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Quick Reference Success Chart (using a "Minus" rating)

B	-26	-25	-24	-23	-22	-21	-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	B	
11	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	
12	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	12	
13	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	
14	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14
15	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15
16	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	
21	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	
22	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	
23	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	
24	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	
25	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25
26	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25
31	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31
32	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	
33	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	
34	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	
35	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	
36	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	
41	Y	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41
42	Y	Y	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42
43	Y	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	
44	Y	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	
45	Y	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	
46	Y	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	
51	Y	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	
52	Y	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	
53	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	
54	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	
55	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	
56	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	
61	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	
62	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	
63	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	
64	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	
65	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	
66	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	66	

NOTE: Look for your base number in the brown column on the far right of the chart - the column named "B".

If you are combining your base number with a "minus" rating, go left in the columns with red column headers until you find the minus number you are looking for. (If you are combining a "plus" rating -- go to the other Quick Reference Success Chart. In the columns with green headings you will find your "plus" number.)

Intersect your base number with the "minus" rating and that will be the dice roll you must **BEAT** to be successful.

If at the intersection of your Base number "minus" the rating you find a "Y", no re-roll is required.

The result is already success. If an "N" is found, no re-roll required. The result is NOT successful.

Quick Reference Success Chart (Using a "Plus" rating)

B	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25	+26	+27	+28	+29	+30	+31	+32	
11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	11
12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	12
13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	13
14	15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	14
15	16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	15
16	21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	16
21	22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	21
22	23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	22
23	24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	23
24	25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	24
25	26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	25
26	31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	26
31	32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	31
32	33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	32
33	34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	33
34	35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	34
35	36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	35
36	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	36
41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	41
42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	42
43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	43
44	45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	44
45	46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	45
46	51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	46
51	52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	51
52	53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	52
53	54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	53
54	55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	54
55	56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	55
56	61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	56
61	62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	61
62	63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	62
63	64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	63
64	65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	64
65	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	65
66	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	66

NOTE: Look for your base number in the brown column on the left side of the chart - the column named "B".

If you are combining your base number with a "plus" rating, go right in the columns with green column headers until you find the plus number you are look for. (If you are combining a "minus" rating -- go to the other Quick Reference Success Chart. In the columns with red headings you will find your "minus" number.)

Intersect your base number with the "plus" rating and that will be the dice roll you must **BEAT** to be successful.

If at the intersection of your Base number "plus" the rating you find a "Y", no re-roll is required.

The result is already success. If an "N" is found, no re-roll required. The result is NOT successful.

Injury Chart

	Inj-0	Inj-1	Inj-2	Inj-3	Inj-4	Inj-5
11	GI	GI	2	8	15	21
12	1	5	13	23	28	38
13	GI	2	6	15	19	30
14	1	4	9	18	24	34
15	GI	1	5	11	16	25
16	1	3	7	17	22	33
21	1	3	7	16	20	31
22	GI	1	4	9	15	23
23	1	3	7	16	20	31
24	1	3	7	16	21	33
25	GI	1	5	11	16	26
26	1	3	7	16	20	31
31	GI	2	6	12	17	27
32	1	5	12	21	27	37
33	GI	1	3	9	15	22
34	1	3	8	17	23	34
35	GI	2	6	13	17	28
36	1	3	7	15	20	31
41	1	5	14	24	29	39
42	GI	2	6	13	17	27
43	1	4	10	19	25	35
44	GI	1	5	10	16	24
45	1	2	7	15	19	30
46	1	3	7	16	21	32
51	GI	1	5	12	17	26
52	1	4	11	20	26	36
53	GI	2	6	15	19	30
54	1	3	8	17	22	33
55	GI	1	5	10	16	25
56	GI	2	6	14	18	29
61	GI	2	6	15	18	30
62	GI	2	6	14	18	29
63	1	3	7	16	21	32
64	GI	2	6	13	17	28
65	2	5	15	27	31	39
66	GI	GI	GI	8	15	20

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GI = Game injury. This means that the player is injured only for the rest of the current game. If he is injured in the first game of a double-header, he is **NOT** eligible to play in game 2 either. But he **IS** eligible to play the next day and beyond.

The number on the injury chart is how many games beyond the game he was injured in that he must sit out. (Ex. Player injured is rated **Inj-1**. You roll a **25** and check the injury chart. The number appearing on **25** under the **Inj-1** column is **1**. This means that the injured player sits out the rest of the game he is injured in plus one more game.)

Conversion Chart					
Chance #	Dice Roll	%	Chance #	Dice Roll	%
1	11	3	19	41	53
2	12	6	20	42	56
3	13	8	21	43	58
4	14	11	22	44	61
5	15	14	23	45	64
6	16	17	24	46	67
7	21	19	25	51	69
8	22	22	26	52	72
9	23	25	27	53	75
10	24	28	28	54	78
11	25	31	29	55	81
12	26	33	30	56	83
13	31	36	31	61	86
14	32	39	32	62	89
15	33	42	33	63	92
16	34	44	34	64	94
17	35	47	35	65	97
18	36	50	36	66	100

NATIONAL PASTIME - NEXT GENERATION

How to Play

National Pastime - Next Generation (**NPNG**) follows the rules of Big League Baseball and can be played solitaire or against another manager. NPNG is a great simulation of baseball that produces stats that are very similar to actual. NPNG is based on the National Pastime game that was invented by Clifford Van Beek and first mass produced in 1931. Mr. Van Beek is considered by many to be the father of tabletop simulated baseball games. NPNG plays very similar to the original game and the standard boards in NPNG are much like the original. However a whole host of features and power have been added to give you a game that will produce remarkably accurate stats to real life baseball players. NPNG is a result of 50 years of game play that has produced the basis for many options. Some of the features added are spinoffs from many tabletop hobbyists' homebrew ideas that have been suggested over the years. Add to this an extraordinary amount of research and testing and most important of all -- computer modeling. More actual stats are available to us now than to inventors in the past. NPNG takes advantage of much of the new data.

In order to obtain similar stats to actual, many ratings have been given to each ball player in most every phase of the game. It may take a full game or two to catch on to all the power packed into NPNG. Play time will continue to improve; the statistics that result will amaze you.

Getting Started

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

2010 Texas

Bat / Throw: R / R **Ht / Wt:** 6-0 200
Born: 08/26/88 Maracay, Aragua, Ven

Elvis

ANDRUS

AB-588 HR-0 SB-32 OBP-.342 SLG-.301 BA-.265

(G) Shortstop (21r2)

11- 7	31- 14	51- 10c
12- 29	32- 26	52- 27
13- 14	33- 7	53- 18
14- 30	34- 31	54- 32
15- 11	35- 22	55- 9
16- 28	36- 33	56- 27
21- 32	41- 28	61- 39
22- 8	42- 14c	62- 44
23- 12	43- 29	63- 31
24- 13	44- 8	64- 13
25- 10	45- 14*	65- 35
26- 13	46- 23	66- H

Hit Table

11:11 - 7 12:13 - 11c 14:61 - 6
62:66 - 2

Bunt/BFH - 4/5 H&R-2 Inj-1

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2010 San Francisco

Bat / Throw: L / R **Ht / Wt:** 5-11 / 170
Born: 06/15/84 Bellevue, WA

Tim

LINCECUM

GS-33 IP-212.3 W-16 L-10 S-0 K-231 WHIP-1.27 ERA-3.43

(P) Pitcher (32r1)

vs R: (+7) (K6) (Z2) **HP-** **SSTAM-28**
vs L: (0) (K5) (Blank) **WP3**
vs C: (+3) (K6) (Blank) **Bk0** **PHR: M3**

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

Hit Table

Bunt/BFH - 4/0 H&R-0 Inj-2

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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 (you may have to purchase the extra cards to receive all players on all teams). 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 your interest in 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.

