



Field Manager's Rulebook

BASEBALL CLASSICS ®

Next generation baseball board game

Version 20

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Field Manager's Rulebook

Baseball Classics ®
P.O. Box 632204
Highlands Ranch, CO 80163
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Table of Contents

■ Section 1 Next Generation Baseball Game	6
Baseball Classics Overview	6
Player Cards	7
Standard Edition Player Cards	8
Premium Edition Player Cards	8
Circle Symbol Player Results	10
Example 1: When Double changes to Lineout	11
Example 2: When Home Run changes to SF	11
Example 3: When Triple remains a Triple	12
Ordering More MLB Teams	12
Baseball Classics Web Store	12
Dollar Baseball Club	12
Baseball Classics Cloud	13
How to Contact Us	13
■ Section 2 Baseball Classics Game Parts	14
Scorefield	14
Pitcher Batting Cards	14
Game Play Chart Cards	15
Game Dice	15
Showdown Manager	15
Scorecard	16
■ Section 3 How to Play	17
Basic Play	18
Intermediate Play	19
Advanced Play	19
■ Section 4 Basic Play Level	20
Play Result Definitions	20
Circle Symbol Player Results	21
Example 1: When Double changes to Lineout	22
Example 2: When Home Run changes to SF	22
Example 3: When Triple remains a Triple	23
Groundout - Force Out Table	23
Double Play Table	25
Example 1: Strikeout	26
Example 2: Groundout	26
Example 3: Home Run	27
Example 4: Double Play	27
Example 5: Groundout*	27
■ Section 5 Intermediate Play Level	28
Bunting	28
Example 1: Successful Attempted Sacrifice Bunt	29
Example 2: Unsuccessful Attempted Sacrifice Bunt	29
Example 3: Double Play on a Suicide Squeeze Bunt	30
Example 4: Strikeout on a Sacrifice Bunt Attempt	30
Base Stealing	31
Example 1: Successful Second Base Steal Attempt	31
Example 2: Successful Third Base Steal Attempt	31
Example 3: Unsuccessful Double Steal Attempt	32

Advancing Baserunners	32
Team Fielding Outfield Table	33
Example 1: Successful Advance First to Third Base	34
Example 2: Advancing Baserunner Thrown Out	34
Example 3: One Runner Safe, Another Thrown Out	35
Example 4: Scoring from First Base on a Single	36
Team Fielding Play	36
Calculating a team's Fielding Rating	37
Determining Error on Plays	38
Example 1: Flyout Play – No Error	40
Example 2: Double Play – No Error	40
Example 3: Single with 1-Base Error	40
Example 4: Outfield Throwing Error	41
Showdown Manager	42
Showdown Manager Instructions	42
Pitching Rest Table	43
Important notes about pitchers and starters	43
■ Section 6 Advanced Play Level	45
Hit and Run	45
Contact Play	45
Infield In	45
Play Action Simulator	46
Argument with the umpire	47
Balk	47
Batter hit by pitch	48
Batter swings away	48
Catcher's interference	48
Dropped third strike	48
Passed ball	48
Pickoff attempt holding baserunner	48
Pitch out	48
Player injury	49
Rain delay/Rain out	49
Wild pitch	49
Example 1: No Runners On; Batter Swings Away	49
Example 2: Runner on First Base; Wild Pitch	50
Example 3: Pickoff Attempt and a Pitch Out	50
Steal Attempt Overthrows	52
Crowd Noise	53
Example 1: Crowd Noise	53
Real-Time Pitching	54
How to Play Using Real-Time Pitching	55
Example 1: Batter strikes out after 1-2 count	56
Example 2: Batter walks, runner on 1st	56
Example 3: Strike'em out, throw'em out	56
Pitcher Fatigue	57
Example 1: 1 Inning Past Pitcher's IPG	58
Instant Replay	58
Example: Instant Replay	59
Baseball Classics Dice Cards	59

■ 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 realism.

Baseball Classics is the only baseball board game offering every MLB team and season played from 1901 to present. That's over 120 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 within the *millionth percentile* based on our proven **Precision Engine** technology!



