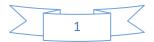# NATIONAL PASTIME - NEXT GENERATION+

How to Play

National Pastime - Next Generation Plus (**NPNG+**) follows the rules of Big League Baseball. NPNG+ is a great simulation of baseball that produces stats that are very similar to actual yet plays smoothly. In order to obtain similar stats to actual, many ratings have been given to each ball player involving most every phase of the game. It may take a game or two to catch on to all the power packed into NPNG+.   Your play time will continue to improve; the statistics that result will amaze you.

Step 1. Pull out the nine (or ten if the Designated Hitter is being used) player cards representing your starting lineup for each of the two teams and place them in batting order. We make a lineup sheet available with each season set. You can also go to the Internet to find actual lineups which will help make a season replay that you may wish to take on a little more accurate.

Step 2. If you plan to keep score, fill out the score sheet (a sample has been provided). You can keep score on any type of paper or even use the computer. Or you may choose to not even keep score. It makes game play flow a little more quickly if you keep score and have the fielders' ratings and pitcher ratings listed in front of you. If you don't want to take the time to write them down, you can always refer to the appropriate player's card.
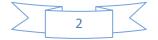
A look at the Player Cards first

1980 New York	1980 Kansas City
Bat / Throw: R / R Ht / Wt: 5-11 166	Bat / Throw: B / L Ht / Wt: 6-1 / 185
Willie (Mickey)	**Larry**
# RANDOLPH	# GURA
AB-513 HR-7 SB-30 OBP-.427 SLG-.407 BA-.294	GS-36 IP-283.3 W-18 L-10 S-0 K-113 WHIP-1.23 ERA-2.95
(G) Secondbaseman (22r1)	**(P) Pitcher (0r3)**

	vs R: 24 Z2 K1 PHR-R 2 WP1
	vs L: 46 Z3 K3 PHR-L 0 HP- Bk0

11- H - 1	31- 14 - 6	51- 9 - 6		11- 8	31- 13	51- 13
12- 13 - 8	32- 26 - 8	52- 27 - 7		12- 25	32- 26	52- 27
13- 14 - 11	33- H - 1	53- 20 - 11		13- 13	33- 9	53- 21
14- 30 - 7	34- 31 - 7	54- 32 - 7		14- 30	34- 31	54- 32
15- 11 - 3	35- 14 - 11	55- 8 - 2		15- 13	35- 13	55- 13
16- 28 - 7	36- 13 - 10	56- 45 - 11		16- 28	36- 33	56- 34
21- 32 - 11c	41- 28 - 8	61- 36 - 11		21- 30	41- 24	61- 23
22- H - 2	42- 14 - 6	62- 14 - 11		22- 29	42- 13	62- 13
23- 12 - 11c	43- 29 - 7	63- 31 - 7		23- 12	43- 29	63- 13
24- 27 - 7	44- 7 - 2	64- 44 - 11		24- 13	44- 13	64- 36
25- 8 - 3	45- 14 - 11	65- 35 - 8		25- 13	45- 14	65- 35
26- 14 - 11c	46- 45 - 10c	66- 6 - 1		26- 13	46- 13	66- 8

Bunt-4 H&R-3 Inj-2 © 2014 GMI, LLC	Bunt-1 H&R-0 Inj-2 © 2014 GMI, LLC

Let's look at a batter's card and a pitcher's card to make sure we know where our player ratings are located on each. Both cards have a year and team name at the top. If a player played for multiple teams during the season, he will have a player card for EACH team played for during the season. You'll be able to tell which card is which if the same player's cards are side-by-side simply by looking at the top line. It tells you for which team the ratings on the card are computed. Also, the Junior Circuit year and team name is in red. The Senior Circuit year and team are in blue.

Just below the year / team name line, you'll see personal information about the player. Most of the information is just to add to interesting information about that player. However, NPNG+ is based on the righty-lefty match-ups between pitcher and batter. You will probably refer to the Bat / Throw area a lot. NPNG+ ratings are based on which way the batter bats and with which hand the pitcher throws. If the batter has a "B" (for being a switch hitter -- batting
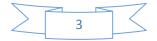
"Both"), you'll know if there is a left-handed pitcher on the mound, the batter will be batting from the right side -- and vice versa.

Following the player's name will be a listing of his actual stats for the season -- based on the year and team name listed on the top line. The info on this line is different depending on whether the player is a pitcher or plays any of the other positions. Pitchers stats include: (GS) games started; (IP) innings pitched; (W) wins; (L) losses; (S) saves; (K) strikeouts (WHIP) walks and hits allowed by the pitcher per inning and (ERA) earned run average. The other players have the following stats: (AB) at bats; (HR) home runs; (SB) stolen bases; (OBP) on base percentage; (SLG) slugging average and (BA) batting average. Batter (HR) home runs may come in to play on the boards. Some play number 6's are turned into 1's in some instances. In order for this to happen, the batter had to hit at least one home run in the season. This is where you can get that information quickly.

After the player's stats, there will be one or two lines of fielding ratings depending on the number of positions played. The fielding ratings are preceded by the base running ability of the player. All players' first line of fielding will begin with a (G), (D) or (P). These ratings stand for: (G)ood, (N)ormal or (P)oor. This rating is the player's ability to score while on base. Several plays on the boards have a variation of play based on the base runner's ability.

