

Field Manager's Rulebook

BASEBALL CLASSICS ®

Next generation baseball board game

Featuring Standard Edition Player Cards

Version 16.1

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Field Manager's Rulebook

Baseball Classics ®
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■ Section 1

Next Generation Baseball Game

Baseball Classics Overview

Since 1987, Baseball Classics – the next generation baseball game – has been played by thousands of MLB fans ages 8 and up. The game is based on actual Major League Baseball teams and players' seasonal performance. It is the ultimate simulated baseball board game.

Baseball Classics is the only baseball board game offering every MLB team and season played from 1901 to present. That's over 115 MLB seasons, 2,500+ MLB teams, and 60,000+ players! Every player rating is based on their actual performance that season to deliver true statistical outcomes.



Baseball Classics' beautifully color-coded board game and stunning visual player ratings, makes for playing with true MLB realism; **easy, fast, and statistically accurate**. Play any team with amazing statistical accuracy.

You can play Baseball Classics solo or with 2 players managing the opposing MLB teams. The game action is so real that you'll feel like you're on the top step of the dugout managing all your favorite MLB players. There are 3 play levels: Basic, Intermediate, or Advanced. Simulate fielding, bunting, base stealing, baserunning, hit and run, pitching fatigue, and more. Virtually anything that can happen in an MLB game, can happen while playing Baseball Classics!

Player Cards

Get ready to enjoy playing anywhere and anytime – just grab our player cards and go! Handling our cards is easy because they're the size of a standard business card (3 1/2 by 2 inches). Smaller cards allow for faster playing and are extremely portable.

Baseball Classics player cards are printed double-sided, in full color, on premium cardstock with rounded corners. We put a lot of thought into our player card design, including the backside featuring our official Baseball Classics logo.

They're also available for download from our Baseball Classics Cloud. For those who want individual player cards, the digital version has straight edges that are easy to print, trim, and play!

Baseball Classics player cards are intentionally designed to easily review any MLB player's strengths and weaknesses in a single glance. Each Baseball Classics MLB team contains up to 15 batter and 9 pitcher position player cards. You'll be able to make the right Manager decision when players are at bat, on the mound, in the field, or on base.

AARON JUDGE 2017 New York Yankees		
<ul style="list-style-type: none"> 🟢 Bats 🔴 Bunt 🔵 Steal 🟢 Run 	Rightfield ▶	
vs. LEFTY	ROLL	vs. RIGHTY
(Flyout)	3	Groundout
Triple	4	HOME RUN
HOME RUN	5	HOME RUN
[Walk]	6	Double Play
[Single]	7	[Single]
Strikeout	8	Walk
Walk	9	Walk
Strikeout	10	[Strikeout]
Walk	11	Strikeout
Strikeout	12	Strikeout
Strikeout	13	[Single]
HOME RUN	14	HOME RUN
Single	15	[(Flyout)]
Double	16	Double
Double Play	17	HOME RUN
Double Play	18	Triple

The upper-left corner displays the player's **full name**, **season**, and **team name** while the upper-right corner icon indicates a **batter or pitcher card**.

Also, on the left side, **Bats** on batter cards indicate batting style using arrows and color coding; a left-handed batter is red-colored, a right-handed batter is green-colored, and a switch-hitter is yellow-colored. Similarly, **Throws** on pitcher cards indicates throwing style; a left-handed pitcher is red-colored, and a right-handed pitcher is green-colored.

Next, each position player card lists **Bunt**, **Steal**, and **Run** using color-coded ratings. Fielding ratings which are found to the upper right side on each player card.

At the heart of every Baseball Classics player card, player results – which are based on their actual seasonal performance – are displayed using our simple color-coding system. Hits (e.g. single, double, triple, and home run) are green-shaded, walks are yellow-shaded, strikeouts are blue-shaded, and all other outs are red-shaded. Batter and pitcher cards contain a whopping 30 season

statistics. The *roll* column correlates to the sum of rolling the 3-six-sided dice (3 through 18).

Every Baseball Classics player card is generated by running player stats through hundreds of time-tested algorithms that ensure superior statistical accuracy, so players perform as they did that actual season.

Ordering More MLB Teams

Here are 3 easy ways to expand your Baseball Classics collection with any MLB teams 1901 to present.

Baseball Classics Web Store

Visit our online store, Free shipping within the Continental U.S. at BaseballClassics.com/store

Dollar Baseball Club

Save more when joining our DollarBaseballClub.com to get any MLB teams since 1901 monthly with Free shipping.

Baseball Classics Cloud

Never stop playing while saving the most monthly with online access to instantly download, print & play any MLB teams since 1901 anytime BaseballClassics.com/cloud.

How to Contact Us

Got questions about Baseball Classics game play? Want to share feedback? Need help ordering? Reach out anytime, we are always happy to help you!

Contact us via email at: sales@BaseballClassics.com



■ Section 2 Baseball Classics Game Parts

Your complete set of Baseball Classics game parts includes:

- 1 Premium Game Box
- 4 Dice (1 binary plus 2 green & 1 blue six-sided)
- 2 sets of four Pitcher Batting Cards
- Field Manager's Rulebook (playing instructions)
- Scorefield game board with 7 magnetic markers
- Game Play Chart
- Showdown Manager
- Scorecard with examples
- Quick Start Card

Scorefield

Use the Baseball Classics Scorefield “unshakable” magnetic game board to track the score, innings, outs, and baserunners. Use the magnetic markers to track your game (3 for baserunners, 1 for outs, 1 for the current inning, and 1 for the visitor and home team’s current score).



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.

Most Pitcher Batting Cards are *Pitcher 2* cards. However, pick the one you want to represent your right-handed or left-handed hitting pitcher. Simply refer to the column of the pitcher they are facing, vs. LEFTY or vs. RIGHTY when looking up the result on their Pitcher Batting Card.

Game Play Chart

One of the key reasons why Baseball Classics has faster game play is because we designed it with a highly efficient game playing chart. The color-coded Game Play Chart is used to look up **Bunting, Stealing, Base Running, Fielding, and Injury** results. It also includes the **Play Action Simulator**. This optional element simulates virtually every possibility that can happen in a Major League Baseball game!



Game Dice

This game uses 1 binary die (zero and one) and 3-six-sided dice (one to six). The binary die determines whether to refer to the results of an at-bat on the batter or the pitcher player card. Then reference the **Roll** column on that player's card based on the sum of the six-sided dice to see the **Result** of that at-bat. The game dice are also used to reference Baseball Classics Game Play Chart and Showdown Manager.

BASEBALL CLASSICS. SHOWDOWN MANAGER						
MANAGER ON OFFENSE						
	1	2	3	4	5	6
	BATTER SWINGS AWAY	STEAL	HIT & RUN	SACRIFICE OR SAFETY BUNT	SUBSTITUTE SQUARE BUNT ATTEMPT	CONTACT PLAY
1. NO PLAY CALLER	Batter Swings Away	Steal attempt - any Second, or Third Pitchout changes apply to the batter result	Hit & Run	Sacrifice or Safety Bunt attempt	Substitute Square Bunt Attempt	No Play
2. FIRST PITCHOUT	No Play	Steal attempt, lower third rating by 1	No Play	No Play	Runner on 3rd must make steal attempt	No Play
3. SECOND PITCHOUT	Change a Groundout* result to a Walk	Steal attempt, lower third rating by 1; change Groundout* result to a Walk	Change a Groundout* result to a Walk	Change a Double Play result from Bunting table to Groundout, runner on 3rd holds	Change a Pitchout or Double Play result from Bunting table to Groundout, runner on 3rd holds	Change a Groundout* result to a Walk
4. THIRD PITCHOUT	Change any Groundout* or Double Play result to a Walk	Steal attempt, lower third rating by 1; change Double Play result to a Walk	Change any Groundout* or Double Play result to a Walk	Change any Pitchout or Double Play result from Bunting table to Groundout, runner on 3rd holds	Change any Pitchout or Double Play result from Bunting table to Groundout, runner on 3rd holds	Change any Groundout* or Double Play result to a Walk
5. PITCHOUT ATTEMPT	Pitchout Attempt, after 3rd pickoff attempt, change a Groundout* result to a Walk	Steal attempt, lower third rating by 1; after 1st pickoff attempt, change a Groundout* result to a Walk	Pitchout Attempt, after 3rd pickoff attempt, change a Groundout* result to a Walk	Pitchout Attempt, after 3rd pickoff attempt, change a Groundout* result to a Walk	Pitchout Attempt, after 3rd pickoff attempt, change a Groundout* result to a Walk	Pitchout Attempt, after 3rd pickoff attempt, change a Groundout* result to a Walk
6. INFIELDER IN	If Groundout result, base runner on 3rd is out, though if Groundout* change result to a Single	Steal attempt - any Second, or Third Pitchout changes apply to the batter result	If Groundout result, base runner on 3rd is out, though if Groundout* change result to a Single	Sacrifice or Safety Bunt Attempt, if PG, lead runner & batter out, if DP, runner's hold	Substitute Square Bunt Attempt, if PG, lead runner & batter out, if DP, runner's hold	If Groundout result, base runner on 3rd is out, though if Groundout* change result to a Single

Showdown Manager

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

Ideal 2 player Baseball Classics play with each managing the MLB team of their choice to see who can make the right call in game-time situations prior to each at bat with any runners on base. There are no extra dice rolls, it's an easy, seamless, and a speedy way to dynamically add more true MLB realism into your Baseball Classics enjoyment. It's simple to use, see the backside for game play instructions.

Scorecard

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 contains enough room for Visiting and Home teams on 1 sheet of two-sided paper.

VISTING TEAM		DEF RATING	1	2	3	4	5
2016 HOUSTON ASTROS		13	2	3	0	0	0
2016 LOS ANGELES DODGERS		12	0	0	0	0	0
SPRINGER	CF	1	W 1B 2B 3B HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X
BREGMAN	3B	1	W 1B 2B 3B HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X
ALTUVE	2B	1	W 1B 2B 3B HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X
CORREA	SS	1	W 1B 2B 3B HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X	E W HB 1B D3 2B CI 3B X HR OO OO X

■ Section 3

How to Play

Baseball Classics baseball game is designed for a fast and easy experience that blends true MLB realism with highly accurate results based on each player's statistical performance.

Baseball Classics player cards' color-coded ratings make creating MLB team lineups easy. You can build lineups based on each team's strengths and your management style. Our color codes reveal all – speed, power, fielding, base running, on-base performance, good bunting, or strikeouts. You can choose to counter the other team's strengths and poke at their weaknesses.

