



From the first pitch to the last out, everything is managed and decided in real-time before, during, and after every at bat!

BASEBALL CLASSICS REAL-TIME DECISION MANAGER

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INTRODUCTION

Baseball Classics® Real-Time Decision Manager is the perfect companion for your game play! Instead of making all the decisions for both teams during your solitaire game play, give the Real-Time Decision Manager one of both teams to manage! From the first pitch to the last out, everything is managed and decided in real-time before, during, and after every at bat.



Every situation is covered while at bat or the team is on the field to put the right strategies in place at the right time in real-time.

The Real-Time Decision Manager decides when to bring in what type of pinch hitter or runner, when to steal or call a pitchout, go for an extra base or hold off on a throw to keep the double play in order, change pitchers, and so much more!

Designed from the ground up by Baseball Classics, it blends seamlessly into your game play. It's dynamic, fast, and easy to use, yet comprehensive to make tough decisions like MLB managers do. It fits easily in your Baseball Classics game box, comes in one package for your convenience to play and take with you.

Congratulations on making the first decision by adding Real-Time Decision Manager to your Baseball Classics baseball game play. This innovative approach provides a new challenge and makes your game play even more dynamic. You may second-guess the Real-Time Decision Manager, then again you may find yourself second-guessing your own decisions during your exciting Baseball Classics MLB game play.

Everything you need to know and play using the Baseball Classics Real-Time Decision Manager is contained right here; instructions, examples, the Real-Time Decision Manager, and FAQ. It conveniently tucks away into your Baseball Classics baseball game box; you will always have tough competition to manage against!

PLAYING INSTRUCTIONS

How to Play Using the Real-Time Decision Manager

Real-Time Decision Manager can manage 1 or both of your Baseball Classics MLB teams. Whether a team is on defense or offense, decisions are made in real-time before, during, and after every at bat during your game play. Some decisions may be conservative while others aggressive depending upon the game situation. Simply make the lineup for the team(s) you want the Real-Time Decision Manager to run and play ball until the final out!

Choose the Home and Away teams, make their lineups, pick the starting pitchers, and you are ready to play. All game play rules apply from the Baseball Classics Field Manager Rulebook.

Game Situation Grid Pages

Like any MLB Manager, Baseball Classics Real-Time Decision Manager determines what calls to make based on factors of the game-time situation including as plays are unfolding on the field. Calls may apply before, during, or after an at bat in real-time.

Calls are displayed graphically on Game Situation Grid pages in a simple cross-reference format. At the top of each page, a heading shows whether the Real-Time Decision Manager is making calls for the team On Offense (at bat) or On Defense (pitching/on the field), by innings.

There are Game Situation pages managing offense or defense for the following innings:

- 1st, 2nd, & 3rd innings
- 4th, 5th, & 6th innings
- 7th & 8th innings
- 9th thru extra innings

Therefore, Offense Innings 1, 2, & 3 are referenced when the Real-Time Decision Manager is managing the team at bat during the 1st, 2nd, or 3rd innings. There is also a page for Defense Innings 1, 2, & 3 to be referenced when it is managing the team pitching/on the field during those same innings and subsequently for other innings.

Game Situation Grid Headings




















- **Inning** – current inning of team on offense (at bat) or on defense (pitching/on the field) managed by the Real-Time Decision Manager
- **Run Differential** – The score for the team the Real-Time Decision Manager is managing is either tied, ahead, or behind. If ahead or behind by 4 or more runs, refer to the Ahead or Behind by 4+ Runs group.
- **Outs** – Grouped either by “0 or 1 Out”, or “2 Outs”.
- **Runners** – 8 possibilities exist: no base runners, runner on 1st, runner on 2nd, runner on 3rd, runners on 1st & 2nd, runners on 1st and 3rd, runners on 2nd & 3rd, and bases loaded.
- **OPS** – Batter OPS (as listed on batter’s Baseball Classics player card in the Player Stats column); .900 = .900 or higher, .800 = .899 to .800, .700 = .799 to .700, and .699 = .699 or lower.

To see the call made by the Real-Time Decision Manager, cross-reference the row and column intersection based on the current game situation that applies either before, during, or after the at bat. It's easy, follow these steps:

1. Locate the page heading of the team managed currently on offense or defense & current inning
2. Locate the top row group based on the current score and number of outs
3. Locate the far-left column group current runner(s) on base situation and current batter OPS
4. Cross-reference the intersection of the top row group and far left group
5. Use the call made based on the color-coded symbol, if blank, no call is made

The following example shows where to reference when the Real-Time Decision Manager is **managing the team at bat** in the **9th inning behind by 1 run** with **2 outs**, a **runner on 1st base**, and **batter with an .832 OPS** as indicated by the red arrows in this illustration. The **red highlighted rectangle shows the cross-reference intersection** for this situation and shows the call Real-Time Decision Manager will make in this Game Situation Grid.

Baseball Classics® Real-Time Decision Manager - Offense Innings 9 thru extra 

		Behind by 1 Run 		Behind by 2 Runs		Behind by 3 Runs		Behind by 4+ Runs	
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs	
Runners	OPS	0 or 1 Out		2 Outs		0 or 1 Out		2 Outs	
	.900	12							
	.800	11							
	.700	8							
	.699	9							

Notice the color-coded symbols. Symbols represent calls made by the Real-Time Decision Manager.































The more symbols shown in the cross-reference intersection; it means more calls by the Real-Time Decision Manager can take place in the current situation. On the other hand, when an intersection doesn't show any symbols, it means there isn't any call to be made.

In the example shown, notice when a batter with an OPS of .900 or greater is up with a runner on 1st behind by 2 or more runs with 0, 1, or 2 outs there are no symbols. Thus, Real-Time Decision Manager is more cautious by leaving it up to the slugger at bat and hoping to build a rally rather than risk a steal or some other move. In that situation, even if the batter rakes a double and the base runner on 1st has a green Run rating, he would stop at 3rd base (because there are no symbols).

Next, let's look at the Real-Time Decision Manager Legend to see the definition of all color-coded graphical symbols represented in Game Situation Grids.

Game Situation Grid Legend

Defines actions of color-coded symbols shown managing team on Offense or on Defense.

