

BUNTING & STEALING

BASEBALL CLASSICS

Game Play Chart Card

Die Colors					
		BUNT			
ROLL		▲	▶	◀	▼
3	DP	PO	GO	PO	
4	DP		DP	GO	
5	PO	GO	GO		
6	DP		GO	DP	
7			◆	◆	
8		GO			
9				PO	
10	GO	PO	GO	GO	
11	◆	GO	PO	GO	
12	PO		DP	GO	PO
13		DP	GO	PO	
14	◆	◆	DP	DP	
15	GO	◆	◆	GO	
16	PO	GO	PO		
17	GO	GO	PO	◆	
18	GO	DP	◆		

BASE RUNNING & INJURY

BASEBALL CLASSICS

Game Play Chart Card

Die Colors					
		RUN			
ROLL		▲	▶	◀	▼
3			DP		
4	GO	DP			
5		GO			
6					
7					
8					
9					
10					
11					
12					
13					
14					
15	GO				
16	DP				
17		GO	GO	GO	
18			GO		

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

PLAY ACTION SIMULATOR

BASEBALL CLASSICS

Game Play Chart Card

Die Colors					
		BATTER DIE			
ROLL		▲	▶	◀	▼
3	CI	PB	CI	HB	CI
4	U	DS	HB	RD	HB
5	WP	UA	PB	SI	
6	PO	PB	PA		
7					
8	PA				
9					
10					
11					
12					
13					
14					PA
15	U	PO	UA		
16	RD	I	WP	SI	UA
17	DS	B	SI	DS	U
18	I	SI	PB	CI	B

PITCHER DIE					
3		DS	HB	HB	B
4		HB	HB	RD	PO
5		RD	PB	I	I
6			PB	U	
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

INSTANT REPLAY

BASEBALL CLASSICS

Game Play Chart Card

Die Colors					
		BATTER DIE			
ROLL		▲	▶	◀	▼
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

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

ADVANCED INDIVIDUAL FIELDING

BASEBALL CLASSICS

Game Play Chart Card

ROLL	2	3	4	5	6	7	8	9	10	11	12
Dice Colors											
Tough Play	BATTER DIE	P					3B		2B	C	
	PITCHER DIE	2B	OF	SS				P	1B		

Dice Colors											
BATTER DIE	▲	2B	SS							1B	
	▶	C	OF	P					SS	2B	C
	◀	P		3B				OF	2B		
	▼			2B	SS			1B	3B		
PITCHER DIE	▲	C	3B						P	OF	
	▶	OF	1B					3B	3B		
	◀	3B	C	1B			SS	P		2B	
	▼	C	3B		OF		P		C		

Dice Colors											
# Bases	INFIELD PLAY	1	1	2	1	1	1	1	1	2	3
	OUTFIELD PLAY	2	3	1	1	2	1	1	1	1	1

BUNT, STEAL, & RUN LEGENDS

BASEBALL CLASSICS

Game Play Chart Card

BUNT	
GO	Sacrifice bunt, else foul ball
◆	Safety squeeze bunt, else foul ball
DP	Suicide squeeze bunt, else foul ball
PO	Wild overthrow, roll for # of base error
GO	Popout; if suicide runner on 3rd out too
DP	Groundout
DP	Double Play

STEAL	
GO	Steals 2nd base, else thrown out
◆	Steals 2nd or 3rd base, else thrown out
◆	Steals any base, others advance 1 base
DP	Wild overthrow, roll for # of base error

RUN	
GO	Runner safe
◆	If 2 outs runner safe, else thrown out
DP	Wild overthrow, roll for # of base error
DP	Suicide squeeze bunt, else foul ball

TEAM FIELDING LEGEND

BASEBALL CLASSICS

Game Play Chart Card

DEFENSIVE RATING (DR)	
Rating	Player Fielding DR Points
▲	1 point
▶	2 points
◀	3 points
▼	4 points

Roll	Team Fielding DR Result	
	No error on play	
	Error if Team DR rating 9-13 points	
	Error if Team DR rating 14-18 points	
	Error if Team DR rating 19-24 points	
	Error if Team DR rating 25+ points	

Roll	#	Number of Bases on Error
5-14, 16, or 18	1	1 base error
4 or 15	2	2 base error if OF play, else 1 base
3 or 17	3	3 base error if OF play, else 2 base

