

Payoff Pitch Baseball

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Introduction.....	2
Getting Started.....	3
How to Play.....	5
Batter Card Abbreviations.....	6
The Dice.....	7
Baserunning Rules.....	7
Double Play.....	7
Stealing Bases.....	8
Pickoffs.....	9
Catcher’s Arm.....	9
Outfielder’s Arm.....	9
Sacrifice Bunts.....	10
Ballpark Charts.....	11
Hit and Run.....	11
Wild Pitch.....	11
Pitcher Stamina.....	12
Supplemental Strikeout Rule.....	12
Player Usage.....	13

Introduction

First, thank you for your purchase. I started working on this game five years ago after I re-discovered tabletop sports games. I had grown tired of the 50/50 games I had previously played (and loved!). While those games still have a place on my table, I wanted something that captured the pitcher / batter interaction in a more significant way, while also not being overcomplicated or increasing playing time.

I believe I have accomplished exactly what I set out to do. The game uses a relatively unique batter / pitcher interaction to determine results while still being able to complete a 9 inning game in 25 - 35 minutes while keeping a full scoresheet for both teams.

Due to the unique nature of the game and randomness of dice rolls, there will be a wide range of results, both good and bad, but the more games that are played, the more it will become clear these results are realistic when put in the context of a season replay and not looked at as one-off games. Pitchers especially will be susceptible to the whims of the dice. Great pitchers will struggle some days while dominating most others. Payoff Pitch Baseball, more than any other game I've played, gives a realistic distribution of poor / great games. Hopefully this will be evident after playing a few games.

Again, thank you for purchasing Payoff Pitch Baseball. I hope you find the game as fun and as satisfying as I have.

I welcome you to share your feedback and game results and replays on the Sideline Strategy forums hosted on Delphi Forums. The direct link to the forums is <http://forums.delphiforums.com/sidelinegames>.

Getting Started

To play you will need two six-sided dice (referred to as 2d6 in the remainder of the instructions), two ten-sided dice (2d10) of different colors or size, two teams, the game charts and instructions.

In certain sections of these instructions, the 2d6 are referred to as the Pitcher's dice while the 2d10 are referred to as the Hitter's dice. These references will become apparent as the player cards and game rules are explained in more detail below.

All the action in Payoff Pitch Baseball starts on the pitcher's card, so let's take a look at one now.

Pitcher's throwing hand

Pitcher's age

Pitcher's batting hand

Hitting card to use

Sacrifice bunt rating

Pitcher stamina rating

Pitcher hold rating

Pitcher injury rating

Pitcher double play rating

Pitcher wild pitch rating

Pitcher supplemental strikeout rating

Pitcher's stat line

Pitcher's stats per 9 innings pitched

PAYOFF PITCH BASEBALL									
G	GS	CG	SV	IP	H	HR	BB	SO	
34	34	17	0	222	169	15	114	223	
16-16		3.60	Per 9 IP		6.8	0.6	4.6	9.0	

NL pitchers will have their pitcher hitting card number and sacrifice rating next to their batting side. Explanations for other ratings found on the pitcher card are below.

- BALLPARK** – this result directs the action to the ballpark chart and will result in either a WHEELHOUSE or IN-PLAY result. Re-roll the hitter's dice and refer to the batter's card for the result.
- TOUGH** – the pitcher is making great pitches and the batter has fallen behind in the count and has the possibility of striking out or putting the ball in play
- DEFENSE** – this result directs to the ballpark chart and tests a fielder's range or error ratings.
- IN-PLAY** – the batter has made contact and put the ball in play. The result will be a hit or an out.
- PATIENT** – the batter is waiting for a good pitch to hit and will draw a walk or put the ball in play.
- WHEELHOUSE** – the pitcher has grooved one down the middle of the plate and the batter has the chance to hit a homerun and/or get a hit at a higher than normal rate.

Getting Started (cont.)

Now, let's take a look at a batter card.

