

St. Louis Strat-o-matic Group



OFFICIAL RULEBOOK

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Official St. Louis Strat-O-Matic Rulebook

1. Playing the Game

You have in your possession a baseball game with all the features of major league baseball. Major league ballplayers will perform for you, according to their major league records and your managerial decisions.

All rules of MLB baseball apply, and we generally follow the Super Advanced game instructions. Each manager selects his team and plays 9 men, one for each position, in his starting lineup. In selecting your ballplayers, you may refer to their records at the bottom of each card for helpful advice. To play a position, a player must have that position stated on his card (outfielders may play another OUTFIELD position by using the Outfield Conversion Chart – Table 9.3). Once you have selected your starting 9 men, put them into a batting order. The remaining players of your major league 25 man roster should be set apart from your starting lineup, to be used as substitutes.

To begin, the team that is up first will put their first batter up. The team in the field will put their starting pitcher face up. The dice are rolled, and the white die is read separately from the two colored dice total. The white die refers to the proper column number on the player's card. The column numbers are the large numbers directly underneath the player's name and position. Columns 1, 2 and 3 are found only on the batter's card, columns 4, 5 and 6 are found only on the pitcher's card. The colored dice refer to the series of numbers (2-12), located underneath the column number. The 20-sided die determines play outcomes based on specific player abilities (we will cover in more detail later). Below is an example of a batter's card (Juan Gonzalez) and a pitcher's card (Tom Glavine).

R JUAN GONZALEZ d-300 60			smiling-(E) 2-(20 0)	batting-D	hit & run-D running 1-11
AGAINST LEFT-HAND BATTERS			AGAINST RIGHT-HAND BATTERS		
1	2	3	1	2	3
2-0 (30) max	2-17 (14) A	2-2 SINGLE**	2-5 (8) max	2-17 (14) A	2-2 SINGLE (cf)
3-gb (35) A	3-17 (17) B?	SI** 1-18	3-30 (65) A	3-3 SINGLE (lf)	SI** 1-16
4-ch (35) A	4-HOMERUN	0 (85) 17-20	4-2 (6) A	4-HOMERUN	0 (85) 17-20
5-DO** 1-2	5-HOMERUN	3-SINGLE (lf)	5-17 (17) B?	5-HOMERUN	3-WALK
SI** 3-20	6-HOMERUN	4-WALK	6-SINGLE**	6-RR	DO 2-20
6-DOUBLE (lf)	7-HOMERUN	5-strikeout	7-strikeout	DO 1-2	7-strikeout
7-SI** 1-10	8-RR	6-fly (cf) B?	8-ppout (ss)	7-TR 1-2	8-ppout (3b)
10 (35) 11-20	00 12-20	7-30 (65) A+	9-30 (65) A+	SI** 3-20	7-strikeout
8-DOUBLE (lf)	9-ppout (lf)	0-ppout (lf)	10-30 (65) A	8-17 (17) B?	8-17 (17) B?
9-strikeout	10-RR 1-18	9-17 (17) B?	11-30 (65) A	9-30 (20) C	9-30 (20) C
10-gb (25) C	11-17 (17) B?	10-30 (65) A	12-HBP	10-17 (17) B?	10-17 (17) B?
11-gb (15) C	12-17 (17) B?	11-17 (17) B?	plus injury	11-DO** 1-5	11-30 (65) A+
12-HBP		12-SINGLE**		SI** 0-20	12-WALK
plus injury				12-SINGLE (lf)	

TOM GLAVINE					
pk-D wp-3 es #5WL pitcher-2 starter(?) *					
throws LEFT hold -1 batting-A					
AGAINST LEFT-HAND BATTERS			AGAINST RIGHT-HAND BATTERS		
4	5	6	4	5	6
2-2 (20) A	2-WALK	2-WALK	2-30 (65) B	2-10 (35) A	2-WALK
SI** 1-4	3-GB (lf) X	3-FLY (lf) X	3-FLY (lf) X	3-GB (3b) X	3-FLY (lf) X
17 (20) 5-20	4-GB (3b) X	4-CATCH X	4-GB (ss) X	4-GB (3b) X	4-CATCH X
3-FLY (lf) X	5-strikeout	5-strikeout	5-GB (3b) X	5-fly (lf) B	5-strikeout
4-GB (3b) X	6-fly (lf) B	6-strikeout	6-strikeout	6-30 (65) A	6-strikeout
5-GB (3b) X	7-SI** 1-12	7-GB (2b) X	7-WALK	7-SINGLE (lf)	7-GB (2b) X
6-strikeout	8-DO** 1-2	8-DO** 1-2	8-fly (lf) B	8-strikeout	8-DO** 1-7
7-strikeout	SI** 3-20	SI** 3-20	9-SI** 1	9-fly (lf) B	SI** 8-20
8-fly (lf) B	9-RR 1-3	9-RR 1-3	10-30 (65) B 2-20	10-fly (lf) C	9-N-HR 1-3
9-strikeout	SI** 4-20	SI** 4-20	11-30 (65) B	11-WALK	DO 4-20
10-strikeout	10-FLY (lf) X	10-FLY (lf) X	11-17 (17) B	12-GB (1b) X	DO 4-20
11-fly (lf) B	11-SINGLE (lf)	11-SINGLE (lf)	12-fly (lf) B		10-FLY (lf) X
12-strikeout	12-GB (1b) X	12-GB (1b) X	SI** 1-5		11-SINGLE (lf)
			0 (85) 8-20		12-GB (1b) X

