1

Roll	Result
2-6	STRIKEOUT
7-10	POP OUT (IF)
11-30	SINGLE
31-35	WALK
36-40	GIDP
41-45	Bases empty: WALK / Runners on: DOUBLE
46-50	STRIKEOUT
51-55	Bases empty: SINGLE / Runners on: WALK
56-60	FLY OUT (OF)

K changes all outs to STRIKEOUT

2

Roll	Result
2-6	STRIKEOUT
7-11	FOUL OUT
12-16	SINGLE

- change to POP OUT (IF)
- *
- W
- Bases empty: change to WALK
- 2-1 result: change to WALK
- w
- change to WALK

Roll	Result
17	STRIKEOUT
18-21	SAC FLY (OF)
22-55	GROUND OUT
56-60	SINGLE unless OF DEF > raised number

3

Roll	Result
2-6	POP OUT (IF)
7-12	SINGLE
11-15	LINE OUT (IF)
16	TRIPLE
17-19	DOUBLE
20-24	SAC FLY if blue die > arm
25-29	SINGLE
30-33	LINE OUT (OF)
34-37	DOUBLE
38-42	STRIKEOUT
43-47	vsLHP: SINGLE / vs RHP: LINE OUT
48-52	vsLHP: LINE OUT / vs RHP: SINGLE
53-57	PITCHER DEF
58-62	FOUL BALL
63-67	SINGLE
68-71	POP OUT (IF)
72-75	TRIPLE

4

INFIELD BACK

Roll	Result
2-11	GROUND OUT
12-16	ERROR CHECK
17-20	GROUND OUT
21-30	SINGLE

INFIELD HALFWAY

Roll	Result
2-6	GIDP
7-11	GROUND OUT
12-16	ERROR CHECK
17-18	GROUND OUT
19-25	SINGLE
26-30	if blue die > def GROUND OUT / if blue die <= def DOUBLE
31-34	POP OUT (IF)
35-39	SINGLE

5

Roll	Result
2-5	GROUND OUT
6-9	WALK

- if blue die > raised # **WALK**
- if blue die <= raised # **two balls to batter**

Roll	Result
10-15	WALK
16-20	SINGLE
21-27	WALK

- if blue die > WP rating **WP, runners advance**
- if blue die <= WP rating **no advance**

Roll	Result
28-32	SAC FLY if blue die > arm / if ^ result: SAC FLY
33-37	STRIKEOUT
38-45	WALK

With runners on base: K changes all outs to STRIKEOUT

6

Roll	Result
2-6	TRIPLE
7-11	SINGLE
12-16	HOME RUN

- if blue die > raised # **HOME RUN**
- if blue die <= raised # **SINGLE (* = 2 bases)**

Roll	Result
17-18	SAC FLY
19-21	SAC FLY (2nd + 3rd adv)
22-26	DOUBLE
27-31	SINGLE
32-36	FLY OUT (OF)
37-41	STRIKEOUT
42-46	SINGLE / if blue die > def DOUBLE
47-51	SINGLE / if blue die > def TRIPLE
52-56	SINGLE / if blue die > def DOUBLE
57-60	SINGLE
61-65	DOUBLE

K changes all outs to STRIKEOUT

Baserunner Advancement

SINGLE	0-1 out: one base
	2 outs: two bases
DOUBLE	0-1 out: two bases
	2 outs: three bases

Special Wiffleball Rules

No bunting
No hit-and-run
No stolen bases
Six-inning games/No B grades
Maximum of three extra innings to break tie

Replay Wiffleball

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ROSTER

1	Pitcher
1	Infielder
1	Outfielder
1	DH
Catchers count as outfielders	