Here's how that works and why that's important.

Let's say a player hit 36 doubles over 626 plate appearances. 36 divided by 626 equals 0.05750799. This rounds up to .06 (six percent).

Baseball Classics Precision Engine technology generates player results within 0.000001. Thus, that player has the ability to hit a double 0.057507 of the time.

You'll enjoy amazingly accurate MLB player outcomes during each at bat during every Baseball Classics game you play.

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!

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.

Only Baseball Classics next generation board game play has the fastest, easiest, precise statistical accuracy, and most MLB realism!

Optionally, you can purchase and play against our [Baseball Classics Real-Time Decision Manager](#) and/or play your games right on the fields where they played with [Baseball Classics Real-Time MLB Ballparks](#) from 1901 to Present.

Player Cards

Enjoy playing anywhere and anytime – just grab our player cards and go or download them for print & play! Handling our cards is easy because they're familiar sizes we all have used. Baseball Classics Premium Edition player cards are the size of a poker card (3 ½ by 2 ½ inches). Standard Edition player cards are the size of a standard business card (3 ½ by 2 inches). These convenient sizes foster faster playing times and are extremely portable to take with you just about anywhere.

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 on our Standard Edition. The Premium Edition player cards are fully loaded with color-coded lefty, righty, and overall stats plus Lineup Advisor!

Also, we've color-coded all player cards results and ratings for stunning visual ease of use throughout Baseball Classics board game play.

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. Baseball Classics MLB teams contain up to 16 batter and 12 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.

Standard Edition Player Cards

The frontside top displays each 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. Standard Edition batter and pitcher cards contain a whopping 32 season statistics of their overall season performance. 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 precise statistical accuracy up to the millionth percentile, so players perform as they did that actual season.

Premium Edition Player Cards

On Baseball Classics Premium Edition player cards frontside, the full name and team name are prominently displayed at the top. Next on the left side, their batting style; a left-handed batter is red, a right-handed batter is green, and a switch-hitter is yellow, plus their color-coded iconic **Bunt**, **Steal**, and **Run** ratings.

The top right side lists each player's position and color-coded iconic fielding ratings.

Following that are columns displaying the dice Roll column, that player's color-coded result ratings shown side-by-side vs. L (left) and vs. R (right), and their color-coded overall result ratings vs. Both.

Baseball Classics performance result ratings are based on the batter's actual seasonal performance against left- and right-handed pitchers (or a pitcher's actual seasonal performance against left- and right-handed batters). Hits (i.e. single, double, triple, and home run) are green, walks are yellow, strikeouts are blue, and all other outs are red. The row column shows numbers that correlate to the sum of rolling the 3 six-sided dice (3 through 18) used to reference against the appropriate result column.



The back side of each card features **Lineup Advisor** created using artificial intelligence based on each player's actual performance. Starting from the top, the player and team name are listed, their main position, bio data including date of birth, throws, bats, height, and weight.

Next, any MLB awards they received are listed such as: HOF (Hall of Fame), MVP, CY (Cy Young), ROY (Rookie of the Year), BAT (Batting title), ERA (ERA title), GG (Gold Glove), and A-S (All-Star).

The following example using 1975 Cincinnati Reds Johnny Bench and 1954 Cleveland Indians Early Wynn Premium Edition player cards to show how easy and fast it is to play Baseball Classics vs. Lefty and Righty.

After rolling the 4 dice, the binary die reads 0 and 3 six-sided dice read 6, 4, and 6. The binary's 0 indicates to reference the pitcher's card (Hint: 1 looks like a bat

and 0 looks like a baseball). Willie Mays is our batter. The sum of our six-sided dice is 16 (6 + 4 + 6 = 16).



With a binary die roll of 0, reference Wynn’s pitcher card. Since Johnny Bench a right-handed batter, look up the roll of 16 under Wynn’s right column results (vs. *Righty*) column.

The result reveals Johnny Bench rips a *Double* (displayed as 2B)!

