for a home run.

Example 1: Wind direction is IL (In from Left). **RESULT** is DOUBLE to (LF). Ball lands fair and is pushed by the wind into playable foul territory.

Example 2: Wind direction is OL (Out to Left). **RESULT** is TRIPLE to (RF). Ball lands fair and is pushed by the wind to remain in fair territory instead of heading into playable foul territory.

Note: In the case of a HOME RUN to (LF) or (RF), the wind slices the ball inside the Foul Pole for a home run unless it is Blown Out of Play (BOP) for a foul ball. In this case, the at bat continues, re-roll the dice for

another attempt for this at bat. When playing with Real-Time Pitching, charge a foul ball strike to the count.

Gusty Wind Condition: Possible change on whether the ball is played in fair, playable in foul territory, or blown out of play **for a RESULT of Popout, Flyout, (Flyout), DOUBLE, TRIPLE, or HOME RUN.** When a player is shown in parenthesis in the Dynamic Individual Fielding Game Play Chart Card, that play may wind up fielded in fair or foul territory or blown out of play depending upon the wind direction. Note: In the case of a HOME RUN to (LF) or (RF), the ball angles hard hitting the Foul Pole and bangs into foul territory for a home run.

Example 1: Wind direction is OR (Out to Right). RESULT is DOUBLE to (RF). Ball lands fair and is pushed by the wind into playable foul territory.

Example 2: Wind direction is OR (Out to Right). RESULT is Popout to (1B). The ball is wind-blown out of play. In this case, the at bat continues, re-roll the dice for another attempt for this at bat. When playing with Real-Time Pitching, charge a foul ball strike to the count.

Example 3: Wind direction is IL (In from Left). RESULT is HOME RUN to (LF). The ball makes it just over the wall for home run. However, if you choose to play using Robbing a Home Run, see that section in this Field Manager's Rulebook.

Note: In the case of a HOME RUN to (LF) or (RF), the wind slices the ball inside the Foul Pole for a home run unless it is Blown Out of Play (BOP) for a foul ball. In this case, the at bat continues with a foul ball strike added to the count when playing with Real-Time Pitching.

Real-Time Fielding Wind Impact

When playing with the Premium Edition and an outfielder throwing the ball to get a runner out who is attempting to advance to the next base, wind conditions and wind direction may impact the throw.

Only with a Gusty wind condition and wind direction is blowing directly in or out to that fielder's position, change the outfielder's Real-Time Fielding rating an up or down by 1.

Example: An outfielder with a Real-Time Fielding rating of yellow ► could change to be raised to green ▲ or lowered to blue ◀.

Note, a players Real-Time Fielding rating cannot be raised above green ▲ or lowered beyond red ▼.

Ball hit to LF

Wind blowing IL (In from Left) then raise his rating by 1

Wind blowing OL (Out to Left) then lower his rating by 1

Ball hit to CF

Wind blowing CL (In from Center) then raise his rating by 1

Wind blowing CL (Out to Center) then lower his rating by 1

Ball hit to RF

Wind blowing IR (In from Right) then raise his rating by 1

Wind blowing OR (Out to Right) then lower his rating by 1

Robbing a Home Run

One of the most dramatic and exciting plays in baseball is when an outfielder takes away a home run that was just barely heading over the wall. In Baseball Classics, an excellent fielding outfielder can possibly rob a hitter from hitting a HOME RUN, thus changing the RESULT to a (Flyout).

Requires playing with Wind Conditions and Wind Direction.

On a HOME RUN where the wind direction (regardless of wind condition) is blowing in and hit to that same field, it's possible for that outfielder with a green fielding rating ▲ to catch the ball from going over the wall.

In other words, when the RESULT is:

- HOME RUN to leftfield and the wind direction is IL (In from Left)
- OR
- HOME RUN to centerfield and the wind direction is IC (In from Center)

OR

- HOME RUN to rightfield and the wind direction is IR (In from Right)

When this is the case, reroll all 4 six-sided colored dice. If the sum of that roll is a 7 or 21, that outfielder has made an outstanding catch over the wall, thus robbing the batter of a HOME RUN!

Infield In

The defense team can elect to bring in their infield prior to rolling the 4 dice for the at bat.

When the play is:

- **BATTER SWINGS AWAY** - Batter swings away; if Groundout, runner on 3rd out, battersafeat1stbase, Groundout* changes to SINGLE
- **STEAL** - Steal attempt; increase Steal rating by 1
- **HIT & RUN** - Hit & Run; if Groundout, base runner on 3rd is out; however, Groundout*, changes to SINGLE
- **SACRIFICE OR SAFETY SQUEEZE BUNT** - Bunt attempt; if Popout runner & batter out, if Double Play, runner(s) hold & Groundout batter
- **SUICIDE SQUEEZE BUNT** - Bunt attempt
- **CONTACT PLAY** - Batter swings away; runner on 3rd base out on Groundout, Groundout* changes to SINGLE

Outfield In

The defense team can elect to bring in their outfield prior to rolling the 4 dice for the at bat.

When the play is:

- **BATTER SWINGS AWAY** - (Flyout) changes to SINGLE; if Flyout runner on 3rd can tag up & attempt to score with Run rating reduced by 1

- **STEAL** - Steal attempt
- **3. HIT & RUN** - Reduce Run ratings by 1
- **SACRIFICE OR SAFETY SQUEEZE BUNT** - Bunt attempt
- **SUICIDE SQUEEZE BUNT** - Bunt attempt
- **CONTACT PLAY** - Batter swings away; if (Flyout) runners hold, if SINGLE or DOUBLE all runner Run ratings increase by 1

Rare Double or Triple Plays

These rare plays can only occur using Individual Dynamic Fielding and Advanced Individual Fielding. If any of the following criteria is not, met, then the outcome of the play is as shown in the Basic Play RESULT table.

Rare Double or Triple Play Criteria

Besides the ample number of base runners (at least 1 for a rare double play or at least 2 for a rare triple play), these rare plays can only occur during any of the following **Lineout**, **Groundout***, or **(Flyout)** situations:

Lineout for a Rare Double or Triple Play

- Hit & Run play called with 0 or 1 out; outcome is Lineout into as many outs as possible.
- It's a Double Play if:
 - Infielder who successfully caught the Lineout tags base (unassisted out 1) if base runner was on same base, he was covering (unassisted out 2)
 - or throws to fielder covering base where base runner was who then tags the base (assisted out 2).
- It's a Triple Play if:
 - With at least 2 base runners and no outs
 - Infielder who successfully caught the Lineout steps on base (unassisted out 1) if base runner was on same base, he was covering (unassisted out 2) and if lead base runner is heading towards him tags him (unassisted out 3) for an unassisted Triple Play!
 - or throws to fielder covering base where base runner was who catches the ball then steps on the base (assisted out 2), and he throws to fielder covering another base where base runner was on who catches the ball and steps on that base (assisted out 3).

Groundout* for a Rare Double or Triple Play

- Force out base running situation with 0 or 1 out; outcome is Groundout into as many outs as possible.
 - White die from initial Groundout* RESULT is a 1
 - Tough Play is made by infielder fielding the Groundout*
 - Green fielding rating by infielder who fields the Groundout*
 - Other infielders involved covering the base(s) where lead runners are heading have a green or yellow fielding rating.
-
- It's a Double Play if:
 - With at least 1 base runner on 1st, 1st & 2nd, or bases loaded and 1 out.
 - Infielder who successfully fields the Groundout* steps on force out base or if not near force out base (unassisted out 1), then if the other base runner was heading towards him, tags that runner (unassisted out 2)
 - or throws to fielder covering base where base runner is heading in the force out situation who catches the ball and steps on the base (assisted out 2).
 - It's a Triple Play if:
 - With at least base runners on 1st and 2nd, 1st and 3rd, or bases loaded, and no outs.
 - Infielder who successfully fields the Groundout* steps on or throws to farthest force out base (unassisted or assisted out 1), who in turn throws to infielder covering next closest force out base who catches the ball and steps on that base (assisted out 2), who then throws to infielder cover next closest force out base who catches the ball and steps on that base (assisted out 3)

(Flyout) for a Rare Double or Triple Play

- Force out base running situation with 0 or 1 out; outcome is (Flyout) into as many outs as possible.
- White die from initial Groundout* RESULT is a 1
- Tough Play is made by outfielder catching the (Flyout)
- Green fielding rating by outfielder who fields the (Flyout)
- Infielders involved covering the base(s) where lead runners are heading have a green or yellow fielding rating.