MANAGING ON OFFENSE		MANAGING ON DEFENSE	
BASE STEALING		INTENTIONAL WALK	
 2	Steal attempt green Steal rating		Intentionally walk batter
 3	Steal attempt yellow Steal rating	PICKOFF ATTEMPT	
 4	Steal attempt blue Steal rating	 9	Pickoff attempt runner with green Steal rating
BASE RUNNING		 2	Pickoff attempt runner with yellow Steal rating
	On a Single or 1 Base Error, attempt to advance the base runner from 1st Base to 3rd Base	 3	Pickoff attempt runner with blue Steal rating
	On a Single or 1 Base Error, attempt to advance the runner from 2nd Base to Home	PITCHOUT	
	On a Single or 1 Base Error, attempt to advance the runner from 1st Base to 3rd Base; if a Double or 2 Base Error then attempt to advance runner from 1st Base to Home	 2	Pitchout
CONTACT PLAY		PITCHING CHANGE	
	Send runner from 3rd Base to Home on Groundout*	A	Pitching change if current pitcher does not have an A rating
	Hold runner on 3rd Base on Groundout*	B	Pitching change if current pitcher does not at least a B rating
HIT & RUN		C	Pitching change if current pitcher does not have at least a C rating
10	Hit & Run play is on	D	Pitching change if Starter allowed 5+ by the 6th inning or current pitcher in relief allowed 4+ runs
PINCH HITTER		K	Pitching change if current pitcher does not have a higher Strikeout rating than current pitcher
 B	Pinch hit with higher Bunt rating and lowest batting average - bunt attempt	NO THROW ON ADVANCING BASE RUNNER	
 A	Pinch hit with higher batting average - swing away		No throw on base runner with green Run rating attempting to advance from 1st Base to 3rd Base
 O	Pinch hit with higher OPS - swing away		No throw on base runner with yellow Run rating attempting to advance from 1st Base to 3rd Base
 P	Pinch hit with best HR hitter - swing away		No throw on base runner with green Run rating attempting to score
PINCH RUNNER			No throw on base runner with yellow Run rating attempting to score
	Before at bat, if base runner on 1st Base has a blue or red Run rating, pinch run using highest Run rating available	INFIELD IN	
	Before at bat, if base runner on 2nd Base has a blue or red Run rating, pinch run using highest Run rating available		Playing infield in with 0 Out
	Before at bat, if base runner on 1st Base has a blue or red Steal rating, pinch run using highest Steal rating available; if none available, then use highest Run rating available		Playing infield in with 0 or 1 Out
	Before at bat, if base runner on 2nd Base has a blue or red Steal rating, pinch run using highest Steal rating available; if none available, then use highest Run rating available	GROUNDOUT RESULT	
BUNTING			Runner on 1st advances to 2nd Base, runner on 3rd Base holds, batter out; else use Real-Time Decision Manager default choice
	When a batter has the same color Bunt Rating as the circle, that batter will make a bunt attempt.	DOUBLE PLAY RESULT	
			With 0 Out then elect not to turn Double Play, instead base runner on 3rd Base holds, runner on 1st Base safe at 2nd Base, & batter out; else use Real-Time Decision Manager default choice

REAL-TIME DECISION MANAGER ON OFFENSE

The team on offense always calls their decision before the team on defense makes their call.


Base Stealing – as indicated by a green, yellow, or blue color box with a number. The number(s) in the box may refer to 1 or 2 results rolled from the addition of 2 six-sided dice. A colored box may contain a “4”, thus a dice roll of 3 and 1 equals 4. However, a colored box may instead contain a “48”, but since the highest number that can be totaled from rolling two six-sided dice is 12 that cannot be possible. Thus, when a number appears that is higher than 12, it is instead read as either of the numbers that can be rolled. In this case a “48” means if a “4” or an “8” is rolled as a total from the two six-sided dice.

When the lead runner on base has a Steal rating color that matches that of 1 or more of these symbols a steal may be called. To find out if that runner is attempting to steal roll two six-sided dice. If the number in the same colored box as his Steal rating is rolled, that runner is then attempting to steal the next base. Send the runner and refer to the Baseball Classics Game Play Chart, Base Stealing to see if that runner is safe or out.

Example: Runner on 1st base has a yellow Steal rating. The cross-reference section contains a symbol with a yellow box and the number “48”. Roll 2 six-sided dice, if the result is a 4 or an 8, that runner will attempt to steal the next base. Send the runner and refer to the Baseball Classics Game Play Chart, Base Running to see if that runner is safe or out.

However, if a 4 or 8 is not rolled, then the batter swings away without a steal attempt.

Base Running – as indicated by a half or $\frac{3}{4}$ circle containing any color of green, yellow, blue, or red and applied during an at bat that results in a hit or error as listed below.

 A top half-circle indicates any a base runner on 1st that matches the color(s) within this symbol will attempt to advance to 3rd base on a single or 1-base error.

 A left half-circle indicates any a base runner on 2nd that matches the color(s) within this symbol will attempt to advance Home on a single or 1-base error.



A $\frac{3}{4}$ circle uses both indicators above plus a runner on 1st that matches the color(s) within this symbol will attempt to advance Home on a double or 2-base error or with a green rating only on hit & run called on a single or 1-base error.

Example: Runner on 1st base has a green Run rating. The cross-reference section contains a symbol with a top half circle in that contains the color green. The batter hits a single which advances the runner on 1st to 2nd, though with the top half circle symbol containing the color green and that runners Run rating green, the Real-Time Decision Manager is attempting to send him the extra base over to 3rd. Send the runner and refer to the Baseball Classics Game Play Chart, Base Running to see if that runner is safe or out.

Contact Play – With a runner on 3rd base and less than 2 outs, the Real-Time Decision Manager is electing to either send or hold the base runner home on a Groundball* result as indicated by the red or black target symbols.



Red color symbol indicates to hold the runner on 3rd base



Black color symbol indicates to send the runner Home. See Contact Play in Baseball Classics Field Manager's Rulebook.

Hit & Run – Real-Time Decision Manager has put any base runner(s) in motion indicated by a white colored box with a number.




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Roll two six-sided dice, if the results add up to the number then the Hit & Run is on. See Hit & Run in Baseball Classics Field Manager's Rulebook.



Pinch Hitter – A pinch hitter is brought in if he meets the criteria listed below in the Home plate symbols.



B

Pinch hitter will come in to bunt, if batter the following condition is met with an available player on the bench: He has a higher bunt rating than the batter due up. If so, then choose a batter with the highest Bunt rating and lowest batting average. If not, then the batter due up will bat. In either case, the batter will bunt; refer to the Baseball Classics Game Play Chart, Bunting for the result.

-  Pinch hitter will come in to swing away, if batter the following condition is met with an available player on the bench: He has a batting average higher than the batter due up. If so, then choose an available batter from the bench with the highest batting average when in the 9th inning or extra innings, second highest batting average when in the 7th or 8th inning, or third highest batting average in any other inning.
-  Pinch hitter will come in to swing away, if batter the following condition is met with an available player on the bench: He has an OPS higher than the batter due up. If so, then choose an available batter from the bench with the highest OPS when in the 9th inning or extra innings, 2nd highest OPS in the 7th or 8th inning, or 3rd highest OPS in any other inning.
-  Pinch hitter will come in to swing away, if batter the following condition is met with an available player on the bench: He has a higher Home Run ability than the batter due up. If so, then choose an available batter from the bench with the highest Home Run ability when in the 9th inning or extra innings, second highest Home Run ability when in the 7th or 8th inning, or third highest Home Run ability in any other inning. To determine the Home Run ability, use the Probability Points Table listed, award a batter the number of points based on where his Home Run result(s) are on his card.

Pinch Runner – The Real-Time Decision Manager is looking to bring in a pinch runner that either has the highest available Steal or Run rating. A pinch runner is brought in if he meets the criteria listed as defined below by the base indicator symbols.