After the player's stats, there will be one or two lines of fielding ratings. The fielding ratings are preceded by the base running ability of the player. All players' first line of fielding will begin with a (G), (N) 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 a 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. This area is the Pitcher's rating section. NPNG assigns three pitching grades, three strikeout ratings and three control ratings 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) which is identified by "vs C" for combined rating -- 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 Tim Lincecum card above, use the rating **(+7) (K6) (Z2)** when right-handed batters face him. Use the rating **(0) (K5) (Blank)** against left-handed batters. **OR YOU CAN USE (+3) (K6) (Blank)** against **ALL** batters Tim faces.

Pitching Ratings Explained

Let's first look at Lincecum's ratings against right handed batters (**RHB**). The **(+7)** is his pitching grade against all RHB. On the Play Boards, play result numbers (**PRN**) **7** thru **10c**, there will be times when a number is in the Base Number (**BN**) column. The BN is a **dice roll number**. The **(+7)** in Lincecum's rating means to add seven to the base number. This rating is the key to getting more accurate statistics for each pitcher (and batter) in NPNG. More on this later. The **(K6)** in Lincecum's rating against RHB is his strikeout rating. On any play appearing on the Play Boards with a notation at the end that involves **K6** will change that play to a strikeout. The **(Z2)** in Lincecum'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**), Lincecum has the rating **(0) (K5) (Blank)**. This means that he's about an average pitcher against LHB -- you won't add anything to the base number when checking for a hit with a rating of **(0)**. He doesn't strikeout quite as many LHB: vs R he's a **K6**, vs L he's a **K5**. And he's about the league average in control against LHB -- **(Blank)**.

Lincecum's hit-by-pitch rating is blank which means he's at the league average. He cuts loose of a wild pitch now-and-then with a **WP3** 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 use a pitcher. SSTAM is used when the pitcher is a starter. RSTAM is used when he is 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 three grade points subtracted immediately on his first batter past his SSTAM or RSTAM rating. Three MORE points reduce the pitcher's grades each inning thereafter. This reduction is three points for both his "vs R" and "vs L" grade or his "vs C" grade if that is what you are using.

How to use the SSTAM and RSTAM: Using Lincecum's rating as an example; we see that his SSTAM rating is **28**. He has no RSTAM rating because he did not make an appearance during the season as a reliever. This means that Lincecum can face 28 batters without any grade

adjustment. Now, if he is getting shelled with six or seven runs in the fourth inning, you'll want to take him out before the 28 batters. Also, 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. Then you have to start paying attention because he will reach his 28th batter after the leadoff hitter bats the fourth time (3 times thru the lineup * 9 batting slots per lineup + 1 the leadoff batter's fourth time up). When the second batter in the lineup comes up you **subtract 3** 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 second batter the fourth time thru the lineup, Lincecum's pitching grade goes to **(+4)** against RHB and **(-3)** against LHB. If you choose to not use the "vs R" and "vs L" feature and opt for the "vs C" rating, you would then use (0).

Main Section (of a 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 a play result number (**PRN**) behind 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 first refer to the Hit Table.

Hit Table

The Hit Table is used to further break down the types of hits and number of stolen base and caught stealings a batter needs. If you look at the Main Section and see NO "H" in the three columns of PRNs, then the Hit Table will be blank. If the DRN has an "H" next to it in the Main Section, then you'll need one more dice roll. You roll the dice one more time and refer to the Hit Table.

Let's look at the Elvis Andrus player card. You'll notice that if you roll a "66" in the Main Section for Andrus, you find a PRN of "H". That means you need to roll one more time and refer to the Hit Table on his card. Looking at Andrus' Hit Table: if the second dice roll is "11", use PRN **7** and go to the proper Play Board and look up PRN **7**.

VERY IMPORTANT: ANY PRN that comes off the 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 a base number 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 Hit Table.



Continuing with the Andrus example above: if the second roll is “12” or “13” in his Hit Table, use PRN “11c” and go to the boards. DRN “14” thru “61”, use PRN 6 to go to the boards with. And finally, DRN “62” thru “66”, use PRN 2.

Last section of the batter’s card

In the bottom section of a player’s card, if the player is a catcher, there will be a PB (passed ball) rating in the middle of the first row of this section. On the last line of this section 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 Andrus’ card shows his rating in this area as 4/5. In seasons without “bunt for a hit” information, the rating will just be Bunt-4 and you should not use the BFH feature. In this example, the 4 is used when there is a runner on base, the 5 is used when the bases are empty. Later on, there is a discussion on bunting.

The next rating in this section is H&R. On Andrus’ card his rating is H&R-2. Use this rating with the Hit & Run 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. Andrus’ injury rating is Inj-1. The lower the number, the fewer games players will usually be out for injury. There is also a discussion later on concerning Injuries.

Let's "Play Ball!"

We're in San Francisco. Texas has come in to town to play game 1 of the World Series. The starting pitchers are Cliff Lee vs Tim Lincecum.

Reading the dice

When reading the dice, read the red first followed by the white. If the red one is a 5 and the white one is a 2; you have a "52".

Leadoff Hitter

We're going to start off with the most challenging type of play found in NPNG.

Elvis Andrus will lead things off against Lincecum. We roll the dice and we have a 44. We go directly to the Main Section of Andrus' card and see "44- 8". 44 is the dice roll number (DRN) and 8 is the play result number (PRN). So we look at the 8 on the Bases Empty boards. We see a number "16" in the base number (BN) column. Elvis is a right handed batter (RHB). Lincecum's rating against RHBs is +7. We must roll the dice one more time to find out if this is a hit or an out. Combining the base number of "16" and the +7 off Lincecum's card against right handed batters, we come up with a new base number of "31". (Remember, the base number is a dice roll number. So the new base number is **not** $16 + 7 = 23$). We need to roll the dice one more time to get the final outcome of this play. If we roll a "31" or less, we'll use the "O" row for this play. Otherwise, we'll use the "H" row for this play. We roll a "52". Referring to the "H" row for PRN 8, we see the final play result: "SINGLE to left center". Andrus starts out the World Series with a single off Lincecum.

We just started off with the type of play that is probably the hardest follow for a new player. You will this check between pitcher and batter very quickly. If you can understand the concept in the paragraph above, the rest of NPNG will be easy for you. On most plays, you will not have to do the adding / subtracting of a pitcher's rating to a base number. It only happens on most singles. But this is critical to the game to get the effectiveness of each player to come out properly. It is a combining of the batter's ability against the pitcher's ability to reach an outcome.

To aid you in this part of NPNG, three charts are provided. Two are "Quick Reference Success Charts". One of these charts is for a pitcher rating under zero (minus). The other chart is for a pitcher rating greater than zero (plus). The instruction on how to use them is at the bottom of each chart and is simple. The other chart that could be used in this situation is the "Conversion Chart". All thirty six dice roll numbers are listed. To use it for our example, we saw that our base number was 16. We look for 16 on the chart under the **DICE ROLL** column



(remember that the BN is a dice roll number). Then to combine Lincecum's rating of **+7**, you just move **down** the column seven rows from the base number of 16 and find "31". You may not need a chart and can do these adjustments in your head. This is especially true when pitcher's ratings are only small numbers.

In the example above, let's say Lincecum's rating was a **-7** rather than a **+7**. Starting with a base number of 16 and moving UP seven rows, we run out of rows. A second dice roll **WOULD NOT BE NECESSARY** because in this instance, it would be a hit every time. ALL dice roll numbers in this example would be higher than two rows LESS than dice roll "11". Score the play a **SINGLE** and move on to the next batter.