It’s that simple. Just like in MLB, it’s batter vs. pitcher. Our sleek, color-coded, Premium Edition player cards usually only require 1 roll

to instantly reveal realistic results. Every Baseball Classics MLB team is based on how players performed during specific seasons (or their career for the All-Time Greats teams). You can order any MLB season from 1901 to present.

If playing vs. Both, the Result for a roll of 16 on Wynn’s card is a Single.

The following 4 columns below contain the batter or pitcher’s stats vs. Left, vs. Right, and vs. Both. There are 48 total color-coded stats! Green indicates exceptional performance while red reveals poor capability. Stats shown in italics vs. Left and vs. Right are projections.

Circle Symbol Player Results

Adds a dramatic element of extra suspense & precise statistically accuracy results up to within one millionth of a percentage point to your game play by potentially changing outcomes in the Batter or Pitcher Result column shown with any of the following circle symbols: • or ● or ◎

When a Result has a **circle symbol** next it on the player’s card, roll all six-sided dice one, two, or three more times per the symbols for the actual outcome.

Circle Symbol	Roll all Six-Sided Dice
•	One more time
⊙	Two more times
⊚	Three more times

When the re-roll(s) sum of the six-sided dice match the sum of the initial six-sided dice roll, use the result shown, else the result changes to another result depending on the initial result as follows in this table:

Initial Six-Sided Sum Result with Circle Symbol	When Initial Sum Not Re-Rolled, Result Changes To
Single or 1B	Groundout, runners advance 1 base w/less than 2 outs
Double or 2B	Lineout
Triple or 3B	Flyout
Home Run or HR	Sacrifice Flyout
Sac Flyout or SF	Flyout
Double Play or DP	Groundout
Triple Play or TP	Double Play
Walk or W	Ball if playing with Real Time Pitching, else Popout
Strikeout or SO	Foul Ball if playing with Real Time Pitching, else Popout

Example 1: When Double changes to Lineout

A result rolled on a player's card of 2B• (or Double•) means you'll need to re-roll the six-sided dice ONE more time and if that sum is same as initial roll, the result is a Double, otherwise, it's a LO (Lineout).

1. Initial roll is a binary 0 (zero) – pitcher's card, six-sided dice roll of 16, result is 2B• (or Double•)
2. Re-roll six-sided dice, they sum 14, thus the result changes to LO (Lineout)

Example 2: When Home Run changes to SF

A result rolled on a player's card of HR⊙ (or Home Run⊙) means you'll need to re-roll the six-sided dice TWO more times and if both those rolls are the same

sum same as initial roll, the result is a Home Run, otherwise, it's a SF (Sacrifice Flyout).

1. Initial roll is a binary 1 (one) – batter's card, six-sided dice roll of 9, result is HRⓄ (or Home RunⓄ)
2. Re-roll six-sided dice, they sum 9, thus re-roll the six-sided dice a second time to see if they will total 9 to keep the HR result or not
3. Re-roll six-sided dice second time, they sum 11, thus the result changes to SF (Sacrifice Flyout)

Example 3: When Triple remains a Triple

A result rolled on a player's card of 3BⓄ (or TripleⓄ) means you'll need to re-roll the six-sided dice THREE more times and if both those rolls are the same sum same as initial roll, the result is a Triple, otherwise, it's a FO (Flyout).

1. Initial roll is a binary 1 (one) – batter's card, six-sided dice roll of 6, result is 3BⓄ (or TripleⓄ)
2. Re-roll six-sided dice, they sum 6, thus re-roll the six-sided dice a second time to see if they will total 6 to keep the 3B result or not
3. Re-roll six-sided dice second time, they sum 6 again, thus the result stays as a 3B (Triple)

Naturally, circle symbols next to any player card result drastically reduces the probability of that initial result, while increasing dramatic player outcomes!