-  Pinch runner will come in for the current runner on 1st if the following condition is met with an available player on the bench: He has a higher Run rating than the current runner. If so, then choose an available player from the bench with the highest Run rating when in the 9th inning or extra innings or second highest Run rating when in the 7th or 8th inning.
-  Pinch runner will come in for the current runner on 2nd if the following condition is met with an available player on the bench: He has a higher Run rating than the current runner. If so, then choose an available player from the bench with the highest Run rating when in the 9th inning or extra innings or second highest Run rating when in the 7th or 8th inning.

-  Pinch runner will come in for the current runner on 1st if the following condition is met with an available player on the bench: He has a higher Steal rating than the current runner. If so, then choose an available player from the bench with the highest Steal rating when in the 9th inning or extra innings or second highest Run rating when in the 7th or 8th inning.
-  Pinch runner will come in for the current runner on 2nd if the following condition is met with an available player on the bench: He has a higher Steal rating than the current runner. If so, then choose an available player from the bench with the highest Steal rating when in the 9th inning or extra innings or second highest Run rating when in the 7th or 8th inning.




REAL-TIME DECISION MANAGER ON DEFENSE

The team on defense always calls their decision after the offense makes their call using the following options.

Intentional Walk – as indicated by an empty yellow box color.

 Intentionally walk the current batter to 1st base.

Pickoff Attempt – as indicated by a green, yellow, or blue color pentagon symbol with a number. The number in the box refers to results rolled from the addition of 2 six-sided dice.

-  The lead base runner is being held close to the base, when he has a green Steal rating, roll two six-sided dice, if the outcome adds up to the number in the pentagon symbol then a pickoff attempt takes place.
-  The lead base runner is being held close to the base, when he has a yellow Steal rating, roll two six-sided dice, if the outcome adds up to the number in the pentagon symbol then a pickoff attempt takes place.
-  The lead base runner is being held close to the base, when he has a blue Steal rating, roll two six-sided dice, if the outcome adds up to the number in the pentagon symbol then a pickoff attempt takes place.

When a pickoff attempt is called, roll the 3 six-sided dice; if the result is a 0-0-0, 1-1-1, 2-2-2, 3-3-3, 4-4-4, 5-5-5, or 6-6-6 the runner is picked off. After a pickoff attempt, if using Team Fielding, roll the dice after and check the Error Chart to see if the play was fielded cleanly or an error was made. Note when holding a base runner, any Result from a Pitchers card listed in a <bracket> or Triple Play is instead a Single for the batter.

Pitchout – as indicated by a white rounded corner rectangle symbol with a number. The number in the box refers to results rolled from the addition of 2 six-sided dice.

- ④ When this symbol appears in the intersection, roll two six-sided dice, if the outcome adds up to the number in the white, rounded corner symbol then a pitchout has been called.

If a steal attempt or suicide squeeze was called, the base runner attempting to advance must try stealing the base with a reduced rating by 1 color (from green to yellow, or yellow to blue, or blue to red). Roll the 3 six-sided dice and refer to the Steal Chart. Note, if the lead runner has a red Steal rating, he is automatically thrown out.

Pitching Change – as indicated by a white color box with the letter A, B, C, D or K. When either of these symbols appears in the intersection, a pitching change may take place. Each pitcher is rated by the Real-Time Decision Manager according to a point scale based on the probability of the walks, hits, and strikeouts on their Baseball Classics player card using the **Probability Points table to the right**.

Probability Points	
Roll	Points
3 or 18	1
4 or 17	2
5 or 16	3
6 or 15	4
7 or 14	5
8 or 13	6
9 or 12	7
10 or 11	8

Assigning Probability Points

- Walk - Add up the number of points based on which roll(s) a Walk is listed in the pitcher's card (located in his Results column). For example, using the Probability Points table, a pitcher with Walks located in Rolls 3 and 5 would receive 1 point for the 3 roll and 3 points for the 5 roll. Thus, he would receive a total of 4 points for his Walk probability.
- Single - Add up the points based on roll(s) a Single is listed on the pitcher's card.
- Double - Add up the points based on roll(s) a Double is listed on the pitcher's card AND multiply them by 2.
- Triple - Add up the points based on roll(s) a Triple is listed on the pitcher's card AND multiply them by 3.

- Home Run - Add up the points based on roll(s) a Home Run is listed on the pitcher's card AND multiply them by 4.

The total of Walk, Single, Double, Triple, and Home Run points equals the pitchers TB (Total Base) rating.

Strikeout - Add up the points based on which roll(s) a Strikeout is listed on the pitcher's card; this total is his K (strikeout) rating.

Note, when a Walk, Single, Double, Triple, Home Run, or Strikeout is listed as a <bracket> result, divide the points for that result by 2.

Using the following table, each pitcher will have a TB rating with an A, B, C, or D based on the following **TB Rating table to the right**.

TB Rating	
A	20 points or less
B	21 - 25 points
C	26 - 30 points
D	31 points or more

A pitcher receives a K rating with 20 points or more. These pitchers are considered "strikeout artists" brought in when the team really needs a strikeout. These are rare pitchers on a team, thus it's possible teams may not have a pitcher with a K rating. When a K rated pitcher is called for by the Real-Time Decision Manager and the staff either doesn't have one, or the only one is already out of the game, then instead the call is for a B rated pitcher.

Making a Pitching Change

The Real-Time Decision Manager wants to change pitchers only when the current pitcher's rating is lower than the rating listed in the intersection or if a starter has surrendered 5 or more runs anytime between the 1st through 6th innings or current reliever has surrendered 4 or more runs anytime during the game.

When the intersection is calling for a Pitcher who's rating does not exist of the available pitcher's, then go to the next highest rating available. For example, let's say a D rated pitcher is current pitching and an A rated pitcher is requested based on the intersection, but an A is not/or no longer available to pitch, then bring in a B rated pitcher. Should a B rated pitcher not be available either, then bring in a C rated pitcher.

ORGANIZING THE PITCHING STAFF

Choose 4 pitchers from the pitching staff for starting purpose only, the remainder will be available for the bullpen usage. Each Baseball Classics pitcher player card indicates their pitching role, it is located in the upper right-hand corner. Starting pitchers are selected among the 4 based on the type of pitcher they are (Starter, Starter/Reliever, Reliever/Starter) and most games started.

Example: Step-by-Step Pitcher Rating & Pitching Change

1. Pitcher "Smith" is the starting pitcher. He has the following Walk, Hit, and Strikeouts Rolls on his card:
 - Walk at 4 & 3 (3 TB points)
 - Single at 9 (7 TB points)
 - Double at 6 ($4 * 2 = 8$ TB points)
 - Triple at 18 ($1 * 3 = 3$ TB points)
 - <Home Run> at 17 ($2 * 4 = 8$ then divided by 2 since there is a bracket around Home Run = 4 TB points)
 - Strikeout at 7 & 16 ($5 + 3 = 8$ K points)
2. Smith TB rating is 25 which rates him as a B and his K rating is 8
 - 3 (Walk) + 7 (Single) + 8 (Double) + 3 (Triple) + 4 (Home Run)
3. Pitcher "Jackson" is a relief pitcher available in the bullpen. His Walk, Hit, and Strikeouts Rolls on his card are:
 - Walk at 4 (2 TB points)
 - Single at 16 (3 TB points)
 - Double at 17 ($4 * 2 = 8$ TB points)
 - Triple at 3 ($1 * 3 = 3$ TB points)
 - Home Run at 18 ($1 * 4 = 4$ TB points)
 - Strikeout at 8, 9, 10 ($6 + 7 + 8 = 21$ K points)

Optional Method to Create Pitching A, B, C, D, and K Ratings

Though the Real-Time Decision Manager is designed to use the Probability Point table to rate the pitching staff, you may bypass this method and instead rate them by ERA. It is not the preferred method to rate pitchers, though is a quick way to rate the pitching staff as follows:

- A = ERA 3.00 and below
- B = ERA 3.01 to 3.50
- C = ERA 3.51 to 4.00
- D = 4.01 and above
- K = Reliever with the greatest number of strikeouts

When a K pitcher is called for in relief, leave current pitcher in game if his rating is an A, otherwise make the pitching change.