- It's a Double Play if:
 - With at least 1 base runner on any base and 1 out.
 - Outfielder who successfully fields the (Flyout) (unassisted out 1) throws to infielder covering the base where runner was tags that runner out (unassisted out 2)
- It's a Triple Play if:
 - With at least 2 base runners on any base and no outs
 - Outfielder who successfully fields the (Flyout) (unassisted out 1) throws to infielder covering the base where the closest base runner was tags that runner out (unassisted out 2), who then throws to the infielder covering the base of the next closest runner and tags him out (unassisted out 3)

Example 1: Lineout results into a Triple Play

1. The situation is no outs, runners on 2nd and 3rd base with a Hit & Run play called by the Manager of the team at bat, and Lineout is the RESULT.
2. The dice roll RESULT is Lineout with the ball hit to the 2nd baseman (after consulting the Dynamic Individual Fielding game play chart card) who has a green fielding rating.
3. The batter is out, runners on 2nd and 3rd base are out.
4. The Second baseman is credited with the putout of the batter and runner at 2nd base by stepping on the bag and an assist by throwing the ball to the Third baseman who is credited with the 3rd put out by catching the throw and stepping on the 3rd base bag.

Example 2: (Flyout) results into a Triple Play

1. The situation is no outs, runners on 1st and 3rd base, white die from the RESULT roll is 1.
2. The dice roll RESULT is (Flyout) with the ball hit to the Centerfielder (after consulting the Dynamic Individual Fielding game play chart card) who has a green fielding rating and made a Tough Play catch.
3. The batter is out (first out), runners on 1st (second out) and 3rd (third out) base are out.

- Centerfielder is credited with a putout and assist as he throws the ball to the First baseman who steps on the base (runner is off the base) who is credited with a putout and assist, who in turn throws to the Third baseman who steps on the base (runner is off base) is credited with that putout.

Example 3: Groundout* results into an Unassisted Double Play

- The situation is 1 out, runner on 1st base, white die from the RESULT roll is 1.
- The dice roll RESULT is Groundout* with the ball hit to the First baseman (after consulting the Dynamic Individual Fielding game play chart card) who has a green fielding rating and made a Tough Play catch.
- First baseman tags the runner heading to 2nd base (first out) then steps on 1st base (second out).

Play Action Simulator

At the bottom of the sixth inning, the skies threaten to rain out the game. A runner tries to get on second base, the inning has 2 outs, and your best pitcher is coming up. Should you pinch hit?

At the bottom of the ninth inning with 1 out, should you replace the catcher – who is also your best hitter, but not so good behind the plate – to prevent a passed ball when your flaming-throwing stopper is coming in from third with the tying run?

These – and many other decisions – are all in play when using Baseball Classics Play Action Simulator. Along with incorporating virtually every MLB game possibility, the simulator challenges your management skills; your ability to make important decisions during critical moments. The simulator requires your real-time

PLAY ACTION SIMULATOR BASEBALL CLASSICS																	
New roll dice colors ■ ■ ■																	
BATTER DIE									PITCHER DIE								
ROLL	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	9
3	CI	PB	CI	FI	CI	DS	UA	B	B	PB							
4	U	DS	R	RD	HB	HB	RD	RD	PO	DS							
5	WP	PA	PB	CN					PA	PB	I	RD					
6	PO	PB	R							PB	U						
7			MC														
8		PA								CN							
9																	
10																	
11																	
12										PA							
13				CN													
14				WP						MC	PA	CN	R				
15		U	PO	MC						PB	U	UA	MC				
16	MC	I	UA	PA	UA					PB	HB	WP	WP				
17	DS	B	FI	DS	U				RD	HB	DS	HB	I				
18	I	FI	PB	CI	B				FI	CI	I	PB	FI				

reaction to ignite proactive decision making throughout the game to the final out.

The Play Action Simulator table is designed to flow seamlessly with your game. The *Roll* column shows all possible dice roll outcomes. Here is an explanation of the symbols that appear in the chart.



– No runners on base, Batter Swings Away (BSA)

▲ – Refer to this Game Play Chart Card based on the runner's steal rating

▶ – Refer to this Game Play Chart Card based on the runner's steal rating

◀ – Refer to this Game Play Chart Card based on the runner's steal rating

▼ – Refer to this Game Play Chart Card based on the runner's steal rating

Which runner? The runner who you determine is the most likely threat to steal or score from the base they are on. If a runner on 1st base has a red steal rating and runner on 3rd base has a green steal rating, refer to the steal rating of the runner you want to hold closest to the base.

Overview: The Play Action Simulator Chart is divided into two main sections: BATTER DIE and PITCHER DIE. On the left-hand side, you'll find the ROLL column, and to its right, there are different icons: a batter swinging, and color-coded arrows (green, yellow, blue, and red).

How to Use the Play Action Simulator Chart:

1. No Runners on Base:

- Roll all 5 Baseball Classics dice, including the wooden batter/pitcher die and the 4 color-coded dice.
- Add the numbers from the red, white, and blue dice.
- Cross-reference this sum with the BATTER DIE or PITCHER DIE section under the batter swinging icon.
- Follow the outcome indicated on the Play Action Simulator Legend game play chart card.
- Use this same dice roll to reference the batter or pitcher card RESULT column at-bat and complete any additional actions for the play.

2. With Runners on Base:

- The fielding team manager announces a strategy (e.g., hold runners, bring infield in).
- The batting team announces their play call (e.g., steal, bunt, hit & run).
- Roll all 5 dice and sum the red, white, and blue dice.
- Cross-reference this sum with the BATTER DIE or PITCHER DIE under the appropriate color-coded arrow icon, based on the steal rating of the runner.
- Follow the indicated outcome.
- Use this same dice roll to reference the batter or pitcher card RESULT column at-bat and complete any additional actions for the play.
- Repeat these steps if needed due to events like a wild pitch or injury.

Using Real-Time Pitching: When playing with Real-Time pitching, make the following adjustments:

- Refer to the Play Action Simulator for each pitch using the same dice roll.
- "Batter Swings Away" becomes "Throw the Pitch".
- "Hit by Pitch" and "Wild Pitch" (on the L/R card side) change to a ball on the batter's count.
- "Passed Ball" counts as a passed ball and a ball on the batter's count.
- "Balk" is counted as a balk and a ball on the batter's count.

By following these steps, you can easily use the Play Action Simulator Chart in your Baseball Classics game, enhancing the realism and strategy of each play.

Play Action Simulator Chart Definitions

Argument with the Umpire – Roll the dice again and reference batter or pitcher cards for a new result. The argument can end in either:

WALK – Pitcher

All other results – Batter

Heated arguments with the umpire can lead to an ejection when it's the second time in the game that same player had an argument.

Balk – All runners advance 1 base.

Batter Hit by Pitch – The batter is awarded first base. Only runners in a force situation at first base, first and second base, or with the bases loaded will advance 1 base. If a batter is hit right after a HOME RUN, then both benches are warned and the next pitcher to hit a batter by pitch is ejected. Lastly, if a batter is hit by pitch and the following inning a batter from the other team is hit by pitch, both benches are warned and the next pitcher to hit a batter by pitch is ejected.

Batter Swings Away (BSA) – Roll the dice again and refer to the batter or pitcher player card for the outcome of the at bat.

Catcher's Interference – The batter is awarded first base, and the play is over. The only runners that to advance 1 base are those in a force situation at first base, first base and second base, or with the bases loaded.

Crowd Noise – Batter swings away. See Crowd Noise section in this Field Manager's Rulebook and follow those instructions.

Dropped Third Strike – Roll all 4 dice again and check the batter or pitcher player card for the result. If the outcome is Strikeout, then the

PLAY	DESCRIPTION
	Batter Swings Away (BSA)
B	Balk
B	Balk; BSA if ▲ catcher rating
CI	Catcher's Interference
CI	Catcher's Interference; BSA if ▲
DS	Dropped Third Strike
DS	Dropped 3rd Strike; BSA if ▲ catcher
PB	Passed Ball
PB	Passed Ball; BSA if ▲ catcher
WP	Wild Pitch
WP	Wild Pitch; BSA if ▲ catcher
PO	Pitch Out
MC	Manager's Challenge
HB	Hit by pitch
I	Player Injury
CN	Crowd Noise
RD	Rain Delay
FI	Fan Interference
R	Rundown
U	Argue with Ump
UA	Unassisted Play

batter reaches first base safely, and all runners advance 1 base. However, if the outcome is any other play, then there is no dropped third strike. You must follow the instructions from the other plays.

Manager's Challenge – Batter swings away, if the outcome of the play is one that can be challenged according to the Instant Replay section in this Field Manager's Rulebook, then use the Instant Replay game play chart card to see if the call stands or is reversed.

Passed Ball – All runners advance 1 base unless the catcher has a ▲ fielding rating; there is no passed ball, and the result is "Batter Swings Away".

Pickoff Attempt – The defense team declares whether they are holding a baserunner. The pitcher may then attempt to pickoff any baserunner they choose to hold closer. After rolling the dice, the runner is picked off if the result is 3.