PLAY ACTION SIMULATOR LEGEND

BASEBALL CLASSICS

Game Play Chart Card

RESULT	DESCRIPTION	
BSA	Batter Swings Away (BSA)	
B	Balk	
B	Balk; but changes to BSA if catcher defensive rating is ▲	
CI	Catcher's Interference	
CI	Catcher's Interference; but changes to BSA if catcher defensive rating is ▲	
DS	Dropped Third Strike	
DS	Balk; but changes to BSA if catcher defensive rating is ▲	
PB	Passed Ball	
PB	Passed Ball; but changes to BSA if catcher defensive rating is ▲	
HB	Hit by pitch	SI
I	Player injury	Interference
PA	Pickoff attempt	U
PO	Pitch out	UA
RD	Rain Delay	WP
		Wild pitch

BATTING RATING

Pitcher Batting Card

Bats 8th or 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ◀ Run

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

BATTING RATING

Pitcher Batting Card

Bats 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

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

BATTING RATING

Pitcher Batting Card

Bats 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

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

BATTING RATING

Pitcher Batting Card

Bats 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

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

BATTING RATING

Pitcher Batting Card

Bats 8th or 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ◀ Run

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

BATTING RATING

Pitcher Batting Card

Bats 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

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

BATTING RATING

Pitcher Batting Card

Bats 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

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

BATTING RATING

Pitcher Batting Card

Bats 9th

- Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

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



BASEBALL CLASSICS

NEXT GEN REAL-TIME GAME PLAY

Field Manager's Rulebook

BASEBALL CLASSICS®

Next generation real-time baseball board game

Standard Edition, & Premium Edition

Version 23.1

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■ Section 1

Baseball Classics Game Overview

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



Baseball Classics is the only baseball board game offering the fastest, easiest, and most statistically accurate player outcomes for every MLB team and season played from 1901-Present. That's over 120 MLB seasons, 2,500+ MLB teams, 60,000+ players and counting! Player ratings are based on their season performance delivering true statistical outcomes within a *millionth percentile* based on our proven precision gaming engine technology!

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.

Baseball Classics Next Gen Player Cards

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

Each batter or pitcher MLB player card contains beautiful, color-coded detail instantly revealing their strengths and weaknesses!

Player and Game Play Chart Cards easy to handle with smooth rounded corners, conveniently the same size as standard poker cards.

Player names are atop in bold with an icon representing if they are a batter or pitcher player card. This icon easily matches the classic wooden iconic batter/pitcher die. Team name follows below along with

JIMMIE FOXX All-Time Athletics			
Start Firstbase Bats 3rd, 4th, or 5th			
① Bats		Firstbase	▶
▼ Bunt		Thirdbase	▼
◀ Steal		Catcher	▲
▲ Run			
ROLL	RTP	RESULT	STATS
4	HBP	Double Play	Average .325
5	BIP	Double Play	Slugging .609
6	K	HOME RUN	ISO .284
7	Foul	HOME RUN	BABIP .335
8	K	HOME RUN	OPS 1.038
9	Foul	Strikeout	At Bats 8134
10	Ball	WALK	Hits 2646
11	Foul	SINGLE	Doubles 458
12	Ball	WALK	Triples 125
13	BIP	Flyout	Home Runs 534
14	Ball	Groundout	RBI's 1921
15	BIP	Strikeout	Runs 1751
16	BIP	Popout	Runs Created 2739
17	X	Lineout	Walks 1452
18	Foul	SINGLE	Walk % .15
19	Foul	DOUBLE	Strikeouts 1311
20	K	SINGLE	Strikeout % .14
21	X	TRIPLE	Steals 88
22	Ball	Groundout	Sac Flies 18
23	BIP	(Flyout)	Double Plays 69
24	Foul	Double Play	Games 2317

Real-Time Lineup Advisor suggestion who, when, and where to play them in your lineup, on the field, off the bench, and call in from the bullpen.

All player ratings are iconic and color-coded including which way they bat or throw for pitchers: green right-side shaded circle is righty, red left-side shaded circle is lefty, and yellow top-side shaded circle is a switch-hitter. Bunt, Steal, Run, and fielding position ratings are included too. Pitcher cards add their Batting Rating to know which Pitching Batting Card to use when not playing with a Designated Hitter.

All ratings throughout Baseball Classics player cards and Game Play Chart Cards are as follows: Green ▲ (best), Yellow ▶ (good), Blue ◀ (average), and Red ▼ (poor).