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

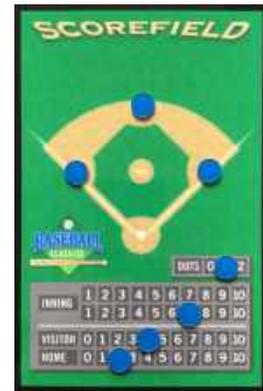
Baseball Classics Game Parts

Your complete set of Baseball Classics game parts includes:

- 1 Deluxe 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 Cards

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
	1ST PITCH	2ND PITCH	3RD PITCH	4TH PITCH	5TH PITCH	6TH PITCH
1	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base
2	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base
3	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base
4	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base
5	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base
6	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base	Roll 1-3 Batter Steals Base	Roll 4-6 Pitcher Steals Base

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					
BREGMAN	3B	1					
ALTUVE	2B	1					
CORREA	SS	1					

■ 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 (5 + 4 + 5 = 14). 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, instead Miller over matched him in this at-bat outcome by fanning Stargell.

WILLIE STARGELL 1971 Pittsburgh Pirates			ANDREW MILLER 2017 Cleveland Indians		
Ⓡ Bats ▼ Bunt ▼ Steal ▲ Run		Outfield ▶	Ⓡ Throws ▲ Reliever Pitcher		
Roll	Result	Batter Stats	Roll	Result	Pitcher Stats
3	Strikeout	Batting .295	3	Triple Play*	Won 4
4	Sac Flyout	Slugging .628	4	Groundout*	Lost 3
5	Walk*	OPS 1.026	5	TripleⓇ	Pct. .571
6	Strikeout	At Bats 511	6	Popout	Saves 2
7	Walk	Hits 151	7	Home Run*	Games 57
8	Strikeout	Doubles 26	8	Double*	Started 0
9	Walk	Triples 0	9	Strikeout	Completed 0
10	Double*	Home Runs 48	10	Strikeout	Shutouts 0
11	Strikeout	RBI's 125	11	Strikeout	Innings 62
12	Single*	Runs 104	12	Strikeout	Hits 31
13	Home Run	Walks 83	13	Walk	Walks 21
14	Strikeout	Strikeouts 154	14	Groundout	Strikeouts 95
15	Home Run	Steals 0	15	Flyout	SO/9 13.7
16	DP*	Sac Flies 5	16	Strikeout	HRs Allowed 3
17	DP*	Double Plays 8	17	Lineout	ERA 1.44
18	Strikeout	Games 141	18	Groundout	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)	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. 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.
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.

Circle Symbol Player Results

Adds a dramatic element of extra suspense & precise statistically accuracy results up to within one millionth of a percentage point to your game play by potentially changing outcomes in the Batter or Pitcher Result column shown with any of the following circle symbols: • or ⊙ or ⊚

When a Result has a **circle symbol** next it on the player's card, roll all six-sided dice one, two, or three more times per the symbols for the actual outcome.

Circle Symbol	Roll all Six-Sided Dice
•	One more time
⊙	Two more times
⊚	Three more times



When the re-roll(s) sum of the six-sided dice match the sum of the initial six-sided dice roll, use the result shown, else the result changes to another result depending on the initial result as follows in this table:

Initial Six-Sided Sum Result with Circle Symbol	When Initial Sum Not Re-Rolled, Result Changes To
Single	Groundout, runners advance 1 base w/less than 2 outs
Double	Lineout
Triple	Flyout
Home Run	Sacrifice Flyout
Sac Flyout	Flyout
Double Play or DP	Groundout
Triple Play or TP	Double Play
Walk	Ball if playing with Real Time Pitching, else Popout
Strikeout	Foul Ball if playing with Real Time Pitching, else Popout

Example 1: When Double changes to Lineout

A result rolled on a player's card of 2B• (or Double•) means you'll need to re-roll the six-sided dice ONE more time and if that sum is same as initial roll, the result is a Double, otherwise, it's a LO (Lineout).

3. Initial roll is a binary 0 (zero) – pitcher's card, six-sided dice roll of 16, result is 2B• (or Double•)
4. Re-roll six-sided dice, they sum 14, thus the result changes to LO (Lineout)

Example 2: When Home Run changes to SF

A result rolled on a player's card of HR⊙ (or Home Run⊙) means you'll need to re-roll the six-sided dice TWO more times and if both those rolls are the same sum as the initial roll, the result is a Home Run, otherwise, it's a SF (Sacrifice Flyout).