When holding a baserunner, any Groundout* or Triple Play result on a pitcher's card becomes a single. Also, when playing with team or individual fielding, after a pickoff attempt check to ensure there wasn't an error.

Pitch Out – If a steal attempt or suicide squeeze is called, the baserunner attempting to advance must also attempt to steal with the next lower *Steal* rating. Roll the dice and reference the *Steal* chart card. Lead runner is out if they have a ◀ Steal rating because it is lowered to a ▼ Steal rating.

Player Injury – To determine which player is injured, roll the dice against the batter and pitcher cards. The pitcher suffers an injury when the result is Strikeout, WALK, or Lineout; else the batter has suffered an injury.

Roll the dice and reference Game Play Injury Chart Card to determine the extent of the injury. Note: if you choose to play without injuries, substitute *Injury* outcomes with "Batter Swings Away".

Rain Delay/Rain Out – When playing in an outdoor stadium, roll the red, white, and blue dice before the game.

If the outcome is 3 or 16, then dark skies and threatening weather conditions exist throughout the game. The first time any of those are rolled for a result on the pitcher's card, there is a slight rain delay. During the second rain delay, it forces the removal of both starting pitchers. The third time this outcome occurs, the game is rained out.

If a 3 or 16 wasn't rolled before the game, Rain Delay changes to Batter Swings Away.

Rundown – Batter swings away. If the at-bat RESULT is not the 3rd out of the inning, Hit by Pitch, Walk, Triple, HOME RUN, or any type of error on the play; the lead runner is caught in a rundown.

If the red die is from the RESULT dice roll of the at-bat is:

- 1 or 2; the lead runner is tagged out at the base he was attempting to advance to
- 3, 4, or 5; lead runner is tagged out at the base he was on before Batter Swings Away
- 6; Lead runner safely returns to the base he was on, however if now occupied by the batter, he safely advances to the next possible base

Note - If playing using Real-Time Fielding, consult the Real-Time Fielding in the Infield section in this Field Manager's Rulebook.

Unassisted Play – Batter swings away. If the at-bat RESULT is any type of out besides Strikeout, it's an unassisted play by the fielder.

Only if the RESULT is a rare Double or Triple Play, the fielder making the initial play makes the Double or Triple Play unassisted! Refer to the section Rare Double or Triple Plays in this Field Manager's Rulebook.

Otherwise, if Double Play then refer to the Groundout - Double Play Table section in this Field Manager's Rulebook.

Wild Pitch – All runners advance 1 base.

Crowd Noise

Naturally, crowd noise favors the team playing in their home ballpark. It has an even greater impact in a dome.

Crowd noise amps up and goes into effect when:

- Home team is at bat in a tie game or with the tying run on deck.

OR

- When pitching with a 1-run lead from the 7th inning on

When the home team is at bat and the dice roll determining the Result of an at bat of the white & blue six-sided dice equal 2 or 12 and the pitcher-batter die is Pitcher icon, instead of looking at the pitcher's Result column, look at the batter card. Also, if the home ballpark is a dome, include the sum of the blue six-sided dice if they total 3 or 11 too.

When the home team is pitching and the roll to determine the Result of an at bat of the white & blue six-sided dice equal 2 or 12 and the Pitcher-Batter die is Batter, instead of looking at the batter's player card, refer to the pitcher's player card.

Real-Time Fielding

Each Baseball Classics Premium Edition player card side has 2 color-coded fielding ratings for each position they play (including pitchers). The first color-coded icon rating is their ability to field the ball. This is the fielding rating you would use for Team Fielding or Individual Fielding.

The second color-coded icon rating is their Real-Time Fielding Rating. This has been determined based on their actual season performance for their throwing arm strength and accuracy.

Real-Time Fielding is only used when playing with Individual Fielding, not Team Fielding.

Real-Time Fielding ratings can potentially raise or lower a base runner's Steal or Run rating for various plays; also, they can possibly turn infield singles (SINGLE*) into a groundout (Groundout*) with any base runners advancing 1 base with less than 2 outs or they can turn Groundout* into SINGLE*.

Real-Time Fielding in the Infield

Stealing: When a base runner attempts to steal, you'll potentially adjust his Steal rating higher or lower (if possible) dependent upon the Catcher's Real-Time Fielding rating and attempted base stealer's Steal rating. For example: if a Catcher's Real-Time Fielding rating is ▲ (- 2 = down 2 ratings) and base runner has a Steal rating of ► (+ 1 = up 1 rating), adjust the Steal rating to ◀. Refer to the Real-Time Fielding table below to see whether any adjustment is made. Note: A Steal rating cannot raise higher than ▲ any be lowered to ▼ regardless of any adjustment that is shown in the table.

Infield Single: An infield single (SINGLE*) snatched by an infielder with a strong Real-Time Fielding throwing arm rating can turn it into a Groundout* when the batter has a slower Run rating only when there is a match in the table. Otherwise, SINGLE* is the result. For example: an infielder who initially fielded the play has a Real-Time Fielding rating of ▲ and the batter has Run rating of ◀ the result changes from SINGLE* to Groundout* because they match. Refer to the Real-Time Fielding table below to see whether any adjustment is made.

Advancing Groundout: On the other hand, an infielder with a weak throwing arm may turn a Groundout* (Groundout, runners advance 1 base) into a SINGLE* (Infield Single). Refer to the Real-Time Fielding table below to see whether any adjustment is made.

Rundown: An infielder with an exceptional Real-Time Fielding rating can possibly put a runner into rundown situation. This occurs when there is a match between the Real-Time Fielding rating of the infielder who initially fielded a Groundout* and advancing base runner's Run rating. If there is a rundown, roll the dice again and check the Base Running Game Play Chart to see if the lead base runner will be safe or out to the base he is heading to. Refer to the Real-Time Fielding Infield table below to see if the play turns into a rundown.

Real-Time Fielding Infield Table

Infield Play	Catcher's Real-Time Rating	Infielder's Real-Time Rating	Batter Run Rating	Runner Run Rating	Runner Steal Rating
Base Stealing	▲ (- 2) ▼ (- 1) ▲ (0) ▼ (+ 1)	N/A	N/A	N/A	▲ (+ 2) ▼ (+ 1) ▲ (0)
Single*	N/A	▲ (GO*) ▼ (GO*) ▲ (1B*) ▼ (1B*)	▲ (1B*) ▼ (1B*) ▲ (GO*) ▼ (GO*)	N/A	N/A
Groundout *	N/A	▲ (GO*) ▼ (GO*) ▲ (1B*) ▼ (1B*)	▲ (1B*) ▼ (1B*) ▲ (GO*) ▼ (GO*)	N/A	N/A
Rundown	▲ (Rundown) ▼ (Rundown) ▲ (None) ▼ (None)	▲ (Rundown) ▼ (Rundown) ▲ (None) ▼ (None)	N/A	▲ (None) ▼ (None) ▲ (Rundown) ▼ (Rundown)	N/A

Real-Time Fielding in the Outfield

Base Running: When a runner attempts to advance an extra base on a hit, you'll potentially adjust his Run rating higher or lower (if possible) dependent upon that outfielder's Real-Time Fielding rating and base runner's Run rating. Refer to the Real-Time Fielding table below to see whether any adjustment is made.

Sacrifice Flyout: When a batter hits a Sacrifice Flyout, i.e. (Flyout), with a runner on 3rd base and less than 2 outs, that runner does not automatically score. Instead, you will roll the dice again and use the Base Running Game Play Chart Card to see if he is safe or out. You'll potentially adjust that runner's Run rating higher or lower (if possible) dependent upon that outfielder's Real-Time Fielding rating and base runner's rating.

Real-Time Fielding Outfield Table

Outfield Play	Outfielder's Real-Time Rating	Runner Run Rating
Base Runner Advancing	▲ (- 2)	▲ (+ 2)
	▲ (- 1)	▲ (+ 1)
	▲ (+ 1)	▲ (- 1)
	▲ (+ 2)	▲ (- 1)
Sacrifice Flyout	▲ (- 1)	▲ (+ 1)
	▲ (0)	▲ (0)
	▲ (0)	▲ (0)
	▲ (+ 1)	▲ (- 1)

Real-Time Pitching (including Pitch Clock Violations)

These instructions are for Baseball Classics Premium Edition player cards that contain this feature.

If you want your board game play experience to be even more realistic, Baseball Classics Real-Time Pitching is for you. We've tested the realism with over 2 million pitches to ensure outcomes are true to form.

This is *optional* play, but once you play with Real-Time Pitching, you may not want to play any other way! Standard MLB rules for balls and strikes apply.