Let's move on to the second batter

With Andrus on first with a single, we have Michael Young batting second. Looking at Young's card in the Main Section -- we roll a "35". Referring to the Main Section, we see "35-13". Using PRN 13 and now making sure we are using a base situation of "Runner on First", we see that on PRN 13 we have the play "Strikeout; **PO-C (K1** - Out at first; runner to second; **A-3B PO-1B)**". We first check Lincecum's card to see if he has a "K" number against RHB and if so, what it is. Lincecum has a "K6". The play goes as a "Strikeout; **PO-C**".

NOTE: "K1" pitchers are those that do not get many strikeouts. This can be critical. In this example, if the pitcher was rated "K1", notice that this play would not have been a strikeout. It would have been a ground out to third. However, the runner would have moved to second base. Texas would have had a runner in scoring position with one out if Lincecum's rating was "K1".

Third batter up

With Andrus still at first and one out, Josh Hamilton steps to the plate. Referring to the Main Section of Josh's card, we roll a "66". We look on Hamilton's card and see "66- 1". We take the PRN 1 to the "Runner on First" board and see "HOME RUN to left field". But wait; there is a base number in the BN column. This is the second and final type of play that requires an additional dice roll because of the Base Number column. Many times you will see a base number in PRNs that are DOUBLES and HOME RUNS. NPNG affects the number of home runs a pitcher gives up and a batter hits through the use of this base number. Also, what ball park the game is being played in affects the number of DOUBLES and HOME RUNS that are hit.

In our example, we start with the base number of "13". Remember, BNs are dice roll numbers. Now we adjust this number up or down with Lincecum's PHR rating which is "M3" (please refer to the pitching section of Tim's card next to "PHR:"). Also, we must adjust this by the Park Factor in San Francisco which is also "M3". We know then that Josh Hamilton has just

hit a HOME RUN because 13 minus 3 minus 3 is well below any dice roll number we can throw. We don't even have to throw it -- it's a "no doubter" -- out of the park. Again, you could use any of the three charts mentioned in the Andrus at bat to see what the final base number.

VERY IMPORTANT NOTE: If you remember this simple rule: "When rolling the dice a second time for ANY situation involving the base number or a fielder's rating (in the case of PRNs 15-23), the higher outcome is the BETTER outcome (regardless of the team).", it will be easier to understand. If your dice roll against the adjusted base number is higher, (1) when batting, the play will be a HOME RUN not a DOUBLE; (2) when batting, the play will be a SINGLE not an out or (3) the fielding play will be an OUT not an error. If the dice roll is **equal to** or **lower than** the adjusted base number, it will be the LESSER or WORSE outcome.

Hopefully you will stay with this because it is all much easier the rest of the way. The explanation of this re-roll concept is harder to explain than it is to use. You'll have it mastered in no time. The three supporting charts can help you. The base number / fielding rating checking will come up less than you may think. And it WILL pay off in the end with accurate results in all phases of the game and the standings.

Fourth batter up

Vladimir Guerrero steps to the plate with Texas already up 2-0. Referring to Guerrero's playing card, the Main Section, we roll a "45". On Vlad'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 (23 or 24 - 2 Balls)". Vlad bats right handed and when we refer to Lincecum's card on the pitcher's rating line for "vs R:" we see a "22". Lincecum has decent control but not quite good enough to just get a "ball 2" out of the play. Vlad walks.

Fifth batter up

Nelson Cruz steps in with one out and Vlad on first. We roll a "12". Referring to Cruz's playing card in the Main Section, we see: "Double play on ground ball to second; **A-2B PO-SS A-SS PO-1B (K6-K9; Strikeout; PO-C)**". Nelson bats right handed. We refer to Lincecum's rating against RHB and find a "K6". Though the Giants would like to have the double play, Lincecum does not let Cruz hit the ball. The play goes as a "Strikeout; **PO-C**". The adjustment in parentheses "()" ALWAYS overrides the standard play if the pitcher has the rating for the override. You may not feel this is fair. Lincecum is a good pitcher. But in real life, sometimes the strikeout pitchers will get a strikeout rather than the ground ball to the infield. But if you look through the playing boards, you'll notice that more times than not, it is an advantage for a strikeout pitcher to get the strikeout rather than the rest of the play. There are two outs and Vlad remains at first.

Sixth batter up

Ian Kinsler is up next with Vlad at first and two outs. We roll a “53” and then refer to the Main Section of Kinsler’s card. We’ll find “53- 19”. Going to the Runner on First board and to PRN 19 we see that there are two rows -- one labeled “O” and another “E”. Also we see “3B” in the Pos column on the board. This means we need to check the third baseman for an error. The third baseman at this time is Juan Uribe and his rating at third is “3B-22r2”. All of this tells us that we need to re-roll one more time. Juan’s rating is “22” -- the number before the “r”. If the dice roll number is HIGHER than 22, we use the “O” row for the play result. Otherwise, we use the “E” roll for the play result. We’ll say the roll is “61”. We go to the “O” row and there are three columns. Looking at Uribe’s rating one more time, the number AFTER the “r” is the range rating. It is telling us to use column two of the “O” row for the play. The play reads “Fielder’s choice; runner out at second; batter safe at first; **A-3B PO-2B**”. Uribe grabs the ground ball and fires it to Freddy Sanchez 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 “boot camp” and you 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.

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

If a PRN comes from the Main Section of a batter's card and there is a base number found in the BN column of a row that is either a DOUBLE or HOME RUN, you'll need to check to see if a change is necessary. If a PRN comes from the Hit Table of a batter's card, even if there is a number in the base number column, NO CHECK IS DONE. The play would stand as it reads.

RULE OF THUMB: You should never roll more than twice to get any play result. If a PRN comes off the Main Section, you only rolled once. If a PRN comes off the Hit Table, you've already rolled twice -- once to get a PRN of "H" and the second to get the PRN off the Hit Table.

If the double or home run came off the Main Section of the batter's card and you find a base number in the BN column, BE SURE to factor in the Pitcher's PHR rating AND the Park Factor. The second dice roll must be HIGHER than the base number + or - the Pitcher's PHR + or - the Park Factor to be a HOME RUN. Otherwise, it's a DOUBLE.

If a home run is changed to a double, be sure to look from the top of the current play situation board down until you find the FIRST DOUBLE (no stolen base) listed (the PRN is highlighted in yellow) and use that as your play result. Example: with a Runner on First, you have a PRN 1. After taking the base number of 13 plus or minus the Pitcher's PHR plus or minus the Park Factor, you re-roll and get a number that is LESS THAN OR EQUAL TO the base number +/- adjustments. The HOME RUN changes to a DOUBLE. But which DOUBLE? Starting at the top of the Runner on First board and coming down, the first play that is a DOUBLE is PRN 3. Use this play as your DOUBLE and do as it says completely. In this instance the play ends up "DOUBLE to center; runner scores". **Never** use a DOUBLE that has a stolen base on it when a HOME RUN changes to a DOUBLE. Example: Runner on Second. The DOUBLE you should use if a HOME RUN is downgraded would be the one at PRN 6 NOT the one at 6*.

Hit or an Out

Sometimes you will see a base number (BN) in the column next to PRNs 7, 8, 9, 10 and 10c. If you read one of these PRNs from the Main Section of a batter's card, you will need to do a re-roll adjusting the BN by the appropriate Pitcher Grade. If one of these PRNs is read from the Hit Table, 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 rather accurate.

To see if the play is a hit or an out, take the base number next to the PRN you read off the batter's Main Section and either add or subtract the Pitcher's Grade. You can get lefty-righty matchups by using the Pitcher's Grades listed next to the "vs R:" or "vs L:" in the Pitcher's Ratings section of his card. If you do not wish to go into such detail, optionally you can use the rating next to "vs C:" for ALL batters.