The columns shown below indicate the dice **ROLL** based on the sum of Baseball Classics 4 six-sided dice, **RTP** (Real-Time Pitching) optional play with balls and strikes, color-coded **RESULT** for their outcome possibilities based on their actual season performance providing authentic, statistically accurate results.

Within 5 seconds you'll know how to play! Fielding outs are color-coded in red; Strikeouts are color-coded in blue; hits are color-coded in green; and bases on balls are color-coded in yellow.

BOB GIBSON 1968 St. Louis Cardinals			
Ace Starter			
			Throws ①
			Starter Pitcher ▶
			Bats ②
			Batting Rating ◀
ROLL	RTP	RESULT	STATS
4	Ball	HOME RUN	Wins 22
5	K	SINGLE	Losses 9
6	Ball	SINGLE	PCT. .710
7	X	TRIPLE	Saves 0
8	Ball	Groundout	Games 34
9	Ball	DOUBLE	Started 34
10	Ball	Lineout	Completed 28
11	BIP	SINGLE	Shutouts 13
12	Ball	Strikeout	Innings 305
13	Foul	Popout	Hits 198
14	BIP	Groundout	Walks 62
15	X	Flyout	Walk % .05
16	X	Groundout*	Strikeouts 268
17	K	Strikeout	Strikeout % .23
18	Foul	Strikeout	SO/9 12.2
19	Ball	WALK	SO/BB 4.3
20	BIP	SINGLE	HRA 11
21	K	WALK	HR/9 0.3
22	BIP	HOME RUN	ERA 1.12
23	X	SINGLE*	WHIP 0.85
24	BIP	SINGLE	FIP 2.42

Last, but not least each player card also has a color-coded **STATS** column with 21 total categories for each batter and pitcher including Sabermetric stats! Green spotlights exceptional performance or red reveals very weak performance in that category.

BAT STAT	DEFINITION	PITCH STAT	DEFINITION
Average	Batting average	Wins	Games won
Slugging	Slugging average	Losses	Games lost
ISO	Hitter's raw power	PCT.	Winning percentage
BABIP	Batting Avg Balls In Play	Saves	Games saved
OPS	On-base Plus Slugging	Games	Games pitched
At Bats	At Bats	Started	Games started
Hits	Hits	Completed	Games completed
Doubles	Doubles	Shutouts	Shutouts
Triples	Triples	Innings	Innings pitched
Home Runs	Home Runs	Hits	Hits allowed
RBI's	Runs Batted In	Walks	Walks allowed
Runs	Runs scored	Walk %	Base on Balls/PA*
Runs Created	Run contribution	Strikeouts	Strikeouts
Walks	Walks	Strikeout %	Strikeouts/PA*
Walk %	Walks/PA*	SO/9	Strikeouts per 9 innings
Strikeouts	Strikeouts	SO/BB	Strikeout/Walk ratio
Strikeout %	Strikeouts/PA*	HRA	Home Runs allowed
Steals	Stolen Bases	HR/9	Home Runs allowed per 9 innings
Sac Flies	Sacrifice Flyouts	ERA	Earned Run Average
Double Plays	Double Plays	WHIP	Walks+Hits/Innings Pitched
Games	Games Played	FIP	Fielding Independent Pitching

*PA = Plate Appearances

Contact Us

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

■ Section 2

Baseball Classics Game Parts

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

Scorefield

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

Pitcher Batting Cards

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

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

Game Play Chart Cards

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

Game Dice

This game uses 1 pitcher-batter icon die and 4 six-sided colored-coded dice. The pitcher-batter die determines whether to refer to the results of an at-bat on the batter or the pitcher player card. Reference the **ROLL** column on that player's card based on the sum of the remaining dice to get the outcome of that at-bat. Use the game dice to also reference

Baseball Classics Game Play Chart Cards & Showdown Manager when two are playing.

Premium or Standard Edition Dice: When rolling the dice for an at bat, the pitcher-batter die indicates whether to refer to the Baseball Classics pitcher or batter player card for the roll of an at bat. Reference their card and **ROLL** column (sum of the 4 six-sided dice) cross-reference over to their **RESULT** column for the outcome of the at bat. Ex: roll of pitcher-batter die is the Batter icon and 4 six-sided dice total 12 (green dice is 2, red dice is 3, white die is 4, and blue is 3); refer to the Batter card **RESULT** column for the outcome of the at bat.