The next section of the player's card has a line across the top and bottom. If the player is a pitcher, you will see information between the lines. Otherwise, this section will be blank with a couple of exceptions. (1) A catcher's PB (passed ball) rating will show up on the right of this area and (2) a player with Special Base Stealing ratings have an entry in this area. Refer to this area normally as the Pitcher's rating section. NPNG+ assigns three pitching grades, three strikeout ratings, three control ratings and three PHR's to each pitcher. **YOU NEVER USE ALL THREE**. **NPNG+ has some optional play features and this is one of them**. If you wish to use NPNG+ to its fullest, use the first set of grade, strikeout and control ratings against all right handed batters. These ratings are easy to find because the line begins with "vs R:". Against all left handed batters, use the second set of ratings that begin on the card with "vs L:". If you are the type of player that does not care about pitcher - batter matchups or does not want to deal with switching the pitcher's ratings based on a batter's place at the plate, then you can use the third set of ratings ONLY (ignoring the vs R, vs L ratings). The combined rating is on a separate report (along with the SSTAM and RSTAM ratings) on the web site. The same ratings are used no matter whether the batter is a righty or lefty. In addition, each pitcher may have ratings for **HP**, **WP**, **Balk**, **SSTAM**, **RSTAM** and **PHR**.

Looking at the Larry Gura card above, use the rating **24 Z2 K1 PHR-R 2** when right-handed batters face him. Use the rating **46 Z3 K3 PHR-L 0** against left-handed batters. **OR YOU CAN USE 31 Z2 K2 PHR-2** (taken from the report on the web site) against **ALL** batters Larry faces (but lose the NPNG+ lefty - righty feature).

Pitching Ratings Explained

Let's first look at Gura's ratings against right handed batters (**RHB**). The **24** is his pitching grade against all RHB. On the Play Boards, play result numbers (**PRN**) 7 thru 10c, there will be times when there are two columns on one PRN. One column is labeled "H" and the other "O". The **24** in Gura's rating means that whenever there is are "H" and "O" rows on the play, re-roll the dice. If the new dice roll is GREATER than **24**, use the row labeled "H" for the play result. If the new dice roll is LESS THAN or EQUAL TO **24**, use the row labeled "O" for the play result. The "H" and "O" stand for Hit or Out. This rating is the key to generating more accurate statistics for each pitcher (and batter) in NPNG+. More on this later. The (K1) in Gura's rating against RHB is his strikeout rating. Any play appearing on the Play Boards with a notation at the end that involves K1 will change that play from a strikeout to a different type of play. If the rating had been K3, K4, K5, K6 or K7, when noted on the boards, these change fielding plays into strikeouts. The (Z2) in Gura's rating against RHB is his control rating. A Z2 may change a walk to 2 balls and gives the batter another chance to roll. More on that later also. Against left handed batters (**LHB**), Gura has the rating **46 Z3 K3 PHR-L 0**. Gura's hit-by-pitch rating is blank (HP-) which means he's average. He cuts loose of a wild pitch now-and-then with a WP1 rating. He doesn't balk -- Bk0.

SSTAM and RSTAM -- optional playing feature

The SSTAM and RSTAM ratings are stamina ratings intended as a guideline as to how long you should leave a pitcher in the game. These ratings are not found on the NPNG+ cards but rather, show up in a separate report on the web site. Look for a report labeled **Pitcher Combined Ratings and Stamina Ratings**. SSTAM is used when the pitcher is being used as a starter. RSTAM is used when he is being used as a reliever. Each SSTAM and RSTAM rating is based on the number of batters the pitcher actually faced in each situation on average. You DO NOT have to use this feature. These ratings are actually another optional feature that NPNG+ offers. Each stat for each pitcher is based on the actual stats produced. If you use each pitcher in a similar way to how he was actually used, he should produce results very close to what he produced for his real manager. But as an incentive to not overuse pitchers, if you use SSTAM and RSTAM, there should be a penalty of one point subtracted immediately on the first batter he faces **past** his SSTAM or RSTAM rating. One additional point is subtracted from the pitcher's grade each inning thereafter. Remember that the Pitcher's Grade is a dice roll number. So, if

you are using this feature and his grade is **41** when it's time to reduce by one, the grade becomes **36**. You can't roll a 40.

How to use the SSTAM and RSTAM: Using Gura's rating as an example; we see that his SSTAM rating is **33**. He has no RSTAM rating because he did not make an appearance during the season as a reliever. This means that Gura as a starter can face 33 batters without any grade reduction. Now, if he is getting shelled with six or seven runs in the third inning, you'll want to take him out even before the 33 batters. You don't have to count how many batters he's faced if he is staying in the game late until the opposing team is three times through the lineup (3 times 9 batters is 27). Then you have to start paying attention because he will reach his 33th batter after the sixth hitter bats the fourth time (3 times thru the lineup * 9 batting slots per lineup + 6). When the seventh batter in the lineup comes up, **subtract** 1 from both the "vs R" and "vs L" grade (or to the "vs C" grade if you are not using the "vs R" and "vs L" ratings). Beginning with the seventh batter the fourth time thru the lineup, Gura's pitching grade goes to (23) against RHB and (45) against LHB. If you choose not to use the "vs R" and "vs L" feature and opt for the "vs C" rating, you would then use (26) against all hitters.

Main Section (of a Player Card)

The section referred to as the Main Section of a player's card is the largest section of the card and contains the dice roll numbers (**DRN**) 11 thru 66 and one or two play result number(s) (**PRN**) next to each one. When a batter comes to the plate, this is the section you begin with each and every time. You simply roll the dice and read the red die first, then the white. Go to the Main Section of the batter's card, find the DRN and get the PRN next to it and then refer to the proper Playing Board base situation. If the PRN is an "H", you roll a second time, refer to the Hit Table (which is the second column of the card if present) and then take the PRN from the second column to the play boards.

