Maritime Strat-o-matic League Rules 2015

GETTING STARTED

All rules of baseball apply to StratOMatic, so use them in the unlikely event that you encounter something not covered in these instructions.

THE BASIC GAME

1.0 HOW TO READ THE DICE AND CARDS

Each batter's roll involves all three 6sided dice. The 20sided die is used for secondary rolls. When rolling the three 6sided dice, read the white die first, then add the two colored dice together. If the white die comes up 1, 2, or 3, refer to the batter's card. If it is 4, 5, or 6, refer to the pitcher's card. Crossreference the sum of the colored dice with the appropriate line in the correct column.

2.0 RUNNER ADVANCEMENT ON HITS

2.2 A single followed by one asterisk (*) indicates an automatic onebase advance for all runners. A single or double followed by two asterisks (**) indicates an automatic twobase advance for all runners.

> 2.22 When there are two outs, add 2 to the lead baserunner's running rating before rolling the 20 sided die to determine if a runner can advance.

3.0 FLYBALL () A, B, C

The abbreviation in parentheses indicates which fielder the ball was hit to: (lf)left fielder, (Cf)center fielder, (rf)right fielder.
3.1 Flyball A indicates that all baserunners advance. Flyball B indicates that any runner on third base advances. Flyball C indicates that all runners hold.

4.0 GROUNDBALL () A, B, C

The abbreviation in parentheses indicates which fielder the ball was hit to: (p)pitcher, (c)catcher, (1b)first baseman, (2b)second baseman, (3b)third baseman, (ss)shortstop.

4.1 Groundball A indicates a double play if 1b is occupied and there are less than 2 out. All other runners advance. Ground ball B indicates a fielders choice at 2nd base if 1st base is occupied. All other runners advance. Groundball C indicates that all baserunners advance and that the hitter is out at first base.

5.0 FLYBALL() X, GROUNDBALL() X, CATCHER'S CARD X

Whenever an Xchance occurs, the fielding rating of the defensive player whose position is indicated in the parentheses is needed to determine the outcome. Each player's defensive

rating is indicated at the top of his card. Fielding ratings range from 1 (star defensive player) to 5 (very poor).

5.1 Consult the Fielding Chart.
Find the correct fielding position for the play in question and the proper fielder's rating (the horizontal line with columns 1, 2, 3, 4 and 5). Roll the 20sided die and find the correct number in the vertical column titled SPLIT NO. Then read across to find the result.

6.0 OTHER CARD RESULTS

6.2 If the infield is in or a runner is being held, regard any gb()+ reading as a SINGLE**.

6.4 Injuries may occur to any batter, if the result of your dice roll includes the phrase, "plus injury." If you are using the DH rule, an injury occurs to the pitcher in the field when a white 6 and colored dice total of 12 (612) is rolled and the DH is at bat.
First, complete the play. Then roll the 20sided die and consult the custom INJURIES table.

*Use 600+ APA table for ALL pitcher injuries. For Starting Pitchers the number of games rolled will equate to the number of **Starts** to be missed. So if a 15 is rolled on the 20 sided die, (which corresponds to 1 game on the injury chart) the pitcher will be injured for the current game and his next start. For relievers the injuries stay as games missed and use the same chart.*

7.0 OFFENSIVE STRATEGY

You may use all the strategies that bigleague managers use. You must announce your strategy to your opponent before rolling the dice for any changes.

7.1 In order to use the sacrifice, squeeze play or hitandrun, it is best to invite your opponent to announce his defensive decisions first (infield in, holding the runner, intentional walk, etc.), then announce your offensive strategy.

7.2 SACRIFICE / SQUEEZE: These bunts may not be used when there are two out. The Sacrifice may not be used when there is a runner at third base. The Squeeze Play may be used ONLY when there is a runner at third base.

7.3 HIT AND RUN: The Hit and Run may not be used with a runner on third base.
When the result of an attempted Hit and Run results in "batter misses pitch ..." the base runner(s) must attempt to steal.

