

Welcome to Replay Baseball!

In 1973, John Brodak and Norm Roth, avid baseball fans and tabletop baseball gamers, wanted to invent a baseball board game that incorporated all the details of the sport they wanted to see but in a simple, easy-flowing way. Their creation, **Replay Baseball**, has been enjoyed by thousands of baseball board game fans around the globe ever since. Over the years, the game has been fine-tuned with new features, as the world of baseball statistics has evolved and these new ideas have been translated to the Replay tabletop.

What makes Replay Baseball special? Replay established its niche in tabletop baseball with its most unique feature: A pitcher's or fielder's rating is added to a batter's rating, allowing both sides the chance to influence every play. The defensive team's rating is always in the 1 to 5 range, keeping the math simple. Using this offense + defense system, play results are found on a simple Play Board, reading in a unique narrative style which adds to the baseball 'feel' when playing a game of Replay.

Within Replay's Play Board and expansive Rare Play Book, nearly all baseball plays and situations are possible. Playability was key to Norm and John, so another strength of the game is its ability to distill even more complex baseball concepts into a game that can be played in 30 minutes or less on the tabletop. Originally played with two six-sided dice, more recently Replay Baseball can also be played with three dice, allowing even greater variety of outcomes and a finer degree of precision to ratings when used.

Another unique feature of Replay is its player card setup, divided into six columns, with each column representing a specific aspect of baseball. One of the pleasures of any game is deciphering player ratings. Once ratings are understood, knowledge about all players is expanded. The following is a beginner's guide to Replay's ratings.

Pitchers

Pitchers are graded on a 1 to 5 scale (1 is superior, 3 is average, 5 is poor) in several categories. Each column represents a different aspect of pitching, and the bold grade in each column (usually in Row 4) represents the pitcher's overall average grade in that column.

Jim PALMER						R
1975 BALTIMORE						
DEFENSE	HOLD 2	S9 ⁷	R4			
1 ²¹	WP 4	33				
	1	2	3	4	5	6
1	1	2	1	1b	1 ²	1 ¹
2	1	2	1	2b	1 ²	1 ¹
3	2	1	1	3b	1 ¹	1
4	2	1	2	ss	2	2
5	2	1	3	ss	2	3
6	2	2	3	2b	3	4
B	2	3	4	f	2	4
AGE 29	BATS R1 ³		1L ⁰			
H/R	1	2	3	4	5	6
A	4	2	3	1	2	5
B	5	2	4	1	3	5
GS	GR	IP	ERA	W-L	S	WHP
38	1	323	2.09	23-11	1	1.02

Columns 1 and 2 reflect a pitcher's ability to strike out batters. A pitcher with average grades of 1 in both columns is capable of fanning almost a man an inning. A pitcher with 5's in both of these columns may settle for 1 or 2 strikeouts a game. (A **k** symbol appearing in other columns further increases a fireballer's strikeout totals.)

Column 3 reflects a pitcher's ability to keep hit totals low— a 1 here is best. (Pitchers who allow very few hits may also have an * symbol in Column 2, which cuts off some additional hits, too).

Pitchers are not rated for **Column 4** because this column represents infield defense. However, a pitcher's stats can be affected by this column, depending on the quality of his infielders.

Column 5 measures a pitcher's control. A pitcher with an average Column 5 grade of 1 will keep many runners off the basepaths, while a pitcher averaging 4 or 5 will frequently be in trouble due to wildness. (Pitchers with raised numbers beside 1's in Column 5 allow even fewer walks, while pitchers with **w** or **W** symbols on their cards are excessively wild).

Column 6 is the gopher ball column. A pitcher with an average Column 6 grade of 1 will allow few homeruns, while a pitcher averaging a 5 will face the threat of a long ball on almost every pitch. (Pitchers with raised numbers beside 1's in Column 6 allow even fewer homeruns).

Pitchers are also rated for endurance, in terms of either innings or batters faced for starters, and batters faced for relievers. Relievers are also rated for their real-life roles in the bullpen, from middle relievers to setup men to closers. All pitchers are rated for holding runners, ratings against the hit and run play, wild pitch frequency, fielding, hitting and bunting ability.

Fielders

Replay fielding ratings are also expressed on a 1 to 5 scale. **Infielders** have one overall fielding rating to cover range/positioning and double play skills. A rating of 1 is gold glove material, 2 is solid, 3 is average, 4 is mediocre and 5 is emergency only. **Outfielders** have two main ratings. The first rating represents range and positioning skills; the second (in parentheses) indicates arm strength/accuracy and the ability to prevent extra base advancement. A player with 5 in both is gold glove material. Ratings above 3 are good, 3 is average, 2 is mediocre and 1 is of little help. **Catchers** also have two regular fielding ratings. First is overall defensive ability, weighted toward controlling the running game but also reflecting handling of pitchers, fielding bunts and foul pops, and blocking the plate. A 5 rating is exceptional, 4 is very solid, 3 is steady, 2 is mediocre and 1 is fill-in material. His second rating (in parentheses) covers passed balls, with 6 being best and 1 worst. **All fielders** also have a two-digit raised rating, which reflects sure-handedness and the ability to avoid making errors.