Batter's batting side

Batter's age

Batter's ratings vs left-handed pitchers

WHEELHOUSE ratings

PATIENT ratings

TOUGH ratings

IN-PLAY ratings

Batter's Out ratings

Batter's stats

Batter's ratings vs right-handed pitchers

Batter's fielding ratings

Batter's injury rating

Batter's double play rating

Batter's Steal ratings

Batter's Run rating

Batter's Sacrifice bunt ratings

Batter's stolen base and sacrifice bunt stats

vs LHP		vs RHP		Pos	R	E	Arm		
1-84	HR	1-52		LF	B	3	10		
85	2B	53-55		RF	B	1	10		
	3B	56		IB	A		5		
86-88	1B	57-64							
WHEELHOUSE									
1-40	BB	1-51							
41-43	2B	52-54							
	3B								
44-55	1B	55-63							
56-61	HBP	64-69							
PATIENT									
1-29	SO	1-25							
30-32	2B	26-29							
	3B								
33-47	1B	30-43							
1-5	2B	1-6							
6	3B								
7-27	1B	7-25							
TOUGH									
IN-PLAY									
OUT									
26	L4	33-36	G1	54-60	F9				
27	L6	37-38	P4	61-70	G4				
28	P2	39-43	G3	71-80	F8				
29-30	P3	44-45	P6	81-91	G6				
31-32	P5	46-53	G5	92-99	F7				
PAYOFF PITCH BASEBALL									
vs	AB	2B	3B	HR	BB	SO	AVG	OBP	SLG
LHP	166	7	1	14	19	14	.325	.402	.633
RHP	462	26	2	22	46	37	.286	.353	.494

Inj: Durable

DP: 4

Steal: 4 C

Run: 7

Sacrifice Bunt: F

SB CS SH: 22 12 0

Collectively, the WHEEL, PATIENT, TOUGH, and IN-PLAY sections represent the Hitting section.

The batter fielding ratings are given for each position he played at least one game in the field. The 'R' rating is the batter's Range rating and follows the old school grading system where A is the highest and F is the lowest (there is no E, only A through D and F... this is true for all letter grade ratings in the game). The 'E' rating is the batter's Error rating with 1 being the lowest and 5 the highest. The 'Arm' rating is only used for catchers and outfielders and will be explained in more detail later.

The injury rating is one of three ratings, Prone, Normal, and Durable. Prone is the worst and Durable is the best rating.

The 'DP' rating is the batter's Double Play rating and ranges from 4 to 12. 4 is the lowest rating and means the batter will rarely ground into a double play. 12 is the highest and means the batter will ground into many double plays.

The Steal and Sacrifice Bunt ratings will be explained in detail in separate sections later in this book.

How to Play

After you have selected two teams, the home team's ballpark chart, and filled in the lineups on the scoresheet, it is now time to play ball. Important note about the dice, they may be rolled all at once or you may choose to roll the 2d6 first, then the 2d10. For illustration purposes, all four dice will be rolled at the same time. Please designate one ten-sided, or d10, as the 'tens' die and the other d10 as the 'ones' die. When rolled, read the 'tens' die first and the 'ones' die second to obtain a result of 00 to 99.

We will use the sample cards provided in the "Getting Started section" to illustrate how the game is played.

First, roll the dice. The pitcher's dice (2d6) yield a total of 9. Looking on Nolan Ryan's pitching card, a result of TOUGH is found (the results are color-coded to match the appropriate section on the batter's card). The hitter's dice (2d10) result in 65. We find the TOUGH section on Don Baylor's hitting card and look under the vs RHP column since Nolan Ryan is a right-handed pitcher. Baylor's behind section shows the following ranges

SO	1-25
2B	26-30
3B	
1B	31-45

If the 2d10 result was 1 to 25, Baylor would have struck out; if the result was 26 to 30, Baylor would have hit a double; if the result had been 31 to 45, Baylor would have singled. The dice result of 65 does not fall into any of those ranges. Since the result is not in the within any range in the TOUGH section, we go to the OUT section of Baylor's card. 65 is in the range of 61-70 resulting in G4. This indicates Baylor has grounded out to the second baseman.

