RUNNER ON THIRD BASE — Defensive team manager must call position of infield: "Deep" or "In"

1—HOMERUN over left field fence
2—TRIPLE along left field foul line
3—HOMERUN over right center field fence
4—DOUBLE to right; runner scores; batter out trying for third; A-RF A-2B PO-3B
5—DOUBLE to right; runner scores
6—HOMERUN over left field fence
7—SINGLE to left; runner scores

	Grade C Pitcher	Grade B Pitcher	Grade A Pitcher
7—SINGLE to left; runner scores	**7** — No change	**7** — No change	**7** — Fly out; runner scores PO-LF
8—SINGLE over second; runner scores	**8** — No change	**8** — Fly out; runner scores PO-RF	**8** — No change
9—SINGLE thru short; runner scores; batter out trying for second; A-LF PO-SS	**9** — Fly out; runner scores PO-CF	**9** — No change	**9** — Fly out; runner scores PO-CF *SO PO-C

10—SINGLE to right; runner scores; batter steals second on third pitch; one ball, two strikes on batter.
11—SINGLE to center; runner scores; batter steals second on first pitch; one strike on batter.

FIELDING THREE

12—Double play; fly out; runner out at home; PO-RF A-RF PO-C (X-strikeout PO-C)
13—Strike out; PO-C
14—Base on balls; batter takes first
15—SINGLE to left; runner scores; batter to second on throw home *batter holds 1st
16—Hit by pitcher; batter takes first
17—First on error; runner scores; E-RF
18—First on error; runner scores; E-SS
19—First on error; runner scores; E-3B
20—First on error; runner scores; E-2B
21—First and second on error; runner scores; E-1B
22—Safe at first; F.C.; runner scores on error A-SS E-C *A-SS PO-1B; no score
23—SINGLE—pop fly falls safe; runner scores; second baseman and rightfielder collide and one is injured; second baseman unable to play next three games
24—Safe at first; F.C.; runner out at home; A-SS A-C PO-3B; batter to second on rundown; *A-SS PO-1B
25—Double play — line drive; PO-P A-P PO-3B
26—C — SINGLE thru second; runner scores
D — Out at first; runner scores; A-2B PO-1B
27—Out at first; runner holds; A-3B PO-1B
28—C — Out at first; runner holds 3rd; A-SS PO-1B
D — Out at first; runner scores; A-SS PO-1B
29—Out at first; runner holds; A-P PO-1B
30—Fly out; runner scores; PO-LF
31—Fly out; runner scores; PO-CF
32—Fly out; runner scores; PO-RF (S out at home; DP; A-RF PO-C)
33—Fly out; popup; PO-P
34—Pop fly out; PO-1B
35—Foul out; PO-SS (W-base on balls)
36—Wild Pitch; runner scores
37—Fly out; runner scores; PO-RF
38—Fly out; runner scores; PO-LF
39—Fly out; runner scores; PO-RF
40—Safe at first on error; runner holds; shortstop drops pop fly; E-SS; *runner scores
41—C — Runner steals home; catcher is injured; unable to play in next three games.
D — Runner caught off 3rd; A-C PO-3B

FIELDING TWO

12—Double play; fly out; runner out at home; PO-RF A-RF PO-C (X-strikeout PO-C)
13—Strike out; PO-C
14—Base on ball; batter takes first
15—SINGLE to left; runner scores; batter to second on wild throw E-LF
16—Hit by pitcher; batter takes first
17—First on error; runner scores; E-RF
18—First on error; runner scores; E-SS
19—First on error; runner scores; E-3B
20—SINGLE to second
C — runner holds (F scores)
D — runner scores
21—Out at first; runner scores; PO-1B
22—Safe at first; F.C.; runner scores on E; A-SS E-C *A-SS PO-1B; no score
23—SINGLE — popfly falls safe; runner scores; second baseman and rightfielder collide and one is injured; rightfielder unable to play in next three games.
24—Batter safe at first on F.C.; runner out at home; A-SS PO-C; *A-SS PO-1B
25—Double play — line drive; both PO-3B
26—C — runner out at home; batter to second on rundown; A-2B A-C PO-3B
D — Out at 1st; runner scores; A-2B PO-1B
27—Out at first; runner holds; A-3B PO-1B
28—C — SINGLE thru shortstop; runner scores
D — Out at first; runner scores; A-SS PO-1B
29—Out at first; runner holds; A-P PO-1B
30—Fly out; runner scores; PO-LF (S out at home; DP; A-LF PO-C)
31—Fly out; runner scores; PO-CF (S out at home; DP; A-CF PO-C)
32—Fly out; runner holds; PO-RF (F scores)
33—Short pop up fly; PO-P
34—Pop fly out; PO-1B
35—High foul fly out behind third base; PO-SS (W-base on balls)
36—Wild pitch; runner scores
37—Fly out; runner scores; PO-RF
38—Fly out; runner scores; PO-RF
39—Fly out; runner scores; PO-CF
40—Fly out; runner scores; PO-CF
41—C — Runner steals home; catcher is injured, unable to play in next six games
D — Runner caught off 3rd; A-C PO-3B