4. Initial roll is a binary 1 (one) – batter's card, six-sided dice roll of 9, result is HR⊙ (or Home Run⊙)
5. Re-roll six-sided dice, they sum 9, thus re-roll the six-sided dice a second time to see if they will total 9 to keep the HR result or not

6. Re-roll six-sided dice second time, they sum 11, thus the result changes to SF (Sacrifice Flyout)

Example 3: When Triple remains a Triple

A result rolled on a player’s card of 3BⓄ (or TripleⓄ) means you’ll need to re-roll the six-sided dice THREE more times and if both those rolls are the same sum as initial roll, the result is a Triple, otherwise, it’s a FO (Flyout).

4. Initial roll is a binary 1 (one) – batter’s card, six-sided dice roll of 6, result is 3BⓄ (or TripleⓄ)
5. Re-roll six-sided dice, they sum 6, thus re-roll the six-sided dice a second time to see if they will total 6 to keep the 3B result or not
6. Re-roll six-sided dice second time, they sum 6 again, thus the result stays as a 3B (Triple)

Naturally, circle symbols next to any player card result drastically reduces the probability of that initial result, while increasing dramatic player outcomes!

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 Bunt Steal Run		Outfield
Roll	Result	Batter Stats
3	Strikeout	Batting .295
4	Sac Flyout	Slugging .628
5	Walk*	OPS 1.026
6	Strikeout	At Bats 511
7	Walk	Hits 151
8	Strikeout	Doubles 26
9	Walk	Triples 0
10	Double*	Home Runs 48
11	Strikeout	RBI's 125
12	Single*	Runs 104
13	Home Run	Walks 83
14	Strikeout	Strikeouts 154
15	Home Run	Steals 0
16	DP*	Sac Flies 5
17	DP*	Double Plays 8
18	Strikeout	Games 141

ANDREW MILLER 2017 Cleveland Indians		
Throws Reliever Pitcher		
Roll	Result	Pitcher Stats
3	Triple Play*	Won 4
4	Groundout*	Lost 3
5	Triple	Pct. .571
6	Popout	Saves 2
7	Home Run*	Games 57
8	Double*	Started 0
9	Strikeout	Completed 0
10	Strikeout	Shutouts 0
11	Strikeout	Innings 62
12	Strikeout	Hits 31
13	Walk	Walks 21
14	Groundout	Strikeouts 95
15	Flyout	SO/9 13.7
16	Strikeout	HRs Allowed 3
17	Lineout	ERA 1.44
18	Groundout	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 0 and 14 (3+5+5). The binary die of 0 indicates to refer to Andrew Miller's pitcher card.
2. Cross-referencing the **Roll** and **Result** column, 14 is a Groundout.

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 13 (4+5+4). 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 16 (5+6+5). The binary's 1 indicates to use the batter card.
2. Cross-referencing the **Roll** and **Result** column, a 16 shows Willie Stargell hits into a Double Play• (or DP•) if the next roll of the 3 six-sided dice adds up to 16, otherwise it's a Groundout . If Double Play, the first baserunner is forced out. Stargell 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 4 (2+1+1). The binary's 0 indicates to use the pitcher card.
2. Cross-referencing the **Roll** and **Result** column, 4 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 earring 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 | ▼ Shortstop = 4 points |
| ▲ Catcher = 1 point | ► Left fielder = 2 points |
| ► First baseman = 2 points | ◀ Center fielder = 3 points |
| ▲ Second baseman = 1 point | ► Right fielder = 2 points |
| ▲ Third baseman = 2 points | |

This example shows a team **Fielding 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).

As shown in the Legend found in the Game Play Chart **Fielding Error** and **Fielding Rating** cards, color codes are assigned to a range of team Fielding Ratings 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 rolls of 9 or 18.