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

1. Have both the current batter and opposing pitcher player cards in view.
2. For the batter to swing away, roll all 4 dice to get the play results.
3. Read the binary die result. If the top-facing side is 0 (zero), refer to the pitcher's card. If it's 1 (1), refer to the current batter's player card.
4. Next, sum the 3-six-sided dice and reference the **Roll** column on that player's card based on the sum of the six-sided dice to see the **Result** of that at-bat.

Tip: to easily remember which player card to reference from the binary die; think of 0 (zero) as the shape of a baseball thrown by the pitcher to refer to his card and 1 (one) as the shape of a bat to refer to the batter's card.

The following example using **1971 Pittsburgh Pirates Willie Stargell** and **2017 Cleveland Indians Andrew Miller** player cards show how easy and fast it is to play Baseball Classics.

After rolling the 4 dice, the binary die reads 1 and 3-six-sided dice read 3, 2, and 2. The binary's 1 indicates to reference Willie Stargell's player card. The sum of the six-sided dice is 7 (1 + 2 + 4 = 7). Looking up a **Roll** of 7 next to his **Result** column shows it's a Strikeout (color-coded in blue). He narrowly misses blasting a HOME RUN or banging out a Single, instead Miller overmatched him in this at-bat outcome by fanning Stargell.

WILLIE STARGELL 1971 Pittsburgh Pirates		
● Bats	Outfield ▶	
▼ Bunt		
▼ Steal		
▲ Run		
Roll	Result	Batter Stats
3	Single	Batting .295
4	HOME RUN	Slugging .628
5	Double	OPS 1.026
6	HOME RUN	At Bats 511
7	Strikeout	Hits 151
8	Single	Doubles 26
9	Strikeout	Triples 0
10	Walk	Home Runs 48
11	[Strikeout]	RBI's 125
12	Strikeout	Runs 104
13	Walk	Walks 83
14	HOME RUN	Strikeouts 154
15	[(Flyout)]	Steals 0
16	Double	Sac Flies 5
17	Double Play	Double Plays 8
18	Double Play	Games 141

ANDREW MILLER 2017 Cleveland Indians		
	Throws ●	
	Reliever Pitcher ▲	
Roll	Result	Pitcher Stats
3	[Triple]	Won 4
4	[Home Run]	Lost 3
5	[Single]	Pct. .571
6	Groundout*	Saves 2
7	Walk	Games 57
8	Flyout	Started 0
9	Popout	Completed 0
10	Groundout	Shutouts 0
11	Strikeout	Innings 62
12	Strikeout	Hits 31
13	[Strikeout]	Walks 21
14	Strikeout	Strikeouts 95
15	Strikeout	SO/9 13.7
16	Single	HRs Allowed 3
17	[Double]	ERA 1.44
18	Double	WHIP 0.84

It's that simple. Just like in MLB, it's batter vs. pitcher. Our sleek, color-coded, single-column player cards only require 1 roll to instantly reveal realistic results. Every Baseball Classics MLB team and player cards are based on how players performed during specific seasons. You can order any MLB season from 1901 to present.

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 among these playing levels if you desire.

Here's a summary of Baseball Classics 3 play levels.

Basic Play

Includes all fundamental MLB baseball plays such as groundball force outs, double plays, and triple plays. Simply create your lineups and begin playing. This level is perfect for new MLB fans who wants to play fast games with just the basics. *Basic play level 9-inning games typically last about 12 minutes.*

Intermediate Play

In addition to the Basic play features, Intermediate includes bunting, base stealing, base running, and team fielding using color-coded player ratings and fully utilizes the **Game Play Chart**. This level is for MLB fans who want to add these key elements to their experience. *Intermediate play level 9-inning games typically last about 15 minutes.*

Advanced Play

Everything from the Basic and Intermediate play levels. This level also includes pitching fatigue, hit and run, bringing in the infield, contact play, and all events inside the Baseball Classics **Play Action Simulator**. This simulator incorporates virtually every MLB game possibility into your game; including threatening weather conditions, pickoffs, pitchouts, injuries, arguments with the umpire, and more! *Advanced play level 9-inning games typically last about 20 minutes.*

Tip: mix and match elements from the 3 playing levels you want to use in your play. For example, add with bunting, stealing, base running from the Intermediate level plus Play Action Simulator from the Advanced level to your Basic game play.

You'll enjoy easy, fast, and statistically accurate gameplay of any MLB team from 1901 to present regardless if you choose Basic, Intermediate, Advanced, or a combination. It's all here inside Baseball Classics next generation board game!

■ Section 4

Basic Play Level

Baseball Classics' Basic play level uses standard MLB rules and standard play outcomes. Most results at this play level are revealed through a single dice roll. Not requiring a chart, the Basic level delivers the easiest and fastest game action. It's centered on play outcomes revealed under our statistically accurate, color-coded player card's *result* column.

The following table defines the possible Baseball Classics player card outcomes.

Play Result Definitions

Play Result	Definition
Single	The batter advances to first base. All runners advance 1 base.
Double	The batter advances to second base. All runners advance 2 bases.
Triple	The batter advances to third base. All runners advance 3 bases.
Home run	The batter and all runners score.
Walk	The batter advances to first base.
Strikeout	The batter is out.
Groundout	The batter is put out for hitting a ball on the ground to a fielder. Reference the Baseball Classics' Groundout Result table for further instructions.
Groundout*	The batter grounds out. All baserunners advance 1 base safely.
Double play	The offense team earns 2 outs when 2 of its players are put out as the result of a continuous action. Reference the Baseball Classics Double Play Result table for specifics.
Pop out	The batter is out for hitting a pop fly that is caught in the infield. All runners hold.
Lineout	An infield player catches a line drive, the batter is out, and all runners hold.
Triple play	Lineout into as many outs as possible.
Flyout	The outfielder catches a fly ball, the batter is out, and all runners hold.

(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>Another exception is if the lead runner is on second base. In that case, the runner may tag up and try to advance. To know if this is possible, roll the 3-six-sided dice then reference the Base Running table with their run rating.</p>
Flyout*	Batter flies out, any baserunners on 2nd or 3rd base advance 1 base safely with less than 2 outs.

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

[Bracketed] Player Results

Adds a dramatic element of extra suspense to your game play by potentially changing outcomes in the Batter or Pitcher Results column shown in brackets such as: [Walk], [Single], [Double], [Triple], [Home Run], [Strikeout], [Double Play] or [(Flyout)].

When the Result is **bracketed is on the batter's card**, roll the binary die again. If 1 (one), use the outcome in brackets, else change the Batter result as shown here in the Batter Card Definitions (also located in the Game Play Chart).

When the Result is **bracketed is on the pitcher's card**, roll the binary die again. If 0 (zero), use the outcome in brackets, else change the Pitcher result as shown here in the Pitcher Card Definitions (Lineout - into as many outs as possible).

Batter Card Definitions	
Roll binary die again, if 1 (one), use outcome in brackets, else change the batter Result as follows:	
Result	Changes to
[Walk]	Popout
[Single]	Groundout*
[Double]	Popout
[Triple]	(Flyout)
[Home Run]	Flyout*
[Strikeout]	Lineout
[Double Play]	Lineout
[(Flyout)]	Flyout
Pitcher Card Definitions	
Roll binary die again, if 0 (zero), use outcome in brackets, else batter hits a lineout into as many outs as possible	

Example: The initial roll of the dice for an at-bat has a binary die of 1. Referring to the batter's card (since the binary die roll was 1), the Result is [Double]. Roll the binary die again. That new roll is a 0 (zero). Thus, referring to the Batter Card Definitions, the outcome changes from Double to a routine Popout.

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.

When a double play is possible, the defensive team choose the double play result from the Double Play Table.

Note: if a runner is on third base, a force out or double play is recorded before that runner reaches home plate.

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	The second baserunner is forced out. The batter heading to first base is also out. The first baserunner advances to second base safely. OR The first baserunner is forced out. The batter heading to first base is also out. The second baserunner advances to third base safely.
1st and 3rd	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. OR See the Groundout Result table.
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.

Examples: Basic Play Level

The following examples use 1971 Pittsburgh Pirates Willie Stargell and 2017 Cleveland Indians Andrew Miller player cards to explain Basic play results.

WILLIE STARGELL 1971 Pittsburgh Pirates		
● Bats	Outfield	
▼ Bunt		
▼ Steal		
▲ Run		
Roll	Result	Batter Stats
3	Single	Batting .295
4	HOME RUN	Slugging .628
5	Double	OPS 1.026
6	HOME RUN	At Bats 511
7	Strikeout	Hits 151
8	Single	Doubles 26
9	Strikeout	Triples 0
10	Walk	Home Runs 48
11	[Strikeout]	RBI's 125
12	Strikeout	Runs 104
13	Walk	Walks 83
14	HOME RUN	Strikeouts 154
15	[(Flyout)]	Steals 0
16	Double	Sac Flies 5
17	Double Play	Double Plays 8
18	Double Play	Games 141

ANDREW MILLER 2017 Cleveland Indians		
	Throws ●	
	Reliever Pitcher ▲	
Roll	Result	Pitcher Stats
3	[Triple]	Won 4
4	[Home Run]	Lost 3
5	[Single]	Pct. .571
6	Groundout*	Saves 2
7	Walk	Games 57
8	Flyout	Started 0
9	Popout	Completed 0
10	Groundout	Shutouts 0
11	Strikeout	Innings 62
12	Strikeout	Hits 31
13	[Strikeout]	Walks 21
14	Strikeout	Strikeouts 95
15	Strikeout	SO/9 13.7
16	Single	HRs Allowed 3
17	[Double]	ERA 1.44
18	Double	WHIP 0.84

Example 1: Strikeout

1. After rolling, the binary and 3-six-sided dice the outcome is 0 and 11 (5+4+2). The binary's 0 indicates to use the pitcher card.
2. Cross-referencing the **Roll** and **Result** column, an 11 gives Andrew Miller a Strikeout against Willie Stargell.

Note: In these examples, the first number relates to the binary die. The second number refers to the sum of the 3-six-sided dice. The 3 numbers in parenthesis are the individual results of each six-sided die.

Example 2: Groundout

1. After rolling, the binary and 3-six-sided dice the outcome is 1 and 18 (6+6+6). The binary die of 1 indicates to refer to Willie Stargell's batter card.
2. Cross-referencing the **Roll** and **Result** column, 18 is a Double Play.

Without any baserunners and/or 2 outs, Willie Stargell's outcome is instead a Groundout and the inning ends.