PLAYING THE INFIELD IN

As indicated by a red or black diamond, 4 corner symbol.

❖ The infield is playing in with 0 out.

❖ The infield is playing in with 0 or 1 out.

With the infield in and the Contact Play called by the team in offense, a Groundout* result means the runner on 3rd base is out, batter is safe on a fielder's choice. However, if the result is Triple Play or any <bracketed> play result from the Pitcher's card; either result is automatically changed to Single.

When the manager at bat elected to instead hold his runner on 3rd and a Groundout* is the result, that runner remains safely on 3rd and the batter is out.

GROUNDOUT OR DOUBLE PLAY

As indicated by a black X or square symbol. These symbols are used in rare situations instead of the default choices listed as the first option in the Groundout/Force Out and Double Play tables in the Field Manager's Rulebook.

- ✘ Runner on 1st advances to 2nd Base, runner on 3rd Base holds, batter out at 1st Base on a Groundout.
- With 0 Out, bypass turning a Double Play, instead base runner on 3rd Base holds, runner on 1st Base safe at 2nd Base, & batter out at 1st Base on a Groundout.

NO THROW ON ADVANCING BASE RUNNER

As indicated by a green or yellow diamond or pentagon symbol. The purpose of this decision is to keep the double play in order by not attempting to throw out a runner trying to advance from 1st to 3rd Base or attempting to score.

- ◆ No throw on base runner with green Run rating attempting to advance from 1st Base to 3rd Base
- ◆ No throw on base runner with yellow Run rating attempting to advance from 1st Base to 3rd Base
- ▣ No throw on base runner with green Run rating attempting to score
- ▣ No throw on base runner with yellow Run rating attempting to score

SPECIAL SITUATIONS

Threatening Weather - When playing in an outdoor stadium, roll all 4 dice before the game. If a 1-16 is rolled then dark skies and threatening weather conditions exist throughout the game. Before each batter, roll all 4 dice. The first two times a 1-16 is rolled, it is rain delay. The third time a 1-16 is rolled, the game is rained out.

When threatening weather conditions exist, use the Real-Time Decision Manager as follows:

- During innings 1, 2, & 3 refer to Real-Time Decision Manager – Innings 4, 5, & 6
- During inning 4 refer to Real-Time Decision Manager – Innings 7 & 8
- During innings 5 and beyond refer to Real-Time Decision Manager – Innings 9 thru extra

Defensive Fielding Substitution - When playing with Team Fielding or Individual Fielding change up to 2 players at beginning of inning when starting the 9th or any extra inning when leading by 1 run to improve the defense rating with a same position player available on the bench with a green or yellow rating. This can only be done once per team during the game.

For example, the Home team managed by the Real-Time Decision Manager is leading by 1 run going into the top of the 9th inning. One of the outfielders is a Red defense rating; substitute him for an outfielder available on the bench with a green or yellow rating.

Pickoff Attempt with Runners on 1st and 3rd – Pickoff attempts with runners on the corner bases are made when the roll of the 2 six-sided dice match the number in the pickoff symbol. When it matches, the pickoff attempt is on the base runner on 1st base except when the font color in the pickoff symbol is in white (default font color is black). When the font color is white, then the pickoff attempt is on the runner on 3rd base.

- 4** When the font color is in white, in order for a pickoff attempt be on the runner on 3rd base his Steal rating must match the color of the symbol, if not, then if the Steal rating of the runner on 1st base matches, the pickoff attempt is on him. If both base runners on 1st and 3rd have a green Steal rating and a white font is in the pickoff attempt symbol, the pickoff attempt is be on the runner on 3rd base.

FREQUENTLY ASKED QUESTIONS

What do “real-time” decisions mean?

Major League Baseball has many decisions that are made throughout a game from the first pitch to the final out. Decisions are made throughout the game action just prior to, during, or immediately after an at bat.

How many managerial decisions can the Real-Time Decision Manager make during a game? Are there any decisions I still need to make for the team it manages once the game has started?

There are 14 decisions available; most of the decisions have multiple possibilities. For example, the decision to bring in a pinch hitter and which of the 4 possible pinch hitters to bring in depending upon the game situation. From the first pitch to the final out, the Real-Time Decision Manager will make all the decisions for your MLB Baseball Classics team/s being managed.

How long does it take to play a typical 9-inning game with the Real-Time Decision Manager?

A Baseball Classics 9-inning game typically takes about 15 minutes to play. When playing with the Real-Time Decision Manager managing, add approximately 5-10 minutes per team it manages.

What if I don't like the decision the Real-Time Decision Manager has made?

Just like watching a Major League Baseball game, it's not unusual to question decisions made by a Manager from time to time and it won't be unusual when playing with the Real-Time Decision Manager. We don't recommend second-guessing the decisions.

How come some of the Real-Time Decision Manager pages do not show a Bases Empty section in the left-hand column?

There are some Bases Empty situations that do not require any decisions to be made, when that is the case, the Bases Empty was not necessary to list as a base situation.

Why does the Real-Time Decision Manager use only 2 six-sided dice instead of 3 like it does to play Baseball Classics?

During the initial testing phase, it was determined that 2 six-sided dice would provide the right dynamic possibilities while delivering an optimal playing experience. The 2 six-sided dice are only used for the Real-Time Decision Manager, for the rest of your Baseball Classics game play you will use 3 six-sided dice and the binary die as usual.

Can I use the Real-Time Decision Manager with other baseball board games?

Baseball Classics designed the Real-Time Decision Manager from the ground up to manage any baseball board game, though this Baseball Classics Real-Time Decision Manager is only for play with Baseball Classics baseball game since it uses the color and other ratings used exclusively by Baseball Classics.

Is there a Real-Time Decision Manager available to play on my computer or mobile device?

Not at this time, though we do plan to release a mobile friendly version in the future. When it's ready, we will announce it through on our website (www.BaseballClassics.com).

We welcome your feedback or questions, Email us: sales@baseballclassics.com

When I'm using the Baseball Classics Real-Time Decision Manager, can I still use the Play Action Simulator?

Yes.

The Baseball Classics Play Action Simulator has pickoff attempts, pitchouts, and rain delays as does the Real-Time Decision Manager.

When playing with both the Play Action Simulator and Real-Time Decision Manager, how do I use them in these situations?

