

PLAYS & STRATEGIES

WHEN TO APPLY

OFFENSIVE STRATEGY

1. Stolen Base – You read the base runner's code who has advanced the furthest on the bases. Only the lead runner can steal. **No double steals.**

2. Hit & Run – Read your batter's decal code if playing Option A. If you are playing Option B find the spot your player is hitting in the batting order and read the accompanying codes found below. The offense must have a runner on first base, or first and second with less than two outs to try this play.

3. Sacrifice (or Squeeze) Bunt – Read your batter's decal code if playing Option A. If you are playing Option B, find the spot your player is hitting in the batting order and read the accompanying codes below. The offensive team may try a bunt with one or more runners on base and less than two outs. This can also be a squeeze play (bunting a man home from third with less than two outs).

OPTION B

OFFENSIVE PLAYS

1. STOLEN BASE

| Runner's Speed Code | Dice For Offense | Dice For Defense |
|---------------------|------------------|------------------|
| 6 | 2+3 | 2 |
| 5 | 2+2 | 2 |
| 4 | 2+1 | 2 |
| 3 | 2 | 2 |
| 2 | 2 | 2+1 |
| 1 | 2 | 2+2 |
| 0 | 2 | 2+3 |

2. HIT AND RUN

| Position in Batting Order | Dice for Offense | Dice for Defense |
|---------------------------|------------------|------------------|
| 1 | 2+1 | 2 |
| 2 | 2+3 | 2 |
| 3 | 2+2 | 2 |
| 4 | 2 | 2+1 |
| 5 | 2 | 2+1 |
| 6 | 2 | 2+1 |
| 7 | 2 | 2+2 |
| 8 | 2 | 2 |
| 9 | 2 | 2+3 |

3. SACRIFICE OR SQUEEZE

| Position in Batting Order | Dice for Offense | Dice for Defense |
|---------------------------|------------------|------------------|
| 1 | 2+1 | 2 |
| 2 | 2+3 | 2 |
| 3 | 2 | 2 |
| 4 | 2 | 2+3 |
| 5 | 2 | 2+2 |
| 6 | 2 | 2+1 |
| 7 | 2 | 2+1 |
| 8 | 2+2 | 2 |
| 9 | 2+1 | 2 |

WHEN TO APPLY

DEFENSIVE STRATEGY

1. Pick-Off – You read the runner's code who has advanced the furthest on the bases. If you have runners at first and third base, you'd read the runner's code at third.

2. Double Play – You read the Batter's Code. The Offensive team must have a runner on first ... or first and second ... or the bases loaded and less than two outs. All successful double plays retire the lead runner and the batter. The lead runner is the one who has advanced the furthest on bases.

3. Triple Plays – You read the Batter's Code. The offense must have at least two runners on base and nobody out.

OPTION B

DEFENSIVE PLAYS

1. PICK-OFF

| Runner's Speed Code | Dice for Offense | Dice for Defense |
|---------------------|------------------|------------------|
| 6 | 2+3 | 2 |
| 5 | 2+2 | 2 |
| 4 | 2+1 | 2 |
| 3 | 2 | 2 |
| 2 | 2 | 2+1 |
| 1 | 2 | 2+1 |
| 0 | 2 | 2+2 |

2. DOUBLE PLAY

| Batter's Speed Code | Dice for Offense | Dice for Defense |
|---------------------|------------------|------------------|
| 6 | 2+3 | 2 |
| 5 | 2+2 | 2 |
| 4 | 2+1 | 2 |
| 3 | 2 | 2 |
| 2 | 2 | 2+1 |
| 1 | 2 | 2+1 |
| 0 | 2 | 2+2 |

3. TRIPLE PLAY

| Batter's Speed Code | Dice for Offense | Dice for Defense |
|---------------------|------------------|------------------|
| 6 | 2+2 | 1 |
| 5 | 2+1 | 1 |
| 4 | 2 | 1 |
| 3 | 2 | 1+1 |
| 2 | 2 | 1+1 |
| 1 | 2 | 1+2 |
| 0 | 2 | 1+3 |

BATTING RESULTS CARD

| Total of Dice Roll & Assigned Points | AT BAT | X-TRA BASES |
|--------------------------------------|---------------------|-------------|
| 2..... | Strike out..... | Double (2B) |
| 3..... | Pop Out..... | Double (2B) |
| 4..... | Ground Out (1B).... | Double (2B) |
| 5..... | Pop Out..... | Double (2B) |
| 6..... | Walk (1B)..... | Double (2B) |
| 7..... | Ground Out (1B).... | Double (2B) |
| 8..... | Single (1B)..... | Double (2B) |
| 9..... | Strike Out..... | Triple |
| 10..... | Single (1B)..... | Double (2B) |
| 11..... | Ground Out (1B).... | Double (2B) |
| 12..... | Single (1B)..... | Double (3B) |
| 13..... | Strike Out..... | Home Run |
| 14..... | Single (1B)..... | Double (2B) |
| 15..... | Ground Out (1B).... | Double (2B) |
| 16..... | Pop Out..... | Triple |
| 17..... | Double (2B)..... | Double (3B) |
| 18..... | Home Run..... | Double (2B) |
| 19..... | Pop Out..... | Home Run |
| 20..... | Single (1B)..... | Triple |
| 21..... | Triple..... | Double (2B) |
| 22..... | Ground Out (1B).... | Double (2B) |
| 23..... | Double (2B)..... | Double (3B) |
| 24..... | Single (2B)..... | Triple |
| 25..... | Single (2B)..... | Double (3B) |
| 26..... | Ground Out (1B).... | Home Run |
| 27..... | Single (2B)..... | Home Run |
| 28..... | Double (2B)..... | Double (3B) |
| 29..... | Walk (1B)..... | Double (3B) |
| 30..... | Home Run..... | Home Run |
| 31..... | Single (1B)..... | Home Run |
| 32..... | Single (2B)..... | Double (3B) |
| 33..... | Home Run..... | Home Run |
| 34..... | Double (3B)..... | Home Run |
| 35..... | Ground Out (1B).... | Double (3B) |
| 36..... | Triple..... | Home Run |
| 37..... | Single (2B)..... | Double (3B) |
| 38..... | Double (3B)..... | Home Run |
| 39..... | Single (2B)..... | Triple |
| 40..... | Triple..... | Home Run |
| 41..... | Single (2B)..... | Double (2B) |
| 42..... | Double (2B)..... | Home Run |
| 43..... | Home Run..... | Home Run |
| 44..... | Home Run..... | Home Run |

(SEE REVERSE FOR WHEN TO APPLY STRATEGY AND STRATEGY DICE CODES)