HIT and RUN

Roll dice: Add Pitcher's H&R result (RED) to Batter's H&R result (WHITE). BLUE die may be needed for some results.

#	Result	*Runner on 1st, or Runners on 1st & 2nd*

2 to 3- GROUND OUT TO 3B — **Runners advance one base.**
4 to 5- GROUND OUT TO 1B

6 to 7- GROUNDER INTO THE HOLE...
Left-handed batter: to SS
Right-handed batter: to 2B

Check **blue** die against fielder's defense. If die is **higher**, fielder makes a diving stop and retires the batter at first, runners advance one base. If **not higher**, ball sneaks through the hole vacated by fielder as he covers the bag. Runners advance two bases on the **SINGLE**.

8 to 9- SINGLE TO CF — **Runners advance two bases.**

10- SINGLE TO RF — **Runners advance two bases.** If runner on first has a speed rating higher than right fielder's arm, he scores from first.

11 to 12- STRIKE OUT — Check **blue** die against catcher's defense rating. If die is higher, runners steal safely. If die is not higher, lead runner is caught stealing for a DOUBLE PLAY.

13 to 14- STRIKE OUT OR FOUL BALL — Check **blue** die. If die is odd, pitch is fouled off. Hit and run is called off. If even, batter strikes out, runner(s) try to steal, see results 11-12.

15- GROUND OUT TO 2B
16- GROUND OUT TO SS
17- GROUND OUT TO 3B
18- GROUND OUT TO 1B

Grounder to infielder. Check **blue** die against speed of runner on first. If die is **higher**, runner is out on a close play for force out at second base, batter is safe at first. If die is **lower**, batter is out at first as runner(s) advance. If die is **equal to** speed, ● roll against fielder's error rating. If **higher**, everyone is safe on the error; if **not higher**, runner is forced out at second, batter is safe at first.

19- LINE DRIVE TO INFIELDER — **Caught for the out.** If not the third out, runner doubled off first for a DOUBLE PLAY. If still not the third out, with a runner on second, score as a TRIPLE PLAY. *(Optional: on a TRIPLE PLAY ● roll two dice. If roll is 6-6, score as unassisted.)*

Fielder: | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|
| 1B | 2B | 2B | SS | SS | SS |

20- GROUND OUT DP (6-3) — Force at second, batter out at first, any runner on second moves to third.

21- GROUNDER TO 1B — **Possible DP.** If runner on first has 1 or 2 speed, force at second, batter is out for a DOUBLE PLAY, any runner on second takes third. If runner on first has 3 or better speed, first baseman steps on bag to retire batter, runners advance a base.

22 to 23- GROUNDER TO 2B — Check **blue** die against fielder's defense. If die is **higher**, runner is forced out at second on a close play. If **not higher**, batter is out at first, runner(s) advance.

24- LINE OUT TO RF
25- LINE OUT TO CF
Runner on first may be doubled off base. Check **blue** die die against outfielder's arm. If die is **higher**, runner returns safely. If **not higher**, it's a DOUBLE PLAY.

26- FLY OUT TO LF
27 to 28- FLY OUT TO CF
Runners hold.

29- LINE SINGLE TO OF
30- GROUND RULE DOUBLE TO CF
Runners advance two bases.

31- DOUBLE INTO THE GAP
32- HOME RUN OVER THE CF WALL
All runners score.

33- STRIKE OUT — Batter strikes out, lead runner is caught stealing.

34- POSSIBLE PICKOFF AT 1B — Check **blue** die against pitcher's hold rating. If die is **higher**, runner gets back safely. If **not higher**, runner is picked off.

35 to 36- DEFENSE PITCHES OUT — If catcher's defense rating is higher than lead runner's speed, runner is caught stealing. If not higher, check **blue** die against catcher's rating. If die is **higher**, runners steal safely. If **not higher**, lead runner is caught stealing.

37 to 38- PITCH IN THE DIRT — Catcher blocks pitch, but runner(s) steal safely without a throw being made.

39- BALK — **Runners advance one base.**