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 a base number in the BN column of **23**. Since the "9" came from the Main Section 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 **(-4)**. We take the base number of **23** and subtract 4 which gives us an adjusted base number of "15" (no not 19 -- it's dice roll numbers). This tells us that when we roll the dice a second time for this batter, if we roll higher than "15", the batter gets a hit and you refer to the row labeled "H" on PRN 9. If the dice roll is a "15" 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 in this section. 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 gotten the same result. 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 be different.

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 Main Section). 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 who determines whether you will use the “In” or “Deep” row for this play. Now you know why a **NOTE:** was devoted to this play alone 😊

Calling an Intentional Walk

If the defensive manager wishes to walk the current batter, BEFORE the dice roll, the manager simply calls for the intentional walk. The batter takes first; next batter up.

NOTE: An intentional walk CANNOT be called if the offensive manager already has the Hit and Run play called.

The “W” rating

Sometimes you will see the notation “W - Base on balls” to the right of a play on the boards. This is the universal walk rating and includes all: “W1”, “W2”, “W3” and “W4” pitchers.

Example: On the Bases Empty boards, PRNs 37, 38, 39 and 40 all have a “(W - Base on balls)” at the end of them. This means that on these PRNs, if the pitcher rating contains a “W1”, “W2”, “W3” or “W4” the play is a Base on balls. You will see this in other places on the boards.

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 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". 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 Numbers

Whenever you get a 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 is NOT subject to ANY base number checks. That means that Hit Table 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). Also, the DOUBLES and HOME RUNS do not have to be checked to see if they change -- they stand as they are. An easy way to remember is that if you've already rolled twice to get a Hit Table PRN; you DO NOT have to roll again on this play!

No number in the Base Number (BN) column

If there is no number in the BN column of a hit, there is NO ADDITIONAL checking required. Take the play as is.

A second HBP within a 9-out period

If any pitcher throws a second hit-by-pitch within a 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, 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 longer 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 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.

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. So first, pay attention to where he is playing -- left, center or right. You determine that he is playing center. Refer to his card, in the line or two right under the player's name. You'll see "(CF" followed by his ratings. An example: Andres Torres of San Francisco plays all three fielding positions. The line after his name reads: (G) (CF-14r2a1)(RF-0r2a3)(LF-0r3a3). The (G) is his base running ability -- not applicable to what we are discussing here. Next, the three positions Andres plays are listed and center field is first because it was his main position. Andres' rating in center is: (CF-14r2a1). His assist rating while playing centerfield is 1.

Looking at the rest of his rating in center -- the 14 is the dice roll number to find out if Torres makes an error -- above dice roll 14 is an out; 14 and below is an error. The "2" after the "r" means you use a Range / Ability column of 2.

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 at 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"

NO runners can be declared as "playing it safe" if the offensive manager has the hit and run or sacrifice play on.

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 not 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 on the hit or error, he scores even if playing it "Safe".

If the runner on third is playing it safe and the board reads that the throw goes home, the boards are overridden. The runner at third holds third. The throw then goes to first to get the batter out. If there is a runner on first, he advances to second on the play.

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

If a runner is playing it safe, he cancels any double steal play that may be read off the boards. Simply start the play over from the beginning with the same batter.

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 -- Main Section. 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, you have your third out -- inning over. You would skip the throw from the second baseman to first; **A-2B** and **PO-1B**.

How to Bunt

There is a separate set of base situation boards to use when bunting. Please use those rather than 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.

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 it can happen in the other situations too 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 number 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 used 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. 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.

Hit and Run

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 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 by 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 last rating line on his card on the far right. 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.

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 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.

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.

SUGGESTION 2: You may want to keep in mind that these injuries are all based on a full season -- usually 162 or 154 games. It may vary if you are replaying a strike season 😊 If you are playing only half the schedule, always divide the number of injury games in half. You can decide to round up or down.

Players at positions for which they do not have a rating

NPNG only rates players at positions actually played during the regular season. If you are forced to play someone out of position, use these ratings at each position:

Pitcher	66r1	vs R, vs L and vs C:	-26 K1 W4 HP- WP3 Bk3 PHR: M3
Catcher	66r1	PB3	
1B, 2B, 3B, SS	66r1		
LF, CF, RF	66r1a1		

End of game situation

If the winning run scores in the home half of the last inning and the play off the boards is a ground out to any position, instead, score the play a **SINGLE** -- runner scores. The obvious reason for this is that a fielder must make every effort to make the out at the plate to prevent the winning run from scoring. He isn't going to go for the out elsewhere if it doesn't constitute the last out of the inning and prevent the run.

Enjoy!

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Note: ff in the page number simply tells you the information goes on to the next page.

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NATIONAL PASTIME - NEXT GENERATION

Game Information and Rules of Play

The Boards

National Pastime - **Next Generation** (NPNG) is made up of several boards (and charts). The standard play boards are made up of eight different sections -- one corresponding to each of the eight base situations that can happen in baseball. The sections are labeled Empty, 1, 2, 3, 12, 13, 23 and Full. Of course, the second section which is labeled "1" stands for "Runner on First". "23" would be "Runners on second and third". As you play NPNG, it's critical to be in the right section for each play.

Play Result Numbers (PRN) - shown in **blue** throughout NPNG

NPNG currently has Play Result Numbers (PRN) **1** thru **45**. (The PRN for each play is first taken from the batter's card and then referred to on these boards. More on that later.) Throughout the booklets, charts and cards, the PRNs will be in **blue**. There are a few PRNs that are variations of the same number. An example would be "**6***", "**6**" and "**6c**". You will find a separate line for each of these three on each set of boards. An "*" after a PRN will normally mean a stolen base may occur after the hit. A "c" after a PRN will possibly mean the batter may be caught stealing after he gets the hit. The board will explain each play to you. Variations also occur on "**10**" and "**10c**", "**11**" and "**11c**", "**14***", "**14**" and "**14c**", and lastly "**43***", "**43**" and "**43c**".

PRN's are grouped in each base situation section. PRN's **1** thru **11c** are possible hits. PRN's **12** thru **14c** are miscellaneous plays, strikeouts and walks. PRN's **15** thru **23** are fielding plays with possible errors. PRN's **24** thru **35** are usually outs. PRN's **36** thru **41** are usually special plays. PRN's **42** thru **45** were plays added to the original National Pastime Game and allow hit-by-pitches and walks to be further fine-tuned for each player.

Base Number (BN) column

On PRN's **1** thru **11c**, pitching ratings many times will affect the play. You'll notice in the section that lists PRN's **1** thru **11c**, the second column is labeled "BN". **IMPORTANT:** If there is a number in the BN column an additional dice roll will be required before the final play can be determined. (The EXCEPTION to that rule is that if the PRN is coming from the Hit Table section of the player's card, NO SECOND ROLL is required. But this will be explained when we look at a hitter's card later.) The BN in this section can be for one of two reasons. (1) It is used to determine if a Home Run may be turned into a Double or a Double into a Home Run (depending on the pitcher's tendency to give up Home Runs) or (2) the BN will be used to decide whether



to use the “H” or “O” row depending on if that PRN turns out to be a hit or an out. The better pitchers will have a rating that begins with a “+”. The less effective pitchers have ratings that begin with a “-”. If there is no number in this column, there is no additional roll necessary. Take the play as is.