Real-Time Showdown Manager

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

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

Scorecard

Baseball Classics Scorecard is a fast and easy way to track everything that happens inning-by-inning to the last thrilling play!

▣ Section 3 **How to Play**

Baseball Classics game play is designed from the ground up to deliver a fast, easy authentic experience that blends true MLB realism with highly accurate results based on each player's statistical performance.

Next generation color-coded player card ratings make creating MLB team lineups easy. Build lineups based on each team's strengths and your management style. Our color codes reveal – speed, power,

fielding, base running, on-base performance, bunting, or strikeouts. Counter the other team's strengths and poke at their weaknesses.

Lineup Advisor

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

Lineup Advisor development is based on many statistical player performance measures and is relative to the team they play on. It will save you endless time so you can play more games while providing guidance no matter which MLB teams 1901-Present you're playing.

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

1. Have the current batter and opposing pitcher player cards in view.
2. For the batter to swing away, roll all the dice to get the outcome.
3. Read the pitcher-batter die result. If pitcher icon, refer to the pitcher's card. If batter icon, refer to the batter's card.
4. Reference that player's card to find the result of the at-bat based on that roll of the colored dice.

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

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 12-15 minutes.*

Intermediate Play

In addition to the Basic play, Intermediate play includes bunting, base stealing, base running, and team fielding using color-coded player ratings utilizing the **Game Play Chart Cards**. 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 15-20 minutes.*

Advanced Play

Includes Basic and Intermediate play levels. Also adds pitching fatigue, hit & run, Infield In, contact play, Real-Time Pitching, threatening weather conditions, pickoffs, pitchouts, injuries, arguments with the umpire, and virtually anything else that can happen in an MLB game!

Advanced play level 9-inning games typically last about 25-90 minutes.

Tip: Mix 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.

Section 4

Basic Play Level

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

Play	Play Result	Definition
SINGLE	Single	Batter advances to first base. Any base runners advance 1 base; though can attempt to be sent an extra base. If you want to send them, roll the dice again and refer to the RUN Game Play Chart Card and the player's Run rating.
SINGLE*	Infield Single	Batter advances to first base; any base runners only advance 1 base.
DOUBLE	Double	The batter advances to second base. All runners advance 2 bases on any DOUBLE and can attempt to advance 1 extra base. If you want to send them, roll the dice again and refer to the RUN Game Play Chart Card and the player's Run rating.

DOUBLE*	Ground-rule Double	Batter advances to second base; any base runners only advance 2 bases.
TRIPLE	Triple	Batter advances to third base, any base runners advance 3 bases.
HOME RUN	Home run	The batter and all runners score.
WALK	Walk	The batter advances to first base. Any base runner on first base advances 1 base. If base runners on first and second base, they advance 1 base. If bases loaded, all base runners advance 1 base.
Strikeout	Strikeout	The batter is out.
Groundout	Groundout/Force out	The batter is put out for hitting a ball on the ground to a fielder. Consult Baseball Classics' Groundout Result table for further instructions.
Groundout*	Groundout that advances base runners	The batter grounds out. All baserunners advance 1 base safely if none or 1 out. Note – This result could change when playing using Advanced game play.
Double Play	Double play	Consult Baseball Classics Double Play Result table for specifics.
Popout	Popout	The batter is out for hitting a pop fly that is caught in the infield. All runners hold.
Lineout	Lineout	An infield player catches a line drive, the batter is out, and all runners hold. Note, when playing with a Hit & Run called and Lineout is the result, lead base runner is also out if less than 2 outs.
Triple Play	Triple play	Lineout into as many outs as possible.
Flyout	Flyout	Flyout, any base runners hold.
(Flyout)	Sacrifice Flyout	<p>The result is a flyout and all runners hold unless the third baserunner has less than 2 outs. In that case, the runner tags up and scores. The batter is out with a sacrifice flyout.</p> <p>Also, if the lead runner is on 1st or 2nd base. In that case, the runner may tag up and try to advance. Roll the dice and reference the Base Running chart card based on that player's Run rating to determine the result.</p>

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

Groundout - Force Out Table

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

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

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

Double Play Table

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

Runner(s) on	Double Play Result Definition
1st	The first baserunner is forced out. The batter heading to first base is also out.
2nd	See the Groundout Result table.
3rd	See the Groundout Result table.
1st and 2nd	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.

