

Replay Baseball 2007 CHART BOOK CHANGES

New play result descriptions...

Column 1

46-50- STRIKE OUT...or COMEBACKER TO THE PITCHER

With 2B and SS playing Halfway, score this as a ground ball back to the pitcher, who throws to second for the force out and try for DP (P-SS-1B*).
With bases loaded, force is at home. ● Roll one die against the pitcher's defense rating. If the die is higher, score it as a DOUBLE PLAY as other runners advance one base. If not higher, batter beats relay to first. (*P-2B -1B with RH batter and 4 or 5 speed runner on 1st.)

Column 2

If pitcher has a **w** beside his col. 2 grade: With bases empty, results 12-16 are changed to a WALK.

If pitcher has a large **W** beside his col. 2 grade: With bases empty, results 12-16 are changed to a WALK and any groundball on a batter's roll of 2-1 is also changed to a WALK.

Column 4

INFIELDER BACK

26-30- BUNT down the line ● Roll two dice against fielder's range. If both dice are higher, batter is out at first, runners advance one base. If either die is not higher, batter is safe on BUNT SINGLE.

INFIELDER HALFWAY

26-30- HARD SHOT down the line ● Roll one die against fielder's range; if die is higher, fielder makes diving stop and throws to second for force play as other runners advance (if hit to third base with runner on second, fielder steps on third for force out). If die is not higher, ball glances off fielder's glove and down the line for a DOUBLE. Runners advance two bases. Runner at first may try to score. ● Roll one die against runner's speed; if die is higher, he is OUT at home. If not higher, he scores.

INFIELDER IN

26-30- HARD SHOT down the line ● Roll one die against fielder's range; if die is higher, fielder makes diving stop and retires batter at first. Any runner on third holds, others advance. (With bases loaded, fielder throws home for FORCE OUT, other runners advance and batter is safe at first). If die is not higher, ball gets by fielder into the corner for a bases-clearing DOUBLE (1 or 2 speed runner on 1st holds at 3rd.)

Column 5

16-20- INFIELD SINGLE

- Batter is safe at first.
- Runners advance one base

...on the next pitch

- Roll one die:

1- Pitch in the dirt is blocked, no advance.

2- Pitch in the dirt is blocked, no advance. With one out and second base open, POSSIBLE PICK-OFF at first base.

● Roll one die against pitcher's hold rating. If die is higher, runner gets back safely. If not higher, he is PICKED OFF.

3 POSSIBLE PASSED BALL

● Roll one die against catcher's PB rating. If die is higher, batter and runners advance on the PASSED BALL.

21-27- BASE ON BALLS

- Batter takes first.
- Runners advance if forced.

4-5-6 POSSIBLE WILD PITCH

● Roll one die against pitcher's WP rating. If die is higher, batter and runners advance on the WILD PITCH.

Columns 1 and 6

If Pitcher has a **k** beside his column grade, and the result is an OUT, play becomes a STRIKEOUT.

Column 5

If Pitcher has a **k** beside his column grade, and the result is an OUT with runners on base, play becomes a STRIKEOUT

Hit and Run Play

19- LINE DRIVE TO PITCHER

Caught for the out. If not the third out, pitcher throws to first for a DOUBLE PLAY. If this is not the third out, with a runner on second, it's a TRIPLE PLAY (P to 1B to SS).

20- GROUND OUT DOUBLE PLAY (SS to 1B) Force out at 2nd, batter is out. Runner on 2nd takes 3rd.

21- GROUNDER TO FIRST BASE, POSSIBLE DOUBLE PLAY (1B to SS to P)

If runner on first has 1 or 2 speed, he is forced at second, batter is out. Runner on 2nd takes 3rd.

If runner on first has 3, 4 or 5 speed, first baseman steps on first to retire batter, runners advance.

22-23- GROUND BALL TO 2B Secondbaseman throws to first, batter is out; runners advance one base.

If 2B is rated 3 or better defense, he may try for force at second. Roll one die against speed of runner on first. If die is not higher, runner beats throw and everyone is safe. If die is higher, force at second. Roll one die against batter's speed. If higher, batter is out on DP. If not higher, batter safe.

33- RUNNER CAUGHT STEALING Batter swings through pitch; catcher throws out lead runner easily.

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CHART BOOK CHANGES *(continued)*

Changes to routine outs...

Column 1

- 36- GROUND BALL TO FIRST BASE
- 37- GROUND BALL TO THIRD BASE
- 38- GROUND BALL TO **SECOND BASE**
- 39- GROUND BALL TO THIRD BASE
- 40- GROUND BALL TO SECOND BASE

Column 2

- 7- FOUL OUT TO CATCHER
- 8- FOUL OUT TO **SHORTSTOP**
- 9- FOUL OUT TO **SECOND BASE**
- 10- FOUL OUT TO FIRST BASE
- 11- FOUL OUT TO THIRD BASE

- 22-24- GROUND OUT (**SS TO 1B**)
- 25-29- GROUND OUT (3B TO 1B)
- 30-34- GROUND OUT (3B TO 1B)
- 35-39- GROUND OUT (3B TO 1B)
- 40-44- GROUND OUT (P TO 1B)
- 45- GROUND OUT (SS TO 1B)
- 46-47- GROUND OUT (**SS TO 1B**)
- 48- GROUND OUT (P unassisted)
- 49-50- GROUND OUT (C TO 1B)
- 51-52- GROUND OUT (2B TO 1B)
- 53- GROUND OUT (**1B TO P**)
- 54-55- GROUND OUT (1B unassisted)

Column 3

- 2-3- SHORT FLY OUT BEHIND **SHORTSTOP**
- 4- SHORT FLY OUT BEHIND **THIRD BASE**
- 5- SHORT FLY OUT BEHIND **SECOND BASE**
- 6- SHORT FLY OUT BEHIND FIRST BASE

Column 5

- 2- Grounder to 1B
- 3- Grounder to **2B**
- 4- Grounder to **3B**
- 5- Grounder to SS