Walk / Strike Out / Misc Section

Looking at the section that contains PRNs 12 thru 14c, you’ll probably see variations to plays depending on “W”, “Z” and “K” ratings. Pitchers have ratings of W1 thru W4, Z1 thru Z4, K1 thru K9 or sometimes there is no rating in these areas. The higher the “W” number, the more walks the pitcher tends to give up. The higher the “Z” number, the fewer walks the pitcher tends to give up. The higher the “K” number, the more strikeouts a pitcher gets. When the PRN from the batter’s card takes you into this (or any!) of the Board sections, MAKE SURE you look for variations on that play. Example: If you have a dice roll of “13” and look at the batter’s card and find a PRN “14” next to it, when you refer to this section of the Boards for the result, you might find “Base on balls (Z3 or Z4 - 2 balls)”. This would mean that the batter walked unless the pitcher has a rating of “Z3” or “Z4”. If the pitcher rating contains a “Z3” or “Z4”, then the batter is considered to have taken ball two. If this is the second time **in this at bat** that the play result is “2 balls”, that’s ball 4 -- a walk. It’s these variations in play results that (because of pitcher ratings) will cause the final stats to move toward the actual stats a pitcher and batter had during this season. The variations always “override” the regular play. In the example about, if the pitcher’s control rating is Z4, the play result is 2 balls and overrides the Base on balls. This holds true on ALL plays in NPNG.

Possible Error Section (PRNs 15-23)

In this section, you’ll notice a “Pos” column. Also, for each position, there is a row labeled “O” or “E”. “O” is for out, “E” for error. You are usually going to have a second dice roll on the plays in this section. The exceptions are when a Hit by Pitch or the Rain/Blackout play occurs. When plays occur in this section, it’s almost always the player’s fielding ability that makes the difference. The “Pos” column will tell you which fielder is the main fielder in the play. The “O” and “E” rows will be used depending on the next dice roll. Example: Let’s say there is no one on base. With the next batter up, you roll the dice and get a “53”. You look at the batter’s card in his Main Section and see a “53- 20”. You refer to the Bases Empty board for PRN 20 and find “2B” in the Pos column. For our example, Dave Cash is playing second base. You see that his rating at second is (2B-23r3). At first, that rating may look a little confusing but it’s actually very easy. The 23 (along with the second dice roll) determines whether Dave handles the play at second for an out or error. The number AFTER the “r” in Dave’s rating determines his range at second and may determine which column we use.

We roll the dice the second time and its “61”. Since “61” is greater than “23” (the first number in Dave’s fielding rating at 2B) we use the “O” row and check how the out play comes out. If the second dice roll was “**23” or less**, we would use the “E” row and see how the error was made. To avoid the error, the dice roll must be **HIGHER** than the fielder’s rating.

In this particular sample, with Cash’s 2B fielding rating of “**23r3**”, we will not need the range number which would be “**3**” -- the number after the “**r**”. If you refer to the Bases Empty boards and on PRN 20 (actually all numbers in the Possible Error Section on this base situation), the range for a fielder is not a factor. If there would have been a runner on first, we not only would use the “O” row on this particular play but also go to the column labeled “Range / Ability 3” for the final play result.

This section of the boards may sound a little overwhelming at first. The explanation is a lot worse than actually using it. Possible errors can occur in other sections of the board and you will handle them just like this. An example: Bases Empty, play result numbers (PRN’s) 39, 40 and 41. It does take a little extra effort on this type of play but the result is that the fielders will have amazingly accurate fielding averages and their effectiveness in both how well they field AND their ability to reach the batted ball and make plays will affect their team’s ability to win.

One more point to make in this section. Sometimes the “O” row will not produce an out. It may result in a **SINGLE**. It could be that the fielder’s range was such that he just didn’t get to the ball to make a play on it. Or, the “official scorer” may have just called the play a hit because there was no error and there was no out on the play.

General Outs Section (PRNs 24 - 35)

Let’s look at the Bases Empty boards in the section for PRN’s 24 thru 35. On the Bases Empty board, this section is NOT split up into three “Range / Ability” columns. PRN’s 24 thru 35 on all seven of the other Base situations will have three columns labeled “Range / Ability” 1, 2 and 3. The higher the number to the right of the “r” in a fielder’s rating, the better range and better play effectiveness he will have.

Now, going back to the Bases Empty boards you’ll notice that most of these fielding plays, though not affected by a fielder’s range or ability **ARE** affected by the pitcher’s strikeout rating. All pitchers are rated for their ability to strikeout right and left-handed batters. These ratings are K1 thru K9. The higher the “K” number, the more strikeouts the pitcher will get.

IMPORTANT: On the Bases Empty boards, PRN 24 reads “Out at first; A-SS PO-1B (K6-K9, Strikeout; PO-C). What this means is, if this PRN comes up and the pitcher’s “K” rating for this situation is “K6”, “K7”, “K8” or “K9” -- the play result is a strikeout with the catcher being

credited with a putout. If the pitcher has any other “K” rating (“K1”, “K2”, “K3”, “K4” or “K5”), the play goes as a ground out to the shortstop who throws to first. The shortstop gets an assist; the first baseman gets the putout.

STILL IMPORTANT: Now let’s look at the Bases Empty boards on PRN 25 which reads “Out at first; **A-2B PO-1B (K4, K5, K8, K9, Strikeout; PO-C)**”. This description means that if the pitcher’s “K” rating is “K4”, “K5”, “K8” or “K9”, the play result is a strikeout with the catcher getting credit for the putout. Otherwise, the play is scored as a ground out; second base to first. The part that you should be clear on is that a “K9” pitcher’s rating DOES NOT mean that since it’s the highest rating, the pitcher gets the strikeout on every fielding play that is affected by a strikeout rating. Example: in the PRN 25 example just “discussed”, a “K7” rating on a pitcher does not, in this instance, get the strikeout. Just because the “K7” rating is higher than two of the ratings in the list for this play (“K4” and “K5”) DOES NOT mean that a pitcher rated “K7” also gets the strikeout. **Only those listed get the strikeout.** The “Z” and “W” ratings for a pitcher’s walk rating is treated the same way. If a play has a “(W3 or W4 - Base on balls)” change at the end, (see PRN 35), that means that ONLY a pitcher rating of “W3” or “W4” gets the walk instead of the out. The next section further explains this rating (PRN’s 36 - 41).

Range / Ability columns (PRNs 24 - 32)

We’re still talking about the General Outs Results Section of the boards. On the Bases Empty boards, PRNs 24-35, you’ll notice that the play description area is just one column. However, on the other seven base situation Boards, the Range / Ability rating of the fielder involved may change the outcome of the play.

Let’s take a look at the “Runner on First” boards starting at PRN 24. You’ll notice that this section has the “PRN” column, a “Pos” column and then the play description area is split into three Range / Ability columns. The higher the Range / Ability rating, usually the more effective the fielder is at that position.

The play description area is not always split into three areas. This simply means that on that play, ALL ranges make the same play. An example: staying on the “Runner on First” boards and PRN 24, you’ll notice that the play description area is not split into three columns. You don’t have to check fielder ranges in this case and you’ll notice that the “Pos” column does not have a fielding position in it. Those columns that DO have a fielding position in the “Pos” column will require a check on the fielders range rating.

Another example: staying on the same “Runner on First” boards but this time looking at PRN 26, you’ll have two things to check. First, notice that there is a “2B” in the “Pos” column. So we’ll be using the second baseman’s ratings. Since PRN 26 has an “O” and “E” row, we’ll have to check the second baseman for an error. Let’s say Dave Cash is at second right now and

his rating is (2B-23r3). Roll the dice a second time (the first roll was on the batter's card in the Main Section and gave you the PRN 26). We'll say that the dice roll is 24. Since 24 is greater than the fielding rating for Cash at second (his rating is 23), we'll use the row labeled "O" on PRN 26 -- but which column? Looking one more time at Cash's fielding rating at second and looking at the number after the "r" in his rating, we see that we must use Range / Ability column 3 for this play. The play goes "Fielder's choice; runner out at second; A-2B PO-SS". If Cash wasn't so talented at second base and his rating was 23r1, he would have gotten the out at first, but the runner on first would have moved to second. Also, if that second dice roll had been 23 (or less), we would have used the "E" row on PRN 26 and the play would have been "Safe at first on error; runner to second; E-2B". The Phillies would have been in a bit of a challenging position at that point.