8.0 STEALING / HOLDING BASERUNNERS

8.11 In doublesteal situations, use only the steal rating of the lead runner. The trail runner(s) automatically advance one base.

8.22 The defensive manager may change instructions about holding any of the runners whenever a new batter comes to the plate or if there is a pitcher or catcher change.

9.0 DEFENSIVE STRATEGY: INFIELD BACK, INFIELD IN

9.1 The normal infield position is Infield Back. But you may use the option of bringing the Infield In.

> 9.11 If the result is a groundball A, B, C, consult the INFIELD IN table on the Basic Strategy Chart.

> 9.12 If the result is a groundball X, resolve the play in the usual manner, then consult the INFIELD IN table on the Groundball Result Chart (Super Advanced).

> 9.13 If the result is a groundball with "+" following it, then change the result to a SINGLE**.

10.0 PLAYER USAGE: INJURIES AND REST

10.1 BATTERS: Limit batters to their actual plate appearances. Generally, batters should be used only at the fielding positions listed on their cards.
If injuries temporarily eliminate all eligible players for a specific position, fill the position with the most logical remaining player. It is advisable to rate the player "5" defensively in this unfamiliar position.

10.2 PITCHERS: Limit pitchers to their actual innings pitched. If a pitcher has pitched 200 or more innings, he may start a game with only three games of rest between starts.

ADVANCED / SUPER ADVANCED STRATOMATIC

11.0 LEFTYRIGHTY RATINGS

11.1 For the batter, use only the left side of the card when he is facing a lefthanded pitcher; use only the right side of the card when he is facing a righthanded pitcher.
For the pitcher, use only the left side of the card when he is facing a lefthanded batter; use only the right side of the card when he is facing a righthanded batter. A switchhitter must bat lefthanded against righthanded pitchers and righthanded against lefthanded pitchers.
The hitting style of the pitcher is indicated as the last letter in his batting rating at the top of the Advanced side of his card. Example: #1WR indicates this pitcher uses Pitcher's Hitting Card No. 1, with W power and is a righthanded hitter.

12.0 POWER RATINGS (N/W)

12.1 All homerun readings on pitcher cards are preceded by the letter N. The hitter must have "N" power for this roll to result in a homerun. If the batter's power rating is "W" then any homerun chance becomes a SINGLE**
> 12.11 If the result is split and the subsequent roll of the 20sided die is in the range of the second results, always accept that reading, even if it is a double or triple.

13.0 RUNNER ADVANCEMENT ON HITS

ADVANCED

13.1 An outfielder's throwing arm will affect all baserunning attempts for an additional base on singles and doubles not followed by asterisks. Such hits on the advanced side of player cards show which outfielder should be used (cf, lf, rf). If there is no outfield symbol, assume the throw is to be made by the center fielder.

Each outfielder's arm is indicated at the top of the advanced side of his card. You will find it in parentheses, after his first outfield position.

Simply add the number in parentheses from the running rating of the involved baserunner. The maximum combined running rating and throwing arm total is 19, & the minimum is 1.

13.3 ADVANCED CUTOFF RULE: This rule comes into play on a single followed by no asterisks when there are runners at first and second, or the bases loaded at the time of the hit.

> 13.31 If the offensive manager elects to let the runner from second base attempt to score by taking an extra base, the defensive manager is asked if he wants to cut off the throw to the plate.

> 13.32 By cutting off the throw, he allows the runner from second base to score, but "holds" the runner from first base at second base.

> 13.33 If the defensive manager chooses to throw for the runner attempting to score, the runner from first base automatically takes third.

13.4 On throws from rightfield to third base, increase the baserunner's rating by 2. On throws from leftfield to third base, decrease the baserunner's rating by 2.

13.5 If a manager decides to advance a man from first to third on a single followed by no asterisks, the defensive manager has the choice of whether to throw for the runner going to third, or to concede third base to the runner, thereby holding the batter to 1st base.