To illustrate, let us say that Tom Glavine is pitching to Juan Gonzalez. You must first determine the hitting style of the batter and the throwing style of the pitcher. To determine the hitting style of the batter, refer to the extreme top left-hand corner of the batting card, to the left of the player's name. An R indicates the hitter bats right, an L indicates that the hitter bats left and an S indicates the batter is a switch hitter. To determine the throwing style of the pitcher, refer to the top of his card. Gonzalez would thus be a right handed hitter and Glavine a left-handed pitcher. For a result of 1, 2 or 3 on the white dice you would refer to the left-hand side of Gonzalez's card (You



would refer to the right-hand side if he were facing a right-handed pitcher). For a result of 4, 5 or 6, you would refer to the right-handed side of Glavine's card (If Glavine was facing a left-handed hitter, you would refer to the left-hand side of his card). If you had rolled a white 5 and a colored dice total of 8 (see picture of dice above), you would look at Glavine's card underneath column 5 against a RH batter and then to the number 8. The result would have been a strikeout. If instead you had rolled a white 2 and a colored dice total of 4, you would look at Gonzalez's card underneath column 2 against a LH pitcher and then to the number 4. The result would be a homerun.

In the St. Louis Strato League, the MLB American League designated hitter rule is used. Any position player on the 25 man major league roster may be used as a DH in place of the pitcher. A player not rated at any position may ONLY be used in the designated hitter role.

2. The Card

2.1 Abbreviations found on both the batter's and pitcher's cards:

FLY - Flyball

GB - Groundball

LO - Lineout

LO-Max - Lineout into as many outs as possible

POP - Pop Out

HBP - Hit by pitch

SI - Single

DO - Double

TR - Triple

HR - Homerun

E(1) - Error batter safe at first, runners advance 1 base

E(2) - Error batter is safe at second, runners advance 2 bases

E(3) - Error batter is safe at third, all runners score

** - Base-runners advance 2 bases

*** - Base-runners advance 3 bases

& - followed by

PB - Passed Ball

++ - + (effects plays with fielder's playing in)

Ω - Clutch Hit (Single **)

◆ - Ball Park Home Run - Diamond (Based on Stadium Effects and the batter has "N" power rating)

· - Pitchers Fatigue

- Ball Park Single – Half Diamond (Based on Stadium Effects – Single*)

plus injury – a possible injury has occurred, refer to the Injury Chart

Some readings have 2 possible results and you must roll the 20-sided die to determine the final result of the play. For example, if you rolled a 2-8 for Juan Gonzalez you would discover the following quotation:

Homerun 1-17, Double 18-20. Roll the 20-sided die. If the die roll number falls within the range of 1 to 17, the result is a home run, if it falls within the range of 18 to 20, it is a double.

2.2 GB () A, B, C

Upon reading such a result, refer to the groundball section (Table 4.1) of the Rulebook to the specific type (A, B, C) of groundball in question. The results of the play will be found opposite the reading. Disregard advancement of runner if there are no runners, or if the batter is the third out in the inning. The position making the play is indicated by the abbreviations in parenthesis. The positions are abbreviated as follows:

(p)-pitcher (c)-catcher (1b)-first base (2b)-second base (3b)-third base

(ss)-shortstop (lf)-left field (cf)-centerfield (rf)-right field

2.3 FLY () A, B, C

Refer to the flyball section (Table 5.1) of the Rulebook to the specific type (A, B, C) of flyball in question and determine the result in the same manner as Groundball A, B C

2.4 FLY () X, GB () X and CATCH-X

The fielding ability of a defensive player is needed to determine the outcome of the play. Refer to the fielding rating of the defensive player whose position is indicated in the parenthesis. The fielding rating can be found in the upper left hand corner of the defensive player's card. Consult the Super Advanced Fielding Chart referring to the section that pertains to the fielder's position in question. The horizontal numbers (1, 2, 3, 4, 5) in the Range Section indicate the fielder's range. The vertical numbers under the column 'E RAT' indicate the player's error rating. To determine the result of the play follow the instructions found in the Super-Advanced X-Chart Procedure. This is discussed further in sections 4 – Groundballs & 5 - Flyballs.

2.5 Ratings

In comparing fielding ratings, consider a fielder with a Range Rating (the number immediately following the fielding position) of "1" to be excellent, "2" to be good, "3" to be average, "4" to be poor, and "5" to be a liability in the field. The lower a fielder's Error Rating (the number following the "e") the more sure handed the player is and the fewer errors he will commit.

As an example, say you have two players rated at second base. The first player is rated 2b-1 e34, and the second player is rated 2b-3 e5. The first player will show greater range than the second player by turning more possible hits into outs, as well as turning more groundballs into double plays. The second player will commit fewer errors.