Hit Table

The Hit Table (second column) is used to further break down the types of hits and number of stolen base and caught stealings a batter needs to duplicate his real life stats. If you look at the first column and see NO "H" in the three columns of PRNs, then the second column (Hit Table) will be blank. If the DRN has an "H" next to it in the first column, then you'll need one more dice roll. Roll the dice a second time and refer to the second column (Hit Table).

Let's look at the Willie Randolph player card. You'll notice that if you roll an "11" and refer to the first column for Randolph, you find a PRN of "H". That means you need to roll one more time and refer to the second column (Hit Table) on his card. Looking at Randolph's Hit Table; if the second dice roll is "16", use PRN 7 and go to the proper Play Board (depending on the base situation) looking up PRN 7.

VERY IMPORTANT: ANY PRN that comes off the second column (Hit Table) **IS NOT** subject to yet another re-roll to see if it is a hit or an out. In the example above, if you refer to the Playing Boards and when checking the PRN 7 result, DO NOT re-roll even though there is an "H" and "O" row on it! Go directly to the "H" row. In other words, the pitcher's rating DOES NOT affect ANY PRN coming off a batter's second column (Hit Table).

Last line of the batter's card

On the last line of all Player Cards, every batter will have ratings for bunting/BFH, H&R and Inj.

NPNG+ allows you to bunt in ANY base situation. If the bases are empty, the batter will of course be bunting for a hit. If there are statistics to base this feature on, the bunting/BFH rating will be two numbers separated by a "/". A look at Randolph's card shows his rating in this area as 4. In this example, since there is just one number, the 4 is used when there is at least one runner on base, the bunt for a hit is not available for seasons where the Player Card only has one number for the Bunt rating. If the rating were 4/5, the "4" would be used with runners on base. The "5" would be used when there are no base runners and the Player is bunting for a hit. Later on in this booklet, there is a discussion on bunting.

The next rating in this section is H&R. On Randolph's card his rating is H&R-3. Use this rating with the Hit & Run card and base situation board that matches. In NPNG+, you can hit and run with runners at first, first and second or first and third. See the discussion on Hit and Run.

Lastly, there is an injury rating. Randolph's injury rating is Inj-2. The lower the number, the fewer games players will usually miss because of injury. There is also a discussion later on concerning Injuries.

Let's "Play Ball!"

We're in Kansas City. New York has come in to town to play game 1 of the Championship Series. The starting pitchers are Ron Guidry vs Larry Gura.

Willie Randolph will lead things off against Gura. We roll the dice and we have a 34. We go directly to the Main Section of Randolph's card and see "**34**- 31". **34** is the dice roll number (**DRN**) and 31 is the play result number (**PRN**). So we look at PRN 31 on the Bases Empty boards. The play result: "Fly out; **PO-CF**". Randolph starts out the Championship Series with a fly out to Amos Otis in center field. Many plays are just this easy to do in NPNG+.

Let's move on to the second batter

Bucky Dent bats second; with one out. Looking at Dent's card in the Main Section of the card -- we roll a "35". Looking up a DRN of 24 we see "**24** - 13". Using PRN 13 and still using the "Bases Empty" boards, we see that on PRN 13 we have the play "Strikeout; **PO-C** (**K1** - Out at first; **A-3B PO-1B** * Strikeout; **PO-C**)". We first check Gura's card to check his "K" number against a right-handed batter (RHB). Gura has a "**K1**" against RHB. The play goes as "Out at first; **A-3B PO-1B**".

NOTE: "K1" pitchers are those that do not strikeout many batters. This can be critical. In this example, it doesn't make much of a difference -- the batter is out on a ground out to third rather than a strikeout. Pitchers with a "K1" rating not only don't get the strikeout, but runners many times will advance into scoring position on the play. If there had been two outs (as shown by the "*") or if Gura's K rating was **K2** thru **K9**, the play result would have been a strikeout.

Third batter up

With two outs, Bob Watson steps to the plate. Referring to the Main Section of Bob's card, we roll a "33". We look on Watson's card and see "**33**- H". The "H" tells us we need to re-roll the dice and use the Hit Table which in located in the second column. The re-roll is 56. Checking the second column on Dice Roll 56 gives us a "1". We take the PRN 1 to the "Bases Empty" boards and see "**HOME RUN** to right center field".

Sometimes you will see a possible change on on PRNs 1 and 6 that are DOUBLEs and HOME RUNs. NPNG+ uses PHR (Pitcher Home Run) ratings and also PF (Park Factor) ratings to adjust the number of home runs a pitcher gives up and a batter hits.

Each ballpark is given a rating of either **PF1**, **PF2**, **PF3**, **PF4** or **PF5**. These are called Park Factors and can be found on web site. The Park Factors vary from year-to-year for the same

park. Some parks may have a factor that changes your double into a home run or your home run into a double. These are based on the stats from the particular season you are playing.
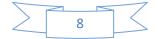
Fourth batter up

Reggie Jackson steps to the plate with New York already up 1-0. Referring to Jackson's playing card, the Main Section, we roll a "45". On Reggie's card we see "**45**- 14". We take the PRN 14 to the Bases Empty playing board and next to the 14 we see "Base on balls (**Z3** or **Z4** - 2 Balls)". Reggie bats left handed and when we refer to Gura's card on the pitcher's rating line for "vs L:" we see a "**Z3**". Jackson is now batting with a 2-0 count. You roll the dice again and roll a 62. Looking at the Main Section of Reggie's card, we see "**62** - 14". The 14 on the Bases Empty playing board is the same as last. The difference is, Reggie already has a 2-0 count. Gura's **Z3** control rating against LHB doesn't prevent the walk. He throws two more out of the strike zone and Jackson takes first.