If the defensive manager tries to throw out the runner at third base, then the batter always takes second on this throw.

14.2 There is an additional reading: fly()B? On such readings, if the caught fly ball is not the third out, a runner at third base does not automatically score, as he would on fly()B. The offensive manager must decide whether to attempt to have the runner score, or to hold him at third base.

To attempt to score, add the baserunner's running rating, +/ the outfielder's arm. The result may not be higher than 119 or lower than 1. Roll the 20sided die to determine if the runner is out or safe.

15.31 When there are fewer than two outs and a runner on second base only, the runner moves to third on any gb()A or gb()B that is hit to the first baseman or second baseman. The batter is out.

15.32 When there are fewer than two outs and the second baseman and the shortstop are positioned back a runner on third scores on a gbA or gbB hit to second base or shortstop. If the ball is hit to the first baseman, third baseman or pitcher when the infield is back, the runner from third does not score.

16.0 FLY()X, GB()X and CATCHX

16.1 "Xchance" readings, abbreviated as shown above, are obtained from the pitcher's card. The following defensive ratings occur on all players cards:
A. A range rating (from 1, the best, to 5, the worst) that determines whether the fielder will catch the ball or whether it will be a hit.
B. Throwing arms for outfielders (from 6, the best, to +5, the worst) and catchers (from 5, the best, to +5, the worst). These are indicated in parentheses immediately after the range rating. Note that an outfielder's arm rating is the same, no matter which outfield position he is playing.
C. Error ("e") ratings that determine the frequency of the player's errors at each position. The lower the "e" rating, the fewer errors the fielder will commit. Note that if a listed "e" rating is higher than the maximum shown on the Advanced Fielding Chart, use the maximum "e" rating.
D. A "T" rating for catchers only. This range of numbers is the range for possible throwing errors on successful stolen bases.

16.2 Consult the Advanced Fielding Chart.
The same referral process for the Basic Fielding Chart applies to the Advanced Fielding Chart with one major exception certain 20sided die rolls (those involving eratings; for example, First Base 20sided die rolls 715) require a second dice roll with the three 6sided dice.
When the Advanced Fielding Chart calls for a dice roll, roll all three 6sided dice and refer to the defensive player's "e" rating section located under the split number results on the Advanced Fielding Chart. The series of numbers located to the left of the results represent the total of the colored dice. If a reading yields a double result (e.g., E(2) 14, gbA 56), the white die number determines the correct result. In this example, if the white die is 1, 2, 3 or 4, a 2base error E(2) has occurred. If the white die is a 5 or 6, a gbA has occurred.

16.21 The Advanced Fielding Chart has a variety of abbreviations and symbols, all explained at the bottom of the Centerfield Chart.

17.0 OTHER CARD RESULTS

17.2 "lomax"

17.22 *When this result occurs in a situation where a triple play could occur, the result is not an automatic triple play. Instead, roll the 20 sided die. If the roll is 1-7, it's a lineout/triple play. If the roll is 8-20, it's a lineout/double play, with the lead runner doubled off.*

18.0 SACRIFICE / SQUEEZE

18.2 Each batter has an individual bunting rating (A, B, C or D) shown at the top of his card. Consult that rating on the Advanced Strategy Chart, then roll the colored dice to get the result. Each pitcher also has his own bunting rating. Use this rating, and not the bunting rating at the bottom of the pitchers' hitting cards.

18.3 If the defense is playing the Infield In, then the bunter's rating is reduced one grade.

18.4 In Advanced and Super Advanced play, the Sacrifice also may be used with runners at first and third base in order to move the runner from first to second. However, in all instances, the runner on third base remains there, even if the batter beats out the bunt for a hit. If the batter pops out into a double play, the runner on first is doubled up and the runner on third base holds.

18.8 If a reading of 1AND2 occurs after one attempt to bunt, the offense may not switch strategies to attempt a hitandrun.