Based on the statistical performance of each player, you'll rapidly experience each at bat pitch-by-pitch with realistic outcomes for balls, strikes (Called Strike, Swing & Miss, plus Foul Ball), Wild Pitch, Hit-by-Pitch, or if is Ball in Play.

Your game play action unfolds real-time showdown as the batter and pitcher faceoff. Pitch-by-pitch you'll learn the fate of each outcome. Now you can have real-time plays such as strike'em out/throw'em out on steal attempts!

On each Baseball Classics Premium Edition player card side, refer to the center column indicated with a "RTP" (stands for Real-Time Pitching). Dice rolls 4 through 24 in this column contain one of the following possibilities:

Real-Time Pitching Table

Item	Outcome	Definition
Ball	Ball	Pitch called a ball
⌵	Called Strike	Pitch called a strike
K	Swing & Miss	Batter swings and misses at pitch
Foul	Foul Ball	Batter fouls pitch out of play
WP	Wild Pitch	Pitch goes past catcher, called a ball, runner(s) advance 1 base
HBP	Hit-By-Pitch	Batter hit-by-pitch, dead ball, next batter
BIP	Ball in Play	Ball is in play

Additional Real-Time Pitching Play Outcomes

Adding Real-Time Pitching to your Baseball Classics game play provides flexible managerial opportunities & outcomes no other board games offer when combined with our Play Action Simulator. Plays such as strike'em out/throw'em out on steal attempts, pickoff attempts, pitch outs, hit & run, arguments with the umpire, rain delays/outs, various bunting, catcher's interference *within the pitch count*.

How to Play Using Real-Time Pitching

Now that we've described the fundamental concept of Baseball Classics Real-Time Pitching, playing with it is just as easy and fast.

Step 1: To throw the first pitch to a batter, roll all 5 Baseball Classics dice. If the classic wooden batter/pitcher die is the pitcher icon, refer to the pitcher's card; or if batter icon, refer to the batter's card. Sum the total of the 4 six-sided dice and refer to that sum in the ROLL column to see the outcome of the pitch as shown by the icon (Ball, Called Strike, Swing & Miss, Foul Ball, Wild Pitch, Hit-By-Pitch, or Ball in Play).

Step 2: After a Real-Time Pitching ball or strike outcome, roll all 5 dice again and repeat step 1 until either the batter has walked, struck out, is hit-by-pitch, or puts the ball in play or strikes out. When the outcome is ball in play, roll all 5 dice again and refer to the pitcher or batter card for the result.

When Outcome is Walk or Strikeout on Player's Card

When the outcome is Ball in Play and the roll is WALK, it changes to a Ball; or if the outcome is Strikeout, change that result to a Swing & Miss.

When Playing Using Pitch Clock Violations

Any Real-Time Pitching (RTP) dice roll with an outcome of the *green, red, and blue dice totaling a sum of 3 is a pitch clock violation.*

- When the batter/pitcher die result from that roll is the *batter die*, the violation is on the batter and *the count is charged an automatic strike.*
- When the batter/pitcher die result from that roll is the *pitcher die*, the violation is on the pitcher and *the count is changed with an automatic ball.*

When Using Play Action Simulator

Always reference the first roll *before* each pitch against the Play Action Simulator. After that, use that same roll to reference against the RTP column of the batter or pitcher depending upon the batter/pitcher die.

Note: When playing the Standard Edition

- Any "Batter hit by pitch" [HB] or "Wild Pitch" [WP] outcome changes to "Batter Swings Away" since they are not available in the Real-Time Pitching (RTP) player cards column.

Note: When playing the Premium Edition

- Any "Batter hit by pitch" [HB] changes to "Batter Swings Away".
- Any "Pitch Out" [PO] counts as a Ball when holding at least one base runner. If the runner is not being held close to the bag, then it changes to "Batter Swings Away".
- Any "Wild Pitch" [WP] outcome counts as a Ball.

When the outcome is "Batter Swings Away" as explained above when playing the Premium Edition, roll all four dice and use Step 1 and Step 2 as described above.

Example 1: Batter strikes out after 1-2 count

1. First roll for the 1st pitch is X (Called Strike – count is 0-1)
2. Second roll for the next pitch is Ball (Ball – count is 1-1)
3. Third roll for the next pitch is K (Swing & Miss – count is 1-2)
4. Fourth roll for the next pitch is Foul (Foul Ball – count is 1-2)
5. Fifth roll for the next pitch is X (Called Strike – batter strikes out!)

Example 2: Strike'em out, throw'em out

1. First roll for the 1st pitch is Ball (Ball– count is 1-0)
2. Second roll for the next pitch is Foul (Foul Ball – count is 1-1)
3. Third roll for the next pitch is X (Called Strike – count is 1-2)
4. Fourth roll, runner is attempting to steal 2nd base, the next pitch is K (Swing & Miss – batter strikes out, roll 3 six-sided dice, and refer to the Steal chart...runner thrown out!)

Pitcher Fatigue

To incorporate a pitcher's fatigue, use statistics from his player card. The formula is simple. Be sure to round to the nearest whole or 1/3 inning.

$$\begin{aligned} &(\text{Innings} + \text{Walks}) \div (\text{Games}) = \text{Innings per Game} \\ &(200 \text{ Innings} + 50 \text{ Walks}) \div (30 \text{ Games}) = 8.33 \text{ or } 8 \frac{1}{3} \text{ IPG} \end{aligned}$$

A pitcher's IPG rating is fluid. It is reduced by 1/3 of an inning for each error his team makes while he's pitching or when he hits a batter.

$$\begin{aligned} &\text{Starting IPG} - \text{total Errors} - \text{total Hit by Pitch} = \text{new IPG} \\ &8.33 \text{ IPG} - 1 \text{ Error} - 1 \text{ Hit by Pitch} = 7.66 \text{ or } 7 \frac{2}{3} \text{ IPG} \end{aligned}$$

After a pitcher goes past their IPG rating, the green die determines if the result is against the batter or pitcher card. This eliminates the 50/50 chance between batter and pitcher cards while steadily increasing the results. These are read as "tires". The longer a pitcher stays beyond his IPG rating, the more likely the result will be read against the batter card.

How the green die impacts a pitcher's fatigue when past his IPG rating regardless of a pitcher-batter die roll of Pitcher icon which would typically reference his card for the **ROLL** and outcome.

1 inning past IPG – Reference the batter card when green die is between 1 and 4; otherwise, reference the pitcher card.

2 innings past IPG – Reference the batter card when the green die is between 1 and 5; otherwise, use the pitcher's card.

Beyond 3 innings past IPG – No roll needed. Only reference the batter (never the pitcher) card for the result.

Example 1: 1 Inning Past Pitcher's IPG

The pitcher is 1 inning past his IPG rating.

1. Roll all the dice.
2. It's pitcher icon and sum of the six-sided dice sum is 16 (green die is 3)
3. Since the green die is between 1 and 4, we'll reference the batter's RESULTS column for the outcome instead of the pitchers.

Instant Replay

Any play, except a strikeout or walk, may be challenged by a manager, and "viewed" via Instant Replay to determine whether the call stands or is reversed.

The following plays may be subjected to instant replay review:

- Home runs
- Placement of advancing base runners
- Force plays and tag plays.
- Flyouts
- Missed bases (any base runner reaching a base safely or on his way to 2 or 3 bases)
- Whether a batter was hit by a pitch
- Tag-ups on Sacrifice Flyouts

Call Reversed		Call Stands	
BATTER DIE		PITCHER DIE	
ROLL	Call Reversed	Call Stands	Call Reversed
3	Red	White	Blue
4	Red	White	Blue
5	Red	White	Blue
6	Red	White	Blue
7	Red	White	Blue
8	Red	White	Blue
9	Red	White	Blue
10	Red	White	Blue
11	Red	White	Blue
12	Red	White	Blue
13	Red	White	Blue
14	Red	White	Blue
15	Red	White	Blue
16	Red	White	Blue
17	Red	White	Blue
18	Red	White	Blue

Reversed outs award a batter the base he would have reached, and any runners advance same number of bases.

Each team is allowed 1 Manager challenge per game during the regular season & 2 during the All-Star game, Playoffs, and tie-breaker game. If a challenge is overturned, the team retains its ability to challenge.

When an Instant Replay is requested, roll the dice, and refer to the Game Play Instant Replay Chart Card. For base running challenges, refer to that runner's steal or run rating (depending upon a steal or base running advance play) otherwise, refer to the Fielding rating of the team or player in the field.

■ Section 7

Post Game Wrap Up

Contact Us

Please reach out to us anytime, we're always happy to help. Contact us via email at: support@BaseballClassics.com

Game Tips from the Founder

These tips will further enhance your Baseball Classics gameplay experience, making it more efficient. Thus, you'll be able to play more games in less time!