In addition, outfielders are rated for their throwing. Outfielders with the most powerful arms will be rated at -5, while outfielders with the weakest arms will be rated +3 and higher. Most will be

rated somewhere in between. The skill of an outfielder's throwing will affect the chance of a runner's advancement on hits and outs. (See the Advancement of Runners Section 3.1)

Catchers are rated for throwing ability, Passed Ball blocking and Throwing Error Rating (See the Stealing Section 3.2). We do not use the passed ball blocking ratings.

Pitchers are rated for their ability to Hold runners on base, in addition to the normal fielding ratings. The better the hold, the less likely a base-runner will be able to steal a base.

3. Strategy

3.1 Advancement of Runners

One asterisk (*) following a single indicates an automatic one base advance for all runners, Two asterisks (**) following a single or double indicates an automatic two base advance for all runners. Singles not followed by an asterisk(s) shall be considered a 1 base advance; doubles not followed by asterisks shall be considered a 2 base advance. However, in instances of singles and doubles not followed by asterisk(s) – open-ended, the manager of the team at bat may elect to have his base-runners advance an additional base. This does not include the batter who remains on the base indicated by the hit (first base for a single, second base for a double). If the manager decides to try for the extra base, he refers to the leading base-runner's running rating, found at the upper right-hand corner of his batting card and then adds 'Modifications for runner advancement' (found in the following section 3.1.1). This would give you the runner's chance for advancement. The offensive manager would then roll the 20-sided die. If the number rolled falls on or under the runner's chance for advancement, all runners advance an additional base (except for the batter). If the number rolled falls above the runner's chance for advancement, he has been thrown out. Other runners advance an additional base (except for the batter).

3.1.1 Modifications for Base-runner Advancement

The possible changes to a batter's base-running rating are as follows:

1. Add or subtract the number in parenthesis following the outfield position found at the top of the involved defensive outfielder's card from the running rating of the involved base-runner. To identify the outfielder in question refer to the outfield symbol following the single or double reading on the batter or pitcher's card involved. In the event that there is no outfield symbol assume the throw to be made by the centerfielder.
2. Add +2 if there is two outs when advancing on Singles and Doubles,
3. On attempts for home with a FLY()B?, then add +2 to the runner's rating.

The combined running rating with all possible modifications cannot be lower than 1 or higher than 19.

3.1.2 Cut-Off Rule with Throw to Home

When a runner has the option to score a run on a throw from the outfield, the CUT-OFF rule may be invoked. This can occur with a reading of SINGLE (with no stars), DOUBLE (with no stars) or flyB? (with a runner on third and at least one other runner on base).

The rule is applied as follows (note, that in the following rules, the batter is considered a 'trail runner' except on a reading of fly()B?):

1. First the offensive manager decides whether to send the runner to home. If the runner is held at third, then the play is complete.
2. If the runner is sent home, then the defensive manager has the choice of throwing home or conceding the run (thereby preventing the trail runners from advancing). If the defensive manager decides to concede the run then play resumes with the next batter.

3. If the defense throws home, the 20-sided dice is rolled to determine the outcome of the play at home, and the trail runners (not including the batter) advance one additional base on the throw.

3.2 Stealing

When a batter becomes a base-runner or if there is an on base change (ex: runner on first, batter grounds into a force-out), the defensive manager IMMEDIATELY indicates whether the lead runner is to be held on. The defensive manager must elect to either hold or not hold the runner before every at bat. For example, with a runner at first base, the defense may indicate that a runner will be held on. After the next batter strikes out, he may decide not to hold the runner on. Of course, once the runner(s) relinquishes their base(s), the defensive manager's holding on instructions are automatically voided.

3.2.1 Stealing Second Base

Stealing second base is achieved by rolling the 20-sided die and referring to the stealing numbers based at the top of the player card (AA, A, B, C, D, or E).

When using the steal rating letter, first add together the catcher's throwing arm rating and the pitcher's hold rating (found at the top of the pitcher's card); pitcher's hold ratings cannot exceed +5. For example, if the catcher's throwing rating was -3 and the pitcher's hold rating was -4, the adjustment would be a total of -7. However, if the runner is "held on" subtract from the prior total an additional -2, bringing the total adjustment to -9. In order to demonstrate the entire calculation assume the runner is an "AA" stealer. In Table 3.2.1 you find that an "AA" stealer has a chance of 1-17 of being safe when stealing second base. The 17 would then be adjusted by the catcher's throwing of -3, the pitcher's hold of -4, and the 1B holding on of -2. The actual chance for the base stealer would now be 1-8 (17 less 9).

Base-runner Chances of being safe prior to any adjustments are as follows:

Table 3.2.1: Stealing

<u>Type Stealer</u>	<u>Steal of 2B</u>	<u>Steal of 3B</u>	<u>Steal of Home</u>
AA	1-17	1-11	1-7
A	1-15	1-10	1-6
B	1-13	1-9	1-5
C	1-11	1-8	1-4
D	1-9	1-7	1-3
E	1-7	1-6	1-2

3.2.2 Catcher's T-Rating

If second or third base is successfully stolen, and 1, 2 or 3 was rolled on the 20-sided dice during the successful steal, roll the 20-sided die again. Refer to the defensive catcher's card for his "T"

number(s). If the number rolled is within the range of the catcher's "T" number(s), a throwing error by the catcher has occurred, allowing the base-runner(s) to advance one additional base. No throwing error occurs if the number rolled is not listed among the defensive catcher's "T" number(s).