19.0 HIT AND RUN

19.2 Each batter has an individual hit and run rating (B, C or D) shown at the top of his card. Consult that rating on the Advanced Strategy Chart, then roll the colored dice to get the result.

19.3 If the defense is playing the infield in or if a runner is being held on base, then the batter's hit and run rating is improved one grade

19.4 When the result of an attempted Hit and Run results in "batter misses pitch ..." the base runner(s) must attempt to steal. Proceed as you would with any other steal.

19.8 When using the Supplementary Stealing system and the result of the Hit and Run is "batter misses pitch ..." roll to determine whether the lead baserunner achieved his "good lead" only if the baserunner had not already attempted to do so before the hit and run was employed. He does not get a second attempt at a "good lead."
Even if the lead runner does not achieve a good lead, he must attempt to steal. If this turns out to be men at first and second bases attempting a double steal, the catcher's throw is for the lead runner.

20.0 DEFENSIVE STRATEGY:

INFIELD BACK, INFIELD IN

20.1 Use rules 9.11 through 9.13 from the Basic game, with these additions:

>20.11 With the Infield In, reduce the batter's bunting rating by one grade. Example: An A bunter becomes a B bunter.

==20.5 Always consider the pitcher to be playing in on a gb(p)A, gb(p)B or gb(p)C from the batter's or pitcher's card.==

20.6 With Infield In, convert any batter's card groundball followed by a "+" to read SINGLE**.

21.0 BRINGING THE OUTFIELD IN

==21.1 This strategy is used only when the potential winning run is on third base with less than two outs and the game can end on a sac fly.== If the defensive manager positions the outfield IN, make these adjustments:

21.2 On a reading of "fly()B?" subtract 7 from the baserunner's speed.

21.3 Consider all readings of "fly()A" and "fly()B" to be a single with the runner on third scoring.

23.0 SUPPLEMENTARY STEALING SYSTEM

23.1 Ignore the baserunner's lettergrade stealing rating. Instead use the numeric rating found on the advanced side of the batter's card, after the lettergrade rating. Here is a sample: *810 / 11, 12 (1914)
The numbers preceding the slash are the range (when the two colored dice are rolled) indicating when the runner will establish his good lead. The numbers immediately after the slash are the range indicating when the runner will be automatically out stealing.

> 23.11 Players who steal often have an asterisk (*) in front of their goodlead range. The asterisk indicates that if the defensive manager does not elect to hold the runner, the runner automatically achieves his good lead. If a runner does not have an asterisk, or if he has an asterisk but is held on base, he must roll the two colored dice to determine whether he achieves his good lead.
>
> 23.13 The two numbers in parentheses indicate the runner's stealing success ratings (on a roll of the 20sided die), the first when he has his good lead, the second when he does not.

23.2 If the runner attempts to achieve his good lead and succeeds, he must attempt to steal immediately. So you will want to calculate his success chance first.

23.3 STEALING SECOND BASE
A. Combine the catcher's arm (which will range from 4 to +5) and the pitcher's hold rating (which will range from 6 to +9). When a runner is not being held a range of –5 to +14 can be applied. Adjust the runner's success ratings accordingly.
B. The defensive manager decides whether to hold the runner on base. If so, there is further adjustment: 2 from the first steal success rating and 4 from the second steal success rating. Note that the effect of holding the runner is applied after calculating the catcher/pitcher adjustment, so the total effect can exceed 5.
C. The offensive manager decides whether to attempt a steal. If so, then first check to determine if the runner achieves his good lead.
1. If the runner has an asterisk (*) rating and the runner is not being held on base, then the runner automatically has his good lead.
2. If the runner does not have an asterisk (*) or he has an asterisk and is being held on base, then roll the two colored dice and check the runner's number range(s). If the roll falls within the range of the first set of numbers, the runner achieves his good lead. If the roll falls within the range of the second set of numbers, the runner is automatically out stealing. If the roll does not fall within either range, the runner has failed to achieve his good lead.
D. If the runner fails to achieve a good lead, he has the option of stealing at any time, or of holding his base.
If the runner is not being held on base, his adjusted success rating may exceed 20, in which case he is automatically safe. If he is held on, then his success rate may not exceed 19. His success rate may not be lower than 1.