1. Dice Rolls Efficiency:

- Normal dice rolls typically take about 3 seconds to pick up, roll, and read.
- Using Dice Cards can take about 5-7 seconds.
- The Baseball Classics Web Scorefield add-on dice rolls take just 1 second, giving you much faster gameplay.

2. Play Real-Time:

- Use the Real-Time GM Advisor if you're unfamiliar with any MLB Teams. It helps in making quick and optimal decisions for lineups, substitutions, and bullpen management.
- Use Baseball Classics Real-Time Pitching and Fielding Quick Reference Sheet handy when playing with those features.

3. Using the Play Action Simulator:

- The Play Action Simulator is the most popular way to play Baseball Classics, especially at Intermediate or Advanced levels. It adds depth and strategy to the gameplay.

4. Baseball Classics Web Scorefield:

- This game add-on offers built-in Game Play Charts, a point-and-click Scorefield, and animated game dice.
- It allows for quicker games, letting you play more in less time.
- Playing using the Web Scorefield on a phone is highly recommended for convenience and mobility.

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Field Manager's Rulebook

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BUNT & STEAL CHART

BASEBALL CLASSICS

Reroll dice colors

ROLL	BUNT	STEAL
3	DP PO	O PO
4	DP	O
5	PO GO	O
6	DP	O DP
7	O	O
8	O	O
9	PO	O
10	GO PO GO GO	O
11	GO PO GO	O
12	PO	O
13	DP GO PO	O
14	DP DP	O
15	O DP	O
16	PO GO PO	O
17	O GO PO	O
18	GO DP	O

BASE RUNNING & INJURY CHART

BASEBALL CLASSICS

Reroll dice colors

ROLL	RUN	INJURY
3	O	Out rest of game
4	O	Out for 60 games
5	O	Out for 10 games
6	O	Just shaken up
7	O	Just shaken up
8	O	Out rest of game
9	O	Just shaken up
10	O	Out for 3 games
11	O	Just shaken up
12	O	Just shaken up
13	O	Just shaken up
14	O	Just shaken up
15	O	Out for 7 games
16	O	Out rest of game
17	O	Out for 5 games
18	O	Rest of season

PLAY ACTION SIMULATOR

BASEBALL CLASSICS

New roll dice colors

ROLL	BATTER DIE	PITCHER DIE
3	CI PB CI FI CI	DS UA B B PB
4	U DS R RD HB	HB RD RD PO DS
5	WP PA PB CN	PA PB I RD
6	PO PB R	PB U
7	MC	
8	PA	CN
9		
10		
11		
12		PA
13	CN	
14	WP	MC PA CN R
15	U PO MC	PB U UA MC
16	MC I UA PA UA	PB HB WP WP
17	DS B FI DS U	RD HB DS HB I
18	I FI PB CI B	FI CI I PB FI

INSTANT REPLAY CHART

BASEBALL CLASSICS

Reroll dice colors

ROLL	BATTER DIE	PITCHER DIE
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		

TOUGH PLAY & ERROR CHART

BASEBALL CLASSICS

No reroll; refer to dice colors below from at-bat RESULT roll

ROLL	2	3	4	5	6	7	8	9	10	11	12
Tough Play	DP	PO	GO	PO	GO	PO	GO	PO	GO	PO	GO
Tough Play Errors	DP	PO	GO	PO	GO	PO	GO	PO	GO	PO	GO
1, 2, or 3- Base Error	DP	PO	GO	PO	GO	PO	GO	PO	GO	PO	GO

BUNT, STEAL, & RUN LEGEND

BASEBALL CLASSICS

BUNT	STEAL	RUN
Sacrifice bunt, else foul ball	Steals 2nd base, else thrown out	Runner safe
Safety squeeze bunt, else foul ball	Steals 2nd or 3rd base, else thrown out	If 2 outs runner safe, else thrown out
Suicide squeeze bunt, else foul ball	Steals any base, others advance 1 base	Wild overthrow, roll for # of base error
Wild overthrow, roll for # of base error	Wild overthrow, roll for # of base error	Runner thrown out
Popout; if suicide runner on 3rd out too		
Groundout		
Double Play		
Steals 2nd base, else thrown out		
Steals 2nd or 3rd base, else thrown out		
Steals any base, others advance 1 base		
Wild overthrow, roll for # of base error		

PLAY ACTION SIMULATOR LEGEND

BASEBALL CLASSICS

PLAY	DESCRIPTION
B	Batter Swings Away (BSA)
B	Balk
CI	Balk; BSA if ▲ catcher rating
CI	Catcher's Interference
CI	Catcher's Interference; BSA if ▲
DS	Dropped Third Strike
DS	Dropped 3rd Strike: BSA if ▲ catcher
PB	Passed Ball
PB	Passed Ball; BSA if ▲ catcher
WP	Wild Pitch
WP	Wild Pitch; BSA if ▲ catcher
PO	Pitch Out
MC	Manager's Challenge
HB	Hit by pitch
I	Player injury
CN	Crowd Noise
RD	Rain Delay
UA	Unassisted Play

4

1

5

6

2

3

1

5

3

9

2

4

6

5

3

4

DICE CARD INSTRUCTIONS

BASEBALL CLASSICS
Game Play Dice Cards

DICE CARDS

Baseball Classics is played using 4 six-sided dice and 1 batter/pitcher die. Dice Cards represent the 5 dice.

To "roll" the dice, shuffle the Dice Cards while rotating all of them face down. Next, point to one of the four corners, left or right side, then reveal that card and the number you pointed to. Do this for all 4 Dice Cards and sum the total (it will be a number between 4 to 24). When revealing the 4th Dice Card, turn it up vertically. The batter or pitcher icon on top determines to lookup the Result on the batter or pitcher card.

FIELDER SPRAY CHART

BASEBALL CLASSICS

No reroll; refer to blue die from at-bat RESULT roll

INFIELD PLAYS

ROLL	BATTER DIE		PITCHER DIE	
	LEFTY	RIGHTY	LEFTY	RIGHTY
1	P	(2B)	(3B)	3B
2	(2B)	1B	SS	2B
3	1B	SS	2B	(3B)
4	2B	SS	(C)-1B	(SS)
5	(SS)	(1B)	(1B)	P
6	1B	(C)-3B	2B	SS

Note: LO to C goes to other position listed.

OUTFIELD PLAYS

ROLL	BATTER DIE		PITCHER DIE	
	LEFTY	RIGHTY	LEFTY	RIGHTY
1	LF	CF	CF	RF
2	CF	CF	(RF)	(LF)
3	RF	(LF)	CF	CF
4	CF	LF	LF	(RF)
5	(CF)	CF	CF	LF
6	(LF)	RF	RF	CF

GAME PLAY OVERVIEW

BASEBALL CLASSICS
Game Play

Beginner, Intermediate, & Advance Play Levels - From youth beginner to novice to expert MLB fan, every one can play to the level they want. With Baseball Classics, virtually anything that can happen in a MLB game, can happen in your game play depending upon the level you choose.

Beginner Level: Covers all the basics such as: Double Plays, Triple Plays, Sacrifice Flyouts, Bunting, Stealing, & advancing Base Runners.

Intermediate Level: Beginner play plus Injuries, and Individual or Team Fielding.

Advanced Level: Beginner & Intermediate levels plus Play Action Simulator, and virtually anything that can happen in a MLB game!

BaseballClassics.com

TEAM FIELDING CHART

BASEBALL CLASSICS

Reroll dice colors

ROLL	BATTER DIE		PITCHER DIE	
	LEFTY	RIGHTY	LEFTY	RIGHTY
3	▲	▲	▲	▲
4	▲	▲	▲	▲
5	▲	▲	▲	▲
6	▲	▲	▲	▲
7	▲	▲	▲	▲
8	▲	▲	▲	▲
9	▲	▲	▲	▲
10	▲	▲	▲	▲
11	▲	▲	▲	▲
12	▲	▲	▲	▲
13	▲	▲	▲	▲
14	▲	▲	▲	▲
15	▲	▲	▲	▲
16	▲	▲	▲	▲
17	▲	▲	▲	▲
18	▲	▲	▲	▲

BATTING RATING

Pitcher Batting Card

Bats 8th or 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	Foul	Lineout	
5	Foul	Double Play	
6	Foul	Double Play	
7	Foul	Double Play	
8	✓	HOME RUN	
9	BIP	(Flyout)	
10	BIP	Strikeout	
11	BIP	Groundout	
12	Foul	Popout	
13	BIP	SINGLE	
14	BIP	Groundout	
15	BIP	Flyout	
16	Foul	SINGLE	
17	Foul	Lineout	
18	BIP	WALK	
19	✓	DOUBLE	
20	K	Flyout	
21	Foul	DOUBLE*	
22	Foul	TRIPLE	
23	Foul	TRIPLE	
24	BIP	Popout	