Example 3: Home Run

1. After rolling, the binary and 3-six-sided dice the outcome is 1 and 4 (1+1+2). The binary's 1 indicates to use the batter card.
2. Cross-referencing the **Roll** and **Result** column, 4 is a Home Run for Stargell.

Example 4: Double Play

The runner is on first base; no outs.

1. After rolling, the binary and 3-six-sided dice the outcome is 1 and 5 (2+1+2). The binary's 1 indicates to use the batter card.
2. Cross-referencing the **Roll** and **Result** column, a 5 gives Kris Bryant a Double Play. The first baserunner is forced out. Kris Bryant is also thrown out at first base.

Anytime baserunners are in a force out situation while the inning has less than 2 outs, a double play is possible. However, if any baserunner is not in a force out situation, a double play is not in order; the result then changes to Groundout.

Revisit the Double Play Result Definitions table for a detailed explanation of the various double play options.

Example 5: Groundout*

There's a runner on second base. The inning has 1 out.

1. After rolling, the binary and 3-six-sided dice the outcome is 0 and 6 (2+3+1). The binary's 0 indicates to use the pitcher card.
2. Cross-referencing the **Roll** and **Result** column, 6 is a Groundout* on Andrew Miller's card. Willie Stargell grounds out.
3. Any baserunner(s) with less than 2 outs advance 1 base safely without a play on them.

■ Section 5

Intermediate Play Level

Intermediate Play includes Basic actions such as bunting, base stealing, base running, and team fielding. The team at bat may call for a bunt, steal, or to advance a baserunner 1 base. Every batter player card has bunt, steal, run, and fielding ratings as indicated by these symbols:

▲ Excellent ► Very good ◀ Fair ▼ Poor

Use the Baseball Classics Game Play Chart 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.

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. They then cross-reference the Bunting Table in the Game Play Chart for the result. 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*.

The Baseball Classics Game Play Chart contains a Bunting table and Legend. After either a sacrifice or suicide squeeze bunt, roll the 3-six-sided dice and reference the Bunting table and the batter's *bunt* rating for the result. The Legend explains the Bunting table's color codes and symbols.

The following play examples use **1975 Cincinnati Reds Joe Morgan** who has a yellow **Bunt** rating.

Example 1: Successful Attempted Sacrifice Bunt

There's a runner on first base with 1 out. The team at bat calls for a sacrifice bunt.

1. After rolling 3-six-sided dice, the outcome is 7 (2+3+2).
2. Refer to the Bunting table in the Game Play Chart.
3. Since Morgan has a yellow **Bunt** rating, look under the yellow rating column.
4. It shows a result with 'DP' in a red-shaded square. The Legend reads "Sacrifice bunt, otherwise foul ball".
5. Since a sacrifice bunt was called, the play is successful. However, if the team at bat called for a suicide squeeze bunt, the play would have resulted in a foul ball.

Example 2: Unsuccessful Attempted Sacrifice Bunt

There's a runner on second base with 1 out. The team at bat calls for a sacrifice bunt.

1. After rolling the 3-six-sided dice, the outcome is 11 (4+4+3).
2. Cross-referencing the yellow **Bunt Rating** column in the Bunting table and Legend the result is groundout (GO).
3. The fielding team applies one of the groundout options listed in the Baseball Classics Groundout Result table.

Example 3: Double Play on a Suicide Squeeze Bunt

There's a runner on third base with 1 out. The team at bat calls for a suicide squeeze bunt.

1. After rolling the 3-six-sided dice, the outcome is 13 (6+3+4).
2. Cross-referencing the yellow **Bunt Rating** column in the Bunting table and *legend* the result is a double play (DP).
3. Bunting with a DP causes a pop out; both the batter and the runner headed for home are out.

The same happens when attempting a sacrifice bunt and DP. Both the lead baserunner and batter are out with less than 2 outs.

Example 4: Strikeout on a Sacrifice Bunt Attempt

There's a runner on first base with 0 out. The team at bat calls for a sacrifice bunt.

1. After rolling the 3-six-sided dice, the outcome is 8 (2+4+2).
2. The results below the yellow **Bunt Rating** in the Bunting table reads, "Suicide squeeze bunt, otherwise foul ball".
3. Because the team at bat called for a sacrifice bunt, the play results in a foul ball. The batter receives 1 strike.

4. The team at bat could elect to take the bunt off and swing away. For this example, we'll have them attempt another sacrifice bunt.
5. After a second roll of the 3-six-sided dice, the outcome is 8 (6+1+1). The batter earns a second strike.
6. Once again, the team at bat may elect to swing away. Note: attempting another sacrifice bunt is risky.
7. After a third roll of the dice, the outcome is once again 8 (2+5+1). The play did not pan out well. This third foul ball results in the batter striking out. Since MLB rules apply, a batter with 2 strikes attempting any type of bunt automatically fouls the ball.

Base Stealing

The Base Stealing table in the Baseball Classics Baseball Game Play Chart 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. This is why that Steal rating column is blank in the table.

The **Steal** rating is in the upper-left corner just below the player and team name.

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 team elects to attempt base stealing, they must roll the 3 dice and then lookup the result in the Base Stealing table. The results are found by cross-referencing the **Roll** and **Steal** columns.

There are many strategies to consider when to attempt to steal a base. The following play examples uses St. Louis Cardinals Lou Brock (All-Time Greats player card) to demonstrate base stealing. Brock is one of the greatest base stealers in MLB history. It's no surprise his *steal* rating is green.

Example 1: Successful Second Base Steal Attempt

Lou Brock is on first base with 1 out. The team at bat calls for a steal attempt.

1. After rolling the 3-six-sided dice, the outcome is 14 (6+6+2).
2. Refer to the Base Stealing table in the Game Play Chart.
3. A 14 in the **Roll** column correlates to a green square under the *rating* column in the Base Stealing table. The Legend reads "Steals second base, otherwise thrown out".
4. The play results in Brock successfully stealing second base.

Example 2: Successful Third Base Steal Attempt

Lou Brock is on second base. The team at bat calls for a steal attempt.

1. After rolling the 3-six-sided dice, the outcome is 8 (1+5+2).
2. An 8 under the **Roll** column in the Base Stealing table correlates to a green square. The legend reads "Steals any base".
3. Lou Brock successfully steals second base.

Example 3: Unsuccessful Double Steal Attempt

The current batter has 1 out and 1 walk. The first baserunner has a blue *Steal* rating. Lou Brock (green *Steal* rating) is on third base. The team at bat calls for a double steal attempt.

When calling a double steal, the fielding team determines which baserunners they will attempt to throw out. In this example, the fielding team elects to throw out Lou Brock because he's attempting to steal home.

1. After rolling the 3-six-sided dice, the outcome is 10 (4+3+3).
2. A 10 in the green *roll* column in the Base Stealing table correlates to a green square with a black dot.
3. The legend determines that a green square with a black dot is "Steals second or third base, otherwise thrown out".
4. The play results in Lou Brock earning the inning's second out while attempting to steal home.
5. The other baserunner successfully steals second base. The double steal of second and home base is unsuccessful.

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.

The Base Running table on the Baseball Classics Baseball Game Play Chart is your reference point when the team at bat attempts to send a baserunner an extra base.

Whenever 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 3-six-sided dice after the hit or error, then cross-reference their sum against the **Roll** column and runner's **Run** rating in the Baseball Classics Game Play Chart Base Running table.

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.

However, if attempting to throw out the lead advancing base runner, roll the six-sided dice to see if he is safe or out based on referencing his Run rating in the Base Running table in the Game Play Chart. 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 six-sided dice again and look up that result on the Game Play Chart's Base Running table.

When letting the lead runner advance without a play, other runners – including the batter – can only advance 1 base on a single or 2 bases on a double.

Runner safe if OF is ▼ , else thrown out - When an outfielder throwing the ball has a ▼ fielding rating, the base runner attempting to advance is safe, however if he has any other fielding rating, that runner is out.

When using **Team Fielding**, use the following table to see which outfielder the ball is hit to using the number of the green die from the initial roll of the dice Result between the batter and pitcher.

Team Fielding Outfield Table

Green Die Roll	Right-handed Batter	Left-handed Batter
1, 4, or 6	Leftfielder	Rightfielder
2 or 5	Centerfielder	Centerfielder
3	Rightfielder	Leftfielder

When using **Baseball Classics Ballparks**, this applies to the outfielder throwing the ball with a ▼ fielding rating.

There are many strategies to consider when attempting to advance baserunners for the offense team and team playing defense in the field. This includes knowing whether to send baserunner(s) and whether to throw them out. The following 4 examples uses **St. Louis-Baltimore Browns-Orioles "Baby Doll" Jacobson** (Baseball Classics All-Time Greats player cards) to demonstrate how to attempt advancing baserunners.

When Jacobson wasn't roaming centerfield, he was a danger at the plate. Over his career, he had a .311 batting average. His player card shows a yellow **Run** rating.

Example 1: Successful Advance First to Third Base

Baby Doll Jacobson is on first base with 1 out. The batter hits a single. Baby Doll Jacobson can safely advance to second base, but the offense team wants to try advancing him to third base on the same play.

1. After rolling the 3-six-sided dice, the outcome is 11 (3+5+3).

2. Cross-referencing the **Roll** column in the Base Running table and the yellow **Run Rating** column, an 11 result in a green square. The Legend reads "Runner safe".
3. The play result is Baby Doll advancing to third base safely.

As for the batter who hit the single, they can attempt to advance to second despite the defense team's choice to try throwing out Baby Doll Jacobson. In this play, both teams must make decisions relating to advancing baserunners. Our next example demonstrates this.

Example 2: Advancing Baserunner Thrown Out

Baby Doll Jacobson is on first base with 1 out. The batter hits a single. This allows Jacobson to advance to second and the batter to reach first.

1. The offense team is sending Baby Doll Jacobson to third base. Meanwhile, the defense team must decide if to try throwing him out.
2. In Baseball Classics baseball game, if the defense team tries to throw out a baserunner attempting to advance to the next base, the offense team can then send any baserunners on the lower bases as if they had a green **Run** rating – no matter their actual **Run** rating.
3. In this example, if the defense team decides to throw out Baby Doll Jacobson, the offense team has the option to send the first baserunner (this is the same batter who hit the single) to second base using a green **Run** rating.
4. If the defense team decides not to throw out Baby Doll Jacobson at third base, he will reach it without a play. It's not necessary to roll the dice or reference the Base Running table. Meanwhile, the first baserunner cannot attempt advancing to second base. With runners on first and third with 1 out, a double play (DP) remains possible.
5. In this example, the defense team elected for Baby Doll Jacobson to advance from second to third base without a throw. Thus, runners remain on first and third; a double play is still possible with the next batter coming up.