Let's roll the dice again and walk through another example. This time the dice roll is a 6 for the 2d6 result. The 6 result on Nolan Ryan's pitcher card is PATIENT meaning we will reference the PATIENT section of Baylor's card. The 2d10 result is 21, this falls within the range of 1-41 and results in a base on balls or walk for Baylor.

In summary, read the total of the 2d6 roll and find the result on the pitcher's card. If the result is WHEELHOUSE (WHEEL on the batter's card), PATIENT, TOUGH, or IN-PLAY; read the 2d10 to determine a number from 01 to 99 and find the result in the appropriate section of the batter's card. If the 2d10 result is higher than the ranges in the batter's hitting section, find the result in the batter's OUT section. The included out chart provides additional details on the type of outs and possible runner advancement.

When the 2d10 result is 00, instead of referring to the pitcher's card find the 2d6 total on either the Bases Empty Rare Play chart or, if there are one or more baserunners, the Runners on Base Rare Play chart.

An explanation of the abbreviations used on the batter's card in the hitting and out sections follows on the next page.

Batter Card Abbreviations

HR – Homerun, batter and all runners score.

2B – Double, the batter has a two base hit. In general, all runners will advance two bases. Refer to the included baserunning chart for additional runner advancement possibilities.

3B – Triple, the batter has a three base hit. All runners score.

1B – Single, the batter has a one base hit. In general all runners will advance one base. Refer to the included baserunning chart for additional runner advancement possibilities.

BB – Base on balls (also known as a walk). The batter is awarded first base. Runners advance a base if forced. A runner on first is always forced to move due to the batter becoming a runner. A runner on 2nd is only forced if there is already a runner on first base. A runner on 3rd would only be forced to advance if there were runners on 1st and 2nd, i.e. the bases were loaded.

HBP – Hit By Pitch. The batter has been hit by the pitch and is awarded first base. Runners advance if forced.

SO – Strikeout. The batter has struck out. All runners hold.

L4 – Lineout to second baseman. The batter hit a line drive that was caught and is out. Runners hold.

L6 – Lineout to short stop. The batter hit a line drive that was caught and is out. Runners hold.

P2 – Pop fly ball caught by the catcher, either in fair or foul territory. Batter is out, runners hold.

P3 – Pop fly ball caught by the first baseman. Batter is out, runners hold.

P5 – Pop fly ball caught by the third baseman. Batter is out, runners hold.

G1 – Ground ball to the pitcher. Refer to out chart and Double Play section for further details.

P4 – Pop fly ball caught by the second baseman. Batter is out, runners hold.

G3 – Ground ball to the first baseman. Refer to out chart and Double Play section for further details.

P6 – Pop fly ball caught by the short stop. Batter is out, runners hold.

G5 – Ground ball to the third baseman. Refer to out chart and Double Play section for further details.

F7 – Fly ball caught by the left fielder. Refer to the out and baserunner advancement charts for further details.

G4 – Ground ball to the second baseman. Refer to out chart and Double Play section for further details.

F8 – Fly ball caught by the center fielder. Refer to the out and baserunner advancement charts for further details.

G6 – Ground ball to the short stop. Refer to out chart and Double Play section for further details.

F9 – Fly ball caught by the right fielder. Refer to the out and baserunner advancement charts for further details.

The Dice

As mentioned earlier, the 2d6 are added together to obtain a result of 2 to 12. The 2d10 are read 00 to 99 with one die representing the “tens” digit and the other die representing the “ones” digit. As a result the 2d10 should be of different sizes and/or colors.

Unless otherwise noted, one roll of all four dice will resolve most at-bats. For example, using the sample cards provided earlier in the instructions let’s assume the dice roll results were 10 for the 2d6 and 19 for the 2d10. Applying the dice rolls to the pitcher and batter card, the result is a 1B or single. Assuming there was a runner on second when the ball was hit by Baylor, the runner would move to 3rd base since runners advance the same number of bases as the hit and a single is a one base hit.

When a 00 is rolled on the 2d10, a rare play has occurred. Consult the appropriate Rare Play chart instead of the pitcher’s card.