Fifth batter up

Eric Soderholm (RHB) steps in with two out and Reggie on first. We roll a "31". Referring to Soderholm's playing card in the Main Section, we find "**51**- 8". Referring to the "Runner on First" playing board, we come down the PRN column to "8". We notice that the **8** has two rows -- one labeled "H" and the other "O". Since the "8" came from the first column of Soderholm's card (when we rolled the **51**), we have to roll a second time to find out whether we use the "**H**" row or the "**O**" row. We'll say that the roll is "62". Since the dice roll is **higher** than Gura's grade against right-handed batters of "24" we know it's a hit; use the row labeled "**H**" on PRN 8. The play reads "**SINGLE** - line drive to left; runner to second". If the second dice roll was "22" instead of "62", the "22" would be **less** than the grade of "24" and then the row labeled "O" would be used.
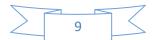
Sixth batter up

Rick Cerone is up next with Soderholm at first and Jackson on second and two outs. We roll a "53" and then refer to the Main Section of Cerone's card. We'll find "53- 19". Going to the "Runner on First and Second" boards and to PRN 19, we see a "3B" in the Pos column. We also notice that there are two rows -- one labeled "**O**" and another "**E**".

We first need to check the third baseman for an error. The third baseman at this time is George Brett and his rating at third is "3B-25r2". The fact that there is a fielding position listed in the "Pos" column of play number **19** with Runners on First and Second tells us that we need to re-roll one more time. George's rating is "25" -- the first number in the rating shown above -- just before the "r" in his rating. If the dice roll number is HIGHER than 25, we use the "O" row for the play result. Otherwise, we use the "E" roll for the play result. Our second roll is "65". We go to the "O" row (the rolled "65" is HIGHER than Brett's "25" rating at third) and now see there are three columns. Looking at Brett's rating at third one more time, the number AFTER the "r" is the range / ability rating. This tells us to use column two of the "O" row for the play. The play reads "Fielder's choice; runner out at second; other to third; **A-3B PO-2B**". Brett takes the ground ball and fires it to Frank White at second for the force play to end the inning.

We've just gone through a "hard" inning -- one that required a lot of checking and extra dice rolls. Most innings will not be this challenging. But going through these six batters was like "boot camp" and you probably needed the training. As stated before, there usually isn't this much checking and you will memorize a lot of the plays and techniques which will make game-playing that much easier as you get deeper into your schedule. If you understand what we did in these six batters, you are ready to tackle anything.

Miscellaneous Topics

The purpose of this section is to further discuss topics that may come up in your play that you may have a question about. Hopefully these explanations will answer those questions.

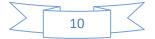## Doubles changed to Home Runs and vice versa

Park Factors

If a PRN description has a note on the play, you'll need to check to see if a change is necessary. Two things can cause a play change. One is the Park Factor; the other is the Pitcher's PHR rating. The notes on the boards are pretty self-explanatory. An example of a Park Factor change; please refer to the board "Runners on First and Second" and PRN **1**. There is a note after the Home Run description that says "(If the Park Factor is **PF1**, score as PRN **3** below)". Checking the Park Factor chart for the home team, if it is listed as **PF1**, then the play changes to "**DOUBLE** to deep center; runners score". Otherwise, on all other PF ratings, the play stands as a "**HOME RUN** to right center field". A similar situation can happen on PRN **6**. An example would be "Runner on Second". Looking at PRN **6**, in this case, if the Park Factor for the home team's field is **PF5**, the play changes to "**HOME RUN** to deep right".

Pitcher PHR ratings

The PHR rating is the method NPNG+ uses to control how much home run power a pitcher gives or takes. The PHR is Pitcher Home Run rating. All pitchers have three of these. PHR-R is the rating you would use against right-handed batters; PHR-L against lefties. Also, if you are using the NPNG+ Combined Pitcher ratings option, there is a PHR-C to be used when necessary regardless which side of the plate a hitter is on.

An example can be found on the "Bases Empty" board, PRN **6**. There is this note on that play, "(If this is a first column **6** and the pitcher has a PHR **0**, score this as PRN **1** above.)". If the PRN **6** came from column one of the batter's card AND the pitcher's PHR rating against this batter (depending on whether he bats righty or lefty), then the play changes to "HOME RUN to right center field". A PHR **0** pitcher gives up a higher number of home runs.

Home runs can be switched to doubles by other PHR ratings for pitchers. Watch the Playing Board notes. They will guide you thru the process.

RULE OF THUMB: With two exceptions, you should never roll more than twice to get any play result. Any PRN that comes from column two of the Player's Card (Hit Table) **ALWAYS** uses the "H" row of hit numbers 7, 8, 9, 10 or 10c. Since it took two rolls to arrive at these numbers (one giving you an "H" in row one and the second giving you the second column number to go to the play boards with. In this instance, DO NOT roll a third time to check against the Pitcher's Grade on whether or not these are a hit. Second column hit numbers are ALWAYS a hit.

Exception 1: If you have a play result that gives a result of (2 - Balls), if your next roll results in a type of play that requires two rolls, you actually have three total.

Exception 2: If you choose to use the optional Fielding Distribution chart whenever you receive a first column 15 thru 23, you'll need two more rolls to find the result. Refer to the Fielding Distribution chart for a full explanation on this.
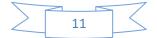
Hit or an Out

Sometimes you will see rows "H" and "O" next to PRNs 7, 8, 9, 10 and 10c. If the dice roll on the first column of the Player's Card gives you one of these PRNs, you will need to do a re-roll and check that roll against the Pitcher's Grade. If one of these PRNs is read from the Hit Table (second column of the Player's Card), you've already rolled the dice twice, so just go directly to the "H" row of the PRN.