BATTING RATING

Pitcher Batting Card

Bats 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	K	Double Play	
5	Foul	HOME RUN	
6	K	Double Play	
7	BIP	Double Play	
8	Foul	Double Play	
9	Foul	WALK	
10	Foul	SINGLE	
11	BIP	SINGLE	
12	Foul	Lineout	
13	BIP	Popout	
14	BIP	Groundout	
15	BIP	Flyout	
16	BIP	Groundout	
17	Foul	SINGLE	
18	Foul	DOUBLE	
19	BIP	(Flyout)	
20	Foul	Flyout	
21	✓	TRIPLE	
22	✓	DOUBLE*	
23	✓	DOUBLE*	
24	Foul	Strikeout	

BATTING RATING

Pitcher Batting Card

Bats 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	✓	Lineout	
5	Foul	DOUBLE*	
6	BIP	DOUBLE	
7	Foul	Strikeout	
8	Foul	Flyout	
9	Foul	Double Play	
10	✓	WALK	
11	BIP	Strikeout	
12	BIP	Strikeout	
13	Foul	SINGLE	
14	BIP	Groundout	
15	✓	Flyout	
16	K	SINGLE	
17	Foul	Popout	
18	Foul	Strikeout	
19	BIP	Lineout	
20	Foul	Groundout	
21	BIP	(Flyout)	
22	Foul	(Flyout)	
23	Foul	(Flyout)	
24	Foul	Popout	

BATTING RATING

Pitcher Batting Card

Bats 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	K	SINGLE	
5	✓	Strikeout	
6	✓	Lineout	
7	✓	SINGLE	
8	✓	Popout	
9	K	Double Play	
10	K	Flyout	
11	BIP	Lineout	
12	BIP	Strikeout	
13	Foul	SINGLE	
14	BIP	Groundout	
15	Foul	Flyout	
16	Foul	Strikeout	
17	Foul	Popout	
18	BIP	Groundout	
19	✓	WALK	
20	BIP	SINGLE	
21	✓	(Flyout)	
22	✓	(Flyout)	
23	BIP	(Flyout)	
24	Foul	Groundout	

BATTING RATING

Pitcher Batting Card

Bats 8th or 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	Foul	Flyout	
5	Foul	DOUBLE*	
6	✓	TRIPLE	
7	BIP	(Flyout)	
8	BIP	HOME RUN	
9	Foul	Double Play	
10	Foul	Strikeout	
11	BIP	Groundout	
12	BIP	SINGLE	
13	Foul	Flyout	
14	BIP	SINGLE	
15	BIP	Groundout	
16	BIP	Popout	
17	Foul	Lineout	
18	Foul	WALK	
19	✓	DOUBLE	
20	Foul	(Flyout)	
21	K	(Flyout)	
22	Foul	DOUBLE*	
23	K	TRIPLE	
24	Foul	DOUBLE*	

BATTING RATING

Pitcher Batting Card

Bats 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	K	Strikeout	
5	Foul	HOME RUN	
6	K	DOUBLE*	
7	BIP	TRIPLE	
8	BIP	(Flyout)	
9	BIP	WALK	
10	BIP	Flyout	
11	Foul	SINGLE	
12	BIP	Popout	
13	Foul	Flyout	
14	BIP	SINGLE	
15	BIP	Groundout	
16	BIP	Lineout	
17	Foul	Groundout	
18	Foul	DOUBLE	
19	Foul	Double Play	
20	✓	SINGLE	
21	Foul	Strikeout	
22	Foul	Popout	
23	Foul	Lineout	
24	Foul	SINGLE	

BATTING RATING

Pitcher Batting Card

Bats 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	Foul	Strikeout	
5	Foul	DOUBLE*	
6	K	DOUBLE	
7	K	WALK	
8	K	WALK	
9	K	Double Play	
10	BIP	Groundout	
11	Foul	Popout	
12	✓	SINGLE	
13	Foul	SINGLE	
14	BIP	Groundout	
15	BIP	Strikeout	
16	Foul	Flyout	
17	Foul	Strikeout	
18	✓	Lineout	
19	BIP	Strikeout	
20	✓	(Flyout)	
21	BIP	Strikeout	
22	Foul	WALK	
23	BIP	Strikeout	
24	Foul	Flyout	

BATTING RATING

Pitcher Batting Card

Bats 9th

● Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	RTP	RESULT	STATS
4	BIP	Strikeout	
5	✓	Groundout	
6	✓	Double Play	
7	BIP	Popout	
8	BIP	Double Play	
9	K	SINGLE	
10	✓	Flyout	
11	Foul	Lineout	
12	BIP	Strikeout	
13	Foul	Flyout	
14	BIP	Groundout	
15	BIP	SINGLE	
16	Foul	Popout	
17	✓	Strikeout	
18	Foul	Groundout	
19	Foul	WALK	
20	Foul	(Flyout)	
21	K	Lineout	
22	✓	Strikeout	
23	K	Strikeout	
24	BIP	Double Play	

BATTING RATING

Pitcher Batting Card

Bats 8th or 9th

Bats
Bunt
Steal
Run

ROLL	RTP	RESULT	STATS
4	Foul	Lineout	
5	Foul	Double Play	
6	Foul	Double Play	
7	Foul	Double Play	
8	X	HOME RUN	
9	BIP	(Flyout)	
10	BIP	Strikeout	
11	BIP	Groundout	
12	Foul	Popout	
13	BIP	SINGLE	
14	BIP	Groundout	
15	BIP	Flyout	
16	Foul	SINGLE	
17	Foul	Lineout	
18	BIP	WALK	
19	X	DOUBLE	
20	K	Flyout	
21	Foul	DOUBLE*	
22	Foul	TRIPLE	
23	Foul	TRIPLE	
24	BIP	Popout	

BATTING RATING

Pitcher Batting Card

Bats 9th

Bats
Bunt
Steal
Run

ROLL	RTP	RESULT	STATS
4	K	Double Play	
5	Foul	HOME RUN	
6	K	Double Play	
7	BIP	Double Play	
8	Foul	Double Play	
9	Foul	WALK	
10	Foul	SINGLE	
11	BIP	SINGLE	
12	Foul	Lineout	
13	BIP	Popout	
14	BIP	Groundout	
15	BIP	Flyout	
16	BIP	Groundout	
17	Foul	SINGLE	
18	Foul	DOUBLE	
19	BIP	(Flyout)	
20	Foul	Flyout	
21	X	TRIPLE	
22	X	DOUBLE*	
23	X	DOUBLE*	
24	Foul	Strikeout	

BATTING RATING

Pitcher Batting Card

Bats 9th

Bats
Bunt
Steal
Run

ROLL	RTP	RESULT	STATS
4	X	Lineout	
5	Foul	DOUBLE*	
6	BIP	DOUBLE	
7	Foul	Strikeout	
8	Foul	Flyout	
9	Foul	Double Play	
10	X	WALK	
11	BIP	Strikeout	
12	BIP	Strikeout	
13	BIP	SINGLE	
14	BIP	Groundout	
15	X	Flyout	
16	K	SINGLE	
17	Foul	Popout	
18	Foul	Strikeout	
19	BIP	Lineout	
20	Foul	Groundout	
21	BIP	(Flyout)	
22	Foul	(Flyout)	
23	Foul	(Flyout)	
24	Foul	Popout	

BATTING RATING

Pitcher Batting Card

Bats 9th

Bats
Bunt
Steal
Run

ROLL	RTP	RESULT	STATS
4	K	SINGLE	
5	X	Strikeout	
6	X	Lineout	
7	X	SINGLE	
8	X	Popout	
9	K	Double Play	
10	K	Flyout	
11	BIP	Lineout	
12	BIP	Strikeout	
13	Foul	SINGLE	
14	BIP	Groundout	
15	Foul	Flyout	
16	Foul	Strikeout	
17	Foul	Popout	
18	BIP	Groundout	
19	X	WALK	
20	BIP	SINGLE	
21	X	(Flyout)	
22	X	(Flyout)	
23	BIP	(Flyout)	
24	Foul	Groundout	

BATTING RATING

Pitcher Batting Card

Bats 8th or 9th

Bats
Bunt
Steal
Run

ROLL	RTP	RESULT	STATS
4	Foul	Flyout	
5	Foul	DOUBLE*	
6	X	TRIPLE	
7	BIP	(Flyout)	
8	BIP	HOME RUN	
9	Foul	Double Play	
10	Foul	Strikeout	
11	BIP	Groundout	
12	BIP	SINGLE	
13	Foul	Flyout	
14	BIP	SINGLE	
15	BIP	Groundout	
16	BIP	Popout	
17	Foul	Lineout	
18	Foul	WALK	
19	X	DOUBLE	
20	Foul	(Flyout)	
21	K	(Flyout)	
22	Foul	DOUBLE*	
23	K	TRIPLE	
24	Foul	DOUBLE*	