Example 3: One Runner Safe, Another Thrown Out

Baby Doll Jacobson is on second base. The other runner is on first base with a green **Run** rating. The inning has 2 outs. The batter hits a single. Baby Doll Jacobson can advance to third, but the offense team wants to send him home on the same play.

1. After rolling the 3-six-sided dice, the outcome is 4 (1+2+1).
2. Cross-referencing the *Roll* column in the Base Running table and the yellow **Run Rating** column, a 4 results in a green square with a black circle. The Legend reads "If 2 outs, runner safe, else thrown out".
3. With 2 outs, the defense team is unsuccessful at throwing Baby Doll out; he scores.
4. The offense team then attempts to send the other baserunner from second to third base using the green **Run** rating.
5. After rolling the dice, the outcome is 7 (3+2+2).
6. Cross-referencing the **Roll** column and the green *Rating* column, a 7 results in a red square. The legend indicates "Runner thrown out". Baby Doll Jacobson's run counts because he scored before the third out was recorded. The baserunner attempting to advance to third base is out.

Example 4: Scoring from First Base on a Single

In Baseball Classics baseball game, it is possible for a runner to score from first base on a single. The player card must have both a green (▲) **Steal** and **Run** ratings to attempt this remarkable play. Here's how it works.

1. *To start the play, there must be a baserunner on first base with both a green **Steal** and **Run** rating. On the next batter's turn, the offense team will call for a "hit and run".*
2. Then roll the 3-six-sided dice for the play outcome.

Note: a "hit and run" is a high-risk, high-reward play where the offense team sends any baserunners in motion with the pitch.

3. Let's say the roll results in the batter hitting a Single.
4. With a hit and run called, the first baserunner automatically advances from first to third base without a throw.
5. If the offense team wants to send him home, they can do so by rolling the dice again and referencing the Base Running table's, red column for the outcome. For this play, it doesn't matter if the runner has a green rating.

Team Fielding Play

Naturally, fielding adds another level of strategic thinking to your game play.

Baseball Classics offers 2 important fielding playing options: **Team Fielding** as shown here and **Baseball Classics Ballparks** add-on game set with real-time individual fielding on the field.

Baseball Classics Ballparks is based on individual fielding, to be played with either Intermediate or Advanced play levels. You'll make on-the-spot managerial decisions that impact where to position fielders, where to throw the ball, which baserunners to send, etc. Packed with over 25 features & events such as wind factor, make-up speed, arm strength, the shift, rundowns, & more to ensure truly authentic play. Learn more at:

www.BaseballClassics.com/Ballparks

Baseball Classics' **Team Fielding** is simple and quick, though very important as each of the 9 position players' individual *fielding* rating is weighted and summed to determine the team's overall rating. Begin, by calculating the team **Fielding Rating** for each team. Here's how.

Players *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 with the following rating system:

▲ (1 point) ► (2 points) ◀ (3 points) ▼ (4 points)

The sum of the 9 individual player positions rating determines their **Team Fielding** rating.

Calculating a team's Fielding Rating

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

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

Each team is assigned a color-coded value based on their point total: green, yellow, blue, or red (green is the best color-coded team or individual **Fielding Rating** and so on).

FIELDING & ERROR TABLE				
DICE ROLL	Fielding Rating			
	3	2	1	4
	3	2	1	4
	4	2	1	4
	5	2	1	4
	6	2	1	4
	7	2	1	4
	8	2	1	4
	9	2	1	4
	10	2	1	4
	11	2	1	4
	12	2	1	4
	13	2	1	4
	14	2	1	4
	15	2	1	4
	16	2	1	4
	17	2	1	4
	18	2	1	4
LEGEND				
Team Fielding Points Rating				
No error on play				
9-13 points results in error on play				
14-18 points results in error on play				
19-24 points results in error on play				
25 or more points results in error on play				
MLB Team Era: ● Present-1990 ○ 1989-1960 ◐ 1959-1901				
# of Bases of Error				
1 1 base error any play				
2 If outfield play 2 base error, else 1 base error				
3 If outfield play 3 base error, else 2 base error				
INFIELD PLAYS: Any Groundout, Popout, Lineout, Single, Double Play, Triple Play, Bunt, Base Steal, Base Runner Advance, any other play within the infield, or outfield throws on advancing base runners				
OUTFIELD PLAYS: Any Flyout, (Flyout), Double, or Triple				
Individual Fielder Point Ratings				
▲ = 1 point ▶ = 2 points ▼ = 3 points ◀ = 4 points				

As shown in the Legend found in the Game Play Chart - Fielding & Error Table, you'll see which color codes are assigned to a range of Team Fielding Rating point values and symbols representing an era for the MLB teams playing. Such as the 1999 New York Yankees would be in the Present-1990 era, thus an error for a blue Fielding Rating would only occur on a roll of 16.

In the prior example, a team **Fielding Rating** of 20 points is assigned a color code of blue. Until or unless that value changes due any defensive substitutions, the ▶ (blue) **Fielding Rating** column would be referenced.

The Baseball Classics Fielding & Error Table is located in the Baseball Classics Game Play Chart. There is a **Roll** column for each of the 4 team **Fielding Rating** color-codes (red, yellow, blue, red with MLB Team Era symbols) followed by the

of Bases on Error table with the number of bases assigned (1, 2 or 3) to an error made based on the team **Fielding Rating**.

The Legend for **# of Bases on Error** lists types of Infield and Outfield plays. When an error has been made on the play, depending on whether it's an Infield or Outfield play, this is where the number of bases for an error is assigned.

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 Flyout, (Flyout), Double, or Triple

Determining Error on Plays

Just like in MLB games, most plays will be handled without an error. On the other hand, there are circumstances typically making it tougher for fielders to make a play cleanly, thus increasing the odds of committing an error.

Either way, with Baseball Classics **Team Fielding**, you'll instantly know if there's a possibility for an error made on any play by simply using the value of the 2 blue six-sided dice from the same roll for that at-bat.

The possibility of an error for the Result of an infield or outfield play ***can only occur when the sum of the 2 blue six-sided dice is either 2, 3, 11, or 12 for the initial roll of the at-bat.*** Otherwise the play is fielded cleanly, *no need to refer to the Fielding & Error Table.*

This means any Infield or Outfield plays listed on either the batter or pitcher **Result** column has the potential for an error including pickoff attempts, etc. (listed in Play Action Simulator covered in Advanced Play Level). Any error lookup is infrequent during your game play. Enjoy quick, easy, and consistent fielding play from the first pitch to the final out!

*Only when the sum of the 2 blue six-sided dice is either 2, 3, 11, or 12 for an Infield or Outfield play **Result** requires a new roll of the 3-six-sided dice and*

reference of the team **Fielding Rating** table to determine if an error occurred by the team in the field.

An error occurs when that new six-sided dice roll falls on the colored square in the column of the team **Fielding Rating** for the team on defense. If not, there is no error on the play. If so, then roll the 3 six-sided dice a third time and reference **# of Bases on Error** table to determine if it was a 1-base, 2-base, or 3-base error depending upon if the **Result** was an **Infield or Outfield Play**.

When a batter reaches base due to an error, the offense team may attempt to send any baserunners an extra base just like they would if it was a hit.

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

Example 1: Flyout Play – No Error

There are no runners on base. The team in the field has a green *fielding* rating (12 points). The result is a Flyout.

1. After rolling the 3-six-sided dice, the outcome is 14 (6 green die, blue dice 6+4).
2. Since the 2 blue six-sided dice sum to the total of 10, there is no error on the play.

Example 2: Double Play – No Error

There's a runner on first base. The defense team has a yellow fielding rating (15 points). The result is a *Double Play* (DP).

1. After rolling the 3-six-sided dice, the outcome is 12 (green die is 1, blue dice are 6+5).
2. Since the 2 blue six-sided dice sum to the total of 11, there may be an error on this Infield Play.

3. Roll all 3 six-sided dice again, then cross-reference the **Roll** and **Fielding Rating** columns. Let's say the new roll of all 3 six-sided dice is the sum of 11. This shows a white square, thus, no error on play.
4. The outs were fielded cleanly on the baserunner heading to second base and batter heading to first base.

Example 3: Single with 1-Base Error

There's a runner on second base. The defense team has a red fielding rating (27 points). The result is a Single which places both runners on first and third base.

1. After rolling the 3-six-sided dice for this at-bat, the outcome is 16 (green die is 4, blue dice are 6+6).
2. Since the 2 blue six-sided dice sum to the total of 12, there may be an error on this Infield Play.
3. Roll all 3 six-sided dice again, then cross-reference the **Roll** and **Fielding Rating** (red) columns. Let's say the new roll of all 3 six-sided dice is the sum of 16. This is a red square, thus, an error on play as the Legend shows a red team **Fielding Rating** is "error for 25-point fielding rating or higher; otherwise no error on play".
4. Since their team Fielding Rating is 27 in this example, there is an error on the play.
5. A third dice of all six-sided roll is required to determine the number of bases for this error by the defense fielding the Single. That third roll is the sum of 7 (1+3+3). The red column in the **# of Bases on Error** table shows "1 base error".
6. Both baserunners must move 1 extra base. The runner on third base scores and the other baserunner advances to second base.

Example 4: Outfield Throwing Error

There's a runner on second base with a right-handed batter at the plate facing the 1924 New York Giants. The defense team has a blue fielding rating (20 points), but the left fielder has a red fielding rating. The result is a Single which places both runners on first and third base with the runner on third heading for home.