FIELDING ERROR		
Roll	Bases	Legend
3	3	Fielding Ratings
4	2	Blank - No error on play
5	1	▲ Error <= 13 points
6	1	▶ Error 14-18 points
7	1	◀ Error 19-24 points
8	1	▼ Error >= 25 points
Legend		
Number of Bases		
11	1	1 Base error
12	1	If OF play 2B error, else 1B
13	1	If OF play 3B error, else 2B
14	1	
15	2	
16	1	★ Present - 1990
17	3	◆ 1989 - 1960
18	1	◎ 1959 - 1901

FIELDING RATING				
Roll	▲	▶	◀	▼
3		★		◆
4				
5			◎	
6			◎	
7	◆	◆	◎	◎
8	★	◆	◎	★
9			★	
10	◎			◎
11	◎			◎
12		◎		
13	◎	★		◎
14			◎	★
15		◎		◎
16			◎	◎
17		◎		★
18			★	◆

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. 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 an error with team fielding of 25 or more.

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 during 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 2/3	3 games	2 games
2 to 4 2/3	2 games	1 game
0 to 1 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/Rain out (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**.

Real-Time Pitching

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

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

This is *optional* play, but once you play with Real-Time Pitching, you may not want to play any other way! Standard MLB rules for balls and strikes apply. Based on the statistical performance of each player, you'll rapidly experience each at bat pitch-by-pitch with realistic outcomes for balls, strikes (Called Strike, Swing & Miss, plus Foul Ball), Wild Pitch, Hit-by-Pitch, or if is Ball in Play.

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

On each Baseball Classics Premium Edition player card, refer to the center column indicated with a "P" (stands for pitch). Dice rolls 3 through 18 in that column contain an icon representing one of the following:

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

Color-coded Icons

Some of the icons are color-coded. When this is the case, the 3 six-sided dice must be rolled one or more times depending on the color.

A green colored Real-Time Pitching icon indicates 1 re-roll of the 3 six-sided dice; Yellow indicates 2 re-rolls, and Red indicates 3 re-rolls. For example, if a roll the sum of 9 is a red colored icon, the next 3 re-rolls must be a 9 for that outcome, otherwise it changes to Ball in Play. If the first re-roll is a 9, but the 2nd re-roll is a 14, that outcome changes to Ball in Play,

When the re-roll sum is the same each time as the initial roll, use that outcome. However, if any of the re-rolls are not the same sum as the initial roll, the outcome is Ball in Play.

Additional Real-Time Pitching Play Outcomes

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

How to Play Using Real-Time Pitching

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

Step 1: To throw the first pitch to a batter, roll all 4 Baseball Classics dice. If the binary die is 0 (zero), refer to the pitcher's card; or if a 1 (one), refer to the batter's card "P" (stands for Pitch) column. Sum the total of the 3 six-sided dice and refer to that sum in the ROLL column to see the outcome of the pitch as shown by the icon (Ball, Called Strike, Swing & Miss, Foul Ball, Wild Pitch, Hit-By-Pitch, or Ball in Play).

Step 2: After a Real-Time Pitching ball or strike outcome, roll all 4 dice again and repeat step 1 until either the batter has walked, struck out, is hit-by-pitch, or puts the ball in play. When the outcome is ball in play, roll all 4 dice again and refer to the pitcher or batter card for the result.

When Outcome is Walk or Strikeout on Player's Card

When the outcome is Ball in Play and the next roll is either a Walk, change that to a Ball; or if the outcome is Strikeout on that player's card, change that result to a Swing & Miss.

When Using Play Action Simulator

The first roll before each pitch is *always* referenced against the Play Action Simulator first. Any "Batter hit by pitch" [HB] or Wild Pitch [WP] outcomes change to "Batter Swings Away" since Real-Time Pitching provides them. Each Pitch Out [PO] outcome is counted as a Ball, unless the runner is not being held on or there are 3 balls in the count, otherwise it changes to "Batter Swings Away". When the outcome is "Batter Swings Away", roll all four dice and use Step 1 and Step 2 as described above.