Defensive ratings come into play in all columns, but none more than in **Column 4**. Pitchers have no rating in this column— instead, the infielder's fielding rating is added to the batter's number for the play result. Column 4 has batter numbers that can be hits, or errors, or routine ground balls to the infield, but good infielders can cut off hits and turn double plays with these same numbers. There are three infield positions: Back, Halfway, and In. An infielder has more range playing Back. Double plays are turned at Halfway depth, but more hits can sneak through. Playing In can keep a runner from scoring and can cut off a bunt attempt for a hit, but even more ground balls can get through at this depth.

Batters

Each column on a batter's card serves a purpose and reflects the hitter's abilities. Often, the most powerful dice numbers on batter cards are the following pairs: 1-1, 2-2, 3-3, 5-5 and 6-6. But depending upon the hitter's strengths and weaknesses (and those of the pitcher) other numbers can be productive. Your knowledge of each player's skills will be enhanced as you learn to evaluate the cards.

Rod CAREW		5C ⁴		L			
1975 MINNESOTA							
14 1B 4 ¹¹							
123 2B 3 ⁴³							
	1	2	3	4	5	6	
1	20	48	4	2	3	16/8	
2	2	11*	2*	18	27^	8*	
3	10+	16	32	25	6C	16	
4	35	60 ⁴	57	11	27^	7*	
5	4^	16	3*	4	20	16	
6	45	55 ⁴	47	3	2*	9*	
AGE 29			BUNT 2				
	1	2	3	4	5	6	
H/R	5	34	3	20	13	26	
	G	AB	HR	SB	AVG	OBP	SLG
	143	535	14	35	.359	.421	.497

Column 1 has specialty results like hits with error possibilities, clutch hits, stolen bases, or bases on balls for batters who walk a lot. On the negative side are strikeouts and double plays.

Column 2 often has a solid single as well as a possible base hit that can be cut off with good outfield play. There are strikeouts, ground outs, and sacrifice flies as well, but the most dreaded number from a hitter's point of view is his Games Missed number at 2-1. If a player missed a lot of action, his rating could be severe. Players with an L or R beside their Games Missed number can avoid missing games if they are platooned properly.

Column 3 is one of the major interactive columns with the pitcher. Most numbers in this column are potential singles, doubles and triples but a good pitcher can prevent many possibilities. If the pitcher cannot prevent the hit, baserunners often have the opportunity to attempt extra base advancement against the defensive outfield. At dice number 3-6 there is a lefty vs righty hit possibility. There is frequently a possible infield hit or rare play at 3-4.

As mentioned, in **Column 4** the fielding ability of the defensive infield comes into play. A good fielder can cut off a single or turn a double play where the mediocre fielder cannot. Some skilled batters have a strategy hit, which could be a bunt single with the infielder playing back or a double past the fielder's ear if he plays in. But good infielders can prevent both.

Column 5 contains walks and hit by pitches, and the occasional base hit. This column can also produce wild pitches, passed balls and pickoffs. An excellent control pitcher can convert many possible walks into ground outs. You'll also find a few strikeouts and sacrifice flies here.

Column 6 is the power column. Usually, the batter's result at 6-6 is his strongest chance at a homerun, with sluggers also having HR and other extra base hit chances at 6-2, 6-4 or even other dice numbers. Some base hits can challenge outfielders and wind up as doubles, triples, even inside-the-park homeruns. Many hitters with more extreme real-life left/right splits also have split results in this column, with one result to be used with a lefty pitcher on the mound and the other in play against a right-handed hurler. Column 6 also contains sacrifice flies, routine fly balls and strikeouts.

Each batter also has a separate line on his card for the hit and run play. Generally, it's best to look for a hitter who doesn't strike out much and has either a 12 or 13 in his H&R row. A 33 or 34 in that row also indicates that the batter can hit and run effectively. Batters are also rated for their bunting ability, with a 1 rating representing the most successful bunters, 3 being average, and a 5 reflecting a player who virtually never lays down a bunt.

The large number beside the batter's name at the top of his card represents his running speed/baserunning ability. A rating of 5 is best and is usually reserved for the fastest, most proficient runners, while 1 is slowest and is often given to catchers and/or those lacking speed or baserunning instincts. Many times, the speed rating of the runner will be a factor in taking an extra base, or even reaching base. Replay's unique built-in Third Base Coach will often determine extra base advances with runners' speed and outfielders' arms as factors. The letter beside the player's speed rating is his stolen base success rating, reflecting his actual success rate on steals (A is best, K is worst, and L never attempted a steal). The raised number beside the letter is a player's jump rating, indicating his stolen base frequency (6 is most often, 0 is never). The SB letter and jump rating are only used when attempting stolen bases manually.