The Real-Time Decision Manager supersedes the Play Action Simulator when encountering these situations as follows:

- When the Real-Time Decision Manager manages the offense and you are managing the team on defense;
 - With threatening weather conditions, use Rain Delay in Play Action Simulator as Batter Swings Away
- When the Real-Time Decision Manager manages the defense and you are managing the team on offense;

- With threatening weather conditions, use Rain Delay in Play Action Simulator as Batter Swings Away
- Use pickoff attempts and pitchouts in Real-Time Decision Manager; in the Play Action Simulator they are used as Batter Swings Away
- When the Real-Time Decision Manager manages both teams
 - With threatening weather conditions, use Rain Delay in Play Action Simulator as Batter Swings Away
 - Use pickoff attempts and pitchouts in Real-Time Decision Manager; in the Play Action Simulator they are used as Batter Swings Away
- Jackson TB rating is 20 which rates him as an A rating and his K rating is 21
 - 3 (Walk) + 7 (Single) + 8 (Double) + 3 (Triple) + 4 (Home Run)
- It's the 8th inning, with Smith pitching, the Real-Time Decision Manager wants a B pitcher for the situation.
 - No pitching change necessary since Smith has a B rating
 - Even though Jackson has a higher rating as an A, an A is not being called for, thus no pitching change
- In the 9th inning, the situation calls for an A rating pitcher.
 - Change pitchers from Smith with a B rating to Jackson with an A rating
 - If there is more than one A rating reliever pitcher available in the bullpen, bring in the one with the lowest number of TB points. A tie-breaker will then be the one with the highest K points

OFFENSE INNINGS 1, 2, & 3 – TEAM TIED OR AHEAD

Runners	OPS	Tied				Ahead by 1 Run				Ahead by 2 Runs				Ahead by 3 Runs				Ahead by 4+ Runs																										
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs																								
	.900	89	7	6		74	3			78	49	2			67	3		89	6	7		7	4		68	5	4		6	4	2		6	5		7	4							
	.800	48	6	3	10		49	4			67	8	9			59	4		56	7	3	10		7	5		68	9	10	3		5	5	3		5	4		6	5				
	.700	7	5	4	3		6	5	3		27	5	4	4		7	6	4		7	5	4	3		6	6	4		36	10	11	3		4	6	10		4	3		5	6		
	.699	78	5	6	9		10	6	2		78	5	9	10		9	7	3		7	6	9	4		9	7	3		8	6	5	4		3	7	9		8	9		4	7		
	.900																																											
	.800																																											
	.700	10																																										
	.699	3																																										
	.900																																											
	.800																																											
	.700																																											
	.699	2																																										
	.900	2	5	6						62																																		
	.800	3	4	5						52																																		
	.700	4	3	10						3	2	9																																
	.699	7	8	56	3					7	8	56	3																															
	.900	56	9							67	8																																	
	.800	7	10							27	9																																	
	.700	10	11							9	10																																	
	.699	11	3	2						10	4	3	2																															
	.900																																											
	.800																																											
	.700																																											
	.699	3	2																																									
	.900																																											
	.800																																											
	.700																																											
	.699																																											

OFFENSE INNINGS 4, 5, & 6 – TEAM TIED OR AHEAD

Runners	OPS	Tied				Ahead by 1 Run				Ahead by 2 Runs				Ahead by 3 Runs				Ahead by 4+ Runs																				
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs																		
		1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10							
	.900	89	7	6		47	3		78	49	6		67	3		89	6	7		7	4		68	5	4		6	4	2		6	5		7	4			
	.800	48	6	3	10		49	4		67	8	2	9		59	4		56	7	3	10		7	5		68	9	10	3		5	5	3		5	4		
	.700	7	5	4	3		6	5	3		27	5	4	4		7	6	4	7	5	3		6	6	4		36	10	11	3		4	6	10		4	3	
	.699	78	5	6	9		10	6	4		78	5	9	10		9	7	4	7	6	4		8	6	5	4		3	7	8		8	9		4	7	4	
	.900																																					
	.800																																					
	.700	11								12																												
	.699	9	4							7	8	9	10																									
	.900																																					
	.800																																					
	.700																																					
	.699	12	2							3					2																							
	.900	2	5	6					62																													
	.800	3	4	5					52																													
	.700	4	3	10					3	2	9																											
	.699	7	8	56	3				7	8	56	3																										
	.900	56	9						76	8																												
	.800	7	10						27	9																												
	.700	10	11						9	10																												
	.699	11	3	2					10	4	3	2																										
	.900																																					
	.800																																					
	.700																																					
	.699	3	2						2																													
	.900																																					
	.800																																					
	.700																																					
	.699																																					

OFFENSE INNINGS 7 & 8 – TEAM TIED OR AHEAD

Runners	OPS	Tied				Ahead by 1 Run				Ahead by 2 Runs				Ahead by 3 Runs				Ahead by 4+ Runs																									
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs																							
	.900	89	26	7		47	4		79	8	2	36	7	4		58	26	37	6	3		28	4	3		26	3		3														
	.800	48	6	4	9		49	5		47	6	3	8	29	5		56	7	4	9		7	4		49	3	11	12		7	4		4										
	.700	36	5	9	8	2	8	6	5		37	10	6	24		24	6	5		7	16	5	12		8	5	3		6	9	12	5		24	5		2						
	.699	57	9	6	8		9	7	6		57	10	6	8		89	7	23		7	6	8	5		57	6	4		9	7	6	5		23	6	11		82	45				
	.900																																										
	.800																																										
	.700	10				2			11				3			12	11		5																								
	.699	23	3			3			27	38	49	56	4			6	5	4	3	6			12																				
	.900																																										
	.800								11																																		
	.700	12							4							4	3		12																								
	.699	12	11			2			5	12			3			4	3		12			3	2																				
	.900	2	5	7					26							4																											
	.800	3	4	10					25							3																											
	.700	4	7	8	11					3	2	9					2																										
	.699	B				O			7	8	56	3				8	27	56				38	45																				
	.900	10	11						12	10						11	12																										
	.800	9	10						11	9						10	11																										
	.700	8	9			A			10	8						9	10																										
	.699	7	6	4	A	A			9	25	5	3				8																											
	.900																																										
	.800																																										
	.700					3	A																																				
	.699	3	2	A		4	A		4	3						5	4																										
	.900																																										
	.800																																										
	.700	O				O			O																																		
	.699	O				O			O																																		
Bases Empty	.699	O																																									

OFFENSE INNINGS 9 THRU EXTRA – TEAM TIED OR AHEAD

Runners	OPS	Tied				Ahead by 1 Run				Ahead by 2 Runs		Ahead by 3 Runs		Ahead by 4+ Runs								
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs							
	.900	67	45	8	9	68	59	24	38	67	58	58	26	37	4	5						
	.800	68	7	5	9	59	48	23	48	67	58	56	7	4	9	5	4					
	.700	46	9	38	27	7	36	8		67	56	38	24	67	58	49						
	.699	57	8	B		67	89	5	O	67	56	B		67	58	49						
	.900																					
	.800																					
	.700									11						5	A					
	.699	28	3	A		4	A			49	56					6						
	.900																					
	.800																					
	.700	11	2							A						A						
	.699	12	28	9	⊙	A	3	A		29	8	⊙				4						
	.900																					
	.800																					
	.700	5	7	8	59	A				6	3											
	.699	B				A				29	48	56	7									
	.900																					
	.800																					
	.700	⊙								O	⊙					O						
	.699	5	4	3	A	⊙	12	A		9	25	6	⊙			3						
	.900																					
	.800																					
	.700	3	⊙	A		2	A			⊙	A					A						
	.699	7	8	⊙	A	3	A			3	⊙											
	.900																					
	.800																					
	.700																					
	.699	O				O				O						O						
Bases Empty	Any	O				P																