■ Section 5

Intermediate Play Level

Intermediate Play includes Basic Play and additional actions such as bunting, base stealing, base running, and team fielding. The team at bat may call for a bunt, steal, or to advance base runners. 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. Then reference the Game Play Bunting Chart Card 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 Cards contain a Bunt legend. After either a sacrifice or suicide squeeze bunt, roll the dice and reference the Bunt chart card and the batter's *bunt* rating for the result. The legend explains bunt color codes and symbols.

Base Stealing

Baseball Classics Baseball Game Steal Game Play Chart Card is your reference point whenever the team at bat attempts to steal second,

third, or home base. However, runners with a ▼ **Steal** rating are not allowed to attempt stealing any base. This is because they were unsuccessful at stealing bases that season. That is why that Steal rating column is blank in the chart.

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

When the offense elects to attempt base stealing, they must roll the dice and then lookup the result in the Stealing Game Play Chart Card. The results are found by referencing the **ROLL** and **STEAL** columns.

The Baseball Classics Game Play Chart Cards contain a Stealing legend. The legend explains the color codes and symbols.

Advancing Baserunners

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

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

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

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

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

The Baseball Classics Game Play Chart Cards contain a Base Running legend. The legend explains the color codes and symbols.

Team Fielding Play

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

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 Defensive Rating ("DR" for short).

One option playing with fielding in Baseball Classics is called Team Fielding and the other is called Individual Fielding. In this section of the Field Manager's Rulebook, we'll cover how to play using Team Fielding.

Reference both Baseball Classics Game Play Chart Cards when playing using Team Fielding: TEAM FIELDING and TEAM FIELDING LEGEND.

First, let's cover the TEAM FIELDING LEGEND Game Play Chart Card. There are 3 sections to reference: DEFENSIVE RATING (DR), Team Field DR Result, and Number of Bases on Error.

DEFENSIVE RATING (DR) shows the point value to assign for a player's fielding ratings: green, yellow, blue, and red.

Team Field DR Result shows what a team's overall fielding rating color is based on the sum of all 9 players fielding rating points. After a play where the ball is fielded such as any type of Groundout, Flyout, (Flyout), Lineout, Popout, base running advancement, SINGLE, SINGLE*,

DOUBLE, DOUBLE*, or TRIPLE refer to the TEAM FIELDING Game Play Chart Card and roll the dice to see whether an error occurred.

Number of Bases on Error reveals what type of base error on the play such as 1-base error, 2-base error, or 3-base error. If an error occurred on a play, roll the dice again and refer to this section under the Roll column and the corresponding Number of Bases on Error column to see what type of base error.

Step 1: Determine each **Team's Fielding Defensive Rating** as follows.

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 based on the following point rating system: ▲ (1 point) ► (2 points) ◀ (3 points) ▼ (4 points)

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

Example of calculating a Team's Fielding Defensive Rating

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

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

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

Step 2: Once you calculated the Team's Fielding Defensive Rating points, you'll find what their color-coded rating is by referencing the Team Field DR Result section in the TEAM FIELDING LEGEND Game Play Chart Card.

DEFENSIVE RATING (DR)	
Rating	Player Fielding DR Points
▲ 1 point	
▶ 2 points	
◀ 3 points	
▼ 4 points	

The colors are: Green, Yellow, Blue, or Red (green is the best, yellow is above average, blue is below average, and red is poor).

Roll	Team Fielding DR Result
	No error on play
	Error if Team DR rating 9-13 points
	Error if Team DR rating 14-18 points
	Error if Team DR rating 19-24 points
	Error if Team DR rating 25+ points

Step 3: Now that you know the Team Fielding Defensive Rating for each team, you're ready to play using Team Fielding to determine whether a play was fielding cleanly or an error occurred.

You'll roll the dice again whenever any of the following plays takes place: Whenever one of the following plays take place: Groundout, Groundout*, Popout, Lineout, Double Play, Triple Play, SINGLE, SINGLE*, bunt attempt, steal attempt, baserunner advance, or any other play within the infield, any type of Flyout or (Flyout), DOUBLE, or TRIPLE.

Then reference the **Team Fielding Legend - Game Play Chart** (Team Fielding Points Legend) to see whether or not there was an error on the play based on the **Team Fielding Rating** point total of the team in the field.