Note that a batter's card grid can have an asterisk *, plus sign +, or double asterisk ** beside a number. These, along with alphabet letters in Column 5, represent stolen base possibilities when using the game's built-in stolen base system. Using this unique Replay system allows stolen bases to occur automatically, and each runner will attempt to steal (and be successful) as often as in real life.

FENWAY PARK		1975 Boston				
LHB	6	7	8	9	10	10
RHB	11	11	10	9	9	8
DIE #	1	2	3	4	5	6
Col 2: Looping drive to outfield						
DIE #	1	2	3	4	5	6
55	3	4	4	5	5	5
Col 3: Out or SINGLE						
DIE #	1	2	3	4	5	6
result	3	4	5	62	62	62
FOUL POPS:	1	foul out	2-6	foul		

Ballparks

Most batters have shaded cells in Columns 2, 3, and 6. These come into play if using Replay's optional Ballpark Effects system introduced in recent years. Using this option helps to recreate the impact of each ballpark on hits and homeruns (and reflects the size each park's foul territory). Whenever these results occur, a roll of one die on the ballpark card may change the result of the play from the original value in the square.

This optional feature, while being simple to employ, can have a profound impact on a game! Gopher-ball prone pitchers may struggle in homer-friendly parks like Citizens Bank Park or Chase Field. Outfielders and pitchers will watch helplessly as hits fall in the expansive outfield reaches of Coors Field. And hitters will wish they could avoid road trips to pitcher-friendly parks like San Diego's stingy Petco Park.

Like many features of Replay Baseball, ballpark effects are optional, but if used can add a fun dimension to play.



Sample of Play

Here's a sample play sequence, using a sample pitcher and batter, along with a section of the Play Board...

Jim PALMER **R**
 1975 BALTIMORE

DEFENSE HOLD 2 S9⁷ R4
 1²¹ WP 4 **33**

	1	2	3	4	5	6
1	1	2	1	1b	1 ²	1 ¹
2	1	2	1	2b	1 ²	1 ¹
3	2	1	1	3b	1 ¹	1
4	2	1	2	ss	2	2
5	2	1	3	ss	2	3
6	2	2	3	2b	3	4
B	2	3	4	f	2	4

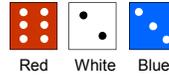
AGE 29 BATS R1³ 1L⁰

H/R	1	2	3	4	5	6
A	4	2	3	1	2	5
B	5	2	4	1	3	5

GS GR IP ERA W-L S WHP
 38 1 323 2.09 23-11 1 1.02

Let's give Carew some at-bats. Each at-bat is decided by a roll of all three dice.

Our first roll is:



...which reads as "6-2-3"

The **red** die tells us which column to use on both the pitcher card and batter card, and also which column to use on the Play Board. Since the **red** die is a **6**, we know we're in Column **6**. The **white** die tells us how many squares to count down on the batter card, and the **blue** die tells us how many squares to count down on the pitcher card. The batter's result is then added to the pitcher's result to resolve the play.

So using the players above, the total is **9** (Carew's **8** + Palmer's **1**), and a **9** in Column **6** on the Play Board is a **SINGLE** to center field.

Let's try it again:



...this reads as "6-2-6"

We're still in Column **6**, and Carew's result is still an **8**, but now Palmer has a **4**, for a total of **12**. Carew hits this one solidly, and it's a **HOME RUN** over the outfield wall!

Nearly every play during a game of Replay Baseball follows this same procedure of offense + defense to decide the play result.

Rod CAREW **L**
 1975 MINNESOTA

14 **1B** 4¹¹
 123 **2B** 3⁴³

	1	2	3	4	5	6
1	20	48	4	2	3	16/8
2	2	11*	2*	18	27^	8*
3	10+	16	32	25	6C	16
4	35	60 ⁴	57	11	27^	7*
5	4^	16	3*	4	20	16
6	45	55 ⁴	47	3	2*	9*

AGE 29 BUNT 2

H/R	1	2	3	4	5	6
A	5	34	3	20	13	26

G AB HR SB AVG OBP SLG
 143 535 14 35 .359 .421 .497

C O L U M N 6

2-6- TRIPLE into corner All runners score.

7-8- SINGLE to LF
9-10- SINGLE to CF
11- SINGLE to RF

Runners advance one base. Runner on second base may try to score and defense may try for runner at plate. If there is a throw home: ●Roll 1 die vs. runner's speed. If die is higher, he is out; if not higher, he scores. Runner on first goes to third. If no throw home: runner scores, others held to one base

With two outs, runners advance two bases.