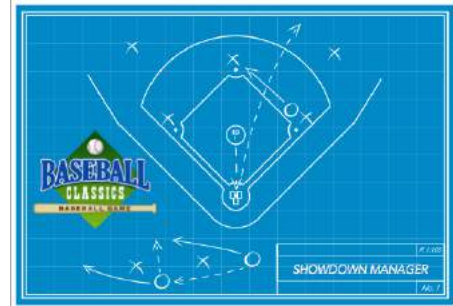
1. After rolling the dice for this at-bat, the outcome is 1 (binary die), 12 (green die is 1, blue dice are 5+6) which is a Single on the batter card.
2. Since the 2 blue six-sided dice sum to the total of 11, there may be an error on this Single (Infield Play), also as the green die is 1, **the ball is hit to the left fielder** (according to the Team Fielding Outfield Table).
3. Roll all 3 six-sided dice again, then cross-reference the **Roll** and **Fielding Rating** (blue) columns. Let's say the new roll of all 3 six-sided dice is the sum of 10. This is a white square, thus, **no error on fielding the Single**.
4. The team at bat is sending the runner home with a yellow Run rating. Roll the six-sided dice again and refer to the Base Running table in the Game Play Chart, then refer to the yellow column to see if he's safe or thrown out. Let's say that roll is 9 (green die is 6, blue dice are 1+2); the outcome is Runner Thrown Out. **However, whenever the 2 blue six-side dice on a roll with a fielding play sum to 2, 3, 11, or 12, it's a possible error.** In this case, a possible throwing error by the outfielder, specifically in this example, the left fielder.
5. Roll the six-sided dice again and refer to the Fielding Rating table in the Game Play Chart, then refer to the red column (using the left fielder's fielding rating) to see if whether or not a throwing error was made. Let's say that roll adds up to 7. **Since the left fielder is from the MLB Team Era between 1901-1959, the outcome is an error.** Thus, instead of the runner being thrown out, he is safe! Roll the dice again and refer to the # of Bases on Error to see if it's a one or two-base error (treated as an Infield Play).

It's remarkable how one player in your lineup can make or break the defense rating. Team fielding adds a very exciting element to every play all the way to the last out.

Showdown Manager

Use the Showdown Manager when 2 players are managing opposing Baseball Classics MLB teams.

Without rolling the dice, each MLB team manager can see who made the best call in game time situations with runners on base. Both managers can simply call their move prior to an at bat with runners on base. This is possible for pickoff attempts, stealing a base, pitchouts, etc.



Showdown Manager Instructions

1. Prior to each at bat where there's at least 1 runner on base, both managers cover 1 number from the green six-sided die based on which strategy they choose for the play.
2. At the same time, reveal the die to each other to show which strategy has been chosen.
3. Cross-reference the roll results (1 through 6) in the Showdown Manager; there are areas specifically for offense and defense.
4. Follow the game-time consequence instructions.

The Showdown Manager is an easy, seamless, and a speedy way to dynamically add more true MLB realism into your Baseball Classics experience for 2 players!

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 relieve a game.
- A relief pitcher can only pitch in relief.
- To give pitchers enough rest, we suggest the following listed rest days (games):

Pitching Rest		
Innings Pitched	Starter	Reliever
7 or more	4 games	3 games
5 to 6 $\frac{2}{3}$	3 games	2 games
2 to 4 $\frac{2}{3}$	2 games	1 game
0 to 1 $\frac{2}{3}$	1 game	0 games

- When a starting-relief pitcher pitches in relief, refer to the starter column.
- When a relief-starting pitcher pitches in relief, refer to the reliever column.
- When a 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 Baseball Classics' Table and Fielding Grid (individual player fielding), the Play Action Simulator, hit and run, bringing the infield in, pitcher fatigue, and other strategies.

Hit and Run

The manager for the team at bat may call for a hit and run before the dice are rolled. After rolling the dice, the play can in in 1 of 4 ways:

- If the result is *single*, all baserunners can advance 2 bases.
- If the result is *lineout*, the batter and all runners are.
- If the result is a *strikeout* and the inning doesn't have 3 outs, the lead baserunner must attempt to steal a base.
- If the result is a *groundout*, the batter is out and all runners advance 1 base.

Contact Play

Before an *at bat* with less than 2 outs, the team at bat may elect to either send the runner home from third base or hold him on a *Groundout** result.

A *contact play* happens when the team at bat elects to send the runner home from third base on a *Groundout**. In other words, the runner is going home on any *Groundout** result (not *Groundout*).

When *contact* play is on, if the fielding team brings their infield in, then the runner on third base attempting to score is out on a *Groundout** result. The batter advances to first base safely on the fielder's choice. However, if the result is a *Triple Play* or any [bracketed] result from the pitcher's card, the result is automatically changed to *Single*.

Infield In

The defense team can elect to bring in their infield prior to rolling the 4 dice for the at bat. When the *contact play* is on, any *triple play* or result in a [bracket] from the pitcher's card is automatically changed to *Single*. Alternatively, if the result is a *Groundout**, the runner on third base is out and the batter safe on the fielder's choice.

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 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 on both sides of the *Roll* column.

⊖ – No runners on base

▲ – Refer to this column based on the runner's steal rating

▶ – Refer to this column based on the runner's steal rating

◀ – Refer to this column based on the runner's steal rating

▼ – Refer to this column based on the runner's steal rating

Reference the left column when the binary die roll is 0. Reference the right column when the binary die roll is 1. The sum of the 3-six-sided dice determines which column to lookup.

Play Action Simulator Chart Instructions

1. Before rolling the dice against the batter and pitcher cards, the team at bat will announce a play (e.g. steal, bunt, batter is swinging away, etc.)
2. Use Play Action Simulator table and the sum of the 3-six-sided dice to determine the outcome.
3. If the outcome is "batter swings away", roll the dice again and reference the batter or pitcher's card for the play result. However, if the outcome is any other play, follow the instruction and repeats steps 1 and 2 until the result is "batter swings away".

When there is 1 baserunner, use the dice roll sum and their steal rating to determine the play from the Play Action Simulator. When there are 2 or more runners on base, reference the steal rating for the baserunner that the defense team wants to hold closest to the base.

For example, there is a runner on first base with a green (up arrow) *Steal* rating and a runner on third base with a red (down arrow) *Steal* rating. The defense team would most likely hold the faster runner closer. In this case, it's the one at first base. Therefore, you must reference the dice roll's outcome from the green rating in the Play Action Simulator table.

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 – Roll all 4 dice again and check the batter or pitcher player card for the result.



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.

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 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.

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 holding baserunner – 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 3-six-sided dice, the runner is picked off if the result is 1-1-1, 2-2-2, 3-3-3, 4-4-4, 5-5-5, or 6-6-6.

Note: When holding a baserunner, any <bracketed> or triple play result on a pitcher's card becomes a single for the batter.

Pitch out – If a steal attempt or suicide squeeze is called, the baserunner attempting to advance must also try stealing with the next lower *Steal* rating. Roll the 3-six-sided dice and reference to the *Steal* table. The lead runner is automatically out if they have a  *Steal* rating because it would be 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*. Any other result means the batter has suffered an injury.

Roll the 3-six-sided dice and reference Game Play Chart's Player Injury table to determine the extent of the injury. Note: if you choose to play without injuries, substitute *Injury* outcomes with "batter swings away".

Rain delay (RD) – When playing in an outdoor stadium, roll all 4 dice before the game. If the outcome is 1 and 16, then dark skies and threatening weather conditions exist throughout the game. Continue rolling the dice before each at bat. The first time a 1 and 16 is rolled, there is a *slight rain delay*. The second, there is another rain delay long enough to force the **removal of both pitchers**. The third time this outcome occurs, the game is **rained out**.


Note: If a 1 and 16 wasn't rolled before the game's start while using the Play Action Simulator, substitute the "rain delay" with "batter swings away".

Wild pitch – All runners advance 1 base.

Here are 3 examples using the Play Action Simulator.



Example 1: No Runners On; Batter Swings Away


There are no runners on base.


1. After rolling the 4 dice, the outcome is 1 and 9 (3+3+3).
2. Reference the Play Action Simulator *Roll* column of 9 and cross-reference to the right side (binary roll section of 1) under the column labeled  (no runners on base).
3. The result is "Batter swings away" (plain green box).
4. Roll all 4 dice again and look up the result from the batter or pitcher card using the usual method.

Example 2: Runner on First Base; Wild Pitch



There's a runner on first base with a  *Steal* rating. The catcher behind the plate has a yellow defensive rating.

1. After rolling the 4 dice, the outcome is 0 and 17 (5+ 6+ 6).
2. Reference the Play Action Simulator *Roll* column of 17 and cross-reference to the right side (binary roll section of 0) under the column labeled .
3. The result is "Wild pitch" (green) because the catcher has a  defensive fielding rating.


Note: if the catcher's defensive rating was , the play result is changed to "Batter swings away".

4. Now that the baserunner has advanced on the wild pitch, we must still see what the result of this at bat will be. Roll the 4 dice again, the outcome is 1 and 11 (5+2+4).
5. Reference the Play Action Simulator *Roll* column of 11 and cross-reference over to the  column (based on the first baserunner's steal rating). The result is "batter swings away".
6. Roll all 4 dice again and look up the result from the batter or pitcher card using the usual method.




Example 3: Pickoff Attempt and a Pitch Out



There are runners on first and third base with 1 out in the inning. The defense team must decide which baserunner to hold close. The runner on first base has a speedy  *Steal* rating and the third baserunner is not likely to swipe home with his  *Steal* rating. The defense team decides to hold the faster runner at first base close.



Note: you must cross-reference the  column – not the  column – in the Play Action Simulator for this next roll.

1. After rolling the 4 dice, the outcome is 1 and 15 (5+5+5).
2. Reference the Play Action Simulator Roll column of 15 and cross-reference to the right side (binary roll section of 1) under the column labeled .
3. The outcome is a red box with "PA". The pitcher is attempting to pick off the runner on first base.
4. Roll the 3 dice again and the outcome is 12 (2+4+6). The pickoff attempt was unsuccessful as the roll outcome was not 1-1-1, 2-2-2, 3-3-3, 4-4-4, 5-5-5, or 6-6-6.


Note: When playing with team or individual fielding, you must roll the dice again after a pickoff attempt. Then check the Error table to see if the play was fielded cleanly or an error was made. In this example, there was not an error on the pickoff attempt.

5. Since the result wasn't "Batter swings away", the offense team still needs to declare whether they intend to continue holding the runner on first base close. They will do so. The team at bat wants to steal second base.
6. After rolling the 4 dice again, the outcome is 1 and 13 (6+2+5). Reference the Play Action Simulator Roll column of 13 and cross-reference over to the  column.
7. The result is "Pitch out" (red box).
8. Attempting to steal during a pitch out causes the baserunner's (who is heading to second base) steal rating to be reduced from  to .

Note: a baserunner is automatically out if they attempt to steal during a pitch out and their steal rating is a  or  steal rating, he is automatically out.

9. Roll again. The sum of the 3-six-sided dice is 8 (2+4+2).
10. With a pitch out, the speedy base stealer on first base has his rating reduced to a  steal rating. Cross-referencing a roll of 8 in that column in the Base Stealing shows that is out attempting to steal second base! He would have been safe if his steal rating was still a green rating .

Remember: if your game play uses fielding, confirm there wasn't an error on this steal attempt.