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

Step 4: If there *is an error*, roll the dice again and Game Play Chart Card see if it's a 1, 2, or 3 base error. Look under Roll - # - Number of Bases on Error.

Roll	#	Number of Bases on Error
5-14,16, or 18	1	1 base error
4 or 15	2	2 base error if OF play, else 1 base
3 or 17	3	3 base error if OF play, else 2 base

Dynamic Individual Fielding

The other Baseball Classics fielding game play option is Dynamic Individual Fielding. *It's dynamic because the player fielding the ball can change each time just like an actual game.* Thus, sometimes a Groundout might be to the Shortstop, another time the Second baseman, etc. all depending on if they are a right-handed or left-handed batter. Use this when you want to determine the skill of each player fielding the ball.

Dynamic Individual Fielding is simple and quick! From the initial roll to determine the **RESULT** of the at bat, refer to the classic wooden iconic batter/pitcher & blue die roll plus whether the hitter bats **LEFTY** or **RIGHTY** to determine which player is fielding the ball.

To know whether the play is considered an infield or outfield play, use the following guideline displayed in the Dynamic Individual Fielding Game Play Chart Card:

DYNAMIC INDIVIDUAL FIELDING

BASEBALL CLASSICS

Game Play Chart Card

Die Color

INFIELD PLAYS

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

Note: LO to C goes to other position listed.

OUTFIELD PLAYS

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

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

OUTFIELD PLAYS: Any type of Flyout or (Flyout), SINGLE, DOUBLE, DOUBLE*, or TRIPLE.

All fielder positions under the **BATTER DIE** and **PITCHER DIE - LEFTY** and **RIGHTY** columns are abbreviated as follows: P = Pitcher, C = Catcher, 1B = First baseman, 2B = Second baseman, SS = Shortstop, 3B = Third baseman, LF = Leftfielder, CF = Centerfielder, RF = Rightfielder

Note: To play with wind conditions and & foul balls in your game, see Weather Conditions/Foul Balls in this Field Manager’s Rulebook.

Example: Rolling all 5 Baseball Classics dice, the **RESULT** is Groundout. The hitter bats left-handed and the batter/pitcher die from the initial roll was the batter icon and the blue die roll was 4. Reference the Dynamic Individual Fielding Game Play Chart Card **INFIELD PLAYS**, Batter Die, **LEFTY** column, and cross-reference the **ROLL** column 4. The ball is fielding by 2B (Second baseman).

Tip: You can also use Dynamic Individual Fielding to determine where a HOME RUN was hit; over the leftfield, centerfield, or rightfield wall!

Advanced Individual Fielding

When you want your game play to know whether an error was committed on a play and if so, how many bases, use Advanced Individual Fielding in conjunction with Dynamic Individual Fielding.

Once you know which player is fielding the ball after referring to the Dynamic Individual Fielding Game Play Chart Card, refer to the Advanced Individual Fielding Game Play Chart Card.

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

Refer to the Tough Play section, cross-reference the classic wooden batter/pitcher die icon and sum of the white and green dice. If that shows the same player on player fielding the ball indicated in Dynamic

ADVANCED INDIVIDUAL FIELDING											
BASEBALL CLASSICS											
Game Play Chart Card											
CLASSICS											
Tough Play Error Lookup											
ROLL											
Dice Colors											
Tough Play											
BATTER DIE											
PITCHER DIE											
Dice Colors											
BATTER DIE											
PITCHER DIE											
Dice Colors											
# Bases											
INFIELD PLAY											
OUTFIELD PLAY											

Individual Fielding, then it's a tough play, thus possibility for an error. If it's not that same fielder or white space, there is no error on the play.

Step 2 - Tough Play Error Lookup: When it's a Tough Play, then refer to this section and using the player's fielding rating to determine whether an error occurred.

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

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

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

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

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

PLAY, cross-referencing that with the sum of 4 is a 2-base error by the Shortstop.

Example 2: Base stealing attempt of 3rd base

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

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

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. Reference the backside of Showdown Manager for instructions.

Suggested Pitching Rest Table

Each Baseball Classics pitcher specifies the following pitcher types:

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

Important notes about pitchers and starters

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

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

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

■ Section 6

Advanced Play Level

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

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 result is a *groundout*, batter is out, 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 3rd 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* from the pitcher's card, the result is automatically changed to SINGLE.

Weather Conditions/Foul Balls

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

This requires playing with Dynamic Individual Fielding.