12- HOME RUN Over the Outfield Wall
13-14- HOME RUN Off the Outfield Screen
15- HOME RUN Deep into the Seats
16- HOME RUN Into the Second Deck

If the pitcher has a raised number beside his Col. 6 grade, and the result is a Home Run, ●roll one die. If the die is higher than the pitcher's raised number, the Home Run stands. If not higher, result becomes same as #9-10, Single to CF.

Sample section of the Play Board

For more details, please refer to the full game rules...



Replay Baseball PLAYING RULES

Replay Baseball is designed to recreate the action of professional baseball. Its most unique feature is that two numbers (offense + defense) are added together to produce each play result. Most often, the rating of the batter is added to the grade of the pitcher. Sometimes the rating of the batter will be added to the rating of a fielder. This total is referred to the Replay Play Board for the final play outcome.

PLAY BALL!

First, select two teams to play. Then pick your starting lineups and starting pitchers, and if keeping score, enter the lineups on the scoresheet. You may want to write down the defensive ratings for each team in the space provided on the scoresheet for quick reference during the game.

REPLAY BASICS

The three Replay dice, one red, one white, and one blue, are rolled together. The **red die** determines the column to use on both the pitcher's and batter's card (marked by the row of numbers across the top of each player card grid), and the column to refer to on the Play Board. For example, if a red **3** is rolled, we know that (1) we'll be selecting a number from the batter's **3** column, (2) we'll be adding that number to a rating in the pitcher's **3** column, and (3) we'll find the result in column 3 of the Play Board. The **white die** determines how many squares we count down in the batter's **3** column, and the **blue die** determines how many squares we count down in the pitcher's **3** column.

Example: 3-4-5 is rolled (**3** on the red die, **4** on the white die, **5** on the blue die).

Look for the batter's number in column 3, down 4 squares, and add it to the pitcher's column 3 rating, down 5 squares. The **total** would then be referred to in Column **3** of the Play Board.

NOTE: All pitchers have a row of grades below their main grid, labeled '**B**'. This row is only to be used when the pitcher is considered to be tired (see *Pitchers' Endurance* on next page).

Whenever the red die is **1-2-3-5-6**, this same procedure of pitcher + batter is used. You'll discover that each column has a specific purpose, reflecting the pitcher's characteristics and the skills of the batter. The lowest possible total would be a **2** (1 for the pitcher + 1 for the batter) so all columns in the Play Board begin at 2.

FIELDING

Whenever the red die is a 4, the ball has been hit to the infield, and the batter's number is added to the defensive rating of an infielder instead of the pitcher. Column 4 is designed to reflect the pitcher's infield support. The **red die** again determines (1) the batter's column and (2) the Play Board Column. The **white die** again determines the number of squares down on the batter's card, and the **blue die** determines which infielder the ball is hit to (using the box in Column 4 of the Play Board.) **Example:** 4-5-6 is rolled (4 on the red die, 5 on the white, 6 on the blue). The red 4 indicates column 4 on the batter's card and Column 4 of the Play Board. The white die indicates 5 squares down on the batter's card in column 4, and the blue die indicates that the ball is hit to the secondbaseman. Add the batter's number at square 4-5 to the secondbaseman's regular defensive rating number for the play total, and find the result in the Play Board for Column 4. **Exception:** When the play result on the batter card is a 25, use the *original* square referred to on the batter card to determine the infielder making the play. This will *always* be either the firstbaseman (square 1) or the thirdbaseman (square 3). Ignore the blue die.

NOTE: Infielders can play **IN**, **HALFWAY**, or **BACK**, depending upon the game situation. There is a column 4 section for each, and there is a box on the Play Board with suggested infield positioning in various game situations. With the bases empty or with two outs, the Infield is automatically considered playing **BACK**, and in any possible double play situation, the middle infielders are automatically **HALFWAY**, unless the defensive team calls for other positioning.

Fielding ratings range from **1 to 5**. The top **infielder** defensively is a **1**. The top **outfielder** is a **5** for range and positioning, and a **5** for arm (in parentheses). The top **catcher** is a **5** for overall defense and stopping base stealers, and a **6** for passed balls (in parentheses). In addition, all fielders have an error rating next to their defense (and arm) ratings. 66 is the best error rating, 11 is the worst.

Checking for errors: There are several plays on the Play Board that require checking for a possible error, using the fielder's error rating. In these instances, roll the red and white dice, and read them "Replay style". For instance, if the two-dice roll is a red 4 and a white 3, it is read as a **43**. When checking for an error, if this dice roll is greater than the fielder's error rating, he makes an error on the play.

Note about the blue die: You'll find some plays on the Play Board that refer to the Fielder Die to determine which fielder is making the play. On these plays, the original pitcher's **blue** die roll can be used to determine the fielder making the play. These include: **Column 1** results 16-20 and 21-25, **Column 2** results 56-60 and 61-65, and **Column 6** results 22-26.