OFFENSE INNINGS 1, 2, & 3 – TEAM BEHIND

Runners	OPS	Behind by 1 Run				Behind by 2 Runs				Behind by 3 Runs		Behind by 4+ Runs														
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs													
	.900	59	6			67	3			7	9	8		8	3			5	4			4				
	.800	45	5	10		59	4			8	10	11		9	4			4	11			11				
	.700	6	10		9		7	6	11		6	11	12		10	5			3	2			5			
	.699	27	3				9	7	12		5				11	8			12				5			
	.900																									
	.800																									
	.700																									
	.699																									
	.900																									
	.800																									
	.700																									
	.699																									
	.900	5																								
	.800	4																								
	.700	2																								
	.699																									
	.900	3																								
	.800	2																								
	.700																									
	.699																									
	.900																									
	.800																									
	.700																									
	.699																									
	.900																									
	.800																									
	.700																									
	.699																									

OFFENSE INNINGS 4, 5, & 6 – TEAM BEHIND

Runners	OPS	Behind by 1 Run				Behind by 2 Runs				Behind by 3 Runs		Behind by 4+ Runs																
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs															
	.900	59	6			67	3			7	9	8		8	3		5	4			4							
	.800	45	5	10		59	4			8	10	11		9	4		4	11			11							
	.700	6	10	5	9	7	6	11	6	11	12	10	5		3	2			5									
	.699	27	3	8	9	9	7	12	5	4	10	11	8		12				5									
	.900																											
	.800																											
	.700	2																										
	.699	3																										
	.900																											
	.800																											
	.700																											
	.699	2	11			12																						
	.900	5																										
	.800	4																										
	.700	2																										
	.699	8	9							6	8	5	12															
	.900	2								3	2			6	23													
	.800	3								4	3			5	11													
	.700	4								5				4	3													
	.699	12												3														
	.900																											
	.800																											
	.700																											
	.699																											
	.900																											
	.800																											
	.700																											
	.699																											
Bases Empty	.699																											

OFFENSE INNINGS 7 & 8 – TEAM BEHIND

Runners	OPS	Behind by 1 Run				Behind by 2 Runs				Behind by 3 Runs		Behind by 4+ Runs					
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs				
		0	1	0	1	0	1	0	1	0	1	0	1				
	.900	7	5	8		67	48			12	10	4		11	2		
	.800	6	4	11		48	36			11	11	10		10	3		
	.700	5	10			27	8	10			10	12			9	4	
	.699	8				68	7	11			9				8	5	
	.900																
	.800																
	.700																
	.699																
	.900																
	.800																
	.700																
	.699					12											
	.900	4															
	.800	3															
	.700																
	.699									27	38						
	.900	5								7	6			5			
	.800	4								6	5			4			
	.700	3								25	4			3			
	.699									8				2			
	.900																
	.800																
	.700																
	.699																
	.900																
	.800																
	.700																
	.699																
Bases Empty	.699																

OFFENSE INNINGS 9 THRU EXTRA – TEAM BEHIND

		Behind by 1 Run				Behind by 2 Runs				Behind by 3 Runs		Behind by 4+ Runs	
Runners	OPS	0 or 1 Out		2 Outs	0 or 1 Out		2 Outs	0 or 1 Out		2 Outs	0 or 1 Out		2 Outs
	.900	12											
	.800	11											
	.700	10	8	7	6	3	A		P				
	.699	9	B			4	O		P				
	.900												
	.800												
	.700	A				A			P				
	.699	A				A			P				
	.900												
	.800												
	.700	A				A			A				
	.699	8	1	A		3	A		A				
	.900												
	.800												
	.700	A				A			A				
	.699	7	8	6	A	A			A				
	.900												
	.800												
	.700	A				A			A				
	.699	2	12	A		A			8	5	A		
	.900												
	.800												
	.700	A				A			A				
	.699	10	A			A			A				
	.900												
	.800												
	.700	O				O			A				
	.699	O				O			A				
Bases Empty	.699	O				P			O				

DEFENSE INNINGS 1, 2, & 3 – TEAM TIED OR AHEAD

Runners	OPS	Tied		Ahead by 1 Run		Ahead by 2 Runs		Ahead by 3 Runs		Ahead by 4+ Runs	
		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs
	.900	6 5 9 D	5 3 4 D	6 9 5 D	4 3 5 D	2 D	◆	D	◆	◆	D
	.800	6 5 9 D	6 4 5 D	6 5 9 D	9 4 5 D	3 D	◆	D	◆	◆	D
	.700	7 6 5 D	8 9 5 D	6 4 5 D	6 5 9 D	4 D	◆	D	◆	◆	D
	.699	7 8 5 D	7 8 6 D	6 4 9 D	6 8 9 D	5 D	◆	D	◆	◆	D
	.900	D	D	D	◆	D	D	D	D	D	D
	.800	D	D	D	D	D	D	D	D	D	D
	.700	D	D	D	D	D	D	D	D	D	D
	.699	D	D	D	D	D	D	D	D	D	D
	.900	◆	D	D	D	D	D	D	D	D	D
	.800	2 2 ❖ D	D	2 2 ❖ D	D	D	D	D	D	D	D
	.700	2 4 ❖ D	3 2 D	2 4 ❖ D	D	D	D	D	D	D	D
	.699	3 6 ❖ D	3 2 D	3 5 ❖ D	D	D	D	D	D	D	D
	.900	D	D	D	D	D	D	D	D	◆	D
	.800	D	D	D	D	D	D	D	D	◆	D
	.700	3 2 4 ❖ D	3 4 D	3 2 4 ❖ D	◆ 3 4 D	D	◆	D	D	◆	D
	.699	4 2 5 ❖ D	5 4 D	3 2 4 ❖ D	◆ 4 5 D	D	◆	D	D	◆	D
	.900	D	D	D	D	D	D	D	D	D	D
	.800	D	D	D	D	D	D	D	D	D	D
	.700	❖ D	D	❖ D	D	D	D	D	D	D	D
	.699	2 ❖ D	D	2 ❖ D	D	D	D	D	D	D	D
	.900	C	D	C	D	D	D	C	D	C	◆
	.800	D	D	D	D	D	D	C	C	C	◆
	.700	D	D	D	D	D	D	C	D	C	◆
	.699	D	D	D	D	D	D	D	D	D	◆
Bases Empty	Any	D	D	D	D	D	D	D	D	D	D

