

PITCHING & DEFENSE

Play result outcomes 1 through 11 on the play charts are based on the pitcher's grade and outcomes 12 through 42 are based on the team's fielding rating.

When you're batting, stick to the play-result charts that apply to the opposing pitcher's rating, except when there's a 7, 8 or 11 result from the second column of a player card. Then you use the Grade D Pitcher column no matter the pitcher's actual grade.

If you see a W, X, Y, Z or ZZ in parentheses on the pitcher's card, apply those rating to the game outcome. They'll change results slightly.

Occasionally, extremely good pitchers may be graded A&B or A&C. Treat them as Grade A pitchers unless the Grade A Pitcher column results in a hit. When that happens, use the Grade B Pitcher or Grade C Pitcher column instead.

An asterisk right after the pitcher's grade on his card means he should be used only as a relief pitcher, unless he has one grade on his card without an asterisk for starting and a second grade with an asterisk for relieving. Then he can do both.

OPTIONAL PITCHING RULES FOR ADVANCED GAME PLAYERS

Grade Reduction:

If a pitcher allows five earned runs in three or fewer consecutive innings, reduce his grade by one letter immediately after the fifth earned run scores. If he remains in the game, reduce his grade one additional letter for every five earned runs he allows within three consecutive innings. In other words, if a Grade B pitcher gives up one in the first, two in the second and two in the third, his grade is reduced to C immediately after the fifth run scores. If he remains in the game, his grade can continue to be reduced 1 additional letter for every 5 earned runs he allows within 3 consecutive innings. His grade can't go below D. Grade A7B pitchers are first reduced to A&C and A&C pitchers are first reduced to A.

TIP: Pitchers deteriorate quickly when you're using grade reduction. Since there's no fatigue factor for relievers, there's no reason not to yank an ineffective starter in favor of a fresh reliever.

Grade Advancement:

If a D pitcher allows no EARNED runs in any 5 CONSECUTIVE innings, his grade is advanced to C

If a C pitcher allows no EARNED runs in any 6 CONSECUTIVE innings, his grade is advanced to B

If a B pitcher allows no EARNED runs in any 7 CONSECUTIVE innings, his grade is advanced to A

If an A pitcher allows no EARNED runs in any 8 CONSECUTIVE innings, he will NOT THEN be affected in subsequent innings by the grade-reducing factor described above. He cannot, however, advance his grade beyond A. Likewise, A&C and A&B pitchers cannot advance their grades.

These grade raises are cumulative. For example, if a C pitcher goes 6 (consecutive) innings without allowing an EARNED run, he is a B pitcher at the start of the next inning and can advance to Grade A by pitching one more inning (7 consecutive) without allowing an EARNED run.

When a relief pitcher enters a game in mid-inning, increase his grade by one letter only against the first batter he faces and only if that batter bats from the same side the pitcher throws. In other words, if a left-handed pitcher is brought in to face a left-handed hitter, the pitcher's grade is increased one letter. This doesn't apply at the beginning of an inning or if a pitcher is a grade A, A&C or A&B pitcher.

All these optional pitching rules apply only to the game in progress. None carry over to subsequent games.

Defensive Ratings:

Defense affects play outcomes for numbers 12-42 on the playing charts. If your nine fielders' points total 41 or more, use the Fielding One column; 36-40 points, use the Fielding Two column; 35 or fewer points, use the Fielding Three column.

TIP: See why having a couple of defensive liabilities doesn't really hurt you? It's the aggregate fielding total that really matters, not how many players grade out.