BASERUNNING

Throughout the game, you'll find situations where the baserunner's speed/baserunning ability comes into play. His speed rating is at the upper right-hand corner of his card, next to his stolen base letter. The best baserunner is a 5, the worst is a 1.

STOLEN BASES

Replay uses a unique built-in stolen base system that accurately reflects both the frequency and success of runners' stolen bases. There are four symbols on the batter cards that make up the Replay stolen base system, and come into play if the batter reaches base safely and the next base is open:

* (single asterisk)...Roll one die against the pitcher's Hold rating. If the die is higher, it is a Stolen Base. If not higher, the runner holds.

** (double asterisk)...The runner automatically steals safely, and if the next base is open, roll one die and use the single asterisk procedure.

+ (plus sign)...Roll one die against the catcher's regular defensive rating. If not higher, runner is Caught Stealing. If the die is higher, it is a Stolen Base. On a roll of 6, check for a possible extra base on throwing error on the catcher by rolling against his error rating. *This SB attempt is optional if behind after 7 innings, or with runners on first and third.*

A - L (alphabet letter)...(Column 5 only) Roll two dice and refer to the Replay Action Chart for on-base action.

OPTION: You can choose to call your own steals, using the Action Chart. Each player has a stolen base letter next to his speed rating, and a raised number next to the SB letter. If the next base is open, use the runner's raised number and refer to the SB Jump Chart to see if he attempts to steal; if he does, then refer to the Action Chart, using his SB letter. We suggest that you **ignore any SB symbols** if using this option.

BUNT PLAY and HIT & RUN PLAY

Both of these plays have their own charts. Whenever the offensive manager wants to use either play, refer to the Bunt / Hit and Run page for instructions. **Defense vs. the bunt play:** In anticipation of a sacrifice or squeeze bunt, the defense can play the First Baseman and Third Baseman IN. In anticipation of a try for a bunt hit, the Third Baseman can play IN at any time. **On the Bunt Chart, the Pitcher and Catcher are always considered to be playing IN.**

The Sacrifice Bunt may be called with less than two out and a runner on first, a runner on second, or runners on first and second.

The Squeeze Bunt may be called with less than two out and third base occupied.

The Hit and Run play may be called with a runner on first or runners on first and second.

PITCHERS' ENDURANCE

STARTERS

Following the starting pitcher's name is an "S" rating, which is the number of innings he can pitch before he tires. Once that duration has been reached, he is considered fatigued. With the next base runner of any kind, **ignore the blue die result for the pitcher**, and use the **bottom row of grades (or B grades)** in each column for as long as he continues to pitch.

EXCEPTION: If a starter has allowed no earned runs at that point, he continues to pitch as normal until he gives up an earned run.

On the other hand, if a starter allows 4 earned runs, even before his "S" inning, he begins to use his B grades with the next baserunner of any kind (other than an intentional walk). If a pitcher has no "S" rating but starts a game, he is an S4.

Starters' Bonus ratings:

Some starting pitchers have a small raised number next to their starting endurance number (eg. S7³). A starter with this bonus rating will pitch as normal until at least the end of that bonus inning (the 3rd inning in our example) even if he has allowed 4 earned runs. However, once he allows 6 runs, earned or unearned, he uses his B grades immediately.

RELIEVERS

Each reliever has an "R" rating, which indicates the number of batters he can face before he loses effectiveness. (An intentional walk doesn't count against the "R" rating.) Once a reliever reaches his limit of batters faced, with the next baserunner of any kind, he uses his B grades for as long as he continues to pitch. If a starter pitches in relief and has no "R" rating, then his "S" rating becomes an "R" rating.

Relievers' Bonus ratings:

Most relievers will have a small raised number next to their relief endurance number (eg. R3⁷), allowing him to pitch an extra inning in addition to the number of batters indicated by his R rating. These ratings will help a manager determine how to use his bullpen; relievers who are closers in real life will mostly have raised 9 ratings, while long and middle relievers have earlier raised bonus innings. **If his team is leading by 3 runs or less**, a reliever with a bonus rating can use his bonus at any point in the game up to his raised bonus inning. Thus a reliever with R3⁷ can work any one complete inning between the 1st and 7th innings, then use his R rating. If he entered the game after the 7th inning, only his R rating would apply. A pitcher's R rating can be used either *before* or *after* his bonus inning. However, if he uses the R rating *before* using his bonus inning, he can only face the number of batters of his R rating before either switching to B grades or being forced to use his bonus inning (the extra leeway of allowing a baserunner before switching to B grades only applies when the reliever has already used his bonus inning first). **If his team is trailing, or leading by 4+ runs**, a reliever rated R3 or higher with a bonus rating can use his bonus at any point in the game through the 9th inning. **If the game is tied**, a reliever rated R3 or higher has 1 added to his bonus rating inning.