11. Now there is only a runner on third base and 2 outs. With another roll, the 4 dice are a 0 and 10 (4+3+3).
12. Reference the Play Action Simulator Roll column of 10 and cross-reference to the left side (binary roll section of 0) under the column labeled  column. Based on the third baserunner's steal rating, the result is "Batter swings away".
13. Roll all 4 dice again and look up the result from the batter or pitcher card using the usual method.

Steal Attempt Overthrows

Whenever the catcher attempts to throw out a baserunner attempting to steal, there is a risk he may make an overthrow that gets into the outfield. When there is an overthrow, it will allow any baserunner(s) to advance 1 or 2 bases.

For a base steal attempt to take place, the team on offense first must declare it and name the baserunner.

Next, roll just the dice and refer to the Stealing Table in the Baseball Classics Game Play Chart. When looking up the outcome to see if the baserunner is safe or out attempting to steal, there is an overthrow by the catcher if the sum of the 2 six-sided blue dice from that roll totals as follows based on the catcher's fielding rating:

- 2 (green, yellow, blue, or red catcher fielding rating)
- 3 (yellow, blue, or red catcher fielding rating)
- 4 (blue, or red catcher fielding rating)
- 5 (red catcher fielding rating)

When a catcher overthrow takes place, the baserunner is credited with a steal and catcher charged with an error. Roll again and refer to the **# of Bases on Error (Infield Play)** to determine it's a 1-base or 2-base error on the catcher overthrow.

Crowd Noise

(Optional play) 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:

- The 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 2 blue six-sided dice equal 2 or 12 and the binary die is 0, instead of looking at the pitcher's Result column, look at the batter's. 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 2 blue six-sided dice equal 2 or 12 and the binary die is 1, instead of looking at the batter's **Roll** and **Result** column, look at the pitcher's.

Example 1: Crowd Noise

It's the bottom of the 7th in a tied ballgame played at an outdoors ballpark such as the Chicago Cubs in Wrigley Field.

1. A roll of the dice shows the binary die is 0; the blue six-sided dice are 1 and 1, and green die is 5 for total sum of 7 (1+1+5).
2. Since the Crowd Noise circumstances are met, instead of referring to the pitcher **Result** column as usual with a binary die roll of 0, refer to the batter for a **Roll** of a 7 and use his **Result**.

Pitcher Fatigue

(Optional play) 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.

$$(\text{Innings} + \text{Walks}) \div (\text{Games}) = \text{Innings per Game}$$

$$(200 \text{ Innings} + 50 \text{ Walks}) \div (30 \text{ Games}) = 8.33 \text{ or } 8 \frac{1}{3} \text{ IPG}$$

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.

$$\text{Starting IPG} - \text{total Errors} - \text{total Hit by Pitch} = \text{new IPG}$$

$$8.33 \text{ IPG} - 1 \text{ Error} - 1 \text{ Hit by Pitch} = 7.66 \text{ or } 7 \frac{2}{3} \text{ IPG}$$

After a pitcher goes past their IPG rating, the green die will determine if the result is read 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 binary die roll of 0 (zero) which would typically reference his card for the **Roll** and **Result**.

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 4 dice.
2. The roll of the 3 six-sided dice sums to 16: 4 (green die) and the blue dice are 4 + 6.
3. Since the green die is between 1 and 4, we'll reference the batter card's **Roll** and **Result** column for 16.

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Field Manager's Rulebook

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BASEBALL CLASSICS® GAME PLAY CHART

	BUNTING				STEALING				BASE RUNNING				PLAY ACTION SIMULATOR				
	Bunt Rating				Steal Rating				Run Rating				Binary Die 0				
	▲	▶	◀	▼	▲	▶	◀	▼	▲	▶	◀	▼	⊘	▲	▶	◀	▼
DICE ROLL	3	PO	○	PO	○	○	◆						CI	PB	CI	HB	CI
	4	DP		DP	○			◆	○	○			U	DS	HB	RD	HB
	5	PO	GO	○		◆								WP		PB	PB
	6	DP		○	DP		◆								PB		
	7			◆	◆			○							PA	PO	
	8		○		◆											PA	
	9			PO							◆			PO			
	10	GO	PO	GO	GO	○	◆										
	11	◆	GO	PO	GO	○						◆					
	12	PO												PA			
	13		DP	GO	PO	◆				◆					PO		
	14	◆	◆	DP	DP		○		◆					PA	I		
	15	○	◆	◆	○		○		○								
	16	PO	GO	PO			○						RD	I	WP		I
	17	○	GO	PO	◆			○		○	○	○	DS	RD		DS	U
	18	GO	GO	DP	◆	○					○		I	B	PB	CI	B
	3	DS	HB	HB	B	PB								DS	HB	RD	DS
	4	HB	HB	RD		DS									I	PB	PB
	5		I	PB	PB	I									PB	U	
	6			PB	U											PA	I
	7		PA	I	PO											PA	
	8			PO	I												
	9		PA														
	10																
	11																
	12		PO														
	13				PA												
	14		U	PA													
	15		PB	U													
	16		PB		WP	WP											
	17			DS	HB	RD											
	18	HB	CI	B	PB	HB											

LEGEND

Bunt Chart			
	Sacrifice bunt, otherwise foul ball		
○	Suicide squeeze bunt, otherwise foul ball		
◆	Any type bunt successful		
GO	Groundout	PO	Popout
DP	Double Play		

Steal Chart	
	Steals 2nd base, otherwise thrown out
○	Steals 2nd or 3rd base, else thrown out
◆	Steals any base
	Runner thrown out
▼	Steal rating cannot attempt to steal

Run Chart	
	Runner safe
○	Runner safe if 2 outs, else thrown out
◆	Runner safe if OF is ▼, else thrown out
	Runner thrown out

Play Action Simulator Chart	
	Batter swings away
B	Balk
B	Balk, but if Catcher's rating is ▲, change to Batter swings away
CI	Catcher's interference
CI	Catcher's interference, but if Catcher's rating is ▲, change to Batter swings away
DS	Catcher dropped 3rd strike
DS	Dropped 3rd strike, but if Catcher's rating is ▲, change to Batter swings away
HB	Batter hit by pitch
I	Player injury
PA	Pickoff attempt
PB	Passed ball, but if Catcher's rating is ▲, change to Batter swings away
PB	Passed ball
PO	Pitch out
RD	Rain delay
U	Argument with umpire
WP	Wild pitch
WP	Wild pitch, but if Catcher's rating is ▲, change to Batter swings away

BASEBALL CLASSICS® GAME PLAY CHART

FIELDING & ERROR TABLE

DICE ROLL	Fielding Rating				# of Bases on Error		
	▲	▶	◀	▼	3	3	3
		★		★	2	2	
			⊙		1		
			⊙		1		
	★	★	⊙	⊙	1		
	★	★	★	★	1		
			★		1		
	⊙			⊙	1		
	⊙		⊙	★	1		
		⊙			1		
	★	★		⊙	1		
			★	★	1		
		⊙		★	2	2	
		⊙	★		1		
		⊙		★	3	3	3
			★	★	1		

LEGEND

Team Fielding Points Rating	
	No error on play
	9-13 points results in error on play
	14-18 points results in error on play
	19-24 points results in error on play
	25 or more points results in error on play
MLB Team Era ★ Present-1990 ⊙ 1989-1960 ⊙ 1959-1901	

# of Bases of Error	
1	1 base error any play
2	If outfield play 2 base error, else 1 base error
3	If outfield play 3 base error, else 2 base error

INFIELD PLAYS: Any Groundout, Popout, Lineout, Single, Triple Play, Double Play, Bunt, Base Steal, Base Runner Advance, any other play within the infield, or outfield throws on advancing base runners
OUTFIELD PLAYS: Any Flyout, (Flyout), Double, or Triple

Individual Fielder Point Ratings

▲ = 1 point ▶ = 2 points ◀ = 3 points ▼ = 4 points

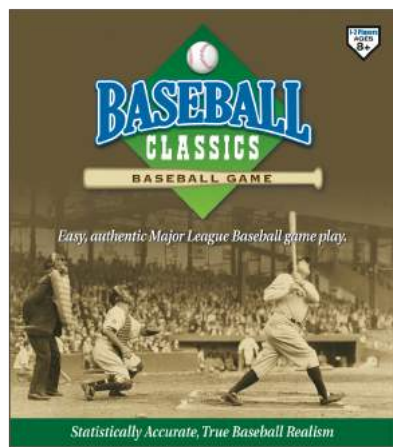
INJURY, REST, BRACKET DEFINITIONS, CROWD NOISE & OVERTHROWS

INJURY

DICE ROLL	Number of Games
	Out rest of game
	Out for 60 games
	Out for 10 games
	Just shaken up
	Out rest of game
	Just shaken up
	Out for 3 games
	Just shaken up
	Just shaken up
	Just shaken up
	Just shaken up
	Out for 7 games
	Out rest of game
	Out for 5 games
	Rest of season

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 games
0 to 1 2/3	1 games	0 games



BATTER/PITCHER BRACKETS

Batter Card Definitions	
Roll binary die again, if 1 (one), use outcome in brackets, else change the batter Result as follows:	
Result	Changes to
[Walk]	Popout
[Single]	Groundout*
[Double]	Popout
[Triple]	(Flyout)
[Home Run]	Flyout*
[Strikeout]	Lineout
[Double Play]	Lineout
[(Flyout)]	Flyout

Pitcher Card Definitions

Roll binary die again, if 0 (zero), use outcome in brackets, else batter hits a lineout into as many outs as possible

CROWD NOISE

Home Team At-Bat
Tied or tying run on deck
Home Team Pitching
1-run lead, 7th inning on
Blue Dice Roll of
Outdoor ballpark: 2 or 12
Dome ballpark: + 3 or 11

CATCHER OVERTHROWS

Blue Dice Roll of				
2	▲	▶	◀	▼
3		▶	◀	▼
4			◀	▼
5				▼

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BASEBALL CLASSICS® SHOWDOWN MANAGER