3.2.3 Stealing Home

An attempted steal of home is exactly the same as stealing second or third base with the following exception: Do not account for the catcher's throwing arm or the pitcher's hold rating.

3.2.4 Double Steal

In a double steal, only the lead runner is involved. The other runner(s) automatically advance one base.

3.2.5 Holding a Runner on Base

When holding a runner on base, that particular position player is treated the same as when the infielder is playing in, in the event a GB to that position player is followed by a +. The result of the play would then be a single**.

3.3 Bunting and Hit and Run

Bunting and hit and run ratings may be found at the top of each player's card. Before the manager of the team at bat indicates his choice of strategy (bunt, hit and run, or hit away), the defensive manager must state the positioning of his infield. The infield is automatically playing back when the defensive manager fails to indicate positioning. Playing the infield in will affect all strategy moves found on the Super Advanced Strategy Chart. As a courtesy, the offensive manager should ask how the defense is set, especially if there is a runner on third with less than two outs.

3.3.1 Bunting

If a manager elects to bunt, he must announce the strategy after the defensive manager has announced the positioning of the defense. As the dice are rolled the offensive manager will announce his intention to bunt, the offensive manager then notes the player's bunting rating (which can be found at the top right-hand corner of the batter's card). The outcome of the play is resolved by utilizing the Sacrifice Bunt Chart (which can be found on the Advanced Strategy Chart or Table 3.3.1 below) and cross referencing the 2 same colored dice roll and the player's bunting rating. Be sure to take into account all pertinent details concerning the play.

Table 3.3.1: Sacrifice Result Chart

Roll	A	B	C	D	E
2	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base
3	Batter Out (P), runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base
4	Batter Safe, runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base
5	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base
6	Batter Out (3B), runners advance one base	Batter Out (3B), runners advance one base	Batter Out (3B), runners advance one base	Batter Out (3B), runners advance one base	Batter Out (3B), runners advance one base
7	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Safe, lead runner out (1B)
8	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Safe, lead runner out (1B)	Batter Safe, lead runner out (1B)
9	Batter Out (3B), runners advance one base	Batter Out (3B), runners advance one base	Batter Safe, lead runner out (C)	Batter Safe, lead runner out (C)	Batter Safe, lead runner out (C)
10	Batter Out (3B), runners advance one base	Batter Safe, lead runner out (P)	Batter Safe, lead runner out (P)	Batter Safe, lead runner out (P)	Batter Safe, lead runner out (P)
11	Batter Safe, lead runner out (P)	Batter pops out (1B), runners hold	Batter pops out (1B), runners hold	Batter pops out (1B), runners hold	Batter pops out (1B), runners hold
12	Batter pops out (1B), runners hold	Batter pops out (C) into DP (lead runner out), other runners hold	Batter pops out (C) into DP (lead runner out), other runners hold	Batter pops out (C) into DP (lead runner out), other runners hold	Batter pops out (C) into DP (lead runner out), other runners hold

**If the infield is in, look at the next letter on the chart. For example, refer to column B with the infield in and the batter possessing an A bunt rating.*

3.3.2 Sacrifice Bunt with Runners on 1st and 3rd

You can attempt to sacrifice the runner from 1st to 2nd while holding the runner at 3rd by simply declaring your intention. In all instances, the runner on 3rd would remain there. Simply use the sacrifice as you would with the runner on first and follow the results. If the reading of "batter beats out bunt" occurs the batter is safe, runner on 1st goes to second and runner on 3rd holds. If the reading "batter pops out (c) into a double play" occurs, the runner on 1st is doubled-up and the runner on 3rd holds.

3.3.3 Suicide Squeeze Attempt

You can attempt to squeeze the runner from 3rd by declaring your intention. The same bunt rating as noted above is used for suicide squeeze outcomes. In all instances, other runners would move up as well except in the case of a popup or a missed pitch. Simply use the squeeze chart for the result, and again make sure any adjustments are made for the infield positioning strategy of the defensive manager.

Table 3.3.3: Squeeze Bunt Result Chart

Roll	A	B	C	D	E
2	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base
3	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Out (P), runners advance one base
4	Batter Out (1B), runners advance one base	Batter Safe, runners advance one base	Batter Safe, runners advance one base	Batter Out (P), runners advance one base	Batter Out (P), runners advance one base
5	Batter Safe, runners advance one base	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Safe, runner out at home (1B), others advance one base
6	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Out (1B), runners advance one base	Batter Safe, runner out at home (1B), others advance one base	Batter Safe, runner out at home (1B), others advance one base
7	Batter Out (3B), runners advance one base	Batter Out (3B), runners advance one base	Batter pops out (C), runners hold	Batter pops out (C), runners hold	Batter pops out (C), runners hold
8	Batter Out (P), runners advance one base	Batter Safe, runner out at home (P), others advance one base	Batter Safe, runner out at home (P), others advance one base	Batter Safe, runner out at home (P), others advance one base	Batter Safe, runner out at home (P), others advance one base
9	Batter Safe, runner out at home (3B), others advance one base	Batter Safe, runner out at home (3B), others advance one base	Batter Safe, runner out at home (3B), others advance one base	Batter Safe, runner out at home (3B), others advance one base	Batter Safe, runner out at home (3B), others advance one base
10	Batter Safe, runner out at home (1B), others advance one base	Batter Safe, runner out at home (1B), others advance one base	Batter Safe, runner out at home (1B), others advance one base	Batter Safe, runner out at home (1B), others advance one base	Batter Safe, runner out at home (1B), others advance one base
11	Batter misses pitch, runner on third attempts to steal home (20-sided dice), other runners advance one base	Batter misses pitch, runner on third attempts to steal home (20-sided dice), other runners advance one base	Batter misses pitch, runner on third attempts to steal home (20-sided dice), other runners advance one base	Batter misses pitch, runner on third attempts to steal home (20-sided dice), other runners advance one base	Batter misses pitch, runner on third attempts to steal home (20-sided dice), other runners advance one base
12	Batter pops out (P) into DP (runner on third is out), other runners hold	Batter pops out (P) into DP (runner on third is out), other runners hold	Batter pops out (P) into DP (runner on third is out), other runners hold	Batter pops out (P) into DP (runner on third is out), other runners hold	Batter pops out (P) into DP (runner on third is out), other runners hold