Additional Possible Errors Section (PRNs 36 - 41)

On the Bases Empty boards, PRN's 36-41 can be additional errors. On the other seven base situations, these PRN's are listed in their own separate section. Plays that happen on PRN's 36-41 can sometimes have a little "flavor". They sometimes may not just be a simple ground out or fly out.

Concerning pitcher walk ratings, you may see (W - Base on balls) at the end of a play. This means that all W ratings will get the Base on balls and NOT the standard play. In this case, a pitcher rating of "W1", "W2", "W3" AND "W4" gives up a walk. Otherwise, use the standard play on that line.

An example of this is found on the Bases Empty boards, PRN 37. It reads "Diving catch of a line drive; PO-CF (W - Base on balls)". In this situation, if the pitcher has a "W1", "W2", "W3" or "W4", the play is scored a Base on balls (or walk). If the pitcher does not have one of the four "W" ratings, the play is scored as a great catch by the center fielder.

On the Bases Empty boards, PRN's 39, 40 and 41 are possible errors. To read how to deal with these plays, they are handled just like the plays listed in the section above "Possible Error Section". **NOTE:** On PRN's 39 and 40 of the Bases Empty boards, you'll see that both the "O" and "E" rows of these PRN's are possible "Base on balls" plays. If you know the pitcher has a "W1", "W2", "W3" or "W4" in his rating for this batter (considering righty / lefty), on these two plays you can save yourself some time. In this case, since no matter if you would have an out or error, they would be overrules by the "W" rating, no check is necessary. Just score the play a "Base on balls" (walk).

IMPORTANT: On any of the boards, you might see a red asterisk (*) in the play description. This tells you how to score the play **IF THERE ARE TWO OUTS**. Example: On the Bases Empty boards, PRN 41 in the row labeled "O" you will see "41 - Out at first; A-2B PO-1B *

Out at first; deflected by the pitcher; **A-P A-2B PO-1B**". You have already checked the fielder (with a second dice roll) and it has been determined that the play is an out rather than an error. Looking at the row (PRN 41, row "O"), if there are no outs or one out, the play is scored a ground out to the second baseman to first. If there are two outs, there is a ground ball hit back to the mound that deflects off the pitcher to the second baseman. The second baseman grabs the ball bare-handed and fires to first in time to get the batter. The play with two outs then is scored, an assist to the pitcher, an assist to the second baseman and a putout for the first baseman.

Additional Play Section (PRNs 42 - 45)

PRN's 42 thru 45 have been added to NPNG. They are usually used to fine-tune each batter's walk and hit by pitch stats. This section is pretty simple and straight-forward. On the Bases Empty boards, PRN's 43*, 43 and 43c you'll see a check on the pitcher's hit-by-pitch rating. If a pitcher has an **HPO**, the play is altered to be a ground out rather than a hit batter. (You can see the importance of checking the ratings. An **HPO** pitcher in this instance gets an out instead of putting the batter on first by hitting him and NO out.) We'll come back to **HPO**.

IMPORTANT NOTE: You have seen some examples of plays being changed based on pitcher's ratings in parenthesis () at the end of the play description. **Those changes ALWAYS take precedence over the play.** I'm referring to the "**W1**" etc, "**K1**" etc, and "**Z1**" etc. The next sections will introduce two other play changers -- the **WP** and **HP** ratings. On other boards, there will be a few other play changers like "PB" and "Bk" for pitcher passed balls and balks. Also, you'll see that base running may vary depending on if the runner is rated "**G**", "**N**" or "**P**" for good, normal or poor running ability. There are also variations depending on outfielder assist ratings -- such as "**LF Assist 3**". An outfielder might have a rating of "**RF-45r1a2**". That may look confusing at first but it's pretty simple. Like all fielders' ratings, the first number is the dice roll number you must roll higher than for no error to occur. The number following the "**r**" for all fielders is the range and determines which range / ability column you use on the boards. Outfielders have an additional rating following the "**a**". First, the "**a**" stands for assist -- the rating used based on the tendency of the outfielder to throw base runners out on the base paths. See more discussion on this in the section below titled "Shaded areas on the boards".

One more example: Runners on First and Second, PRN 45 show another play changer. Just remember what was stated above that the ratings in parenthesis "()" ALWAYS take precedence over the play if the pitcher matches the rating. In our example, PRN 45 reads "Fielder's Choice; one runner out at second; other runner to third; batter safe at first; **A-P PO-SS *** Out at first; **A-P PO-1B (WP3** - Wild pitch; runners advance one base)".

On this play, if the pitcher has a rating of **WP3**, the play is scored as a wild pitch; runners advance one base -- over, done, no other checking to do. The **WP3** overrides **all** plays listed in that row regardless of the number of outs.

If the pitcher does not have a **WP3** rating, with no outs, or one out, score this play as a Fielder's Choice; pitcher throws to second base with the shortstop covering.

If the pitcher does not have a **WP3** rating and there are two outs, the pitcher would not have to risk a throw to second base. He can just flip to the first baseman to end the inning.

NOTE: You might see the notation RHB on the boards. It stands for Right Handed Batter. An example: Bases Empty boards, PRN **43c** says "Hit by pitch. Batter takes first; then is out stealing second on the first pitch to the next batter. **A-C** If RHB, **PO-2B** else **PO-SS**. Strike one to the next batter (if this is not the third out). (**HPO** - Out at first; **A-P PO-1B**)."

This really isn't as bad as it may sound. First, if the pitcher has a rating of **HPO**, everything else is ignored and the play is scored as a ground out pitcher to first. Otherwise, the batter is hit by a pitch. He takes first but is thrown out attempting to steal second while the next batter is up. In this case, the steal was attempted on the first pitch to the next batter. We know that because part of the play reads, "Strike one to the next batter (if this is not the third out)". The scoring of the caught stealing play gives the assist to the catcher of course. However, which fielder (2B or SS) took the throw at second depends on whether that next batter is batting right handed or left handed. If you don't plan to keep track of fielding stats, you won't care which way that next batter bats.

Shaded areas on the boards

You will see some sections (or sometimes just individual PRN's) that are shaded with gray. This is to alert you that a second dice roll and/or some checking will probably be involved. The Possible Base Hit Section (PRN's **1** thru **11c**) and the Possible Error Section (PRN's **15** thru **23**) are always shaded totally. However, there are a few exceptions in those sections. Example 1: Bases Empty, PRN's **2**, **3**, **6***, **6c**, **7**, **10**, and **10c** do not require additional checking. Just watch the column "BN" which lets you know when that second dice roll is necessary. Example 2: Runner on First, PRN **15** does not require a re-roll. You just need see if the pitcher has an "**HPO**" rating. That changes the play from a hit batter to a fly out to left.

Shading will show you when the fielder needs to be checked for an error even when the PRN is not in the **15-23** range. Example: Runner on First, PRN's **26** and **28** require that you check either the second baseman or shortstop for an error. These are easy to spot because the fielding position involved is listed in the "Pos" column AND you see two rows for that PRN labeled "O" and "E" (for out or error).