Example 1: Batter strikes out after 1-2 count

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

Example 2: Batter walks, runner on 1st

1. First roll for the 1st pitch is  (Foul Ball – count is 0-1)
2. Second roll for the next pitch is  (Ball – count is 1-1)

Note: with the green colored-icon, the 3 six-sided dice are rolled again and were the same sum as the initial 3 six-sided dice roll)

3. Third roll for the next pitch is  (Ball – count is 2-1)
4. Fourth roll for the next pitch is  (Wild pitch, counts as a Ball, runner on 1st goes to 2nd base – count is 3-1)
5. Fifth roll for the next pitch is  (Ball – batter walks, runners now on 1st and 2nd base)

Example 3: Strike'em out, throw'em out

1. First roll for the 1st pitch is  (Ball– count is 1-0)
2. Second roll for the next pitch is  (Foul Ball – count is 1-1)

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

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.

Instant Replay

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

The following plays may be subjected to instant replay review:

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

Any reversed batted outs award the batter the base he would have reached and any runners to advance the same number of bases.

Each team is allowed 1 Manager challenge per game during the regular season and 2 during the All-Star game, Playoffs, and any tie-breaker situation. If a Manager's challenge results in an overturned call, the team retains its ability to challenge.

When an Instant Replay is requested, roll all four dice and refer to the Game Play Instant Replay card based on rolling a 0 or 1 with the binary die. For base running challenges, refer to that runner's steal or run rating (depending upon a steal or base running advance play) otherwise, refer to the Team Fielding rating of the team in the field.



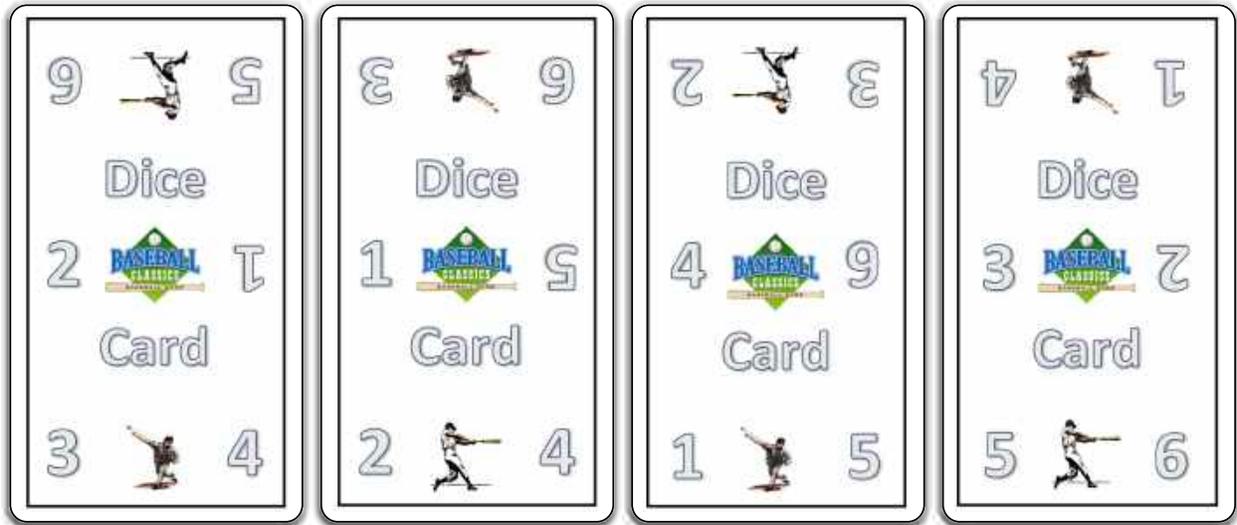
Example: Instant Replay

Flyout with a Team Fielding rating of blue; let's say this may be challenged since the team at bat still has their challenge available. They request an Instant Replay review. Roll all four dice and refer to the Instant Replay table to see if this Flyout will be ruled as a catch or overturned as a Single. Using that Team's Fielding rating, roll all 4 dice and refer to the Instant Replay table for the call. A binary die roll of 1 and 16 (sum of the 3 six-sided dice) shows the call is reversed! Thus, the batter is awarded a single and any base runner(s) would advance 1 base.

Baseball Classics Dice Cards

In case you're in a place where you can't roll dice, use Baseball Classics Dice Cards. Here's how to use them for you Baseball Classics game play.

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.

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