**If the infield is in, look at the next letter on the chart. For example, refer to column B with the infield in and the batter possessing an A bunt rating.*

3.3.4 Hit and Run Play

The offensive manager announces that he is going to hit and run. He then proceeds to roll the 2 same colored dice and refers to the ADVANCED STRATEGY CHART (Table 3.3.4) for the result. Be sure to adjust the H&R rating of the batter if the infield is in or a runner is being held.

NOTE: No hit and run is allowed with a runner only on third base.

Table 3.3.4: Hit & Run Result Chart

Roll	A	B	C	D
2	Double***	Double***	Groundout (1B), runners advance one base	Groundout (1B), runners advance one base
3	Single **	Single **	Single **	Single **
4	Groundout (1B), runners advance one base	Groundout (1B), runners advance one base	Single**	Groundout (2B), runners advance one base
5	Single**	Single**	Groundout (ss), batter is safe, lead runner is out	Groundout (ss), batter is safe, lead runner is out
6	Groundout (2B), runners advance one base	Groundout (2B), runners advance one base	Groundout (2B), runners advance one base	Groundout (ss), batter is safe, lead runner is out
7	Batter misses pitch, runner must attempt to steal	Batter misses pitch, runner must attempt to steal	Batter misses pitch, runner must attempt to steal	Batter misses pitch, runner must attempt to steal
8	Groundout (2B), runners advance one base	Groundout (2B), runners advance one base	Groundout (1B), runners advance one base	Batter misses pitch, runner must attempt to steal
9	Groundout (ss), batter is safe, lead runner is out	Groundout (ss), batter is safe, lead runner is out	Batter misses pitch, runner must attempt to steal	Batter misses pitch, runner must attempt to steal
10	Popout to 2B, runners hold	Popout to 2B, runners hold	Groundout (ss), batter is safe, lead runner is out	Batter misses pitch, runner must attempt to steal
11	Groundout (1B), runners advance one base	Batter misses pitch, runner must attempt to steal	Batter misses pitch, runner must attempt to steal	Batter misses pitch, runner must attempt to steal
12	Single**	Batter lines out (2B) into DP, lead runner out, other runners hold	Batter lines out (2B) into DP, lead runner out, other runners hold	Batter lines out (2B) into DP, lead runner out, other runners hold

**If the infield is in or runner is being held on base refer to the preceding letter on the chart. For example, refer to column B with the infield in and the batter possessing a C hit & run rating.*

4. Groundball and Infield In Charts

The Super Advanced Rules related to ground balls found on the batter and pitcher cards are consolidated in the following charts for easy reference – see Table 4.1 & 4.2 below. These charts refer to only the readings of gb() A, gb()B and gb()C. These rules do not relate to the gb()X which is described on the Advanced Fielding Chart.

If a groundball is hit to the pitcher with a runner on third base then ALWAYS refer to the INFIELD IN section. With no runner on 3rd ALWAYS refer to the INFIELD BACK section for results of a groundball to the pitcher.

With the CORNERS IN refer to the INFIELD BACK section except when there is a runner on third base and the ball is hit to the 1st baseman or the 3rd baseman - in that case refer to the INFIELD IN section.

Don't forget to award a single** to any groundball followed by a + with the INFIELD IN. If only the CORNERS are in, then award a single** only if the ball is hit to 1st or 3rd.

Table 4.1: Groundball Result Chart

Type GB	<u>Result to Batter if Runners are on</u>	<u>Result to runners if forced</u>	<u>Result to runners if no force</u>
GB A	Batter is out	Runner on first is out (DP)	Runners hold
GB B	Batter is out	Runner on first is out - Batter is safe (FC); other runners advance one base	Runners hold
GB C	Batter is out	Runners advance one base	Runners advance one base
GB ++	Single**	Runners advance two bases	Runners advance two bases

Table 4.2: Infield In Chart

Type GB	<u>Result to Batter</u>	<u>Result to runner on third</u>	<u>Result to other runners</u>
GB A	Batter is out	Runner on third holds	Other runners advance one base
GB B	Batter is safe	Runner on third is out at home	Other runners advance one base
GB C	Batter is out	Runner on third holds	Other runners advance one base
GB ++	Single**	Runner scores	Other runners advance two bases

If the infield is playing in and the bases are loaded, the runner on third is out at home, the batter is safe and the other runners advance one base, except for the following: a GB()X resulting in a hit or an error, or a groundball followed by ++.