Extra Innings: All pitchers receive a bonus inning in extra innings. Once a pitcher reaches his R limit of batters faced in extra innings, he may continue pitching without switching to his B grades until he allows a baserunner. At that point, he immediately switches to his B grades.

NOTE: You can choose to **ignore** the raised bonus ratings. In this case, simply add 2 to every reliever's R rating, and disregard the bonus inning ratings. **Please see the Optional Rules pages for alternative Pitcher's Endurance rules.**

EXTREME GROUNDBALL / FLYBALL PITCHERS

These special ratings reflect some pitchers' tendency to allow a greater number of fly balls or ground balls in play compared to average pitchers.

EXTREME GROUNDBALL PITCHERS

These pitchers will have **two shaded squares** in **Column 6** on their pitching grids. Whenever the red die indicates that the original play result is in **Column 6** and the pitcher's blue die falls on one of these shaded squares, the play result will now be found in **Column 4 instead** (to the infielder indicated in the square), using batter's *original roll*. (For example, if the original batter's roll was **6-3-2**, and the pitcher has a shaded square on the **blue** die roll of **2**, the final result becomes **4-3** (column **4**, row **3** on batter card) with the ball hit toward the shortstop).

EXTREME FLYBALL PITCHERS

These pitchers will have **two squares labeled c6** in **Column 4** on their pitching grids. Whenever the original play result is in **Column 4** and the pitcher's blue die falls on one of these squares, the play result will now be found in **Column 6 instead**, using batter's and pitcher's *original rolls*. (For example, if the original batter's roll was **4-3-2**, and the pitcher has a **c6** in his square on the **blue** die roll of **2**, the final result becomes **6-3** (column **6**, row **3** on batter card) with the pitcher using his **column 6** grade at **6-2** to combine with the batter result find the final play outcome).

EXTREME LEFT/RIGHT SPLIT PITCHERS

These special ratings reflect some pitchers' tendency to be much more effective against same-sided hitters compared to average pitchers. These pitchers will have their pitching side **L** or **R** shaded at the top of their card, with the top half of their card grid shaded to match. When these pitchers are pitching, use the **top half of their card grid against same-sided hitters** and the **bottom half against opposite-sided hitters** (blue die roll of **1-2** uses top row, blue die **3-4** uses middle row, blue die **5-6** uses bottom row).

When these pitchers must use their B grades, apply the same B grades (B grade row) to all hitters.

PITCHERS' BATTING

All pitchers have a batting card number listed on their card, indicating which batting card to use when that pitcher bats. Pitchers may also have a small raised number next to their batting rating, which is their bunt rating. Use this in place of their batter card bunt rating. Pitchers also have a speed and base stealing rating, next to their batting rating. Also, some pitchers may even have their own individual hitting card to use in place of the pitcher batting card. Pitchers with their own hitting cards will have their hitting stats listed on their team's stats card.

Replay Baseball OPTIONAL RULES

ALTERNATE PITCHERS' ENDURANCE RULES

STARTERS

This alternate pitchers' endurance method, based on batters faced per start, can be used in place of the S ratings for starting pitchers.

To use this method, refer to the pitcher's BF rating instead of his S rating (it's the number directly below his S rating). Simply keep track of the pitcher's batters faced during the game. Once the total reaches his BF limit, he will switch to his B grades when he allows the next baserunner of any kind. (Intentional walks do not count as BF or baserunners).

EXCEPTIONS AND LIMITS:

Starter pitching a shutout: Once a starter reaches his BF limit and he hasn't allowed any runs to score, he may continue pitching without switching to his B grades until either he allows a run OR he faces an additional number of batters equal to his S rating.

Example: A starting pitcher rated S7 with a BF rating of 28 is pitching a shutout and has pitched to his 28th batter. He may continue without switching to his B grades until allowing a run OR pitching to 7 additional batters, whichever comes first. At that point, he immediately switches to his B grades.

Starter allowing 1 to 5 runs: Once a starter reaches his BF limit, he may continue pitching without switching to his B grades until either he allows a baserunner OR he faces an additional number of batters equal to his S rating.

Example: A starting pitcher rated S7 with a BF rating of 28 has allowed three runs in the game and has pitched to his 28th batter. He may continue without switching to his B grades until allowing a baserunner OR pitching to 7 additional batters, whichever comes first. At that point, he immediately switches to his B grades.

Starter allowing 6 runs: Once a starter allows 6 runs to score, he switches to his B grades immediately.

