

PAYOFF PITCH



BASEBALL

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How To Play

To play you will need two six-sided dice (referred to as 2d6 in the remainder of the instructions), two ten-sided dice of different colors or size (percentile dice), two teams, the game charts and instructions. Important note about the dice, they may be rolled all at once or you may choose to roll the 2d6 first, then the percentile dice. For illustration purposes, all four dice will be rolled at the same time. Before starting the game, 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 accompanying player and ballpark cards explained pages to illustrate how the game is played.

First, roll the dice. Add the 2d6 together. We'll assume a 2 and a 3 were rolled for a total of 5. Looking on Nolan Ryan's pitching card, a result of TOUGH is found next to the number 5. The percentile dice result in 65. Find the TOUGH section on Don Baylor's hitting card and look under the vs RHP column (if playing with the Left / Right split cards, there will be a single column on the standard, non-split cards) since Nolan Ryan is a right-handed pitcher. Baylor's TOUGH section shows the following ranges

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

If the percentile dice result is 1 to 25, Baylor strikes out; if the result is 26 to 30, Baylor hits a double; if the result is 31 to 45, Baylor singles. 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 (bottom) 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.

Rolling the dice again, we get a total of 9 on the 2d6. The 9 result on Nolan Ryan's pitcher card is PATIENT meaning we will reference the PATIENT section of Baylor's card. The percentile dice 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 percentile dice to determine a number from 01 to 99 and find the result in the appropriate section of the batter's card. If the percentile dice 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 percentile dice 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. If the percentile dice result is 00 during a fielding check, refer to the Defense Rare Play chart.

NOTE: FAC instructions are included on pages 8-10 so please refer there if you are using the FAC deck of cards.

There is an extended, six inning walkthrough on the PT Games website.

<http://sports.ptgamesinc.com/payoff-pitch-baseball/>

Double Play

Whenever there is a runner on 1st base and less than two outs, check for a possible double play 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.

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 advance the same number of bases as the hit and then attempt to advance an extra base. Please refer to the Runner Advancement Coach's Choice / Attempt an Extra Base chart for additional details.

The Fast Action Cards (FAC) include their own baserunner advancement section directly on the cards. There is additional information in the FAC instructions.

There are two alternate or advanced baserunner advancement rules that may be downloaded from the Sideline Strategy website. These are optional charts for use with the dice version of the game that more closely replicate the baserunner advancement found on the FAC. The file is named Advanced Baserunner advancement charts... <http://sidelinestrategy.com/free-add-ons/>

Stealing Bases

Payoff Pitch 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 percentile dice 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 (on the table, no re-roll required) to the batter's Steal rating. If the result is equal to or less than the number listed, the batter will attempt to steal the next base. Roll the percentile dice 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 percentile dice 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.

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

Optional rule: use the higher of the Pitcher’s Hold rating and runner’s Jump rating when find the row of ranges to use.

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 arm rating than someone who did not have any assists. The reason for this will be the outfielder who did not have an assist did not have as many base runners attempt 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.

Catcher’s Arm

Catchers have an Arm rating 1 to 5 with 1 being the best and 5 being the worst. To resolve a 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.

The FAC include the steal results directly on the cards. As there is not enough space to display all the Arm and Steal rating combinations, a key has been provided in the FAC specific charts to determine the possible success of a stolen base attempt (Poor, Fair, Normal, Very Good or Excellent). More information is included in the FAC instructions.

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 both may 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 the percentile dice. Find the dice result and batter's Bunt rating on the Sacrifice Bunt chart to determine the result of the sacrifice bunt attempt.

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 percentile dice roll, batter's Bunt rating and 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 as normal.

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. Optional rule: with a runner on third base and a batter with an A or B bunt rating, the batter may attempt a squeeze bunt when the 2d6 total equals the last number of his bunt range. For example, if the range is 10 – 11 and the Auto Sacrifice option is being used, the batter attempts a squeeze with a runner on third base when the 2d6 total equals 11, but not when the total is 10.

When attempting a squeeze play, roll all four dice and reference the Sacrifice Bunt chart as normal. If the percentile dice result is within 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.

Please note there is not a bunt for a hit rating. All bunt hits have been incorporated into the player's hitting ratings. This was done for a variety of reasons, foremost to streamline game play and 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.

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 percentile dice 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 percentile dice 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 the 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 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.