5. Flyball and Lineouts

5.1 Missed Ball Park Homeruns

Ball Park Homerun with Outfielder Making the play for an out (missed SE HR), result of play is a Flyball B

- If a RH batter had hit the ball, the out is recorded by the LF
- If a LH batter had hit the ball, the out is recorded by the RF

5.2 Missed Ball Park Singles

Ball Park Singles that are missed result in a lineout on the infield.

- If a RH batter had hit the ball, the out is recorded by the SS
- If a LH batter had hit the ball, the out is recorded by the 2B

5.3 LO()max

When a reading of LO()max occurs, runners on base are out as follows:

- no runners on bases – lineout
- one runner on only – double play (if currently less than two outs)
- two runners on – if already one out = double play / if no one out = triple play
- bases loaded – same as with two runners on

Table 5.1: Flyball Chart

Type FB	<u>Result to Batter</u>	<u>Result to Runner</u>
FB A	Batter is out	All runners advance one base
FB B	Batter is out	Runner on third scores, other runners hold
FB C	Batter is out	All runners hold

A Flyball B? indicates that the runner on third does not automatically score on the sacrifice fly, but that there is a potential play at the plate. With the ?, add two (2) to the runner's rating and then adjust by the fielder's throwing arm. The offensive manager then decides whether he is going to try and score, and if so, rolls the 20-sided dice to determine the result of the play. All other runners hold.

6. Advanced Fielding Chart Procedure

Always roll the 20-sided die first and read the result from the RANGE SECTION (top half) of the X-CHART using the 20-sided die roll and the fielder's defensive rating. Refer to the defensive charts for the particular position and use the result shown if the roll is not in the middle. If the result is in the middle (splits), then the player's error rating will come into play. If the 20-sided roll is in the middle, then roll the 3 colored dice and refer to the error chart in the bottom half of the defensive chart. The two same colored dice will be the result for the play – oftentimes a roll of a two (snake eyes) will have a split play. Your third dice will determine the result of that split play.

As an example, say that a reading of GB (1B)X comes up and the first baseman is rated as a 1b-4el. Let us say you rolled a five on the 20-sided dice. Referring to the RANGE SECTION (top half) of the ADVANCED FIELDING CHART for First Base, the result under column 4 with a 20-sided roll of 5 is "DO**". This would be a double with all runners advancing two bases. Now let us say that instead of a 5, the 20-sided roll was a 12. Now refer to the ERROR SECTION (bottom half) of the ADVANCED FIELDING CHART for first base. The 3 colored dice should now be rolled by the batter, with the two same colored dice being totaled. Assume the two same colored dice were a total of 8, then look under the E1 result which shows that anything from 3-11 is a GBA.

7. Pitching

7.1 Pitcher's Point of Weakness (POW)

A pitcher's endurance factor inning indicates a specific inning in which a pitcher's effectiveness may be reduced drastically or a point of weakness may occur. His endurance factor inning may be found at the top of his card directly after the words starter and relief. If a pitcher starts and relieves, he will have two endurance factor innings.

Please note that all pitcher cards contain out readings followed by a dot (·). An example may be found in 6-5 of Tom Glavine's pitching card. Let us assume that an out reading followed by a dot is rolled. The following procedure is applied: If a pitcher has reached his POW, ignore the out reading and substitute verbally the phrase single**. If a pitcher has not reached his POW, the out reading is the correct result. It is strongly suggested that you relieve a pitcher who has reached his POW.

7.1.1 Starting Pitcher's POW

There are two ways for a starting pitcher to reach his POW:

1. If a starting pitcher has reached his endurance factor inning and he allows 3 hits and/or walks (disregard intentional walks) in one inning or less, his POW begins with the batter following the last hit or walk.
2. If a starting pitcher has pitches into the inning beyond his endurance factor inning.

For example, Tom Glavine's card above shows "pitcher – 2 starter (7)". The "2" indicates Glavine's fielding ability, the "starter" indicates whether he is a starting pitcher or relief pitcher, and the "(7)" indicates his endurance factor inning. A pitcher with an endurance factor of 7 like Glavine will reach his POW if he allows 3 hits or walks during the seventh inning, and his POW would begin with the batter following that third hit or walk of the inning. If Glavine makes it through the seventh inning without allowing 3 hits or walks, then if he returns to the mound to pitch the eighth inning, he will be considered tired and have reached his POW.

7.1.2 Relief Pitcher's POW

A relief pitcher's POW is determined by outs. Here are the relief pitchers endurance factors with the corresponding number of outs.

Table 7.1: Relief Pitchers Maximum Inning

RP Endurance Factor	# of Outs	Maximum IP
1	3	3
2	6	4
3	9	5
4	12	6

A relief pitcher has reached his POW as soon as he meets the following conditions:

1. If a relief pitcher is pitching in the inning of his endurance factor and he allows 3 hits and/or walks (disregard intentional walks) in one inning or less, his POW begins with the batter following the last hit or walk.
2. If a relief pitcher is pitching in an inning that exceeds his endurance factor, his POW begins with the batter following the last out recorded that satisfied his endurance factor from Table 7.1.