RELIEVERS

If his team is leading by 3 runs or less, a reliever entering the game *before or during* his bonus inning receives a bonus of +3 batters added to his R rating (instead of a full inning as per the regular rules). If he enters the game *after* his bonus inning, he uses his R rating with no adjustment. Once a reliever reaches his R limit of batters faced, he will switch to his B grades when he allows the next baserunner of any kind or the inning ends, whichever comes first. (Once his R rating is exhausted, he must start the next inning on his B grades if he stays in the game).

Example: A reliever rated R4⁹ enters the game with one out in the 7th inning. His "R" rating is now R7 (R4 +3) since he's entering the game before his bonus inning. He retires the first two batters he faces to end the inning, leaving him with an R rating of 5. He pitches the 8th inning, facing 5 batters in the inning. He now has an R rating of 0, so he must start the 9th inning on his B grades if he stays in the game.

If his team is trailing, or leading by 4+ runs, a reliever rated R3 or higher with a bonus rating can use his bonus at any time through the 9th inning.

If the game is tied, a reliever rated R3 or higher has 1 added to his bonus rating inning.

Extra Innings: All pitchers receive a bonus of +3 batters to their "R" rating in extra innings. Once a pitcher reaches his R limit of batters faced in extra innings, he may continue pitching without switching to his B grades until he allows a baserunner. At that point, he immediately switches to his B grades.

RELIEF PITCHERS OPTION

When bringing in a relief pitcher in the middle of an inning, if the reliever pitches from the *same side as the hitter*, manager of team in the field has the option of using the **best numeric grade** of any one column of the relief pitcher's Column 3, 5, or 6 columns for that one batter. He must select which column and declare it before pitching. This grade improvement is only for any ONE column and ONLY for THAT BATTER.

Note: This option doesn't apply when bringing in a pitcher who already has a left/right split pitching card; in these cases, use their card as-is.

OPTIONAL BALLPARK EFFECTS

Each team has its own Ballpark Card to be used with this option. Find the home team's ballpark card before the game, and have it handy for referral during play.

USING THE PARK EFFECTS

Most batter cards will have **three shaded squares**, one in **column 2**, one in **column 3**, and one in **column 6**. These are the plays that can be impacted by the ballpark. Columns 2 and 3 represent a park's influence on base hits, and column 6 represents a park's impact on homeruns.

In **column 2**, the shaded square's play result is either a 55 with a raised number (most times) or a 6. When this shaded square comes up, ignore the original value on the batter card, and instead go to the ballpark card. Roll one die and find the result in the row above the 55. This will be the new raised number to use for this play. Find the final play result using the Play Board as usual for results 56-60 in Column 2.

In **column 3**, the shaded square's result will always range from 2 to 5. When this square comes up, ignore the original number in the square, and instead go to the ballpark card. Roll one die and find the new value in the column 3 section. This will be the new number to use for that batter's result. Add this number to the pitcher's column 3 grade and find the final play result on the Play Board.

Jim RICE		4D ² R				
1975 BOSTON		90 LF 3 (4) 86				
	1	2	3	4	5	6
1	20	48	4	1	1	57
2	1	11	11	1	32	9
3	1	16	32	1	3	36
4	35	60	4	57	16	32
5	3	16	3	11	6F	36
6	35	55	4	42	18	1
AGE 22		BUNT 4				
	1	2	3	4	5	6
HR	5	32	10	18	10	26
	G	AB	HR	SB	AVG	OBP
	144	564	22	10	.309	.350

In **column 6**, the shaded square's result will always range from 7-11. When this square comes up, ignore the original number in the square, and go to the ballpark card. The two rows along the top of the outfield wall are used here, with the top row used for lefty batters and the second row used for right-handed batters. Roll one die and find the new value. Add this number to the pitcher's column 6 grade and find the final play result on the Play Board.

Note: Some batters will not have shaded results in certain columns, usually hitters with low HR totals or low batting averages. If a square is not shaded, there is no referral to the park cards. Also, if a batter has a **split** result in his column 6 shaded square, only refer to the park card if the result to be used in this at-bat is a homerun chance (7-11).

Foul territory: Each park card has a value from 0-6 for the size of its foul territory. When using the ballpark effects option, whenever making an **odd-even** roll for a Rare Play in column 3, if the roll is a 1, this becomes a foul fly ball. Roll one die and go to the park card. If the roll is within the "foul out" range of the park card, it is a FOUL OUT. If the result is "foul", the ball is out of play, and the batter is still up. (When scoring FO putouts, roll : 1-2 C 3-1B 4-2B 5-3B 6-SS)

FENWAY PARK						
1975 Boston						
LHB	6	7	8	9	10	10
RHB	11	11	10	9	9	8
DIE #	1	2	3	4	5	6
Col 2: Looping drive to outfield						
DIE #	1	2	3	4	5	6
55	3	4	4	5	5	5
Col 3: Out or SINGLE						
DIE #	1	2	3	4	5	6
result	3	4	5	62	62	62
FOUL POPS:	1 foul out		2-6 foul			

If not using the ballpark effects option, simply play all shaded squares on the batter cards as normal, using the original values in these squares.

