

## BASES EMPTY

- 1 — HOMERUN over right field fence  
 2 — TRIPLE to left center  
 3 — TRIPLE to right  
 4 — DOUBLE over third  
 5 — DOUBLE over first  
 6 — DOUBLE to right center  
 7 — SINGLE to right  
 8 — SINGLE to left center

IMPORTANT: Observe following changes:

	Against: Grade C Pitcher	Against: Grade B Pitcher	Against: Grade A Pitcher
8 — SINGLE to left center	8 — No change	8 — Fly out PO-CF	8 — Pop fly out PO-3B
9 — SINGLE over short	9 — Pop fly out PO-3B	9 — No change	9 — Strikeout PO-C
10 — SINGLE to center			

11 — SINGLE to left; batter steals second on the first pitch to next batter; one strike on batter

### FIELDING THREE

- 12 — Out at first; ground ball; PO-1B  
 13 — Strikeout PO-C  
 14 — Base on balls; batter takes first  
 15 — First on error; E-LF  
 16 — First on error; E-CF  
 17 — First and second on error; E-RF  
 18 — First on error; E-SS  
 19 — First on error; E-3B  
 20 — First on error; E-2B  
 21 — First on error; E-1B  
 22 — First on error; E-P  
 23 — First on error; E-SS  
 24 — Out at first; A-SS PO-1B  
 25 — Out at first; A-2B PO-1B (X-SO; PO-C)  
 26 — Out at first; A-2B PO-1B  
 27 — Out at first; A-3B PO-1B (X-SO; PO-C)  
 28 — Out at first; A-SS PO-1B  
 29 — Out at first; A-P PO-1B (X-SO; PO-C)  
 30 — Fly out; PO-LF  
 31 — Fly out; PO-CF  
 32 — Fly out; PO-RF  
 33 — Pop fly out; PO-2B (Y-SO; PO-C)  
 34 — Pop fly out; PO-SS (Y-SO; PO-C)  
 35 — Foul out; PO-C  
 36 — Ball  
 37 — Strike (W-Base on balls)  
 38 — Ball (W-Base on balls)  
 39 — Strike (W-Base on balls)  
 40 — Foul (W-Base on balls)  
 41 — First and second on error; E-SS

### FIELDING TWO

- 12 — Out at first; ground ball; PO-1B  
 13 — Strikeout PO-C  
 14 — Base on balls; batter takes first  
 15 — Fly out; PO-LF  
 16 — Fly out; PO-CF  
 17 — First on error; E-RF  
 18 — First on error; E-SS  
 19 — First on error; E-3B  
 20 — First on error; E-2B  
 21 — First on error; E-1B  
 22 — Out at first; A-1B PO-P  
 23 — First on error; E-CF  
 24 — Out at first; A-SS PO-1B  
 25 — Out at first; A-2B PO-1B (X-SO; PO-C)  
 26 — Out at first; A-2B PO-1B  
 27 — Out at first; A-3B PO-1B (X-SO; PO-C)  
 28 — Out at first; A-SS PO-1B  
 29 — Out at first; A-P PO-1B (X-SO; PO-C)  
 30 — Fly out; PO-LF  
 31 — Fly out; PO-CF  
 32 — Fly out; PO-RF  
 33 — Pop fly out; PO-2B (Y-SO; PO-C)  
 34 — Pop fly out; PO-SS (Y-SO; PO-C)  
 35 — Foul out; PO-C  
 36 — Ball  
 37 — Strike (W-Base on balls)  
 38 — Ball (W-Base on balls)  
 39 — Strike (W-Base on balls)  
 40 — Foul (W-Base on balls)  
 41 — First and second on error; E-P

### FIELDING ONE

- 12 — Out at first; ground ball; PO-1B  
 13 — Strikeout PO-C  
 14 — Base on balls; batter takes first  
 15 — Fly out; PO-LF  
 16 — Fly out; PO-CF  
 17 — Fly out; PO-RF  
 18 — First on error; E-SS  
 19 — Out at first; A-3B PO-1B  
 20 — First on error; E-2B  
 21 — Fly out; PO-1B  
 22 — Out at first; A-1B; PO-P  
 23 — First on error; E-LF  
 24 — Out at first; A-SS PO-1B  
 25 — Out at first; A-2B PO-1B (X-SO; PO-C)  
 26 — Out at first; A-2B PO-1B  
 27 — Out at first; A-3B PO-1B (X-SO; PO-C)  
 28 — Out at first; A-SS PO-1B  
 29 — Out at first; A-P PO-1B (X-SO; PO-C)  
 30 — Fly out; PO-LF  
 31 — Fly out; PO-CF  
 32 — Fly out; PO-RF  
 33 — Pop fly out; PO-2B (Y-SO; PO-C)  
 34 — Pop fly out; PO-SS (Y-SO; PO-C)  
 35 — Foul out; PO-C  
 36 — Ball  
 37 — Strike (W-Base on balls)  
 38 — Ball (W-Base on balls)  
 39 — Strike (W-Base on balls)  
 40 — Foul (W-Base on balls)  
 41 — First on error; E-3B