23.31 On a successful steal with a dice roll of 1, 2, or 3, there is a possible throwing error by the catcher. Roll the 20sided die again. Refer to the catcher's card for his "T" number(s). If the second roll is within the "T" range, the catcher has committed a throwing error, allowing all baserunners to advance one additional base.

If the defensive manager decides that the risk of the throwing error is greater than the value of attempting to throw the runner out, the catcher may elect to hold the ball rather than attempt the throw. This decision is made after the offensive manager has announced his intention to steal and before the 20sided die in rolled to determine safe/out. If the catcher elects to hold the ball, the runner(s) safely steals the base and there is no possibility of a throwing error.

23.4 STEALING THIRD BASE

23.41 To steal third, the runner will be using his adjusted second stealsuccess rating. So if he is being held on base, deduct 4 from his rating as well as the catcher/pitcher effect. Ignore the runner's asterisk on attempted steals of third base and home. He must roll within the range of his good lead in order to attempt these steals. If he fails to achieve his good lead, he may not attempt to steal. If the roll falls within the range for his automatic outs, then he is out stealing. Otherwise, follow the instructions for stealing second base.

23.5 STEALING HOME

23.51 To steal home, the runner will be using his adjusted second steal success rating. But there is no adjustment for the catcher/pitcher effect. Instead, deduct 9 from his second steal success rating. And if he is being held on base, deduct an additional 4. Ignore the runner's asterisk on attempted steals of home. He must roll within the range of his good lead in order to attempt this steal. If he fails to achieve his good lead, he may not attempt to steal. If the roll falls within the range for his automatic outs, then he is out stealing.

23.6 DOUBLE/TRIPLE STEALS
In double or triple steals, only the lead runner's ratings will be used. The defense may attempt to throw out the lead runner only. The trail runner(s) automatically advance.

23.7 FORCED STEALS ON THE HIT AND RUN
If the lead runner has not yet rolled for the good lead when a Hit and Run result requires the runner(s) to steal, then do so and proceed normally, making all necessary adjustments. If the runner has previously failed to achieve the good lead and the Hit and Run subsequently requires a steal, then proceed as you would for a runner who does not have a good lead.

If the lead baserunner is on second base and he fails (or has already failed) to obtain a good lead, he is automatically out trying to steal third base.

23.8 HOLDING RUNNERS ON BASE

23.81 A runner may be held on 1st or 3rd base when the infield is playing In or Back. The infield must be back to hold a runner on 2nd.

25.0 INJURIES / PLAYERS OUT OF POSITION

25.21 The exception is a rated outfielder playing another outfield position that is not listed on his card. In such cases, the outfielder's "e" rating and arm rating remain unchanged. And he does not automatically become a "5". Use the OUTFIELD FIELDING ADJUSTMENT chart to adjust his range rating.

When assigning a player who is rated at two outfield positions to play the third (for which he is not rated), base the new rating on the first outfield position listed on his card. For example, a player is LF1, CF3. If you needed to move him to RF, use LF as the basis, which would make him a RF2.

**The Halifax Strat-o-matic league allows for outfielders to play all outfield positions after the fifth inning using the OUTFIELD FIELDING ADJUSTMENT chart to adjust their ratings.

25.3 BRINGING IN A POSITION PLAYER TO PITCH

In extreme emergencies, a manager may bring in a position player to pitch. The penalties are steep: Defense 5e51, Hold (+9), relief endurance (1)/N, bk20, wp20. Use the player's pitching card while a position player is pitching. Unless you know which hand the player throws with, assume that a left handed batter throws left and a right handed batter throws right.
**If no player's pitching card is available the player may not be brought in to pitch.