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

To determine the wind conditions for your game, roll your Baseball Classics green, red, white, and blue six-sided dice. Cross-reference the

white die with the sum of the green and blue dice in the WIND CONDITIONS section below.

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

WIND CONDITIONS

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

C = CALM

M = MILD

B = BLUSTERY

G = GUSTY

WIND DIRECTION

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

IL = In from Left

IR = In from Right

IC = In from Center

OL = Out to Left

OR = Out to Right

OC = Out to Center

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

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

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

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

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

Wind Condition/Wind Direction Table

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Real-Time Fielding Wind Impact

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

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

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

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

Ball hit to LF

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

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

Ball hit to CF

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

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

Ball hit to RF

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

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

Robbing a Home Run

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

Requires playing with Wind Conditions and Wind Direction.

On a HOME RUN where the wind direction (regardless of wind condition) is blowing in and hit to that same field, it's possible for that

outfielder with a green fielding rating ▲ to catch the ball from going over the wall.

In other words, when the RESULT is:

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

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

Infield In

The defense team can elect to bring in their infield prior to rolling the 4 dice for the at bat. When the *contact play* is on, any *Triple Play* 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 in the chart.



– No runners on base

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

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

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

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

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

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. Refer to the Play Action Simulator chart card based on the roll of the 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" (BSA).

Play Action Simulator Chart Definitions

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

WALK – Pitcher

All other results – Batter

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

Balk – All runners advance 1 base.

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

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

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

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 dice, the runner is picked off if the result is 3.

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

Pitch out – If a steal attempt or suicide squeeze is called, the baserunner attempting to advance must also attempt to steal with the next lower

Steal rating. Roll the dice and reference the *Steal* chart card. Lead runner is out if they have a ◀ Steal rating because it is lowered to a ▼ Steal rating.

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

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

Rain delay/Rain out (RD) – When playing in an outdoor stadium, roll the red, white, and blue dice before the game

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

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

Wild pitch – All runners advance 1 base.

Crowd Noise

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

Crowd noise amps up and goes into effect when:

- 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 white & blue six-sided dice equal 2 or 12 and the pitcher-batter die is Pitcher icon, instead of looking at the pitcher’s

Result column, look at the batter card. Also, if the home ballpark is a dome, include the sum of the blue six-sided dice if they total 3 or 11 too.

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

Real-Time Fielding

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

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

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

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

Real-Time Fielding in the Infield

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

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

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

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

Real-Time Fielding Infield Table

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

Real-Time Fielding in the Outfield

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

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

Real-Time Fielding Outfield Table

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

Real-Time Pitching

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

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

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

Based on the statistical performance of each player, you'll rapidly experience each at bat pitch-by-pitch with realistic outcomes for balls,

strikes (Called Strike, Swing & Miss, plus Foul Ball), Wild Pitch, Hit-by-Pitch, or if is Ball in Play.

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

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

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

Additional Real-Time Pitching Play Outcomes

Adding Real-Time Pitching to your Baseball Classics game play provides flexible managerial opportunities & outcomes no other board games offer when combined with our Play Action Simulator. Plays such as strike'em out/throw'em out on steal attempts, pickoff attempts, pitch outs, hit & run, arguments with the umpire, rain delays/outs, various bunting, catcher's interference *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 5 Baseball Classics dice. If the classic wooden batter/pitcher die is the pitcher icon, refer to

the pitcher's card; or if batter icon, refer to the batter's card. Sum the total of the 4 six-sided dice and refer to that sum in the ROLL column to see the outcome of the pitch as shown by the icon (Ball, Called Strike, Swing & Miss, Foul Ball, Wild Pitch, Hit-By-Pitch, or Ball in Play.

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

When Outcome is Walk or Strikeout on Player's Card

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

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

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

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

Pitcher Fatigue

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

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

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

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

After a pitcher goes past their IPG rating, the green die 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 pitcher-batter die roll of Pitcher icon which would typically reference his card for the **ROLL** and outcome.

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

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

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

Example 1: 1 Inning Past Pitcher's IPG

The pitcher is 1 inning past his IPG rating.