Please note that hits and walks allowed by a pitcher through all innings preceding his endurance factor innings/outs do not contribute toward his POW. For example, all hits and walks through the fifth inning do not contribute toward a POW for a pitcher with an endurance factor inning of 6. For a relief pitcher, assume a pitcher has an endurance factor of 2 – meaning he can pitch two innings of relief before reaching his POW (six outs). After his third out is reached (first inning of relief), he is now considered in his inning of tiredness and the same hits and walk rules would begin to apply.

Count all hits and walks. Batters who subsequently are erased on the bases (PO,CS etc.) ARE COUNTED.

Once a pitcher has reached his POW, it cannot be overcome. Any out readings followed by a dot become hits, regardless of how well he pitches after reaching his POW.

Example: When computing a relief pitcher's POW, count outs instead of innings. A pitcher with an endurance rating of 1 enters the game with 2 outs in the 7th inning. According to the rules, he is eligible to reach his POW as soon as he allows 3 hits or walks in one inning or less. Say he allows a base hit and then gets the last out of the 7th inning. Then he starts the 8th inning by retiring one batter. Then he allows 2 hits. At this point he has reached his POW as he has allowed 3 hits in less than 1 inning.

7.2 Relief Pitcher's Rest Requirements

Relief pitchers cannot be used more than 3 straight days / games. He must rest at least 1 day after pitching in his third straight game. If the pitcher was used as a starter in his previous outing then before he can be used as a reliever he must rest the amount of days specified in the for starting pitchers (four games, unless he has been given an asterisk which only requires three days). If a pitcher who does not have a rating as a relief pitcher must pitch in relief, give him an endurance rating of 1 if he has not had his full days of rest, or 3 if he has. A pitcher used in relief in his last outing should have at least 2 days of rest before starting. If he does not have this day of rest then consider him fatigued for that entire start.

7.3 Pitcher's Injury Chance

In the event a batter rolls 6-6-6 on the three colored dice, after recording the result of the play, there is a chance of injury to the pitcher. The defensive team calls even or odd for the injury and then rolls the 20-sided dice. If the defensive manager called odd for the injury and rolled even, then no injury occurred and play continues. If he called odd for the injury and rolled an odd number on the 20-sided dice, then he rolls the 20-sided dice again and refers to the Injury Chart for the final result.

7.4 Power Rating

Please note that all homerun readings found on the pitcher's card are preceded by the letter N. An example may be found in 6-9 of Tom Glavine's pitching card. If a batter's power rating is N, the homerun reading remains unchanged. However, if a batter's power rating is W, substitute verbally the phrase single** for homerun. For example, if a 6-9 is rolled and Glavine is facing a W (weak) rated batter, the reading would change to "SI** 1-3, DO 4-20". A batter's power rating may be found at the top of his card. Please note that some batters' power ratings vary against right- and left- handed pitching.

8. Ball Park Effects

8.1 - Ball Park Singles

Ignore all readings that have a half diamond to the left of it. Instead, read the results found from the ball park effects card. To obtain results, refer to the appropriate home stadium and the batting stance (L = lefty or R = righty) of the hitter. You will roll a twenty-sided die to determine the final outcome. If it is a single, all runners advance only one base. An out is considered a lineout.

8.2 ♦ - Ball Park Home Runs

Ignore all readings that have a ♦ to the left of it. Instead, read the results found from the ball park effects card. To obtain results, refer to the appropriate home stadium and the batting stance (L = lefty, R = righty) of the hitter. Player's with weak power (W, see 'Power Rating' in section 9.4 below) may not hit homeruns. In this situation, change all homerun results to single** (You resolve the play in the normal manner. If the result is a flyball(OFB), the result is the same. However, if the play results in a Homerun verbally substitute single** for any player with weak power.)

8.3 Ω - Clutch Hitting

Occurs only in two-out situations in which one or more runners are in scoring position (occupying second and/or third base.) When such a situation exists, and a reading is rolled that has a Ω symbol to the left of it, the results of the reading are reversed in the following manner: If the reading is any type of an out, automatically reverse it to a SINGLE**; if the reading results in a single, the ruling remains a single (as noted on the card). No anti-clutch rulings are used in the St. Louis Strato League.

9. Defensive Adjustment Rules

9.1 Bringing the Outfield In at the End of the Game

You may position the outfield IN at the end of the game when the winning run is on third with less than 2 outs. When the outfield is positioned IN make the following adjustments.

1. Consider all readings of "flyball A" and "flyball B" to be single with the runner on third scoring automatically.
2. On a reading of "flyball B?" subtract 7 from the base-runner's speed instead of adding +2.

9.2 Bringing a Position Player in to Pitch

In an emergency, you may bring a player who is playing a regular defensive position in to pitch. Assign the following ratings: Defense - 5e51; hold -(+ 9); Relief Endurance - 1; refer to the Emergency Pitcher Card.

9.3 Playing a Defensive Player Out of Position

You should use your discretion about using a player out of position. At no time can a player start a game at a position he not listed at (except for the outfield adjustments noted below).