27.0 PITCHER ENDURANCE

Find each pitcher's point of weakness (POW) in the upper right portion of the Advanced side of his card. The number in parentheses following the word "starter" or "relief" is the inning of work when the pitcher becomes vulnerable to fatigue. If a pitcher is both a starter and reliever, he will have two different POW factors.

27.1 All Advanced Side pitcher cards have out readings followed by a dot. When a pitcher is fatigued, these readings change from their original outs to SINGLE**.

27.2 Once a pitcher reaches his POW he stays there for the duration of his appearance.

27.3 A pitcher reaches his POW in either of two ways:
A. He reaches his POW inning (or any inning after that) and allows any combination of three hits or unintentional walks in the same inning. His POW begins with the next batter after the third hit and/or walk.
B. He reaches his POW inning (or any inning after that) and allows any combination of four hits or unintentional walks in any two consecutive innings. His POW begins with the next batter after the fourth hit and/or walk. *Intentional walks, batters hit by a pitch or errors do not contribute to a pitcher's POW.*

27.4 A relief pitcher's POW is determined by outs. A reliever with a POW of (1) is immediately vulnerable to fatigue. He could reach his POW by yielding three hits and/or unintentional walks without recording an out. A reliever with a POW of (2) would become vulnerable after he has

recorded three outs. Then, whenever three hits and/or unintentional walks occur within a subsequent 3 out period, the reliever reaches his POW.

27.5 STARTING PITCHERS

27.52 A pitcher used in relief in his last outing should have at least one day of rest before starting. If he does not have this game of rest, consider him fatigued for his entire start. A pitcher who has started must rest at least 3 games before appearing again in relief. If he does not have three games of rest, consider him fatigued for his next appearance.

27.53 If a pitcher who does not have a rating as a starter must start a game, give him a POW inning of 4.

27.54 The maximum number of innings a starter can pitch without fatigue is 11.

27.6 RELIEF PITCHERS

27.62 If a pitcher who does not have a rating as a relief pitcher must pitch in relief, give him a POW inning of 1.

To avoid disagreements with friends, we suggest a few considerations that will make your game playing more enjoyable:

1. Display all pitchers and batters in plain view. Everyone misreads a card once in a while. If everything is in view of both players, mistakes can be corrected without suspicion.

2. Make sure your opponent has had adequate opportunity to make all strategy choices before you roll the dice for the next batter.

3. Shake those dice well before each roll.

4. Agree in advance on when you will reroll the dice for the same batter (e.g., if any of them falls off the table; if one is tilted when it stops rolling, etc.).

Additional Rules – Maritime Strat-o-matic League

The defensive manager must announce his defensive positioning if it is other than <back>. After the infield has been positioned <in> the defensive manager must announce when the infield has been moved <back>.

Baserunners are considered to be not held unless the defensive manager says that they are held. It is the responsibility of the offensive manager to ask prior to each at bat whether any baserunners with asterisk leads are held.

New for 2014-15

Tie-Breaker Regulations

If two teams finish with identical records after 162 games their head to head record will determine their final league position.

For Example:
If the Rockies and the Braves both finish 90-72, tied for second place in the league, but the Rockies won 17 of the 27 games versus the Braves, then the Rockies finish second and the Braves third.

Player Usage

A player or pitcher that runs out of APA or IP can be replaced on the roster immediately after the game during which their APA or IP were exhausted.

Expansion Regulations

With a year's notice of a new team entering our league:

All teams will protect a maximum of 22 regular roster players (which may include anyone from the pre-existing 40 man roster) and 5 minor league players which must meet the regulations for minor leaguers.
The expansion team will select first in each round.

Without a year's notice of a new team entering our league:

All teams will protect a maximum of 24 regular roster players (which may include anyone from the pre-existing 40 man roster) and 5 minor league players which must meet the regulations for minor leaguers.
The expansion team will select last in each round.