Baserunning Rules

The basic baserunning rules have all runners advance the same number of bases as the hit (single = 1 base; double = 2 bases; triple = 3 bases). In certain situations, runners may also advance an extra base. With two outs or when the hit comes from the batter’s WHEELHOUSE [WHEEL] section, all runners advance an extra base (i.e. single = 2 bases; double = 3 bases). A Runner Advancement Hit Location Chart is provided to better visualize the hits and indicate which fielder fields the ball. To use the Hit Location Chart, refer to the d10 that represents the singles digit (for example if you are using a white d10 to represent 10, 20, 30, etc... and a blue die to represent 0 to 9, you would use the blue die result). The type of hit and fielder that fielded the ball will be given. When the hit result comes from the batter’s PATIENT section, the lead runner has the option to advance the same number of bases as the hit or attempt to advance an extra base. Please refer to the Runner Advancement Coach’s Choice / Attempt and Extra Base chart for additional details.

Double Play

Whenever there is a runner on 1st base and less than two outs, a possible double play has occurred on a ground ball out result (G1, G3, G4, G5, or G6). If the 2d6 total is equal to or less than the both the batter’s and pitcher’s DP rating, the batter has grounded into a double play. If needed, consult the Out chart to determine which runner is out. If the 2d6 result is higher than one or both of the DP ratings, consult the Out chart to determine if the runner or batter is out.

The 2d6 result is intended to be from the initial roll, but the 2d6 may be re-rolled to resolve the possible double play attempt if desired.

Stealing Bases

Payoff Pitch Tabletop Baseball has three distinct stealing options to choose from. It is possible to mix and match these options at any time, including within the same game if desired.

OPTION 1

Each manager is allowed and able to attempt a stolen base at any time using the runners Steal letter Rating and opposing catcher's Arm rating to determine if the stolen base attempt was successful or not. To use this option, simply announce the intention to steal and use the 2d10 and stealing charts provided.

OPTION 2

This is the "Auto Steal" option. Whenever the batter reaches first or second base and the next base is open, compare the 2d6 total to the batter's Steal rating. If the result is equal to or less than the number listed, the batter will also attempt to steal the next base. Roll the 2d10 and consult the appropriate stealing chart based on the batter's stealing letter and catcher's Arm rating. To attempt to steal 3rd base, the 2d6 must be doubles and less than or equal to the numeric Steal rating. This option does not incorporate the pitcher's Hold rating. If desired, you may use both the Steal and Hold ratings as noted in option 3; however, the number of stolen base attempts may not accurately match the real life totals.

OPTION 3

This option is the same as the first option; however, the runner must first "get a jump" to try to steal. Roll all four dice and compare the 2d6 total to the pitcher's Hold rating. If the dice total is equal to or less than Hold rating, the runner gets a jump and attempts to steal the next base. Consult the appropriate stealing chart using the 2d10 result, runner's Steal letter, and catcher's Arm rating to resolve the stolen base attempt. If the 2d6 total is higher than the Hold rating, the runner does not get a good jump and does not attempt to steal. The runner may not attempt to steal again until the next batter or after a foul ball result. *Optional rule: if the 2d6 total is higher than the Hold rating, but equal or less than the runner's SB number, the runner has the option to attempt the steal. If this option is elected, reduce the Steal letter by 1 (A to B, B to C, C to D, D to F, F steal letter stays the same).*

To attempt to steal 3rd base, the 2d6 result must be doubles and the total must be equal to or less than the pitcher's Hold rating.

To resolve the stolen base attempt, combine the runner's Steal letter and catcher's Arm rating to create the rating that will be used on the Stealing chart. For example, if the runner's Steal letter is C and the catcher's Arm rating is 3, the combined rating will be C3. Locate C3 on the Stealing chart and use that column to determine the result.

Regardless of which option above is used, please refer to the Pickoffs section of the rules below when the runner does not get a jump and 12 (double sixes) is rolled on the 2d6.

Pickoffs

If the batter does not get a jump, the runner may be picked off. When using the Auto Steal Option (option 2 above), the runner may be picked off whenever double sixes are rolled on the 2d6. Refer to the chart below to determine if a pickoff attempt occurs when the runner does not get a jump. If the 2d6 roll equals the number(s) indicated under Pickoff Attempt, then a pickoff play has occurred. Resolve it using the 2d10 roll.