MANAGER ON OFFENSE

MANAGER ON DEFENSE

1 NO PLAY CALLED

2 FIRST PITCHOUT

3 SECOND PITCHOUT

4 THIRD PITCHOUT

5 PICKOFF ATTEMPT

6 INFILDE IN

1
BATTER SWINGS AWAY

2
STEAL

3
HIT & RUN

4
SACRIFICE OR SAFETY BUNT

5
SUICIDE SQUEEZE BUNT

6
CONTACT PLAY

Batter Swings Away	Steal attempt + any Second, or Third Pitchout changes apply to the batter result	Hit & Run	Sacrifice or Safety Bunt attempt	Suicide Squeeze Bunt Attempt	If Groundout, runner on 3rd base scores with less than 2 outs
No Play	Steal attempt, lower Steal rating by 1	No Play	No Play	Runner on 3rd must make Steal attempt	No Play
Change a Groundout*, result to Walk	Steal attempt, lower Steal rating by 1; change Groundout* result to a Walk	Change a Groundout*, result to Walk	Change a Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change a Popout result from Bunting table to Groundout, runner on 3rd holds.	Change a Groundout*, result to Walk
Change any Groundout* or Double Play result to Walk	Steal attempt, lower Steal rating by 1; change Double Play result to a Walk	Change any Groundout* or Double Play result to Walk	Change any Popout or Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change any Popout or Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change any Groundout* or Double Play result to Walk
Pickoff Attempt, after 2nd pickoff attempt, change a Groundout* result to a Walk	Steal attempt, lower Steal rating by 1; after 1st pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt, change a Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk
If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single	Steal attempt + any Second, or Third Pitchout changes apply to the batter result	If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single	Sacrifice or Safety Bunt Attempt; if PO, lead runner & batter out, if DP, runner(s) hold	Suicide Squeeze Bunt; if PO then lead runner & batter out, if DP batter out, runner(s) hold	If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single

HOW TO USE BASEBALL CLASSICS SHOWDOWN MANAGER

Baseball Classics Showdown Manager gives you live game-time choices that result in real consequences for the MLB team your managing. You'll feel like you're at the top step of the dugout!

Ideal 2 player Baseball Classics play with each managing the MLB team of their choice to see who can make the right call in game-time situations prior to each at bat with any runners on base. There's no extra dice rolls, it's an easy, seamless, and a speedy way to dynamically add more true MLB realism into your Baseball Classics enjoyment! It's simple to use, here's how. Prior to each at bat with any runner(s) on base, each manager takes one of the six-sided Baseball Classics dice and, at the same time, reveals a number between 1 and 6 from their choices within the Showdown Manager for Manager On Offense and Manager On Defense. Then cross-reference the choices and follow the instructions from the consequence of that game-time situation.

MANAGER ON OFFENSE

Batter Swings Away - 1 has been revealed, no special play has been called by the Manager On Offense, follow the consequence.

Steal - 2 has been revealed, one or more base runners will attempt to steal. The manager on defense chooses which runner to attempt to throw out, all others are safe.

Hit & Run - 3 has been revealed, any runner(s) on base will be off with the pitch. Follow the consequence, use the Hit & Run instructions in the Baseball Classics Field Manager's Rulebook.

Sacrifice or Safety Bunt - 4 has been revealed, runner on 3rd base will attempt to come home on a bunt attempt. Follow the consequence, use the Game Play Chart for the result.

Suicide Squeeze Bunt - 5 has been revealed, runner on 3rd base will attempt to come home with the pitch. Follow the consequence, use the Game Play Chart for the result.

Contact Play - 6 has been revealed, runner on 3rd base will attempt to come home with any ball put into play. Follow the consequence, use the Contact Play instructions in the Baseball Classics

MANAGER ON DEFENSE

No Play Called - 1 has been revealed, no special play has been called by the Manager On Defense, follow the consequence.

First Pitchout - 2 has been revealed, follow the consequence.

Second Pitchout - 3 has been revealed, follow the consequence.

Third Pitchout - 4 has been revealed, follow the consequence.

Pickoff Attempt - 5 has been revealed. Follow the consequence, use the Pickoff Attempt instructions in the Baseball Classics Field Manager's Rulebook. Apply change to Groundout* result to Walk when that is the outcome of for current at bat.

Infield In - 6 has been revealed. Follow the consequence, use the Infield In instructions in the Baseball Classics Field Manager's Rulebook.

Game Play Example #1: With 0 outs, top of the 5th, the runner on 1st base is the tying run. 1 pickoff attempt has already been called during this at bat, but the base runner was safe. Now both manager's make their choice and reveal their die number. The manager on offense calls reveals a 2 on the die, thus calling for a Steal. The manager on defense reveals a 1. The resulting consequence is the runner on 1st attempts to steal. The manager on offense rolls all 3 Baseball Classics dice and looks up the outcome in the Baseball Classics Game Play Chart, then rolls all 4 dice again for the result of the at bat.

Game Play Example #2: With 1 out, bottom of the 7th, the runner on 1st base would put the home team up by 2 runs. 2 pitchouts have already been called during this at bat, but the other manager was letting his player swing away. Now both manager's make their choice and reveal their die number. Now both manager's make their choice and reveal their die number. The manager on offense reveals a 3 on the die, thus calling for a Hit & Run. The manager on defense reveals a 1. The resulting consequence is the Hit & Run is on. The manager on offense rolls all 4 Baseball Classics dice and looks up the Result (following the Hit & Run instructions from the Baseball Classics Field Manager's Rulebook) which happens to take place on the Pitcher's card. It's a Groundout*, which is now a Walk instead because of the 2 prior pitchout attempts. This places the batter on 1st with a Walk and the runner from 1st base goes to 2nd base.

Game Play Example #3: 1 out, bottom of the 9th, runner on 3rd base is the go ahead run. Both manager's make their choice and reveal their die number. The manager on offense reveals a 5 on the die, thus calling for a Suicide Bunt. The manager on defense reveals a 6, thus bringing the infield in. The resulting consequence is the suicide squeeze bunt is on and consequence rules apply for a result that is a Popout or Double Play as shown. The manager on offense rolls all 3 Baseball Classics dice and looks up the outcome in the Baseball Classics Game Play Chart.

SCOREFIELD



CLASSIC TEAMS, CLASSIC GAMES

OUTS 0 1 2

INNING

1 2 3 4 5 6 7 8 9

1 2 3 4 5 6 7 8 9

VISITOR

0 1 2 3 4 5 6 7 8 9

HOME

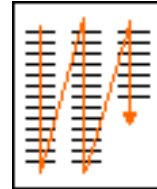
0 1 2 3 4 5 6 7 8 9

BASEBALL CLASSICS SCORECARD © 2018

INSTRUCTIONS

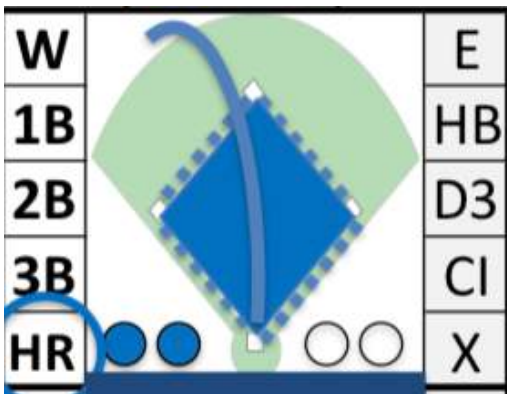
Baseball Classics Scorecard is a fast, easy, and statistically accurate way to track everything that happens inning-by-inning to the last exciting out!

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**



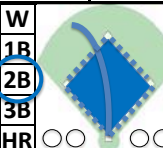
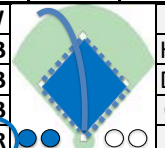
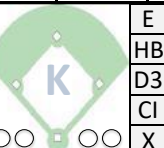
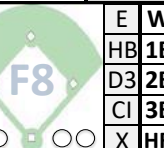
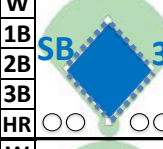



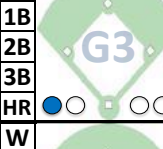
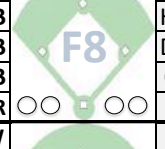
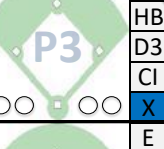
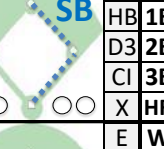

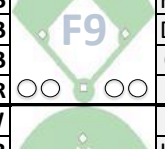
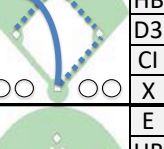
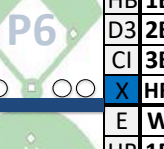
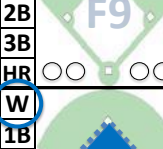
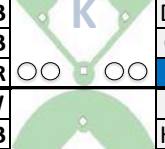

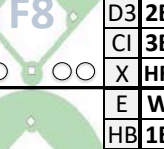

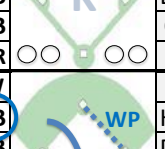

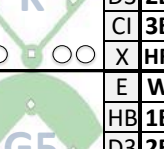
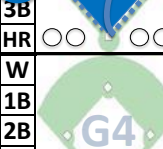
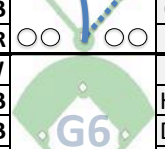
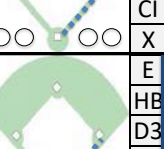
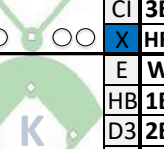
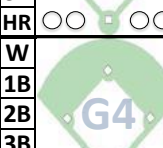
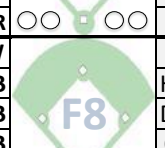

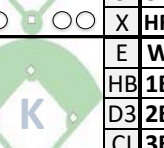
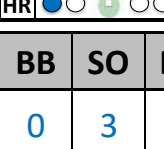
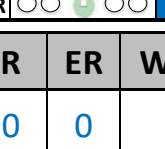
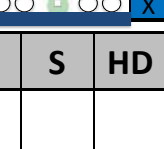
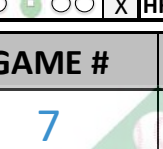
Scorecard contains a lineup grid with 45 squares based on 5 columns (at bats) and 9 rows (batting order). Each row contains enough space for up to 3 players.

