Infield Position Chart

NORMAL POSITION

		1st	2nd	1st & 2nd	3rd or 2nd & 3rd Safe	Loose	1st & 3rd Safe	Loose	Bases Loaded
GBA	P	DP	HOLD	DP	HOLD	HOLD	DP / HOLD	DP	DP (H-1B)
	3B	DP	HOLD	DP (3B-1B)	HOLD	ADV / HOLD	DP / HOLD	DP	DP
	SS	DP	HOLD	DP	HOLD	ADV / HOLD	DP / HOLD	DP	DP
	2B	DP	ADV	DP	HOLD	ADV	DP / HOLD	DP	DP
	1B	DP	ADV	DP	HOLD	ADV	DP / HOLD	DP	DP
GBB	C	FC	HOLD	FC / 3RD	HOLD	HOLD	HOLD	HOLD	FC
	P	FC	HOLD	FC / 3RD	HOLD	HOLD	FC / HOLD	FC	FC / HOME
	3B	FC	HOLD	FC	HOLD	ADV / HOLD	FC / HOLD	FC	FC
	SS	FC	HOLD	FC	HOLD	ADV / HOLD	FC / HOLD	FC	FC
	2B	FC	ADV	FC	HOLD	ADV	FC / HOLD	FC	FC
	1B	FC	ADV	FC	HOLD	ADV	FC / HOLD	FC	FC
GBC		ADV	ADV	ADV	HOLD	ADV	HOLD	ADV	ADV

CORNERS IN

		1st	2nd	1st & 2nd	3rd or 2nd & 3rd Safe	Loose	1st & 3rd Safe	Loose	Bases Loaded
GBA	P	DP	HOLD	DP	HOLD	HOLD	HOLD	DP	DP (H-1B)
	3B	DP	HOLD	DP	HOLD	FC / HOME	HOLD	FC / HOME	DP (H-1B)
	SS	DP	HOLD	DP	HOLD	ADV / HOLD	DP / HOLD	DP	DP
	2B	DP	ADV	DP	HOLD	ADV	DP / HOLD	DP	DP
	1B	DP	ADV	DP	HOLD	FC / HOME	HOLD	FC / HOME	DP (H-1B)
GBA+	1B 3B	SINGLE**							
GBB	C	FC	HOLD	FC / 3RD	HOLD	HOLD	HOLD	HOLD	FC / HOME
	P	FC	HOLD	FC / 3RD	HOLD	HOLD	HOLD	HOLD	FC / HOME
	3B	FC	HOLD	FC / 3RD	HOLD	FC / HOME	HOLD	FC / HOME	FC / HOME
	SS	FC	HOLD	FC	HOLD	ADV / HOLD	FC / HOLD	FC	FC
	2B	FC	ADV	FC	HOLD	ADV	FC / HOLD	FC	FC
	1B	FC	ADV	FC	HOLD	FC / HOME	HOLD	FC / HOME	FC / HOME
GBB+	1B 3B	SINGLE**							
GBC		ADV	ADV	ADV	HOLD	ADV	HOLD	ADV	ADV

INFIELD IN

		1st	2nd	1st & 2nd	3rd or 2nd & 3rd Safe	Loose	1st & 3rd Safe	Loose	Bases Loaded
GBA		FC	HOLD	FC / 3RD	HOLD	HOLD	HOLD	HOLD	DP (H - 1B)
GBA+		SINGLE**							
GBB		FC	ADV	FC	HOLD	FC / HOME	HOLD	FC / HOME	FC / HOME
GBB+		SINGLE**							
GBC		ADV	ADV	ADV	HOLD	DECIDE	HOLD	DECIDE	FC / HOME

FC	Fielders choice at 2nd, other runners advance
FC/3RD	Fielders choice at 3rd, other runners advance
FC/HOME	Fielders choice at home, all runners advance
FC/HOLD	Fielders choice at 2nd, other runners hold
DP	Double play 2B to 1B other runners advance
DP/HOLD	Double play 2B to 1B other runners hold
DP (3B - 1B)	Double play 3B to 1B other runners advance
DP (H - 1B)	Double play Home to 1B other runners advance
HOLD	Batter out at 1st runners hold unless forced
ADV	Batter out at 1st other runners advance
ADV/HOLD	Batter out at 1st, runner scores from 3rd, other runners hold

DECIDE Lead runner can attempt to advance a base. If the offensive manager tries to attempt this compute the lead runner safe chance as: Running speed – 4 + defensive fielders rating. (Maximum safe range 1-19) Defensive manager must decide to take the sure out at first (batter is out and all runners advance 1 base) or try and throw out the lead runner (batter is safe and all other runners advance 1 base)

Outfield Fly Ball Chart

Fly A	Any	Batter is out, All other runners advance 1 base
Fly B	LF	Batter is out, Runner on third scores, All others runners hold
Fly B	CF	Batter is out, Runner on third scores Runner on second may attempt to advance • Safe <= running speed – OF arm • Out = all other numbers
Fly B	RF	Batter is out, Runner on third scores Runner on second may attempt to advance • Safe <= running speed –OF arm +2 • Out = 20 • Hold = all other numbers
Fly B?	Any	Batter is out, Runner on third may attempt to score • Safe <= running speed – OF arm +2 • Out = all other numbers All other runners hold
Fly C	Any	All runners hold

Runner Being Held Chart

Runner Being Held	Fielder Responsible
Runner on 1st, LH batter	1B & SS
Runner on 1st, RH batter	1B & 2B
Runner on 2nd, LH batter	SS
Runner on 2nd, RH batter	2B
Runner on 3rd	3B

If a GBX is hit to a fielder who is responsible for holding a runner on base, all readings followed by the # symbol are treated as SINGLE**. He will **NOT** have to degrade his range. Only if a fielder is playing in & holding a runner will both the # symbols & range penalties come into play.

Runner Advancement to Third Base

When the lead runner has the option of going from first to third on a SINGLE with no stars and the offensive manager sends the runner to 3rd then the defensive manager has the following options:

1. **Throw for runner going to 3rd**
   Running speed + outfield arm + 2 with two outs – 1 if held** + 1 if not held** - 2 from LF + 2 from RF (** see note below)
   Batter on first always takes second.
2. **Hold batter at 1st base** - Runner automatically takes third

Runner Advancement to Home

When the lead runner has the option of scoring on a SINGLE no stars or DOUBLE no stars and the offensive manager has decided to send the runner to home. The defensive manager has the option of throwing home or conceding the run (preventing the trail runners from advancing). If the defense throws home the offensive manager must decide whether or not to allow the trail runner(s) to advance an extra base. If the offensive manager has decided to send the runner home and let the trail runner(s) move up a base the defensive manager must take one of the following options:

1. **Throw for runner going home**
   Running speed + outfield arm + 2 with two outs - 1 if held ** + 1 if not held **   (** see note below)
   Batter on first (SINGLE) always takes second - Batter on second (DOUBLE) holds - other trail runners advance

2. **Cut-off the ball and attempt to throw out the first trail runner**.
   Running speed - 5 + outfield arm (+ 2 with two outs except if trail runner is batter)
   Run automatically scores - Other trail runners & batter advance - Batter cannot move to third on a DOUBLE no stars

** Note: When a runner is held on first or second base, subtract 1 from the running rating held when that rating is needed to determine whether he can advance an extra base on another player's hit. If the runner is unheld on first or second base AND there isn't a lead runner in front of the base runner, add one to his running rating