Hold Rating	Pickoff attempt	Wild Throw?	Runner Out	Runner Safe
2 – 4	12	0 – 5	6 – 44	45 – 99
5 – 6	12	0 – 9	10 – 34	35 – 99
7	12	0 – 14	15 – 34	35 – 99
8+	12	0 – 14	15 – 19	20 – 99

Wild Throw? – roll 1d6 if the result is higher than the pitcher’s E rating, the pitcher’s throw is wild. All runners advance 1 base. If the result is equal to or less than the E rating, batter safely returns to the base.

Catcher’s Arm

Catchers have an Arm rating 1 to 5 with 1 being the best and 5 being the worst. Combine the catcher’s Arm rating with the runner’s Steal letter and 2d10 roll to determine if the runner successfully stole the base or was caught stealing.

Outfielder’s Arm

Each outfield position (LF, CF, RF) has an outfield Arm rating that ranges from 3 to 10 with 3 being the best and 10 the worst. This Arm rating is based on both the number of times a base runner advanced an extra base on a single or double and the number of times an outfielder threw a runner out trying to advance. This is important to realize as an outfielder who had a high number of assists may have a worse rated arm than someone who did not have any assist. The reason for this will be the outfielder who did not have an assist did not have as many base runners attempting to advance an extra base as often as the outfielder with a high number of assists. The goal of the Arm rating in Payoff Pitch Baseball is to accurately replicate how often runners advanced when the outfielder fielded the ball and not to replicate an outfielder’s assist total in a given season.

Sacrifice Bunts

Much like stealing bases, there are different options that may be used. The options below should be agreed upon before starting the game and may both be used during the same game if desired.

OPTION 1

Each manager may determine when to attempt a sacrifice bunt. To do so, simply state the intention to attempt a sacrifice bunt, roll one six-sided die (1d6) and 2d10, and use the batter's Bunt rating and the Sacrifice Bunt chart to determine the sacrifice bunt attempt result.

OPTION 2

This is the "auto sacrifice" option. With a runner on 1st base and/or 2nd base and less than two outs, instead of checking the pitcher card, first check the area on the batter's card under the word "Sacrifice". If the 2d6 total is within the range or equal to the numbers found on the batter's card, the batter attempts to advance the base runners with a bunt. Use the 2d10 roll and the batter's Bunt rating and reference the Sacrifice Bunt chart to determine if the bunt attempt was successful or not. If the 2d6 total does not match any of the numbers listed or the batter does not have a range or individual numbers under the word Sacrifice, then no bunt was attempted. Continue to the pitcher's card using the same dice roll to resolve the at-bat.

If a batter does not have any numbers listed under the word Sacrifice on his card, he will never auto attempt a sacrifice bunt. The manager may still choose to attempt a bunt with the batter at his discretion using the batter's Bunt rating. Batters will never auto attempt a suicide or safety squeeze bunt. The manager may; however, choose to attempt a squeeze at any time. A "squeeze" bunt is done when a runner on 3rd base.

When attempting a squeeze play, roll all four dice and reference the Sacrifice Bunt chart as normal. If the 2d10 result is with the SH range on the chart, the runner may be safe. Next compare the 2d6 roll to the runner's Run rating. If the result is equal to or less than the Run rating, the runner is safe otherwise he is out. In either event, the batter is safe on 1st and runners advance 1 base.

To determine the fielder when using Option 2, look at the 2d6 results and choose the die with the lowest number showing. For example, on a 2d6 result of 5, the individual dice show 1 and 4. To determine the fielder, select the lowest die, 1, and refer to the Sacrifice Bunt chart. This would indicate the Pitcher has fielded the ball.