STOLEN BASES OPTION: Combining Pitcher's Hold and Catcher's Defense on All SB Attempts

We've already mentioned the option of calling your own steals in the section in the rules on Stolen Bases. Here's another variation, when using the automatic SB symbols * and + on the batter cards

Find the Pitcher's Hold and Catcher's Defense rating on the table. The number at their intersection will be this battery's **combined SB defense rating** for both * and + symbols when they appear on the batters' cards during the game.

During play, whenever the symbol is a *, roll two dice and read them Replay-style (11 to 66). If the dice roll is **equal to or less than** the combined SB defense rating, the runner holds. If the dice roll is higher, it's a Stolen Base.

Whenever the symbol is a +, roll two dice and read them Replay-style (11 to 66). If the dice roll is **equal to or less than** the combined SB defense rating, the runner is Caught Stealing. If the dice roll is higher, it's a Stolen Base. On a roll of 61 or higher, roll against catcher's e rating for a possible E-2.

Pitcher's Hold

	1	2	3	4	5
1	16	23	26	33	36
2	23	26	33	36	43
3	26	33	36	43	46
4	33	36	43	46	53
5	36	43	46	53	56

Catcher's Defense

OPTIONAL PITCHERS' REST CHART

This can be used as a guide to resting pitchers during a replay or league play. (Note: do not use bonus ratings when looking up endurance ratings on chart.)

STARTERS Innings pitched	DAYS REST NEEDED				
	S4 - S6	S7	S8	S9	
0 - 1.2	1	1	1	1	*Asterisk indicates pitcher may start after this number of days' rest but he must deduct 2 from his endurance rating for next start. If he rests one more day, use regular endurance rating. ← Subtract 1 day of rest from chart if next appearance is in relief.
2 - 3.2	3	3	2*	2	
4 - 9	4	3*	3*	3	
over 9	4*	4*	4	3*	

RELIEVERS Innings pitched	DAYS REST NEEDED				
	R2 - R3	R4 - R6	R7 - R10	R11+	
0 - 1	0(3)	0(3)	0(3)	0(3)	() - Small number in parentheses is the maximum consecutive games pitcher can appear in (within these IP limits) before he must rest a game. NOTE: If pitcher exceeds innings limits on chart, he immediately switches to his B grades in this game, plus he pitches at B in his next game.
1.1 - 2	1	0(2)	0(2)	0(2)	
2.1 - 3	2	2	1	1	
3.1 - 4	—	2	2	2	
4.1 - 5	—	—	3	2	
over 5	—	—	—	3	

Add 2 days of rest to chart if next appearance is as a starter.

PLAYING DEFENDERS OUT OF POSITION

This option can be used only when a player must play a defensive position not listed on his card. Refer below and make the following adjustments to a player's carded defensive rating.

INFIELDERS PLAYING OUT OF POSITION:

Moved to...

Rated at...	1B	3B	2B	SS
1B	—	+3	+4	+4
2B	+1	+2	—	+2
3B	+2	—	+3	+3
SS	+1	+2	+2	—

Maximum infield defense rating is 5.
Player is rated **e11** for errors at the unfamiliar position.

OUTFIELDERS PLAYING OUT OF POSITION:

Moved to...

Rated at...	LF	RF	CF
LF	—	-1	-2
CF	-1	-1	—
RF	-1	—	-2

Minimum outfield defense rating is 1.
Player is rated **e11** for errors at the unfamiliar position.
Subtract **-1** from outfielder's lowest arm rating on card.

If a non-outfielder must play in the outfield, he is rated **1(1) e11**.
If a non-infielder must play in the infield, he is rated **5 e11**.
If a non-catcher must catch, he is rated **1(0) e11**.

OPTIONAL TRADITIONAL REPLAY TWO-DICE PLAY

Replay Baseball can also be played using the traditional method with two dice instead of three.

The original version of Replay Baseball was played with two dice, and we have designed this latest version of the game to allow for playing this way if desired. To play this way, roll just **two dice** for each at-bat. The **red** die still determines the column to use and column on the Play Board. The **white** die still determines how many squares to count down on the batter's card. But the pitcher will now *always* use his grades in **row 4** on his grid (the ones in bold print). These are the grades that are considered his "A" grades. Use the regular pitchers' endurance rules, and when the pitcher is fatigued, simply switch to his bottom row grades, or "B" grades.

For **Column 4** infield plays, you can use the original white die roll to refer to the box in column 4, to determine which infielder is making the play. As an alternative here, you may roll a single die again for these infield plays to determine the infielder making the play (except for the 25 result). You'd also roll one die again to determine the fielder on those plays on the Play Board which call for a "Fielder's Die" roll.