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

Instant Replay

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

The following plays may be subjected to instant replay review:

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

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

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

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

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Field Manager's Rulebook

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SCOREFIELD



CLASSIC TEAMS, CLASSIC GAMES

OUTS 0 1 2

INNING

1 2 3 4 5 6 7 8 9

1 2 3 4 5 6 7 8 9

VISITOR

0 1 2 3 4 5 6 7 8 9

HOME

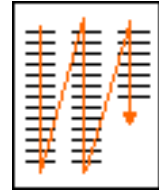
0 1 2 3 4 5 6 7 8 9

BASEBALL CLASSICS SCORECARD © 2020

INSTRUCTIONS

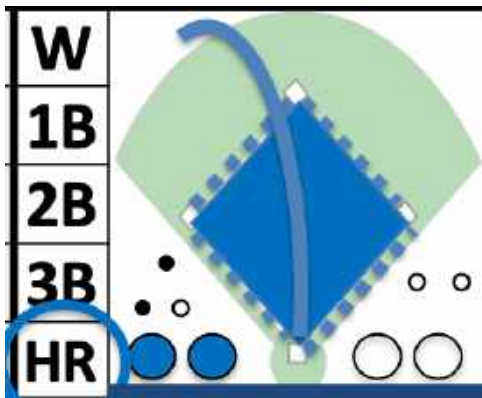
Baseball Classics Scorecard is a fast, easy, and statistically accurate way to track everything that happens inning-by-inning to the last exciting out!

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



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

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



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

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

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

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

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

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

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

GAME #	DATE
7	11/1/17

BASEBALL
CLASSICS

Classic Teams. Classic Games

Baseball Classics Scorecard © 2018

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

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

GAME #	DATE



CLASSIC TEAMS. CLASSIC GAMES

Baseball Classics Scorecard © 2018

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

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

GAME #	DATE



CLASSIC TEAMS. CLASSIC GAMES

Baseball Classics Scorecard © 2018

BASEBALL CLASSICS. SHOWDOWN MANAGER



MANAGER ON OFFENSE

1

BATTER SWINGS AWAY

2

STEAL

3

HIT & RUN

4

SACRIFICE OR SAFETY BUNT

5

SUICIDE SQUEEZE BUNT

6

CONTACT PLAY

		1 BATTER SWINGS AWAY	2 STEAL	3 HIT & RUN	4 SACRIFICE OR SAFETY BUNT	5 SUICIDE SQUEEZE BUNT	6 CONTACT PLAY
1 NO PLAY CALLED		Batter Swings Away	Steal attempt + any Second, or Third Pitchout changes apply to the batter result	Hit & Run	Sacrifice or Safety Bunt attempt	Suicide Squeeze Bunt Attempt	If Groundout, runner on 3rd base scores with less than 2 outs
2 FIRST PITCHOUT		No Play	Steal attempt, lower Steal rating by 1	No Play	No Play	Runner on 3rd must make Steal attempt	No Play
3 SECOND PITCHOUT		Change a Groundout*, result to Walk	Steal attempt, lower Steal rating by 1; change Groundout* result to a Walk	Change a Groundout*, result to Walk	Change a Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change a Popout result from Bunting table to Groundout, runner on 3rd holds.	Change a Groundout*, result to Walk
4 THIRD PITCHOUT		Change any Groundout* or Double Play result to Walk	Steal attempt, lower Steal rating by 1; change Double Play result to a Walk	Change any Groundout* or Double Play result to Walk	Change any Popout or Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change any Popout or Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change any Groundout* or Double Play result to Walk
5 PICKOFF ATTEMPT		Pickoff Attempt, after 2nd pickoff attempt, change a Groundout* result to a Walk	Steal attempt, lower Steal rating by 1; after 1st pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt, change a Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk
6 INFIELD IN		If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single	Steal attempt + any Second, or Third Pitchout changes apply to the batter result	If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single	Sacrifice or Safety Bunt Attempt; if PO, lead runner & batter out, if DP, runner(s) hold	Suicide Squeeze Bunt; if PO then lead runner & batter out, if DP batter out, runner(s) hold	If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single

MANAGER ON DEFENSE

1

NO PLAY CALLED

2

FIRST PITCHOUT

3

SECOND PITCHOUT

4

THIRD PITCHOUT

5

PICKOFF ATTEMPT

6

INFIELD IN

BASEBALLCLASSICS.COM

HOW TO USE BASEBALL CLASSICS SHOWDOWN MANAGER

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

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

MANAGER ON OFFENSE

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

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

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

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

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

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

MANAGER ON DEFENSE

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

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

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

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

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

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

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

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

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