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 (with optional ball placement) or tracking the base runner.	E - Error
1B - Single		HB – Hit Batter by Pitch
2B - Double		D3 – Dropped 3 rd Strike
3B - Triple		CI – Catcher’s Interference
HR – Home Run	Fill in circles for each RBI.	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
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
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
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
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
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
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
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
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

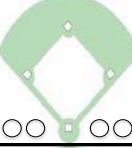
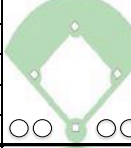
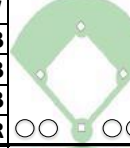
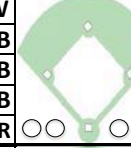
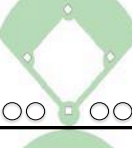
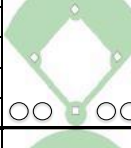
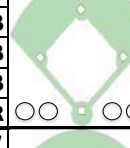
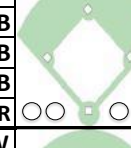
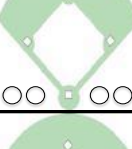
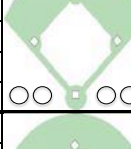
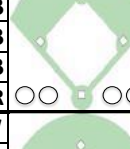
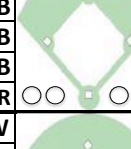
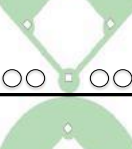
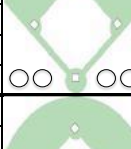
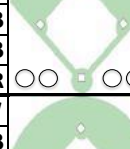
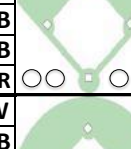
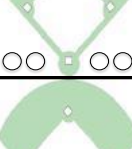
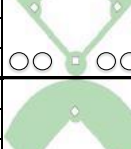
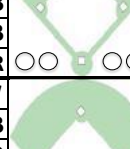
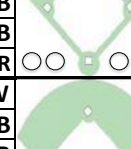
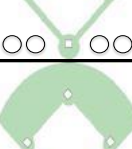
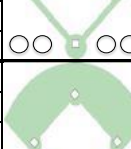
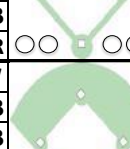
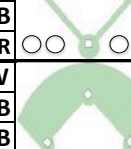
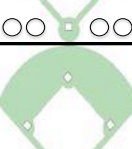
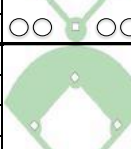
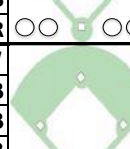
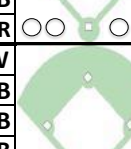
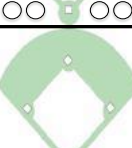
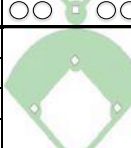
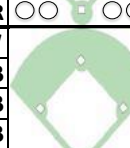

PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD
MCCULLERS	2.1	3	0	3	0	0	0				
PEACOCK	2	1	1	2	0	0	0				
LIRIANO	.1	0	0	0	0	0	0				
DEVENSKI	.1	0	0	0	0	0	0				
MORTON	4	2	1	4	0	1	1	1			
TOTALS	9	6	2	9	0	1	1	1			

GAME #	DATE
7	11/1/17

BASEBALL
CLASSICS

CLASSIC TEAMS, CLASSIC GAMES

Baseball Classics Scorecard © 2018

VISITING 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

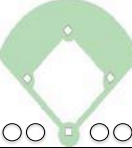
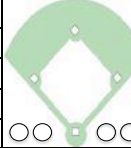
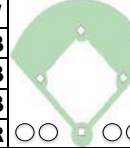
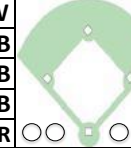

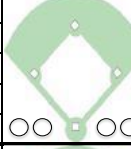
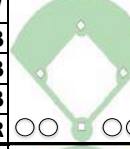
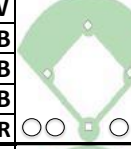
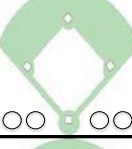
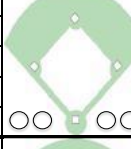
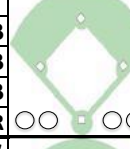
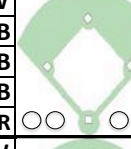
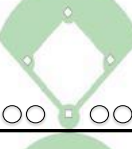
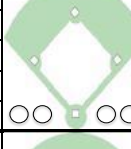
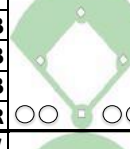
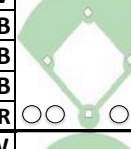
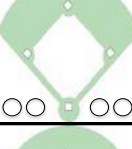
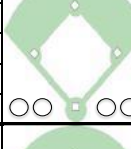
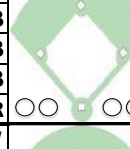
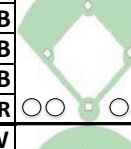
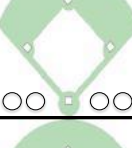
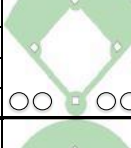
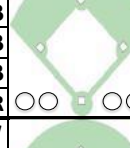
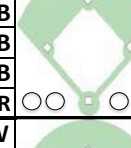
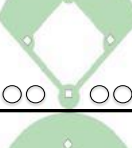
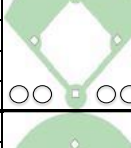
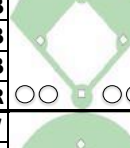
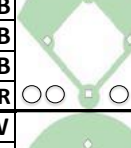
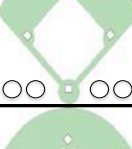
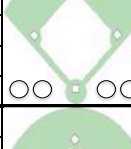
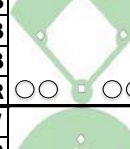
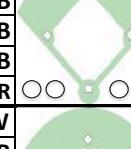




PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD

GAME #	DATE

BASEBALL
CLASSICS

CLASSIC TEAMS, CLASSIC GAMES

Baseball Classics Scorecard © 2018

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

PITCHER 1

Pitcher Batting Card



- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
Flyout	3	Flyout
Single	4	[Single]
Walk	5	Strikeout
Strikeout	6	Double Play
Double Play	7	Groundout
Lineout	8	Popout
Flyout	9	Groundout
Strikeout	10	Strikeout
Strikeout	11	Strikeout
Groundout	12	Flyout
Popout	13	Lineout
Groundout	14	Double Play
Double Play	15	Strikeout
Single	16	Groundout
Groundout	17	Walk
Double Play	18	Double Play

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PITCHER 1

Pitcher Batting Card



- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
Flyout	3	Flyout
[Single]	4	Single
Walk	5	Single
Strikeout	6	Double Play
Double Play	7	Groundout
Lineout	8	Popout
Flyout	9	Groundout
Strikeout	10	Strikeout
Strikeout	11	Strikeout
Groundout	12	Flyout
Popout	13	Lineout
Groundout	14	Double Play
Double Play	15	Strikeout
Strikeout	16	Groundout
Groundout	17	Walk
Double Play	18	Double Play

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PITCHER 2

Pitcher Batting Card



- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
Double	3	Walk
Double	4	Walk
Single	5	Strikeout
Strikeout	6	Double Play
Double Play	7	Strikeout
Strikeout	8	Popout
Popout	9	Strikeout
Flyout	10	Groundout
Groundout	11	Flyout
Lineout	12	Popout
Strikeout	13	Lineout
Strikeout	14	Double Play
Double Play	15	[Double]
Walk	16	[Single]
Double	17	Strikeout
Double	18	Strikeout

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PITCHER 2

Pitcher Batting Card



- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
[Double]	3	Walk
[Double]	4	Walk
[Single]	5	Strikeout
Strikeout	6	Double Play
Double Play	7	Strikeout
Strikeout	8	Popout
Popout	9	Strikeout
Flyout	10	Groundout
Groundout	11	Flyout
Lineout	12	Popout
Strikeout	13	Lineout
Strikeout	14	Double Play
Double Play	15	Double
Walk	16	Single
[Double]	17	Strikeout
[Double]	18	Strikeout

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PITCHER 3

Pitcher Batting Card



- Bats
- ▲ Bunt
- ▼ Steal
- ▶ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
(Flyout)	3	[Triple]
Single	4	Double
HOME RUN	5	Single
Groundout	6	Walk
Walk	7	Popout
Popout	8	Flyout
Flyout	9	Single
Single	10	Strikeout
Strikeout	11	Groundout
Groundout	12	Lineout
Lineout	13	Groundout
Double	14	Double Play
Single	15	Strikeout
Double Play	16	[Double]
Single	17	[Home Run]
Triple	18	[(Flyout)]

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PITCHER 3

Pitcher Batting Card



- Bats
- ▲ Bunt
- ▼ Steal
- ▶ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
[(Flyout)]	3	Triple
Single	4	Double
[Home Run]	5	Single
Groundout	6	Walk
Walk	7	Popout
Popout	8	Flyout
Flyout	9	Single
Single	10	Strikeout
Strikeout	11	Groundout
Groundout	12	Lineout
Lineout	13	Groundout
[Double]	14	Double Play
Strikeout	15	Single
Double Play	16	Double
Single	17	HOME RUN
[Triple]	18	(Flyout)

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PITCHER 4

Pitcher Batting Card



- Bats
- ▶ Bunt
- ▲ Steal
- ▶ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
Double	3	[Triple]
[(Flyout)]	4	[Home Run]
Walk	5	Lineout
[Double]	6	Single
Single	7	Double Play
Popout	8	Strikeout
Strikeout	9	Strikeout
Groundout	10	Flyout
Flyout	11	Groundout
[Single]	12	[Single]
Strikeout	13	Popout
Double Play	14	Strikeout
Single	15	[Double]
Lineout	16	Walk
[Home Run]	17	[(Flyout)]
[Triple]	18	Strikeout

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PITCHER 4

Pitcher Batting Card



- Bats
- ▶ Bunt
- ▲ Steal
- ▶ Run

Pitcher

vs. LEFTY	ROLL	vs. RIGHTY
Strikeout	3	[Triple]
[(Flyout)]	4	[Home Run]
Walk	5	Lineout
[Double]	6	Single
Strikeout	7	Double Play
Popout	8	Strikeout
Strikeout	9	Strikeout
Groundout	10	Flyout
Flyout	11	Groundout
[Single]	12	[Single]
Strikeout	13	Popout
Double Play	14	Single
Single	15	[Double]
Lineout	16	Walk
[Home Run]	17	[(Flyout)]
[Triple]	18	Double

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HOW TO USE BASEBALL CLASSICS DICE CARDS

Baseball Classics is played using 3 six-sided dice and 1 binary die. The 3 Dice Cards represents these 4 dice.

Each Dice Card has 6 numbers (1 for each six-sided die) and 2 icons showing a batter and a pitcher. Cut out each of the 3 Baseball Classics Dice Cards

To "roll" the dice, shuffle the Dice Cards while rotating them around face down. Then reveal either one of the corners or a side of the card to show the number. Do this for all 3 Dice Cards and sum the total (it will be a number between 3 to 18). When revealing the 3rd Dice Card, notice how the number revealed is facing the same right-side up as either the batter or pitcher icon. That icon determines to look up the Result on the current batter or pitcher card.