The Pitcher's Grade combined with the hit numbers coming off the batter's card determines the chances of a hit or an out. Over the course of a season, the batters' and pitchers' stats should come out very close to accurate.

To see if the 7, 8, 9, 10 or 10c from the first column of the Player's card is a hit or an out, re-roll the dice and compare it to the Pitcher's Grade. If the re-roll is higher than the Pitcher's Grade, use the row labeled "H" -- it's a hit. If the re-roll is less than or equal to the Pitcher's Grade, use the row labeled "O" -- it's an out. Be sure you are using the appropriate Pitcher's Grade depending on whether the batter is batting right or left. If you are using a combined Pitcher's Grade, use it on all batters instead.

Example: The bases are empty. We roll the dice for our next batter (a left-handed hitter) and get a DRN of "55". We check the batter's card in the Main Section of the card and see "55- 9". We check the PRN of "9" on the Bases Empty board and find there is an "H" row and an "O" row. Since the "9" came from the first column of the batter's card, we need to do the check. For this example, we'll say the Pitcher's Grade for left-handed batters is (**31**). This tells us that when we roll the dice a second time for this batter, if we roll higher than "31", the batter gets a hit and you refer to the row labeled "H" on PRN 9. If the dice roll is a "31" or less,

use the row labeled "O" on PRN 9. We roll a "13". Our play for this batter is "Pop fly out; **PO-2B**".
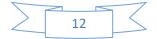
Infield Positioning

Of course we are only talking about the first baseman, second baseman, shortstop and third baseman when discussing Infield Positioning. When the opposing team has a runner on third, the defensive manager should call whether he is playing the infield "In" or "Deep". He can name differing positions at different depth also. In other words, he can call "In at the corners only". This is an important decision because the play could very well change based on whether a particular infielder was playing "In" or "Deep".

Taking a look at the "Runner on Third" board, let's talk about PRN 19. If after you've determined on your second dice roll that this play is an Out rather than an Error, notice the play difference in playing "In". If the defensive third baseman has a range of 1, a SINGLE gets past him and the runner on third scores. If a range of 2, the third baseman gets the runner at first but the runner scores. If the third baseman has a range of 3, he gets the runner out at home.

You might ask about the example above wondering if it is worth it on the range 2 third baseman to be playing "In". You are correct that playing "Deep" would have resulted in the same play. But he didn't get the runner at home because his range / ability was such that he knocked the ball down but it rolled away from him and his only play was to first (let's say). Whereas the range 3 third baseman was able to handle the play and get the runner at home. In other situations, it will benefit the manager to play in with a range / ability 2 third baseman.

IMPORTANT: The defensive manager must position his infield BEFORE the dice roll to the batter. If nothing is said, the infield is considered "Deep" at all positions.

NOTE: There is one play concerning the infield positioning that may be confusing. Let's look at the "Runners on First and Third" boards and PRN 22. There is a "C" in the Pos column noting that the play is the catcher's to make. There is also a row for an Out or Error and a row within for In and Deep. On this particular play, you check for the Out or Error first -- just as you always do by rolling the dice a second time (the first gave you the PRN of 22 off the batter's first column). Then use the catcher's Range/Ability rating to see which column to use. Lastly, you notice that no matter whether the infielder is "In" or "Deep" the **Catcher's** Range / Ability 1 will involve the third baseman, 2 will involve the short stop and 3 will involve the second baseman. That's the fielder (3b, ss or 2b) who determines whether you will use the "In" or "Deep" row for this play. The catcher does not play "In" or "Deep". Now you know why a **NOTE:** was devoted to this play alone ☺

Two (2 - ball) plays in a row on the same player

It takes four balls to walk. You will sometimes see the Pitcher's Control rating change a walk to just 2 balls. These are the control pitchers with (Z1, Z2, Z3 and Z4). But, if you have two of these come up **on the same batter**, you've got four balls and a walk.

K ratings for pitchers

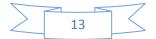Pitching grades can be K1 thru K9.

The higher the K rating for a pitcher the more strikeouts per batters faced he will get. In fact, a K1 will not only reduce the number of strikeouts a pitcher gets but can affect runner advancement because the pitcher DIDN'T get the strikeout.

Pitcher strikeout ratings are "stand alone" NOT cumulative. In other words, if the notation at the end of a play says "(**K4**, **K5**, **K8** and **K9**; Strikeout; **PO-C**)", ONLY pitchers with a strikeout rating for this particular batter of K4 or K5 or K8 or K9 get the strikeout. Otherwise, the play stands and is NOT changed to a strikeout. Some may ask if a K6 or K7 gets a strikeout in this case. The answer is NO -- only the four ratings listed get the strikeout.

Some plays may end with (**K6 - K9**; Strikeout; **PO-C**). This means K6, K7, K8 AND K9 get the strikeout. Pitchers with a strikeout rating of K1 thru K5 do not get the strikeout.

Hit Table (2nd column) Numbers

Whenever you toss the dice roll number (DRN) that corresponds to an "H" in the Main Section of a batter's card, you roll one more time and refer to the batter's Hit Table (just below the Main Section). ANY PRN coming off the Hit Table (the second column on the Player's card) is NOT subject to ANY base number checks. That means that second column 7's, 8's, 10's and 10c's don't need to be checked -- go directly to the "H" row of that PRN (if there was an "H" or "O" row for that play). An easy way to remember is that since you've already rolled twice to get a Hit Table (2nd column) PRN; you DO NOT have to roll a third time on this play!

A second HBP within a 9-out period

If any pitcher throws a second hit-by-pitch within any 9-out period -- even if it involved different pitchers or even different teams -- the pitcher who throws the second hit-by-pitch and his manager are ejected from the game and both benches are warned.