You will note there is not a bunt for a hit rating. All bunt hit attempts have been incorporated into the player's hitting ratings. This was done for a variety of reasons, foremost to streamline game play and also to prevent mis-use of the bunting for a hit option by removing it completely. If desired, you may replicate the strategy of bunting for a hit using the batter's Run rating. Simply announce the intention to bunt for a hit and roll 2d6 and 1d10. If the d10 result is 0 to 3 and the 2d6 total is equal to or less than the batter's run rating, the batter is safe with a bunt single. If the d10 result is 4 to 9 or the 2d6 total is greater than the batter's run rating, the batter is out at first. In either scenario, all runner's advance 1 base. Use the lowest d6 die and Sacrifice Bunt chart to determine which fielder made the play.

A player may attempt to bunt for a hit only once per game and never as a pinch hitter.

Ballpark Charts

When the result on the pitcher card calls for BALLPARK or DEFENSE, instead of referencing the batter card, we instead refer to the home team's Ballpark chart.

When the pitcher card result is BALLPARK, go to the home team's ballpark chart. If the 2d10 result is within the WHEELHOUSE range, re-roll the dice and reference the batter's WHEEL hitting section to determine the result. If the 2d10 result falls within the IN-PLAY range, then re-roll the dice and reference the batter's IN-PLAY hitting section to determine the result.

When the pitcher card result is DEFENSE, reference the DEFENSE chart. This will determine the fielder and if we are making an Error or Range check. Each park is rated for hits allowed, not including HR, (Range) and the number of times batters reached base on errors (Error). While most parks are similar, there is enough variety to warrant the range and error charts being unique to each ballpark. Once the fielder and type of check is determined, re-roll all four dice and refer to the appropriate section of the Ballpark chart. The 2d10 roll will give a result of HIT!, ERR*, or OUT#. Use the 2d6 roll and the appropriate chart to resolve the DEFENSE check.

If the 2d10 result is 00 when resolving the Error / Range check, refer to appropriate Defense Rare play chart to resolve the play.

Hit and Run

The Hit & Run play is an optional strategy that may be used at any time during a game. When a Hit and Run is called, the runner(s) will begin running to the next base as soon as the ball is pitched while the batter attempts to make contact, usually placing the ball in a hole made by the fielders (generally the second baseman or short stop) moving to cover the base the runner is attempting to get to. The advantages to the Hit and Run are the base runner(s) advancing an extra base on all hits (i.e. two bases on a single) and greatly reducing the chance of a ground out resulting in a double play. The disadvantages are line outs result in a double play, the lead runner having a lower success of stealing the next base if the batter misses the pitch, and the chances of an extra base hit are reduced due to the batter swinging to make contact.

The Hit & Run play can only be used when there is a runner on 1st base or 1st base and 2nd base.

To use the Hit & Run play, announce you are choosing to Hit and Run and refer to the Hit & Run chart.

Wild Pitches

Most pitchers have a Wild Pitch rating starting at 30. When the 2d10 yield a result of 30 to 39 on the initial roll of the dice each at-bat and there are runners on base, check the 2d10 result against the pitcher's Wild Pitch rating. If the dice result is within the range indicated, a wild pitch has occurred and all runners advance one base. If the result is not in the range, no wild pitch has occurred and runners hold. In both cases, resolve the at-bat normally with the same dice roll.

Pitcher Stamina

Every pitcher that started a game receives a Start stamina rating number between 5 and 9. This number is the inning that the pitcher may begin to tire. Once the pitcher reaches the inning that matches his Start stamina rating, he is considered tired if he has allowed 3 or more runs. If he has not allowed 3 or more runs, then he may continue to pitch with his normal ratings until either the game ends or he has allowed 3 or more runs.

Looking at the sample Nolan Ryan card on page 3, his Start stamina rating is 7. This means Ryan can pitch the first six innings of a game at “full strength” with no adjustments to his card. Beginning in the seventh inning, if Ryan has allowed 2 or less runs, he may continue to pitch at full strength with no adjustments. In the seventh inning or later, once Ryan has allowed 3 or more runs to score, he is considered to be fatigued or tired. Once fatigued (tired), the appropriate Fatigued Pitcher card should be placed on top of the pitcher’s card. To determine which Fatigued Pitcher card to use, match the pitcher’s ERA and SO per 9 innings to one of the four Fatigued Pitcher cards.