If the pitcher has a Start stamina rating of 7, this means he can pitch the first six innings of a game at "full strength" with no adjustments to his card. Beginning in the seventh inning, if the pitcher has allowed 2 or less runs, he may continue to pitch at full strength with no adjustments. In the seventh inning or later, once the pitcher has allowed 3 or more runs to score, he is considered to be fatigued or tired. Once fatigued, place the appropriate Fatigued Pitcher card 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, starting at either 50 or 90. For those pitchers, whenever a batter makes an out and the percentile dice 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.

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.

Non-Carded Pitchers and Fringe Players

Certain seasons (not all) include roster sheets with the list of players carded in each season set. Some of these roster sheets will also include ratings for players that did not receive their own individual card. For non-carded pitchers, a number and wild pitch (WP) ratings will be found next to the pitcher's name on the roster sheet. Included with the Payoff Pitch Baseball game parts are nameless pitcher cards. These cards have a number in their top section that will correspond to the number next to the non-carded pitcher's name. Use this card when the non-carded pitcher(s) is pitching.

Fringe position players will also be listed on the roster sheets with a number, baserunning and fielding ratings listed next to their name. The number next to the player's name corresponds to the number on the Pitcher Hitting Cards included in the Payoff Pitch Baseball game parts. When a non-carded fringe position player is being used, simply insert the appropriate Pitcher Hitting Card in the lineup. You may want to note the player's ratings from the roster sheet on the scoresheet or keep the roster sheets close by in case the non-carded player's running and/or fielding ratings are needed during the game.

Ball Park 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.

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.

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.

Payoff Pitch Baseball FAC Instructions

Single six-sided die result

Total of two six-sided dice, 2 to 12 **2d6** 1d6 **2d10** "Percentile" dice roll with result 0 to 99

7 6 **41**

Description of hit

Single
Grounder up the middle - CF
Runner on 1st Advances 1 base
Runner on 2nd 1 base +?
Double
Line shot splits the gap CF
Runners Advance All Score

Runner advancement

Final result from Ballpark Defense chart

	Defense	Range?	P
Hit!	1B, 3B SINGLE *	2B,SS,P SINGLE *	OF SINGLE **
Err*	C 1 base	IF,P 1 base	OF 1 base
Out#	C Popout	IF,P GB-DP A,B	OF Short Fly

Defense Position and Range or Error check

Sacrifice Bunt result

Sac Bunt	Payoff Pitch Baseball	Stealing
A SH	Excellent	Safe
B SH	Very Good	Safe
C SH	Normal	Safe
D SH	Fair	Out
F SH	Poor	Out
P	Home	Out

Steal attempt result

Stealing home result

Using the FAC

Thoroughly shuffle the FAC before beginning a game. To ensure randomness, it is recommended to re-shuffle the FAC after every three full innings of play.

The FAC replace the dice by showing the total of two six-sided dice (in the box under the heading 2D6) and the reading of two ten-sided dice (in the box under the heading 2D10). This top section of the card can be thought of as the dice roll. The two ten-sided dice produce a number between 0 and 99 and is commonly referred to percentile dice. Due to space and ease of reference I have chosen to use the 2D10 abbreviation on the FAC and charts.

When a chart or instruction calls for a roll of the dice turn over the next card and refer to the appropriate "dice roll" section. In rare circumstances, a chart or instruction will ask for a 1d10 roll. In those cases, refer to the 2D10 card result. Ignore the first number and use the rightmost number (for example, if a 1d10 roll is requested and the card reads 73, ignore the 7 and use 3 as the result). When the 2d10 is a single digit number (0 to 9), use that result as the 1d10 roll with no modification.

Instead of rolling all four dice to start an at-bat, turn over the top card. Read the 2D6 result on the same card and reference the pitcher card. If the result is WHEELHOUSE, PATIENT, TOUGH, or IN-PLAY, turn over the next FAC, read the 2D10 result and check the appropriate section of the batter's card to resolve the at-bat.

If the 2D6 result on the pitcher's card is BALLPARK, turn over the next FAC, read the 2D10 result and refer to the home team's ballpark chart. Once WHEELHOUSE or IN-PLAY is determined, turn over the next FAC, read the 2D10 result and check the appropriate section of the batter's card to resolve that at-bat.

If the 2D6 result on the pitcher's card is DEFENSE, turn over the next FAC and check the DEFENSE section in the middle of the card. The right side of the card will show Range? or Error? and a fielding position (for example, ERROR? SS). Turn over the next card and find the 2D10 result on the home team's ballpark chart. The result will be HIT!, ERR*, or OUT#. Turn over the next FAC to resolve the play using the appropriate HIT!, ERR*, or OUT# section and the fielder's position. When checking the DEFENSE section, the result may read RARE. In that case, a rare fielding play may have occurred. Turn over the next FAC to determine the fielder involved and then turn over another FAC, read the 2D6 result and refer to the DEFENSE RARE PLAY chart.