The playing and scoring of the APBA MAJOR LEAGUE BASEBALL GAME are governed by the Official Baseball Rules. Numbers 1 to 11, inclusive, constitute the hitting phase of the playing board, numbers 12 to 41, the fielding phase.

### PITCHING

Those hitting numbers under which lines appear may be altered according to the grade of pitcher against whom the team is batting. Always observe the grade of the pitcher and look for possible changes of those numbers which are underlined. "No change" always refers back to the D, or left, column and always means a base hit. Against Grade D pitchers there is never any change — the left hand column only is used. When a pitcher is withdrawn from the game make a note of the grade of the pitcher who relieves him. If his grade is different, a different column must be referred to when the underlined numbers come up.

Occasionally, pitchers may have A & C or A & B ratings. Always consider these pitchers as Grade A pitchers unless the A column happens to be a base hit. Then use the C or B column, as the case may be, for the final play result.

### INTENTIONAL WALKS

The defensive team manager may intentionally walk any batter by stating "Walk him" simultaneously with the roll of the dice. The dice roll, whatever it may be, is then ignored and the batter is given a base on balls. Intentional walks may not be called when the Hit and Run play or the Squeeze play is on.

### SACRIFICING

The offensive team manager may call for a sacrifice at any time when less than two are out. This is a Squeeze Play when third base is occupied. REFER TO THE SACRIFICE BOOKLET INSTEAD OF THE REGULAR PLAYING BOARD WHEN TRYING FOR A SACRIFICE.

### HIT AND RUN PLAY

The offensive team manager may call for a hit and run play whenever FIRST BASE or FIRST & THIRD BASES are occupied. REFER TO THE LAST TWO PAGES OF THE SACRIFICE BOOKLET INSTEAD OF THE REGULAR PLAYING BOARD WHEN TRYING THE HIT AND RUN PLAY.

Whenever third base is occupied the defensive team manager must state the position of his infield on each batter: "Deep" or "In." The infield must be "in" if it is expected to play for the runner on third going home on a ground ball. The batter holds a hitting advantage when the infield is playing "in," but the importance of the potential run on third base often makes the play for the runner at the plate mandatory. The infield is stronger when playing "deep," but the play is then for the batter at first, or for a double play.

IF THE DEFENSIVE TEAM MANAGER SHOULD FAIL TO CALL THE POSITION OF HIS INFIELD, THE PLAY IS SCORED AS "DEEP" (D).

### FIELDING

The fielding column to be used is determined by the total number of fielding points in the lineup of the defensive team (nine cards). Each player's fielding rating appears on his card after the name of his position.

IF THESE NUMBERS TOTAL 41 OR MORE, USE FIELDING ONE COLUMN

IF THEY TOTAL 36 TO 40, INCLUSIVE, USE FIELDING TWO COLUMN

IF THEY TOTAL LESS THAN 36, USE FIELDING THREE COLUMN

Re-count the fielding points and look for possible changes in the team fielding rating after each substitution in the lineups.

Should it be necessary, because of injuries or suspensions, to assign a player to a position not rated on his card, give the following position ratings:

Catcher — 4; Firstbaseman — 1; Secondbaseman — 4; Thirdbaseman — 2; Shortstop — 5; Outfielder — 1. If it becomes necessary to use a fielder as a pitcher, he must be considered a Grade D Pitcher with a fielding rating of 1 and a W.

If a dice roll is made and the same batter remains at the bat, as on an attempted steal, etc., the pitch, if not specified on the board, should be considered a ball on even numbers (like 38) and a strike on odd numbers (like 39). However, it is not likely that four balls or three strikes will ever be reached in this manner.

● Abbreviations ●  
 C — Catcher; P — Pitcher; 1B — Firstbaseman; 2B — Secondbaseman; 3B — Thirdbaseman; SS — Shortstop; LF — Leftfielder; CF — Centerfielder; RF — Rightfielder; SO — Strikeout; FC — Fielder's Choice; (\*) INDICATES THE SCORING WHEN TWO ARE OUT; DP — Doubleplay

A