DEFENSE INNINGS 4, 5, & 6 – TEAM TIED OR AHEAD

Runners	OPS	Tied		Ahead by 1 Run		Ahead by 2 Runs		Ahead by 3 Runs		Ahead by 4+ Runs	
		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs
	.900	6 5 (9) D	5 3 (4) D	5 8 (4) C	4 3 (5) C	3 D	D	D	◆	◆	D
	.800	6 5 (9) D	6 4 (5) D	5 8 (4) C	8 4 (5) C	3 D	D	D	◆	◆	D
	.700	7 6 (5) D	8 9 (5) D	8 4 (5) D	7 5 (9) D	4 D	D	D	◆	◆	D
	.699	7 8 (5) D	7 8 (6) D	8 4 (5) D	7 8 (6) D	6 D	D	D	◆	◆	D
	.900	D	D	D	D	D	D	D	D	D	D
	.800	D	D	D	D	D	D	D	D	D	D
	.700	D	D	D	D	D	D	D	D	D	D
	.699	D	D	D	D	D	D	D	D	D	D
	.900	◆	C	C	◆	D	D	D	D	D	D
	.800	2 (2) ◆ D	C	2 (2) ◆ C	D	D	D	D	D	D	D
	.700	2 (4) ◆ D	3 (2) D	2 (4) ◆ D	D	D	D	D	D	D	D
	.699	3 (6) ◆ D	3 (2) D	3 (5) ◆ D	D	D	D	D	D	D	D
	.900	C	C	C	D	C	C	D	D	D	◆
	.800	C	C	D	D	C	C	D	D	D	◆
	.700	C	C	D	D	C	C	D	D	D	◆
	.699	C	C	D	D	C	C	D	D	D	◆
	.900	2 ◆ C	C	2 C	C	C	◆	◆	◆	D	◆
	.800	3 ◆ C	C	2 ◆ D	C	C	◆	◆	◆	D	◆
	.700	4 3 (4) ◆ D	3 (4) D	3 2 (4) ◆ D	3 (4) D	C	C	◆	◆	◆	D
	.699	5 3 (4) ◆ D	5 (4) D	4 3 (5) ◆ D	4 (5) D	C	C	◆	◆	◆	D
	.900	◆	◆	◆	C	C	C	D	D	D	D
	.800	◆ C	C	C	◆	C	C	D	D	D	D
	.700	4 (2) ◆ C	C	3 (2) ◆ C	D	C	C	D	D	D	D
	.699	4 3 (2) ◆ D	D	4 2 (3) ◆ D	D	C	C	D	D	D	D
	.900	C	C	C	C	C	C	C	C	C	◆
	.800	C	C	C	C	C	C	C	C	C	◆
	.700	C	C	C	C	C	C	C	C	C	◆
	.699	C	C	C	C	C	C	C	C	C	◆
Bases Empty	Any	D	D	D	D	D	D	D	D	D	D

DEFENSE INNINGS 7 & 8 – TEAM TIED OR AHEAD

Runners	OPS	Tied				Ahead by 1 Run				Ahead by 2 Runs		Ahead by 3 Runs		Ahead by 4+ Runs						
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs					
	.900	6	5	4	2	C	5	3	4	B	5	8	4	2	B	4	3	5	B	
	.800	6	5	4	2	C	5	3	4	B	5	8	4	2	B	8	4	5	B	
	.700	7	6	5	2	C	8	9	3	2	C	8	4	5	2	C	7	5	8	C
	.699	7	8	5	2	C	7	8	6	2	C	8	4	5	2	C	7	8	4	C
	.900	K									K									
	.800	K									K				B					
	.700	K				B					B				B					
	.699	B				B					B				B					
	.900										K									
	.800	2	2	♦	K						2	2	♦	K	B					
	.700	2	3	♦	K		3	2	B		2	3	♦	B	B					
	.699	3	5	♦	B		3	2	B		3	4	♦	B	B					
	.900	B				B					B				B					
	.800	B				B					B				B					
	.700	B				B					B				B					
	.699	B				B					B				B					
	.900	2	♦	B		B					2	B			B					
	.800	3	♦	B		B					2	♦	B		B					
	.700	4	2	3	♦	B	3	2	B		3	2	4	♦	B	3	4	B		
	.699	5	3	4	♦	B	5	3	B		4	3	5	♦	B	4	5	B		
	.900																			
	.800	♦	K			K					K	♦			K					
	.700	4	3	2	♦	K	B				3	2	4	♦	K	B				
	.699	4	3	2	♦	B	B				3	2	4	♦	B	B				
	.900	B				B					B				B					
	.800	B				B					B				B					
	.700	B				B					B				B					
	.699	B				B					B				B					
	.900	B				B					B				B					
	.800	B				B					B				B					
	.700	B				B					B				B					
	.699	B				B					B				B					
	.900	B				B					B				B					
	.800	B				B					B				B					
	.700	B				B					B				B					
	.699	B				B					B				B					
Bases Empty	Any	B				B					B				B					

DEFENSE INNINGS 9 THRU EXTRA – TEAM TIED OR AHEAD

Runners	OPS	Tied				Ahead by 1 Run				Ahead by 2 Runs		Ahead by 3 Runs		Ahead by 4+ Runs								
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs							
	.900	5	4	3	A	4	3	2	5	A	4	9	2	3	A	4	2	3	A			
	.800	5	4	3	A	4	3	2	9	A	4	9	2	3	A	9	3	4	A			
	.700	6	5	4	A	8	9	2	4	A	9	3	2	4	A	6	4	9	A			
	.699	6	5	4	A	7	8	2	5	A	9	3	2	4	A	8	9	3	A			
	.900	A					A			A					A							
	.800	A					A			A					A							
	.700	A				A				A				A								
	.699	A				A				A				A								
	.900									K												
	.800	2	3	♦	K					2	♦	K										
	.700	2	3	♦	K	3	2	A		2	3	♦	K									
	.699	3	5	♦	K	3	2	A		3	4	♦	K									
	.900	A				A				A				A								
	.800	A				A				A				A								
	.700	A				A				A				A								
	.699	A				A				A				A								
	.900	2	♦	K	■	□	A				2	♦	K									
	.800	3	♦	K	■	□	A				2	♦	K	□								
	.700	3	2	4	♦	K	■	□	4	2	A		3	2	4	♦	K	■	□	2	4	A
	.699	4	3	5	♦	K	■	□	5	3	A		4	3	5	♦	K	■	□	3	4	A
	.900	K				A				K				A								
	.800	K				A				♦	K			A								
	.700	4	2	5	♦	K	3	4	A		3	2	3	♦	K							
	.699	4	3	5	♦	K	4	5	A		3	2	3	♦	K							
	.900	A				A				A				A								
	.800	A				A				A				A								
	.700	A				A				A				A								
	.699	A				A				A				A								
	.900	A				A				A				A								
	.800	A				A				A				A								
	.700	A				A				A				A								
	.699	A				A				A				A								
Bases Empty	Any	B				B				A				A								