Any time a pitcher allows 6 or more runs he is considered fatigued and should use the appropriate Fatigued Pitcher card. Even if the pitcher allows 6 runs in the first inning, he should use the Fatigued Pitcher card for as long as he remains in the game.

Relief stamina will be either Short or Long. These ratings have more to do with how long and how often they should pitch. A Short relief pitcher becomes fatigued after pitching 2 innings or after allowing 2 runs. A Long relief pitcher becomes fatigued after pitching 3 innings or after allowing 3 runs. To determine reliever fatigue count each inning the pitcher appears in as 1 inning, regardless of the number of outs recorded or batters faced. For example, if a pitcher with Short stamina enters the 7th inning after two outs and records the final out, for purposes of determining fatigue he would have pitched 1 inning. If he begins the 8th inning, that will count as 2 innings and he will become fatigued after the inning ends or after allowing 2 runs; whichever comes first.

Certain pitchers have a # symbol behind their rating. When these pitchers are in a Save situation (loosely defined as pitching in the 9th inning when their team has a lead of 1, 2, or 3 runs), they do not become fatigued as noted above until the game becomes tied or their opponent takes the lead. Only when the game is tied or the opponent takes the lead would the above rules apply.

In general, a Short relief pitcher should pitch 0-2 innings while a Long relief pitcher should pitch 1-3 innings per game.

Please refer to the Pitcher’s rest chart on the bottom of the Rare Play charts for suggested usage of pitchers.

Supplemental Strikeout Rule

Some pitchers have a supplemental Strikeout rating, usually between 90 and 99. For those pitchers, whenever a batter makes an out and the 2d10 result falls in their Strikeout range, record a strikeout instead of using the out listed on the batter card. This is an optional rule to fine tune the strikeout stats for some pitchers and may be ignored if desired.

Player Usage

Payoff Pitch Baseball was created with the season replay gamer in mind. To that end, I have chosen to rate the players strictly based on their actual statistics for the season being rated. I understand how this decision has both some advantages and drawbacks and may not be a popular choice among some game players.

Since players are rated exactly as they performed, it is necessary to use players in the same manner as they were in real life. Every player card includes the player's statistics for the season with the batter cards including a breakdown of at-bats versus both left and right handed pitchers when using split cards. While there is nothing stopping you from playing the highest rated players all the time, doing so may have an adverse effect on the game results and may lessen the entertainment derived from playing the game.

I have included some charts below to serve as a guide how to use players based on their actual games and/or at-bats during the season. Ultimately though, the game is yours to use in the way that will provide you with the most enjoyment and best overall experience.

SUGGESTED PITCHER USAGE

Use the player's actual statistics as a guide when the season length is 145 games or more.

Number of games in season / tournament					Number of games in season / tournament				
Actual GS	121 - 144	81 - 120	41 - 80	1 - 40	Actual G	121 - 144	81 - 120	41 - 80	1 - 40
25+	30	24	18	10	45+	48	40	28	15
15 - 24	20	16	12	7	35 - 44	36	30	21	11
5 - 14	12	10	8	5	15 - 34	26	22	15	8
1 - 4	3	2	1	0	5 - 14	14	12	8	4
					1 - 4	4	3	2	0

The numbers under each column are the suggested maximum number of games the pitcher should start and/or appear as a reliever.

SUGGESTED BATTER USAGE

Use the player's actual statistics as a guide when the season length is 145 games or more.

Number of games in season / tournament					Number of games in season / tournament				
Actual AB	121 - 144	81 - 120	41 - 80	1 - 40	Actual AB	121 - 144	81 - 120	41 - 80	1 - 40
400+	144	120	80	40	400+	144	120	80	40
200 - 399	136	114	76	38	200 - 399	136	114	76	38
100 - 199	48	40	27	13	100 - 199	50	40	30	20
50 - 99	30	25	17	8	50 - 99	40	30	20	10
25 - 49	12	10	7	3	25 - 49	25	20	15	5
15 - 24	6	5	3	2	15 - 24	15	10	5	2
1-14	2	1	0	0	1-14	5	3	2	0

The number above is the number of games the player should start against LHP / RHP pitchers.

The number above is the number of games the player should appear in total.