BATTING RATING

Pitcher Batting Card

Bats 9th

Bats
Bunt
Steal
Run

ROLL	RTP	RESULT	STATS
4	K	Strikeout	
5	Foul	HOME RUN	
6	K	DOUBLE*	
7	BIP	TRIPLE	
8	BIP	(Flyout)	
9	BIP	WALK	
10	BIP	Flyout	
11	Foul	SINGLE	
12	BIP	Popout	
13	Foul	Flyout	
14	BIP	SINGLE	
15	BIP	Groundout	
16	BIP	Lineout	
17	Foul	Groundout	
18	Foul	DOUBLE	
19	Foul	Double Play	
20	X	SINGLE	
21	Foul	Strikeout	
22	Foul	Popout	
23	Foul	Lineout	
24	Foul	SINGLE	

BATTING RATING

Pitcher Batting Card

Bats 9th

Bats
Bunt
Steal
Run

ROLL	RTP	RESULT	STATS
4	Foul	Strikeout	
5	Foul	DOUBLE*	
6	K	DOUBLE	
7	K	WALK	
8	K	WALK	
9	K	Double Play	
10	BIP	Groundout	
11	Foul	Popout	
12	X	SINGLE	
13	Foul	SINGLE	
14	BIP	Groundout	
15	BIP	Strikeout	
16	Foul	Flyout	
17	Foul	Strikeout	
18	X	Lineout	
19	BIP	Strikeout	
20	X	(Flyout)	
21	BIP	Strikeout	
22	Foul	WALK	
23	BIP	Strikeout	
24	Foul	Flyout	

BATTING RATING

Pitcher Batting Card

Bats 9th

Bats
Bunt
Steal
Run

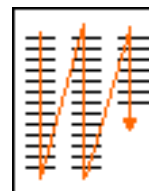
ROLL	RTP	RESULT	STATS
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5	X	Groundout	
6	X	Double Play	
7	BIP	Popout	
8	BIP	Double Play	
9	K	SINGLE	
10	X	Flyout	
11	Foul	Lineout	
12	BIP	Strikeout	
13	Foul	Flyout	
14	BIP	Groundout	
15	BIP	SINGLE	
16	Foul	Popout	
17	X	Strikeout	
18	Foul	Groundout	
19	Foul	WALK	
20	Foul	(Flyout)	
21	K	Lineout	
22	X	Strikeout	
23	K	Strikeout	
24	BIP	Double Play	

BASEBALL CLASSICS SCORECARD © 2020

INSTRUCTIONS

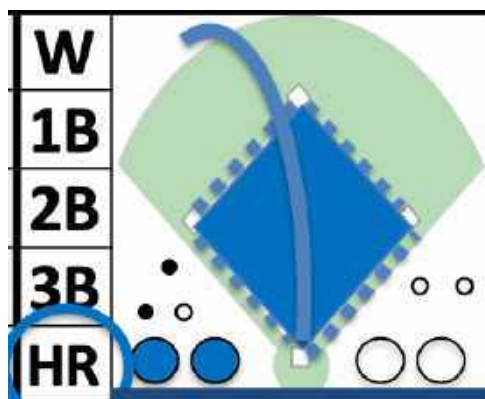
Baseball Classics Scorecard is a fast, easy, and statistically accurate way to track everything that happens inning-by-inning to the last exciting out!

Simply score your game the same way as reading a newspaper-style snake column, left-to-right format.



Our next generation Scorecard has Visiting and Home teams on 1 sheet of two-sided paper:

- **Track up to 5 at bats per player**
- **Holds up to 2 substitutions per player (27 total!)**
- **Stats for up to 5 pitchers**
- **Complete pitching totals**



Scorecard contains a lineup grid with 45 squares based on 5 columns (at bats) and 9 rows (batting order). Each row contains enough space for up to 3 players.

Record the outcome of a play inside the square of the player at bat or on base. The left and right sides of the square show ways the batter can reach base and indicate the end of an inning. The ballpark diamond is where all the action is recorded. See definitions in the table below.

LEFT SIDE	CENTER	RIGHT SIDE
W - Walk	- Baseball diamond to denote outs (w/optional ball placement) or tracking base runners	E - Error
1B - Single		HB – Hit Batter by Pitch
2B - Double	- Fill in circles for balls & strikes - Fill in circles for each RBI	D3 – Dropped 3 rd Strike
3B - Triple		CI – Catcher's Interference
HR – Home Run		X – End of Inning

At the end of each inning, shade in the lower right box with the “X” for the player who made the last out. To indicate player substitutions, use a thick vertical line on the right outer edge of the square. For pitching changes, use a thick vertical line on the bottom edge of the square.

See the sample Baseball Classics Scorecard containing the lineup and results for the 2017 World Champion Houston Astros in Game 7 vs. the Dodgers.

VISTING TEAM		DEF RATING	1	2	3	4	5	6	7	8	9	R	H	E
2017 HOUSTON ASTROS		13	2	3	0	0	0	0	0	0	0	5	5	0
2017 LOS ANGELES DODGERS		12	0	0	0	0	0	1	0	0	0	1	6	1
SPRINGER	CF	1	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
BREGMAN	3B	1	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
ALTUVE	2B	1	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
CORREA	SS	1	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
GURRIEL	1B	2	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
MCCANN	CF	1	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
GONZALEZ	LF	1	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
REDDICK GATTIS MORTON	RF PH P	2 4	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR
MCCULLERS PEACOCK MAYBIN	P P CF	3 3 1	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			2B		HR	2B		HR	2B		HR	2B		HR
			HR		HR	HR		HR	HR		HR	HR		HR

PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD
MCCULLERS	2.1	3	0	3	0	0	0				
PEACOCK	2	1	1	2	0	0	0				
LIRIANO	.1	0	0	0	0	0	0				
DEVENSKI	.1	0	0	0	0	0	0				
MORTON	4	2	1	4	0	1	1	1			
TOTALS	9	6	2	9	0	1	1	1			

GAME #	DATE
7	11/1/17



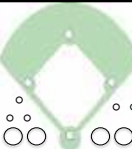
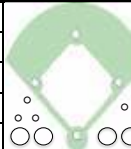
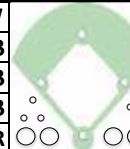
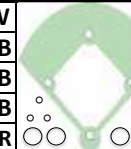
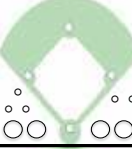
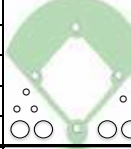
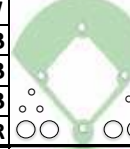
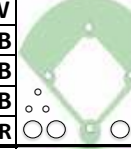

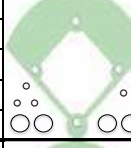
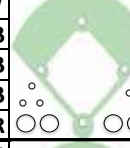
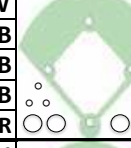
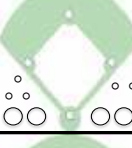
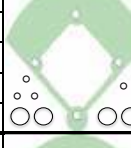
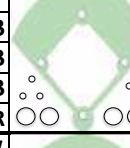
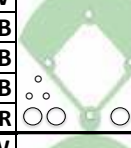
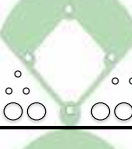
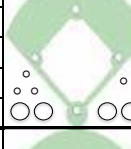
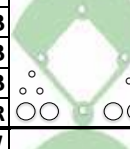
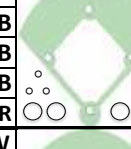

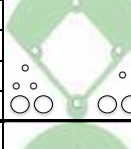
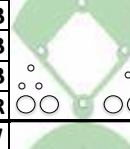
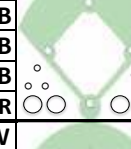
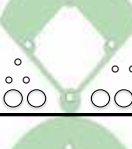
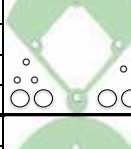
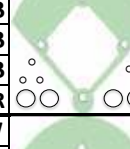
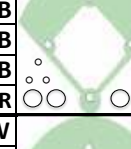
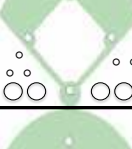
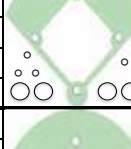
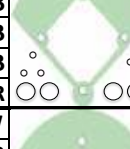
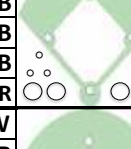



