

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
9 — SINGLE over short	8 — No change	8 — Fly out; PO-CF	8 — Pop fly out; PO-3B
10 — SINGLE to center	9 — Pop fly out; PO-3B	9 — No change	9 — Strikeout; PO-C

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 and second on error; E-LF
- 16 — SINGLE; batter to second on error; E-CF
- 17 — SINGLE; batter to 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
- 42 — Hit by pitcher; batter takes first

FIELDING TWO

- 12 — Out at first; ground ball; PO-1B
- 13 — Strikeout; PO-C
- 14 — Base on ball; 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 — 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
- 42 — Hit by pitcher; batter takes first

FIELDING ONE

- 12 — Out at first; ground ball; PO-1B
- 13 — Strikeout; PO-C
- 14 — Base on ball; 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
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- 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
- 42 — Hit by pitcher; batter takes first

The playing and scoring of the **APBA PROFESSIONAL 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 42, the fielding phase.

†On certain player cards an asterisk () may follow a play result number. If that number allows the batter to reach first or second base safely, AND IF THE NEXT BASE IS UNOCCUPIED, he steals the next base on the next pitch, which is scored a ball.*

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.

Certain players may have the numbers 7, 8 and/or 11 in the second columns of their cards. When any of these numbers is found in the second column of a player card, it is not subject to normal grade changes. Always use the left (Grade D) column in these cases, no matter what the pitcher's grade is.

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 has already been called.

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.

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).

• 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; DP — Doubleplay; (*) INDICATES THE SCORING WHEN TWO ARE OUT

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