If the 2D10 result of 0, a rare play may have occurred. Turn over the next FAC, read the 2D6 result and refer to the appropriate Rare Play (Bases Empty or Runners on Base) chart. If desired, you may use the previous FAC 2D6 result (this mimics the way the dice version is played).

Runner Advancement

The FAC provides an alternative runner advancement system to speed up and streamline game play.

Whenever a single or double result occurs with a runner(s) on base, turn over the next FAC to determine runner advancement by checking under the Single or Double section of the card. The type and location of the hit will be displayed on the first line. If there is a split position, such as RF/LF, the fielder on the left fields the ball when a Left Handed Batter is batting and the fielder on the right fields the ball when a Right Handed Batter is batting.

In general, runners advance the same number of bases as the hit (Single = 1 base; Double = 2 bases; Triple = 3 bases). The FAC provides additional instructions for the runner on 1st and runner on 2nd when a single is hit and the runner on 1st when a double is hit.

Any result followed by a +? Indicates runners advanced the number of bases as stated and the lead runner has the option of attempting for an extra base. When actively managing the batting team, decide if the runner will attempt to advance or not.

When not actively managing the batting team, compare the runner's Run rating to the number in the lower right corner of the FAC. If the runner's Run rating is higher than the number on the FAC, the runner will attempt to advance. Follow the instructions on the Runner Advancement Coach's Choice / Attempting an extra base chart. It was intended to use the number on the same FAC with the +? result, but the 1d6 number on the next FAC may be used instead.

With two outs, runners with a Run rating of 6 or greater automatically advance two bases on a single and score on a double. Runners with a Run rating of 5 or lower use the advancement results as stated on the FAC.

If preferred, the basic runner advancement rules may be used with the FAC. When using the basic runner advancement rules, use the hit type and location included on the FAC, but ignore the runner advancement instructions.

Stealing

All stealing options work the same with the FAC as they do with the dice and charts with the following exceptions. When using the Auto-Steal option, use the 2D6 result on the last card drawn. For example, if there are no runners on base and the batter singles, use the 2D6 result on the same FAC as the 2D10 result that determined the batter had singled. If it is less than or equal to his Stealing number, he attempts to steal.

When using the “Get a Jump” option, read the 2D6 result on either the last drawn card to determine if the runner attempts to steal or not.

If preferred, draw the next FAC instead of using the 2D6 on the last drawn card with either option above.

Regardless of which stealing option is used, once it is determined the runner is trying to steal the next base turn over the next FAC and refer to the STEALING section on the bottom right side of the card. To simplify the readings on the FAC, the chance of success (Excellent, Very Good, Normal, Fair, Poor) is listed. To determine the chance of success, combine the runner’s Steal letter with the Catcher’s Arm rating. For example, a Steal letter of B and an arm rating of 3 would be combined as B3. Find B3 on the Stealing glossary and the chance of success is Very Good. Read the result next to Very Good on the FAC to determine if the runner was safe or out. A key detailing all possible results is included on the Stealing glossary.

Sacrifice Bunts

Sacrifice bunts work the same with the FAC as they do with the dice and charts.

When using the Auto Bunt option, check the 2D6 result against the batter’s Sac Bunt range first. If the 2D6 number is included in the range, the batter will attempt to sacrifice this at-bat and advance the runners by bunting.

If the Auto Bunt option is not being used, simply choose when to attempt a sacrifice bunt.

When the batter attempts to bunt, turn over the next FAC. Refer to the Sac Bunt chart on the bottom left side of the FAC and find the result next to the batter’s Sac Bunt letter rating. Use the key on the Sacrifice

Bunt glossary card to determine if the bunt attempt was successful or not.

Final Thoughts

There is no wrong way to use the FAC. A new card may be drawn for each event or the last drawn card’s result may be used as noted in the instructions above.

While the FAC will not be as random as actual dice rolls, shuffling the deck after each three innings of play should provide a good variety of results. To improve randomness the FAC deck may re-shuffled after each inning or every other inning. It is not advisable to use the deck from start to finish as that will reduce the amount of randomness and could have an adverse effect on the results.

The remaining pages include the glossaries and keys for the results found on the FAC. Also included are the supplemental charts and instructions for actions not included on the FAC. To use these supplemental charts, use the 2D6 and 2D10 results on the top of the FAC and find the result on the chart.