DEFENSE INNINGS 1, 2, & 3 – TEAM BEHIND

Runners	OPS	Behind by 1 Run		Behind by 2 Runs		Behind by 3 Runs		Behind by 4+ Runs	
		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs	0 or 1 Out	2 Outs
	.900	4 3 (5) D	5 9 D	5 D	4 D	D	D	D	D
	.800	4 3 (2) D	5 9 (4) D	5 D	4 D	D	D	D	D
	.700	9 5 (3) D	5 9 (4) D	5 4 D	4 3 D	D	D	D	D
	.699	9 5 (3) D	5 9 (4) D	5 4 D	4 3 D	D	D	D	D
	.900	D	D	D	D	D	D	D	D
	.800	D	D	D	D	D	D	D	D
	.700	3 2 D	D	D	D	D	D	D	D
	.699	3 2 D	D	D	D	D	D	D	D
	.900	D	D	D	D	D	D	D	D
	.800	D	D	♦ D	D	D	D	D	D
	.700	(2) D	(3) D	♦ D	D	D	D	D	D
	.699	(2) D	(3) D	3 2 ♦ D	D	D	D	D	D
	.900	2 D	2 D	D	D	D	D	D	D
	.800	2 D	2 D	D	D	D	D	D	D
	.700	2 D	2 D	D	D	D	D	D	D
	.699	2 D	2 D	D	D	D	D	D	D
	.900	4 D	D	4 2 D	D	D	D	D	D
	.800	4 D	D	4 3 D	D	D	D	D	D
	.700	3 (4) D	D	4 3 D	D	D	D	D	D
	.699	3 2 (4) D	D	4 4 ♦ D	D	D	D	D	D
	.900	D	D	D	D	D	D	D	D
	.800	D	D	D	D	D	D	D	D
	.700	2 ♦ D	D	♦ D	D	D	D	D	D
	.699	2 (3) ♦ D	3 D	2 (2) ♦ D	2 D	D	D	D	D
	.900	D	D	D	D	D	D	D	D
	.800	D	D	D	D	D	D	D	D
	.700	D	D	D	D	D	D	D	D
	.699	D	D	D	D	D	D	D	D
Bases Empty	Any	D	D	D	D	D	D	D	D

DEFENSE INNINGS 4, 5, & 6 – TEAM BEHIND

		Behind by 1 Run				Behind by 2 Runs				Behind by 3 Runs		Behind by 4+ Runs				
Runners	OPS	0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs			
	.900	4	3	5	D	5	9	D	4	D	◆	4	D			
	.800	4	3	5	D	5	9	4	D	5	D	◆	4	D		
	.700	9	5	4	D	5	9	4	D	9	3	D	◆	4	3	D
	.699	9	5	4	D	5	9	3	D	5	4	D	◆	4	3	D
	.900	D				D						D				
	.800	D				D						D				
	.700	2	D			D						D				
	.699	4	3	D		D						D				
	.900					D						D				
	.800	D				D			2	◆	D	D				
	.700	2	3	◆	D	2	3	D	2	◆	D	D				
	.699	3	4	◆	D	2	3	D	3	2	◆	D	D			
	.900	2	D			2	D					D				
	.800	2	D			2	D					D				
	.700	3	D			2	D					D				
	.699	4	D			2	D					D				
	.900	4	D			D			4	2	D	◆	D			
	.800	4	D			D			4	3	D	◆	D			
	.700	3	4	D		D			4	3	◆	D	◆	D		
	.699	3	2	4	◆	D	D		4	4	◆	D	◆	D		
	.900	C				D			C			D				
	.800	◆	D			D			◆	C		D				
	.700	2	◆	D		D			2	D		D				
	.699	2	3	◆	D	3	D		2	2	◆	D	2	D		
	.900	C				C			C			C				
	.800	C				C			D			D				
	.700	C				C			D			D				
	.699	C				C			D			D				
Bases Empty	Any	D				D			D			D				

DEFENSE INNINGS 7 & 8 – TEAM BEHIND

Runners	OPS	Behind by 1 Run				Behind by 2 Runs				Behind by 3 Runs		Behind by 4+ Runs						
		0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs					
	.900	4	3	2	B			5	9	C	2	D			3	D		
	.800	4	3	2	B			5	9	4	C	3	D			3	D	
	.700	9	5	4	C			4	3	3	C	3	2	D		4	4	D
	.699	9	5	4	C			4	3	3	C	3	2	D		4	4	D
	.900							C							C			
	.800	C						C							D			
	.700	C						D							D			
	.699	C						D							D			
	.900	♦	K					B			K				C			
	.800	♦	K					B			2	♦	K		C			
	.700	2	4	♦	K			3	2	B	2	♦	K		C			
	.699	3	4	♦	K			4	2	B	3	2	♦	C	C			
	.900	2	B					2	B		C				C			
	.800	2	B					2	B		C				C			
	.700	2	C					2	C		C				C			
	.699	2	C					2	C		C				C			
	.900	3	♦	K	■	□		B			3	2	K		C			
	.800	3	♦	K	■	□		B			4	3	K		C			
	.700	4	♦	K	■	□		B			4	3	♦	C	C			
	.699	4	3	5	♦	C	■	□	C			3	4	♦	C	C		
	.900														C			
	.800							B							C			
	.700	2	♦	K				C			2	♦	K		C			
	.699	2	3	♦	C			3	C		2	2	♦	C	2	C		
	.900	B						B							C			
	.800	B						B							C			
	.700	B						C							C			
	.699	B						C							C			
Bases Empty	Any	C						C						D				

DEFENSE INNINGS 9 THRU EXTRA – TEAM BEHIND

		Behind by 1 Run				Behind by 2 Runs				Behind by 3 Runs		Behind by 4+ Runs					
Runners	OPS	0 or 1 Out		2 Outs		0 or 1 Out		2 Outs		0 or 1 Out	2 Outs	0 or 1 Out	2 Outs				
	.900	5	9	4	2	C	4	9	2	C	3	C	3	C			
	.800	5	9	4	2	C	4	9	2	5	C	4	C	3	C		
	.700	8	6	5	2	C	5	9	2	4	C	4	3	C	5	4	C
	.699	8	6	5	2	C	5	9	2	4	C	4	3	C	5	4	C
	.900																
	.800													C			
	.700	C					C				C		C				
	.699	C					C				C		C				
	.900	♦	K				B										
	.800	♦	K				B			2	♦	K	C				
	.700	2	4	♦	K		3	4	B		2	♦	K	C			
	.699	3	4	♦	K		4	5	C		3	2	♦	C	C		
	.900	2	B				2	B			B			B			
	.800	2	B				2	B			B			B			
	.700	2	B				2	B			B			B			
	.699	2	B				2	C			C			C			
	.900	3	♦	K	■	□	B			9	9	♦	K	C			
	.800	3	♦	K	■	□	B			9	9	♦	K	C			
	.700	4	♦	K	■	□	B			9	9	♦	C	C			
	.699	4	3	5	♦	B	■	□	C		9	9	♦	C	C		
	.900												B				
	.800						B						B				
	.700	2	♦	K			B			2	♦	K	C				
	.699	3	4	♦	K		3	C		2	3	♦	C	2	C		
	.900	B					B			C			C				
	.800	B					B			C			C				
	.700	B					C			C			C				
	.699	C					C			C			C				
Bases Empty	Any	C					C			C			C				

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