FIELDING ONE

12—Double play; fly out; runner out at home; PO-RF A-RF PO-C (X-strikeout PO-C)
13—Strike out; PO-C
14—Base on ball; batter takes first
15—First and second on error; runner scores; E-LF
16—Hit by pitcher; batter takes first
17—Fly out; runner scores after catch; PO-RF
18—First on error; runner scores; E-SS
19—F.C.; batter to second; runner on third out in rundown; A-3B A-C PO-3B
20—SINGLE to second
C — runner holds (F scores)
D — runner scores
21—Out at first; runner scores; PO-1B
22—Safe at first; F.C.; runner scores on E; A-SS E-C *A-SS PO-1B; no score
23—SINGLE — pop fly falls safe; runner scores; second baseman and rightfielder collide and one is injured; second baseman unable to play next four games.
24—Double play; fly out; runner out trying for home; PO-SS A-SS PO-C
25—Double play — line drive; PO-2B A-2B PO-3B
26—C — SINGLE thru second; runner scores
D — Out at first; runner scores; A-2B PO-1B
27—Out at first; runner holds; A-3B PO-1B
28—C — Safe at first; runner out at home; A-SS PO-C
D — Out at first; runner scores; A-SS PO-1B
29—Out at first; runner holds; A-P PO-1B
30—Fly out; runner holds; PO-LF (F scores)
31—Fly out; runner holds; PO-CF (F scores)
32—Fly out; runner holds; PO-RF (F scores)
33—Bunt fly out; PO-P
34—High infield fly out; PO-1B
35—Foul out; PO-SS (W-base on balls)
36—Wild pitch; runner scores
37—Fly out; runner scores; PO-RF
38—Fly out; runner scores; PO-LF
39—Fly out; runner scores; PO-RF
40—Fly out; runner scores; PO-CF
41—C — Runner steals home; catcher is injured, unable to play in next seven games
D — Runner caught off 3rd;A-C PO-3B

"C" indicates the scoring when the infield is playing in. "D", the scoring when the infield is playing deep.

OPTIONAL BASE COACHING

1. Before each roll of the dice, with a runner or runners on base, the offense team manager may elect to "play it safe" with respect to the advancement of base runners following a single or a double or both. The specific runner or runners must be named (never the batter) and said runners will then advance just one base on a single (if stated) and two bases on a double (if stated) regardless of what the board indicates, WHICH MAY ALSO NULLIFY A SPECIFIED ADVANCEMENT OF THE BATTER OR PRECEEDING BASERUNNER. Such runners thus avoid those putouts that would have resulted from trying for the extra base, but also, by "playing it safe", may not advance any extra bases which the board states they otherwise would have reached safely.

2. The manager may elect to "play it safe" with respect to base advancement following a caught fly ball. The runner or runners must be named and said runners will then hold their bases on any caught fly, thus nullifying either a double play or a safe advancement as may be indicated on the playing board.

3. With a runner on third and NO OUTS ONLY (and if the bases are not full) the offensive manager may choose to "play it safe" on a ground ball WITH THE INFIELD PLAYING IN (C) ONLY. The runner on third then holds except on a hit or an error. Any throws by infielders that normally would have gone home then go to first base, PO-1B. This, of course, nullifies any catcher's errors on throws home or any other play at the plate following a batted ball.

In all above coaching, the runners "play it safe" must be names with respect to the above named situation, or situations (1, 2, 3) intended before the dice roll, or coaching option on that play is lost. BASE COACHING DOES NOT APPLY TO SACRIFICE AND HIT & RUN BOOKLET.