In addition, any other hit-by-pitches thrown after the initial two for the rest of the game, that pitcher is also ejected.

Playing Board notation - "*"

On many of the playing boards, you will see the "*". This indicates the scoring of that play when there are two out. An example might be: "Fielder's choice; runner out at second; batter safe at first; **A-P PO-SS *** Out at first; **A-P PO-1B**".
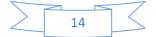
The reasons for the "*" can be different depending on the situation. But in the example above, if a pitcher fielded a ground ball back to him with two outs, normally he would get the runner at first instead of the harder throw to second.

Errors

Fielding errors usually will occur when checking a fielder on PRNs 15 thru 23. However, they can occur elsewhere. Anytime a PRN has the "O" and "E" rows within it, you must check the fielder listed in the Pos column for an error. Examples of this are PRNs 39, 40 and 41 on the Bases Empty board. And you will find them at other places. This allows each fielder to be more finely tuned for his ability to field or to make errors as he did for his real life manager.

You may have come to this section wanting to know how to check a fielder for an error. ANY PRN that has a Pos column entry and both an "O" and an "E" row in it requires a re-roll to check for an error.

Example: With a Runner on Second we roll for the batter and get a DRN of **53**. We look at the batter's Main Section and find "53- 15". When we look at the Runner on Second boards under PRN 15, we find "LF" in the Pos column and both the "O" and "E" rows within it. We check the player's rating who is currently in left field and see it is (LF-14r3a3). The first number "14" is the left fielder's error rating and we roll the dice. If we roll HIGHER than "14" we use the "O" row of PRN 15. If we roll "14" or less, we use the "E" row. Let's say we rolled "12". The left fielder has made an error. Referring to PRN 15, the "E" row; we see that there are three columns depending on the left fielder's range / ability rating. Looking at his rating, checking the number following the "r", we see a range of 3. That tells us to use the third column labeled "Range / Ability 3". The play goes "First on error; runner to third; **E-LF**".

NOTE: If the fielder's rating (the number before the "r") is "0", you do not have to roll the dice again because you know the fielder cannot make an error on the play -- use the "O" row. If the fielder's rating is "66", you do not have to roll the dice again because you know he makes an error on the play -- use the "E" row.
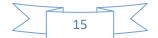
Optional Fielding Distribution Chart

Play Result Numbers (PRN) are assigned on player cards in a particular manner. Usually, players who play in the outfield have either a 15, 16 or 17 on their hitting card. Other non-pitchers usually have 18 - 21 and an occasional 23. Pitcher cards (while batting) have 21s and 23s. Some gamers prefer that these numbers be more evenly distributed throughout the lineup. In other words, some prefer that all numbers have a chance to come up during game play no matter what position the batter normally plays. If you feel the same way, NPNG+ has an option to do that spreading of PRNs 15 thru 23.

Any time you roll the dice the first time for a new batter and the first column result is 15 thru 23, you may optionally refer to the Fielding Distribution Chart. Roll the dice a second time and refer to the chart. The chart will give you a new PRN of 15 thru 23. Then use the new PRN to go to the Game Boards. You'll need to roll a third time to see if an error is made.

Outfielder Assist Rating

In case you are wondering where to find the outfielder's assist rating, it's part of the fielding rating for the field he is playing in. In other words, an outfielder may have a rating for LF, CF and RF. His fielding, range and assist rating may be different at all three positions. First, find where he is playing -- left, center or right. For our example, you determine that he is playing center. Refer to his card, in the line or two directly under the player's name. You'll see "(CF" followed by his ratings. An example: Willie Wilson of the 1980 Kansas City team plays two fielding positions. The line after his name reads: (G) (LF-23r3a2)(CF-16r3a1). The (G) is his base running ability -- not applicable to what we are discussing here. Next, the two positions Wilson plays are listed and left field is first because it was his main position. Wilson's rating in left is: (LF-23r3a2). His assist rating while playing centerfield is **2**.

Looking at the rest of his rating in left -- the 23 is the dice roll number to find out if Wilson makes an error -- above dice roll 23 is an out; 23 and below is an error. The "3" after the "r" means you use a Range / Ability column of 3 for him playing left field.

IMPORTANT NOTE: The outfielder's assist rating is unique in that it, rather than the usual range rating, is used on PRNs 30, 31 and 32 of ALL play situation boards. The range rating in all other circumstances determines which of three fielding columns to use. But PRNs 30, 31 and 32 involve a large number of outfielder throwing plays. Therefore, it only makes sense to use the assist rating rather than the range rating on these three PRNs. The rows for these three plays are highlighted in gray on the base situation boards that require a check on the assist rating. Please see the boards and the explanation of the boards.

Playing a Base Runner "Safe"

The manager of the team at bat may wish to play runners on base "Safe". This must be called before the **first** roll for **EACH** batter. The specific runner must be named. If there is a runner on first and third, you may use "Safe" for the runner on first but use "Normal" on the runner on third. "Safe" cannot be used for a batter. When "Safe" is called for a runner, that runner advances only one base on SINGLEs and two bases on DOUBLEs. But they CANNOT be thrown out taking an extra base, and cannot advance on fly balls. This could affect the advancement of runners behind the runner playing it "Safe". They cannot advance past the base before the runner playing it "Safe" of course.

The manager can also play it safe on a runner on third with the infield playing "In" and less than two outs. The runner on third can advance only on a hit or an error **if** the board allows the runner to advance. If the board states that there was an infield error but the runner on third holds, the runner on third holds. If the runner would have scored, he scores even if playing it "Safe". If the infielder is playing in and the runner on third is playing safe, any ground ball hit to an infielder results in the fielder throwing to first base to retire the batter while the runner on third holds. If there is a runner on first when this situation arises, he advances to second on the play at first. If the bases are full when this happens, the whole play happens as normal since the runner on third can't hold on the ground ball.