The FAC may be used in conjunction with dice if desired. Simply use actual dice rolls instead of the results given on the FAC when a dice roll is needed during the game. <http://sports.ptgamesinc.com/pay-off-pitch-baseball/>

There is a six inning walk through on the PT Games web site that may answer questions not covered above.

I believe that covers everything needed to use the Fast Action Cards with Payoff Pitch Baseball. If something was not clearly explained or additional information is needed, please use the Delphi game forum, <http://forums.delphiforums.com/sidelinegames>, or contact me directly by email, joe@sidelinestrategy.com (please note, replies may be sent from my sttfrk@yahoo.com account; both accounts are checked daily and either may be used to contact me).

Hitter Card

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.

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.

Steal rating is a letter and number. The letter is the same scale as Range above. The number is the Steal rating for Option 2 in Stealing bases.

Sacrifice Bunt rating is the same letter A-F scale as Range above.

Don Baylor										
1979 California Angels										
29										
R										
vs LHP	vs RHP				WHEEL			Position		R E Arm
1-84 HR	1-52				2B			LF		B 3 10
85 2B	53-55				3B			RF		B 1 10
86-88 1B	57-64				1B			B		3
1-40 BB	1-51				PATIENT			Injury: Durable		
41-43 2B	52-54				3B			DP: 4		
44-55 1B	55-63				HBP			Steal: 4 C		
56-61 HBP	64-69				TOUGH			Run: 7		
1-29 SO	1-25				IN-PLAY			Sacrifice		Bunt
30-32 2B	26-29				3B					F
33-47 1B	30-43				OUT					SB
1-5 2B	1-6				26			L1		22
6 3B					27			L6		CS
7-27 1B	7-25				28			P2		12
					29-30			P3		SH
					31-32			P5		0
					33-36			G1		
					54-60			F9		
					61-70			G4		
					71-80			F8		
					81-91			G6		
					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	

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.

On the side is SB, CS and SH. These are stats as is the bottom of the card for the player from the season.

Pitcher Card

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 percentile dice and refer to the batter's card for the result.

DEFENSE - this result directs to the defense chart to determine position and whether range or error ratings are being checked. Then go to the ballpark chart to determine if a hit or error occurred.

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.

RANGE - same as **DEFENSE** except all checks are range checks. Use the defense chart to determine the position being tested.

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.

TOUGH-OUT - similar to **TOUGH**, when the percentile dice result is greater than the **SO** range, ignore the other readings in the **TOUGH** section and go immediately to the **OUT** section. I.E. the batter is out and cannot get a hit when the pitcher result is **TOUGH-OUT**.

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.

IN-PLAY [SINGLE]: Check batter's **IN-PLAY** section as normal. If 1B, 2B or 3B, resolve as normal. If out and current pitcher is the starting pitcher, check if pitcher has allowed a hit in this game. If yes, then batter singles. If no, then go to **OUT** section as normal. If the **IN-PLAY** result is an out and a relief pitcher is pitching, batter singles.

For items down the right side of the card including **Batting**, **Fielding**, **Injury**, **DP** see batter card on other side of page. If a pitcher has his own hitting card it will be noted with an # or †† under **Batting**.

BallPark Card

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.

Throws R		Nolan Ryan		Age 32					
		1979 California Angels							
2	IN-PLAY	Batting							
3	DEFENSE	R 3 D							
4	IN-PLAY	Fielding							
5	TOUGH	C 2							
6	TOUGH	Fatigue							
7	TOUGH	8							
8	PATIENT	Hold							
9	PATIENT	7							
10	TOUGH	Injury							
11	BALLPARK	Durable							
12	WHEELHOUSE	DP							
		7							
		WP							
		30							
		SO							
		9.0							
Payoff Pitch Baseball									
G	GS	CG	SV	IP	H	HR	BB	SO	
34	34	17	0	222.2	169	15	114	223	
16-14		3.60		Per 9 IP		6.8	0.6	4.6	9.0

Fatigue is the suggested number of innings before the pitcher is fatigued. **Hold** is used in Option 3 of base stealing.

WP is the Wild Pitch Rating.

SO is supplemental strikeout rate.

Oriole Park at Camden Yards		
2014 Baltimore (A)		
LHB	BallPark	RHB
1 - 68	Wheelhouse	1 - 64
69 - 99	In-Play	65 - 99
re-roll all four dice and check appropriate section on batter card		
Range		
	A	B C D F
Hit!	1-23	1-33 1-42 1-52 1-61
Out #	24-99	34-99 43-99 53-99 62-99
Error		
	5	4 3 2 1
Err*	1-17	1-26 1-36 1-50 1-60
Out #	18-99	27-99 37-99 51-99 61-99
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