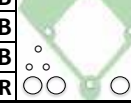
Baseball Classics Scorecard © 2018

VISITING TEAM		DEF RATING	1	2	3	4	5	6	7	8	9	R	H	E				
			W		E	W		E	W		E	W		E	W		E	
			1B		HB	1B		HB	1B		HB	1B		HB	1B		HB	
			2B		D3	2B		D3	2B		D3	2B		D3	2B		D3	
			3B		CI	3B		CI	3B		CI	3B		CI	3B		CI	
			HR		X	HR		X	HR		X	HR		X	HR		X	
			W		E	W		E	W		E	W		E	W		E	
			1B		HB	1B		HB	1B		HB	1B		HB	1B		HB	
			2B		D3	2B		D3	2B		D3	2B		D3	2B		D3	
			3B		CI	3B		CI	3B		CI	3B		CI	3B		CI	
			HR		X	HR		X	HR		X	HR		X	HR		X	
			W		E	W		E	W		E	W		E	W		E	
			1B		HB	1B		HB	1B		HB	1B		HB	1B		HB	
			2B		D3	2B		D3	2B		D3	2B		D3	2B		D3	
			3B		CI	3B		CI	3B		CI	3B		CI	3B		CI	
			HR		X	HR		X	HR		X	HR		X	HR		X	
			W		E	W		E	W		E	W		E	W		E	
			1B		HB	1B		HB	1B		HB	1B		HB	1B		HB	
			2B		D3	2B		D3	2B		D3	2B		D3	2B		D3	
			3B		CI	3B		CI	3B		CI	3B		CI	3B		CI	
			HR		X	HR		X	HR		X	HR		X	HR		X	
			W		E	W		E	W		E	W		E	W		E	
			1B		HB	1B		HB	1B		HB	1B		HB	1B		HB	
			2B		D3	2B		D3	2B		D3	2B		D3	2B		D3	
			3B		CI	3B		CI	3B		CI	3B		CI	3B		CI	
			HR		X	HR		X	HR		X	HR		X	HR		X	
			W		E	W		E	W		E	W		E	W		E	
			1B		HB	1B		HB	1B		HB	1B		HB	1B		HB	
			2B		D3	2B		D3	2B		D3	2B		D3	2B		D3	
			3B		CI	3B		CI	3B		CI	3B		CI	3B		CI	
			HR		X	HR		X	HR		X	HR		X	HR		X	

PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD

GAME #	DATE



HOME TEAM		DEF RATING	1	2	3	4	5	6	7	8	9	R	H	E
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X
			W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X	W 1B 2B 3B HR		E HB D3 CI X

PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD

GAME #	DATE



CLASSIC TEAMS. CLASSIC GAMES

Baseball Classics Scorecard © 2018

SCOREFIELD



STRIKES	0	1	2	
BALLS	0	1	2	3

OUTS	0	1	2
------	---	---	---

INNING	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10

VISITOR	0	1	2	3	4	5	6	7	8	9	10
HOME	0	1	2	3	4	5	6	7	8	9	10

Baseball Classics Real-Time Pitching & Fielding Quick Reference Sheet

Real-Time Pitching Table

Item	Outcome	Definition
Ball	Ball	Pitch called a ball
X	Called Strike	Pitch called a strike
K	Swing & Miss	Batter swings and misses at pitch
Foul	Foul Ball	Batter fouls pitch out of play
WP	Wild Pitch	Pitch goes past catcher, called a ball, runner(s) advance 1 base
HBP	Hit-By-Pitch	Batter hit-by-pitch, dead ball, next batter
BIP	Ball in Play	Ball is in play

Real-Time Fielding Infield Table

Infield Play	Catcher's Real-Time Rating	Infielder's Real-Time Rating	Batter Run Rating	Runner Run Rating	Runner Steal Rating
Base Stealing	▲ (-2) ▼ (-1) ▲ (0) ▼ (+1)	N/A	N/A	N/A	▲ (+2) ▼ (+1) ▲ (0) ▼ (-1)
Single*	N/A	▲ (GO*) ▼ (GO*) ▲ (1B*) ▼ (1B*)	▲ (1B*) ▼ (1B*) ▲ (GO*) ▼ (GO*)	N/A	N/A
Groundout*	N/A	▲ (GO*) ▼ (GO*) ▲ (1B*) ▼ (1B*)	▲ (1B*) ▼ (1B*) ▲ (GO*) ▼ (GO*)	N/A	N/A
Rundown	▲ (Rundown) ▼ (Rundown) ▲ (None) ▼ (None)	▲ (Rundown) ▼ (Rundown) ▲ (None) ▼ (None)	N/A	▲ (None) ▼ (None) ▲ (Rundown) ▼ (Rundown)	N/A

Wind Condition/Wind Direction Table

GUSTY	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	BOP	BOP	Fair	Fair	Foul	to FO	BOP
IR	Foul	Fair	Fair	Foul	BOP	BOP	to FO	Foul
IC	BOP	Foul	Foul	Foul	Foul	Foul	to FO	Foul
OL	Foul	Fair	Fair	BOP	BOP	Foul	to (FO)	Fair
OR	Foul	BOP	Foul	Fair	Fair	Fair	to (FO)	Foul
OC	Fair	Fair	Fair	Fair	Fair	Foul	to (FO)	Foul

Note: Flyout or (Flyout) RESULTS in the CF column will either change a Flyout to (Flyout) or (Flyout) to Flyout as shown, all playable in fair territory.

Real-Time Fielding Wind Impact

When playing with the Premium Edition and an outfielder throwing the ball to get a runner out who is attempting to advance to the next base, wind conditions and wind direction may impact the throw.

Only with a Gusty wind condition and wind direction is blowing directly in or out to that fielder's position, change the outfielder's Real-Time Fielding rating an up or down by 1.

Note, a players Real-Time Fielding rating cannot be raised above green ▲ or lowered beyond red ▼.

Ball hit to LF

Wind blowing IL (In from Left) then raise his rating by 1
Wind blowing OL (Out to Left) then lower his rating by 1

Ball hit to CF

Wind blowing CL (In from Center) then raise his rating by 1
Wind blowing CR (Out to Center) then lower his rating by 1

Ball hit to RF

Wind blowing IR (In from Right) then raise his rating by 1
Wind blowing OR (Out to Right) then lower his rating by 1

When Playing Using Pitch Clock Violations

Any Real-Time Pitching (RTP) dice roll with an outcome of the green, red, and blue dice totaling a sum of 3 is a pitch clock violation.

- When the batter/pitcher die result from that roll is the batter die, the violation is on the batter and the count is charged an automatic strike.
- When the batter/pitcher die result from that roll is the pitcher die, the violation is on the pitcher and the count is changed with an automatic ball.

Real-Time Fielding Outfield Table

Outfield Play	Outfielder's Real-Time Rating	Runner Run Rating
Base Runner Advancing	▲ (-2) ▼ (-1) ▲ (+1) ▼ (+2)	▲ (+2) ▼ (+1) ▲ (-1) ▼ (-1)
Sacrifice Flyout	▲ (-1) ▼ (0) ▲ (0) ▼ (+1)	▲ (+1) ▼ (0) ▲ (0) ▼ (-1)

WIND CONDITIONS												
DICE ROLL	2	3	4	5	6	7	8	9	10	11	12	
1	2	C	B	M	C	C	C	C	C	M	G	
3	4	G	M	C	B	M	C	C	G	C	B	B
5	6	M	C	B	M	G	C	M	B	C	G	C
<div>C = CALM</div> <div>M = MILD</div> <div>B = BLUSTERY</div> <div>G = GUSTY</div>												

WIND DIRECTION						
DICE ROLL	1	2	3	4	5	6
WIND DIRECTION	IL	IR	IC	OL	OR	OC

IL = In from Left	IR = In from Right	IC = In from Center	OL = Out to Left	OR = Out to Right	OC = Out to Center
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BLUSTERY	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	BOP	Foul	Fair	Fair	Foul	Fair	BOP
IR	Foul	Fair	Fair	Foul	BOP	BOP	Fair	Foul
IC	BOP	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OL	Fair	Fair	Fair	Foul	Foul	Foul	Fair	Fair
OR	Fair	BOP	Foul	Fair	Fair	Fair	Fair	Foul
OC	Fair	Fair	Fair	Fair	Fair	Foul	Fair	Foul

Mild	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	Foul	Foul	Fair	Foul	Foul	Fair	Foul
IR	Foul	Foul	Fair	Foul	Foul	Foul	Fair	Foul
IC	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OL	Foul	Fair	Foul	Foul	Foul	Foul	Fair	Fair
OR	Foul	Foul	Foul	Foul	Fair	Fair	Fair	Foul
OC	Fair	Fair	Foul	Foul	Fair	Foul	Fair	Foul

Calm	(C)	(1B)	(2B)	(SS)	(3B)	(LF)	CF	(RF)
IL	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
IR	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
IC	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OL	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OR	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul
OC	Foul	Foul	Foul	Foul	Foul	Foul	Fair	Foul