If any base stealing or caught stealing plays come up on the boards concerning a runner who is playing it safe, they are ignored. Simply re-roll for a new play number. A runner playing it safe does not attempt to steal. However, if a double steal comes up with runners on first and third and only the runner on third is playing it safe, the runner on first DOES steal second.

If nothing is called by the manager prior to the first dice roll, all runners are presumed to be running normally -- not "Safe".

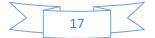### Double Play with two outs, Triple Play with one or two outs

On all base situation boards, if there are two outs and there is an "*****" to designate the scoring with two out, **always** score the play using the play listed after the "*****".

On both a double play with two outs or a Triple Play with one or two outs, score as much of the play from the beginning that it takes to end the inning. Example: with one out you read a PRN of 41 with runners at first and second from the batter's card. The play on the "Runners on First and Second" boards reads "Line drive triple play; runner doubled at second; other tripled at first; **PO-2B PO-2B A-2B PO-1B** (**WP3** - Wild pitch; runners advance one base)". If the pitcher is rated a WP3, the play is scored as a Wild Pitch; runners advance one base, done. If the pitcher is NOT rated a WP3, with one out already, you only need the line drive out to the second baseman for out number two and when the second baseman steps on second before the runner returns, you have your third out -- inning over. You would skip the throw from the second baseman to first; **A-2B** and **PO-1B**.

Special Base Stealing

Some player cards will have a section labeled "Special Base Stealing". These players are typically used in pinch running rolls and have an unusually high ratio of stolen base / caught stealing to the total number of times they reached base. On those players, the manager must call the **base stealing attempt**. It is a simple process. Roll the dice and looking at the player card under the line "Special Base Stealing", you'll find a dice range for caught stealing and a range for successful stolen base. Just determine which category the dice roll falls in to determine if he is out or safe. Use the same categories no matter when attempting to steal second OR third. The attempted steal of home is NOT allowed using this method.

If the runner is out and the attempt was at second base, use the usual out scoring: If a right-handed batter (RHB), the caught stealing is scored **A-C PO-2B**; otherwise **A-C PO-SS**. If the caught stealing is at third, of course, the scoring would be **A-C PO-3B**.

How to Bunt

There is a separate set of base situation boards to use when bunting. Please use those rather the standard play situation boards and those are the ones we'll be referring to in the rest of this "How to Bunt" section. The proper boards are in a separately bound book with Hit and Run and Injuries also included.

Each player, on the bottom line of his card, will have a rating or two following the "**Bunt-**". If there are statistics available for bunting for a hit (**BFH**) you will have two numbers separated by a "/". If no stats available, there will be no "/" and no BFH rating.

Whether you are bunting for a hit or bunting to move a runner, the technique is the same. The rating you use is different. Example: the batter's bunting rating is "**Bunt-4/5**". In NPNG+ bunting purposely for a hit only happens with the Bases Empty; although a Single can occur in other situations also -- but not on the manager's call. **If the bases are empty, use the second rating -- otherwise use the first rating.** If there is only one rating, no BFH stats were available. Since the first number is based on sacrificing and not bunting for a hit, NPNG does not recommend using a one-digit bunt rating on the Bases Empty board for a hit.

There are five "Bunt Cards" on the first page of the booklet in the Bunting section -- numbered Bunt - 1, Bunt - 2, Bunt - 3, Bunt - 4 and Bunt - 5. The rating found on the bottom line of the Player's Card (mentioned in the prior paragraph) is the one that tells you which Bunt card to use.

Let's take a Bunt for a Hit example first. In the example already started; the bases are empty and in the rating mentioned above "**Bunt-4/5**", the BFH rating is "5". We look at the **Bunt - 5** card and roll the dice. We roll a 25. The card reads: "25- 3". We take that PRN 3 to the "Bunt for a Hit - Bases Empty" board and read the play "**SINGLE**; beats out bunt (**P** batter - Out at first; **A-P PO-2B**)". Before we know the outcome of this play, we have to check the base running ability of the batter laying down the bunt. His base running ability is in the rating found in the line just below the batter's name, the first rating and surrounded by parenthesis "()". The rating can be (G), (N) or (P). These ratings stand for (G)ood, (N)ormal or (P)oor. In our example, if the rating for the batter laying down the bunt is either (G) or (N), he beats out the bunt. Otherwise, if his rating is (P), he's out at first; pitcher to the second baseman covering first.

If you see a rating of **0** for the BFH, this player should not attempt a BFH.

In another example, we have a pitcher with a bunt rating of "**Bunt-3/0**". There is a runner at first. We use the Bunt Card labeled "**Bunt - 3**" and roll the dice. We have a DRN of "61". We read off the Bunt - 3 card: "61- 12". We refer to the Runner on First situation of the

Bunting boards and look up PRN 12. The play reads: "Out at first; runner to second; **A-1B PO-2B** #". This means that the pitcher laid down a successful bunt. The runner on first advanced to second. The pitcher was thrown out at first; first baseman to the second baseman covering first. Lastly, the "#" means the pitcher gets credit for a sacrifice hit.

IMPORTANT NOTE: Limit yourself on the BFH usage! It should rarely be used twice in a game. Make that your absolute maximum.