Sometimes you will see PRN's 30, 31 or 32 shaded. If so, check the column labeled "Pos" to see which fielder is involved and check his Assist rating. Then use the proper column (1, 2 or 3) based on the Assist rating (1, 2 or 3). Example: Runner on Second, PRN 32 shows "RF" in the Pos column and the row is shaded in gray. This alerts you that we have base running and outfielder arms involved in the outcome. Assume Jay Johnstone is in RF. His rating in right is "RF-45r2a2". The number after the "a" is Jay's assist rating which is 2. Referring to the Runner on Second board, PRN 32, in column 2 (based on the assist rating), you'll see the play "Fly out; runner holds (G runner to third); PO-RF". In this instance, Jay's assist rating of 2 didn't earn him an assist but at least it takes a (G) Good runner to advance to third on him. If Jay's assist rating was 3 in this instance, Jay would have caught the fly ball and nailed any runner at third for a double play (with less than two outs of course).

PRN's 30, 31 and 32 showcase outfielder arms and base running abilities. But these abilities DO show up at times in other places throughout the boards.

"Main Section" notation on the boards

If you take a look at the Bases Empty board, PRN 11, you'll notice a notation "(If Main Section 11, check the catcher for an error. If an error occurs, he throws the ball into CF on the stolen base and the runner ends up at third; E-C)". The explanation of the term "Main Section" will come up in the How to play notes. It refers to the batter's card in the large middle section that contains the Dice Roll Numbers (DRN) 11 thru 66. The Bases Empty board is stating that if the PRN 11 came from the Main Section of the batter's card, you need to check the catcher for a possible error on the stolen base attempt. If the PRN 11 came from the Hit Table of the batter's card, no error-check on the catcher is done.

Example: With the Bases Empty, we roll the dice for the next batter -- Jose Cardenal of the Cubs. The DRN is 15. We look at the Main Section of Jose's card next to DRN 15 and we see "15- 11". Going to the Bases Empty boards, PRN 11 you'll find "SINGLE to left; batter then steals second on the second pitch to the next batter; (If Main Section 11, check the catcher for an error. If an error occurs, he throws the ball into CF on the stolen base and the runner ends up on third; E-C); 1 and 1 count on the batter."

There is a lot of wording there but it's not too hard to figure out. Jose SINGLES to left. The next batter up is Bill Madlock. While Bill is batting, Jose steals second. Bob Boone is catching for the Phillies and his fielding at the catcher's position is "C-23r2". We roll the dice a second time (the first time gave us Jose's DRN 15, PRN 11). We roll a DRN of 16. Since 16 is less than Bob Boone's fielding rating of "23", Boone's throw goes into center field and Cardenal continues on to third -- E-C. If Boone's DRN would not have been 16 but something higher than

his rating of “23”, Cardenal would still be safe at second on the stolen base but would not continue to third on any error.

If the PRN 11 from the example would not have come from the Main Section of Cardenal’s card but instead would come from the Hit Table section of his card, Cardenal steals second but there is no checking for a throwing error by Boone.

This same type of play occurs on the “Runner on First” boards also.

OF Assist Situation

Not all outfielder assists (throwing a runner out) happens on the plays with a PRN of 30, 31 or 32. An outfielder assist can occur on a play such as on the “Runner on Second” board, PRN 17. This play also gives opportunity to mention that all players are assigned a base running ability rating. Base running ratings are either **G**, **N** or **P**. You can easily find the base running rating. It is always the first rating listed under each player’s stat line, just before any fielding ratings, or pinch hitter or runner listing. The **G**, **N** or **P** will be in parenthesis (). The ratings are good, normal or poor. This isn’t a speed rating. It has to do with the ability of each player to score when on base.

Returning to the example begun above, with a Runner on Second and a PRN 17, we first have to check for an error on the right fielder because there is an “RF” in the column labeled “Pos”. Mike Anderson’s rating in right field is “RF-24r3a3”. We roll the dice a second time (the first was to get the PRN 17). The DRN was 62. The 62 is greater than the RF rating of 24 (the first number in Anderson’s RF rating). So we know that there is no error and to use the row labeled “O”. The play reads as follows: “Fly out; runner to third (**P** runner holds) (if **RF Assist 3**, only **G** runner to third); **PO-RF**”.

To read this play, we first know there is a Fly out to right field. If there are already two outs when we started this play, the fly out ends the inning. We do not have to go any further.

If there is less than two outs, after the fly out, the runner on second goes to third UNLESS his base running rating is “**P**”. A base runner rated “**P**” holds second. But we need to check one more thing -- the assist rating for the right fielder. Checking Anderson’s rating of “RF-24r3a3”; we see that Anderson DOES have an assist rating of “3”. In this case, ONLY a runner on second that is rated “**G**” goes to third. This example points out that sometimes, when an outfielder has an assist rating of “3”, he may not always get the assist. But it also is an example that sometimes, an outfielder with a strong arm will cause the runners to hold rather than even attempt to move to the next base.

Runner on Third and PRN 6*, 6 or 6c

This section is devoted to this particular situation because it can be confusing. If there is a runner on third and the PRN 6* comes up, there is a notation in the play description that is a little unusual. If you refer to this on the play boards, the play reads: “**HOME RUN** to left center (If this is a hit table 6*, score it a **DOUBLE** to left center; runner scores; then steals third on the second pitch to next batter; one ball and one strike to the next batter)”. You’ll also notice there is no number in the Base Number column (BN). That means there is **no** check to see if the HOME RUN turns into a DOUBLE. The important factor on this play is whether or not the PRN 6* came from the batter’s Main Section of his card or from the batter’s Hit Table portion of his card. The Main Section of the batter’s card is the largest section of the card that lists all the DRNs 11-66 and a result next to each. If the 6* comes from this section, you have a HOME RUN to left center. In this case, since the play result is a home run, the batter does not get a stolen base. If the 6* comes from the hit table, the play result is a **DOUBLE** to left center; the runner scores and then on the second pitch to the next batter, the runner (the player who hit the **DOUBLE**) then steals third -- the count on the current batter becomes 1 and 1.

With a Runner on Third and PRN 6; the play reads “**HOME RUN** to left center (If this is a hit table 6, score it as a **DOUBLE** to left center; runner scores)”. Notice also on this line, there **IS** a “13” in the Base Number (BN) column. On this play, if the PRN 6 came from the Hit Table portion of the batter’s card, score the play as a **DOUBLE** to left center; runner scores -- DONE. But if the PRN 6 came from the Main Section of the batter’s card, we may have a Home Run, but we need to check to see if the pitcher and the ball park may have affected the HR. Take the Base Number on that play of 13 and add or subtract the pitcher’s PHR and add or subtract the Park Factor. Example: Steve Carlton is pitching today and his PHR is **P3**. Also, the game is being played in Philadelphia and the Park Factor for Philadelphia is also **P3**. That Base Number (BN) of 13 is a dice roll number. So, don’t take 13 and add (P3) and then add another (P3) and come up with 19! The pitcher’s PHR takes us to 16. The Park Factor takes us to 23. We roll the dice a second time (the first is when we read the PRN 6 off the Main Section of the batter’s card) and the DRN is 46. Since the DRN is higher than the “23” we calculated, the play is scored a **HOME RUN**. If the DRN would have been 23 or less, we would use the first play listed as a DOUBLE on this “Runner on Third” board. It would be the one listed under PRN 4 which is “**DOUBLE** to the gap in left center”. See the “How to Play” section where changing doubles to homeruns and homeruns to doubles are discussed for further info.

With a Runner on Third and PRN 6c, you can actually refer to the paragraph that explains the PRN 6* play. They will be very similar except that the runner is thrown out trying to steal third rather than being safe. The play is scored as **A-C PO-3B**. If that out is the third out, the inning is over. There would be no checking between a home run and a double because

there is no Base Number on this play. If the **6c** came off the batter's card in the Main Section, it's a **HOME RUN**. If it came from the Hit Table of the batter's card, then score it a **DOUBLE** to left center with the caught stealing play at third; **A-C PO-3B**.