If a manager uses a player at a position not listed on his card then that player is considered a 5 fielding rating. In addition, he should be given the worst possible E rating. He should be given a +5 throwing rating if he goes to the outfield or catcher. In addition, if a player is going to catcher, give him a T-rating of 1-20. The exceptions to this rule are outfielders who may play any outfield position they are not rated for by using the following adjustments to their defensive rating (do not change their e-rating or arm):

Table 9.3: Outfield Conversion Chart – Range Adjustment

	Position not rated for		
Position rated for	CF	RF	LF
CF	N/A	0	0
RF	+1	N/A	0
LF	+2	+1	N/A

10. STL League Additional Rules

10.1 Roster Movement

Players that are brought up to the Major League 25 man roster must remain on the roster for a minimum of 5 games before they can be sent back down to the minor leagues. Players may also only be sent back down to the minor league roster three times – on the fourth time the player would be required to clear waivers. The player can be claimed based on the reverse order of the standings at the time of the fourth descent. When a player is brought up due to injury and then sent back down, that time does not count against the maximum of three.

10.2 Injury Chart

The number of games injured is capped at 10 games. The current game played (when the injury occurred) counts as game 1 of the required games missed.

<u>Roll</u>	<u>Result</u>	<u>Roll</u>	<u>Result</u>
1	Player is temporarily injured, but remains in game	11	Player is injured for 2 games
2	Player is temporarily injured, but remains in game	12	Player is injured for 3 games
3	Player is temporarily injured, but remains in game	13	Player is injured for 3 games
4	Player is temporarily injured, but remains in game	14	Player is injured for 4 games
5	Player is injured for 1 game only	15	Player is injured for 5 games
6	Player is injured for 1 game only	16	Player is injured for 6 games
7	Player is injured for 1 game only	17	Player is injured for 7 games
8	Player is injured for 1 game only	18	Player is injured for 8 games
9	Player is injured for 2 games	19	Player is injured for 10 games
10	Player is injured for 2 games	20	Player is injured for 10 games

10.3 Player Holds

Each team, prior to the start of the MLB season, provides to the Commissioner a list of twenty (20) players that they intend to possibly hold in the following Strato season. Only players either held the prior season, or taken in the original draft process (to complete the 40 man roster) are eligible to be on the submitted hold list. Prior to the draft in the following season, the manager will elect twelve (12) of the players that finished the season on his roster that were submitted the prior year. There is no limit to the number of potential hold players on your roster at the end of the season in the event you are able to acquire more than 20 during the season through trades. In any event, whether you have more or less than the original 20 potential holds, the manager can and must retain 12 players in the following season.

10.4 Trading Deadline

We typically use the MLB call-up day of Sept 1 as the trade deadline. Depending on where all the teams are in regard to games played, this date can be moved based on the majority vote of the managers.

10.5 Rule Changes

All rules changes are subject to a majority vote of the league members at the time the change is presented. In the event of a tie vote, the change does not pass – it must be a majority. Managers who are new to the league and have not yet played an official game may not be included in a league vote that occurs during the off-season. That decision will be at the discretion of the Commissioner and other league members.

10.6 Schedule / Standings

We currently play a 60 game schedule. The current eight teams are divided into two divisions, each with four teams. Each team plays the teams within its division ten (10) times, and six (6) games against those teams in the other division. The standings throughout the season are generally based on the number of games above or below .500. The official final standings are based on the number of wins a team has at the official close of the season. In the event a team is unable to complete all its games, they will be seeded based on the number of wins they have. The two teams with the most wins in each division will qualify for the playoffs.

10.7 Tie-breakers

In the event there is a tie for qualifying for the playoffs (or seeding), the first tie-breaker is head-to-head record. The team with more wins in the head-to-head series during the year gains the higher seeding. The second tie-breaker is record within the division. The third tie-breaker will be a one game playoff (assumes that game is played during the off day before the playoffs start).

10.8 Playoffs

The divisional playoff will be a best of seven games, with the series being played in a 2-3-2 format. The division winner is the home teams in games 1, 2, 6 and 7. There is a rest day between the last game of the regular season and the first game of the playoffs, between games 2 & 3, and again between 5 & 6. These off days are taken into consideration for purposes of days of rest required for pitchers, or for the purpose of injury days. The winner of each divisional playoff series will then meet in the World Series, with the team having the better regular season record gaining home field advantage. There is a day off between the scheduled game 7 of the playoffs and game 1 of the World Series. In the event a playoff series ends prior to game 7, those scheduled days are still used for purposes of calculating pitcher's rest and player injuries. A new 25 man roster is submitted at the beginning of each series. The only requirement is that the player must have been on your 40 man roster as of the trading deadline. In the event of an injury during the series, the team will be required to play short-handed during the rest of that series.

10.9 Draft Order

The draft order is based on the reverse order of finish, irrespective of division. The four teams that did not make the playoffs will have spots one through four, with the team with the worst record getting the first pick in round 1. Tie-breakers are handled the same for the draft as they are for purposes of qualifying for the playoffs (see 10.8 above). Draft spots five and six will go to the two divisional playoff losers, with the team with the worse regular season record getting the fifth pick. The seventh pick will go to the World Series loser, and the last team to draft will be the World Series winner. The draft order will reverse in the even numbered rounds.