<div align="center">Hit and Run</div>

There is a separate set of boards to use with the Hit and Run. Don't use the standard boards. You should find the Hit and Run boards in a separately bound booklet with Bunting and Injuries.
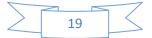
No runners can play it "Safe" when the offensive manager calls the Hit and Run prior to making the first dice roll for the batter. The manager can call a Hit and Run in three base situations -- (1) Runner on First; (2) Runners on First and Second or (3) Runners on First and Third. Use the Hit and Run boards when calling the Hit and Run.

The first page of the Hit and Run section shows five "cards" labeled: H&R - 1, H&R - 2, H&R - 3 H&R - 4 and H&R - 5. Each batter has a Hit & Run rating and it can be found on his card in the middle of the last line of ratings on the card. However, many will have an H&R rating of 0 -- no opportunity to Hit and Run with those players.

The Hit and Run rating found on the batter's card corresponds to the proper card of the five Hit and Run cards available.

Example: With a runner on First and Second the manager calls the Hit and Run play. He rolls the dice and it's a DRN of "15". Looking up on the batter's card, we see that the Hit and Run ratings is: "**H&R - 4**". We go to the Hit and Run card labeled "**H&R - 4**" and look up DRN "15". We see the following: "15- 6". Using PRN 6, we go to the Hit and Run board labeled "Runners on First and Second" and look up PRN 6. The play reads "**SINGLE** to right; one scores; other to third". A perfectly executed Hit and Run play.

NOTE: Usage of the Hit and Run should be limited to maybe two times a game.

Injuries

From time to time a player will be injured on the play. If the board tells you to go to the Injury Chart, you'll know what to do after reading this section. There are actually two Injury Charts provided in NPNG+. They are exactly the same. It just depends on which Chart you prefer to read.
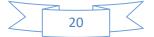
The first chart is actually made up of six "cards" labeled: Inj-0, Inj-1, Inj-2, Inj-3, Inj-4 and Inj-5. The instructions are at the bottom of the chart. Each player has an Injury rating on the bottom line on his card. This chart is found in the bound booklet along with Hit and Run and Bunting.

Example: With a runner on First, we read a PRN of 41 from the Main Section of the batter's card. Looking at the "Runner on First" boards and checking PRN 41, the play reads "Fielder's choice; runner forced at second and is injured sliding; check the injury chart; batter safe at first; **A-3B PO-2B** (**WP3** - Wild pitch; runner to second)".

We check the pitcher's WP rating first and if it's WP3 it's a wild pitch, runner to second and we're done. The injury never happens.

If the pitcher's WP rating is not "3" then the force out at second stands; third to second and the runner injured. We check the **RUNNER**'s injury rating who was sliding into second; on the last line of his card and find "**Inj-3**". We go to the Injury Chart and find the "card" **Inj - 3** and roll the dice. We roll a "33" and read the card: "33- 9". The runner injured at second is out this game and nine more games. Further explanation is given at the bottom of the Injury Charts. If you are playing a short season, you'll want to reduce the number of games proportionately. In other words, if you are only playing an 81 game schedule, only use half the injury games. In this example, playing an 81-game schedule, I would have the player injured this game and five more (half the 9 and rounded up).

The injury card might give "GI" for the number of games. This means it's just a "game injury". The player is only out for the rest of this game. However, if this is the first game of a double-header, he's out the second game of the double-header also. The number found on the injury card (Inj-0 thru Inj-5) is the number of games the player must miss **in addition** to the one he was playing in when he was hurt.

Injuries (continued)

The optional second Chart has the same information as the six cards but presented in a columnar format -- rather than using the injury cards Inj-0 thru Inj-5. Using the example above; come down the left side of the chart to DRN "33" and go across to the column labeled "Inj-3". You will see a **9** that corresponds to what we found using the cards. All of the injury rules are the same.

SUGGESTION: If you are a solo replayer and are going by actual boxscores, make ALL injuries a "GI" -- game injury and continue to use the boxscores as your guide to when to play each player.

Low-K Rating

Introduced for the 2017 season (and going back to pick up prior seasons as time permits), a new batter rating has been developed and added to a select group of players cards. There are some batters that are very hard to strike out. Some examples in the 2017 Senior Circuit set include: Miguel Rojas, Tomas Telis, Norichika Aoki and Joe Panik. Despite having some strict qualifiers to receive this rating, leagues from the more recent seasons will have more qualifying batters because there are several pitchers who have earned strikeout ratings of K5, K6, K7,K8 and K9.

The new rating for these Low-K Batters will show up on the player's card in the large box just below the fielding ratings. Pitchers' ratings normally show up in this box. The Low-K Rating will be either K4 - K9. This rating needed to be designated the same as pitcher K ratings to make this simple as you are reading the game boards.

Example: Joe Panik in 2017 was rated K6. Panik's card uses a combination of this rating and PRN 13's assigned on his card to calculate the proper way to rate him to yield the K's closest to his actual number of K's during the season.

Panik's K6 Low-K Rating means that on any place on the board that requires you to check the pitcher's K rating, to strike Joe out on that particular play takes a pitcher K rating HIGHER than Joe's K6 rating. This means a pitcher's K rating of K7, K8 or K9 will strike Joe out on the play. Otherwise, the out is recorded as normal (ground out or fly out) and NOT a strike out. (On a PRN 13 that does not require a pitcher K rating check other than K1, Joe strikes out. If the pitcher's K rating in this instance is K1, take the K1 play.)

One other note on this. Let's say on this particular play, the play requires a Pitcher K rating of K3, K5, K7 or K9 to earn the strike out. Let's also say the Pitcher's K rating is K8. Even

though the Pitcher's K rating is higher than Joe's Low-K Rating, Joe doesn't strikeout because this play does not even involve the K8 rating. Only check those plays where the current pitcher's K rating is actually involved in the play.

Enjoy!