What's the count?

If any play on the boards results in the same batter continuing, unless the boards otherwise state in the play description, if the PRN is an even number, add 1 ball to the current ball/strike count; otherwise add 1 strike. A wild pitch should be counted as a ball. A passed ball should be counted as a strike.

Does the run score?

If a play results in the third out of an inning, assume that the third out preceded a runner crossing home. In other words, no runner scores if the third out is made on the play.

Board Abbreviations

***** - The scoring when there are two out before the play started

- Found in the Bunting Booklet. It designates that the batter gets credit for a sacrifice hit (SH) and is not charged with a time at bat.

1B - First base or first baseman

2B - Second base or second baseman

2 balls - simply means two pitches didn't hit the strike zone. Twice on the same batter is a walk.

3B - Third base or third baseman

A - Assist

Base on balls - Another term for a walk. The batter takes first; other runners advance if they are forced to the next base.

Bk - Balk on the pitcher; can also refer to the pitcher's balk rating (**Bk0**, **Bk1**, **Bk2**, **Bk3**)

BN - Base number (always a dice roll number -- be careful when you add to or subtract from it)

C - Catcher

CF - Center field or center fielder

D - Infield playing "Deep"

DP - Double play

E - Error

FC - Fielder's choice (the fielder first attempts to put out someone other than the batter)

G - Runner's ability to score rating (Good)

H - Hit

Hit Table - Refers to the batter's card in the area below the Main Section labeled "Hit Table".

HP - Hit by pitch; also pitcher HBP rating (**HP-** and **HP0**)

I - Infield playing "In"

Inj - Player's injury rating (**Inj-0**, **Inj-1**, **Inj-2**, **Inj-3**, **Inj-4** and **Inj-5**)

K - Strikeout; can also be the pitcher strikeout rating (**K1** thru **K9**) (A notation of **K6-K9** includes pitcher ratings **K6**, **K7**, **K8** and **K9**)

LF - Left field or left fielder

LHB - Left handed batter

N - Runner's ability to score rating (Normal)

O - Out

OF - Outfielder

P - Pitcher

P - Can also be a runner's ability to score rating (Poor) (You'll know it by the way it is used)

PB - Passed ball or refers to the catcher's passed ball rating (**PB0**, **PB1**, **PB2** or **PB3**)

PHR - Pitcher's home run rating (affects doubles and homeruns against)

PO - Putout

PRN - Play Result Number

Range / Ability 1, 2 and 3 - Starts at PRN **24** of the boards but are not found on Bases Empty.

This is one way NPNG distinguishes between the talents of fielders. The higher the Range / Ability number, the better the fielder. You'll find this rating after the "r" in the fielder's rating for each position. Exception: On PRNs 30, 31 and 32 only; you should use the number after the "a" in the outfielder's rating. This is discussed elsewhere in the booklets.

RF - Right field or right fielder

RHB - Right handed batter

RSTAM - Relief pitcher stamina rating (see the "How to play" booklet)

Sac - Sacrifice attempt (bunting)

SO - Strikeout

SS - Shortstop

SSTAM - Starting pitcher stamina rating (see the "How to play" booklet)

TP - Triple play

W - Includes all walk ratings for pitcher control (**W1**, **W2**, **W3** and **W4**)

WP - Wild pitcher or refers to a pitcher's wild pitch rating (**WP0**, **WP1**, **WP2** or **WP3**)

Z - All pitcher control rating for fewer walks (**Z1**, **Z2**, **Z3** or **Z4**)

Scoring Rule Changes over the years

Year	Change
1877	Rule changed so that a walk did not count as a time at bat for hitters
1880	Base runners struck by a hit ball were called out.
1887	Walks were recorded as hits in this season only. Batter took first if hit by a pitched ball.
1888	Walks counted as a time at bat again. Batter was given a base hit when his batted ball hit a runner.
1893	Batter was not charged with an at bat on a sacrifice.
1895	Infield fly rule was born. Catcher holding on to a foul third strike made it a strikeout.
1908	Adopted the sacrifice fly rule.
1920	A batter was credited with a home run in the last of the ninth inning if the winning run was on base on the home run. Official scorers began tracking RBI's in the scorebook.
1931	The tracking of sacrifice flies was discontinued.
1939	Adopted the sacrifice fly rule again.
1940	Again dropped the tracking of sacrifice flies.
1954	Finally brought back sacrifice flies for good.
1969	The save rule was added.
1973	The Junior Circuit adopted the designated hitter rule.
1974	The save rule was re-written. Minimum standards for individual championships were created.
1975	The save rule was change to today's standards.

Intentional Walk

If you are playing NPNG solitaire rather than against someone else, the Intentional Walk is no big deal. Simply put the batter on first and (rarely) move any runners that are forced to advance to the next base.

If, however, you are playing against another player, the Intentional Walk must be called by the Defensive Manager **PRIOR TO** the dice roll for the next batter. The Offensive Manager should give the Defensive Manager a reasonable amount of time to set his infield and decide whether or not to walk a batter. In other words, **QUICK DICE ROLLING** to avoid a move that a Defensive Manager may wish to make is not allowed. To avoid an argument if the environment is competitive, the Offensive Manager could check with the Defensive Manager prior to each roll.

Two Overrides

In the rare case that there are two overrides on the same line, read the first override first. If the rating does not call for it, read the second override. If the rating doesn't call for it then the play stands as normal. Example:

Runner on First

PRN 33

The play reads:

Pop fly out; **PO-3B** (**W4** - Base on balls) (**K6 - K9**; Strikeout; **PO-C**)

Here is how to read this play -- with two overrides. Check the first override first. That's the **W4** - Base on balls part. If the current pitcher has a **W4** control rating, the play is a walk. You are done. If the pitcher doesn't have a **W4** control rating, check override number two. That's the **K6 - K9**; Strikeout; **PO-C** part. If the current pitcher has a **K6**, **K7**, **K8** or **K9** rating, the play goes as a Strikeout; **PO-C**. Otherwise, the play is a Pop fly out; **PO-3B**.

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Note: ff simply means that the info goes on to the following page also

Team Scoring & Recaps																					vs R				vs L															
Teams	1	2	3	4	5	6	7	8	9	10	11	12		R	H	E		Current Pitchers			Gr	K	Ctrl		Gr	K	Ctrl		HP	WP	Bk									
Visitors Lineup	Pos	Rate	1	2	3	4	5	6	7	8	9	10	11	12	Home Lineup												Pos	Rate	1	2	3	4	5	6	7	8	9	10	11	12
1															1																									
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9															9																									
Winning pitcher:												Losing pitcher:												Save:																

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[illegible]

Yet another scorekeeping method

There are several ways to keep score in baseball. My intent is not to change you from the method that you like and feel most comfortable with. I simply present the method that I have used in almost fifty years of table top baseball gaming.

If you need to see how far each runner progressed in the inning, this method is probably not for you. Also, I take the information off my score sheet and transfer it to another program to do the adding for me. I don't do it on the score sheet.

To make a game played in NPNG flow more smoothly for me, I make notations of the current pitcher grades (for both vs R and vs L) on my score sheet. I also make note of each fielder's rating. It makes part of NPNG go even more quickly. If you don't want to take the time during setup, you can always refer to the proper player's card as you need to.

I keep score with a good old #2 pencil because there is some erasing involved (as pitchers change during the game I update the pitching ratings in the upper right corner of the sheet).

Most games don't go past the 12th inning. If they do, I simply use another score sheet. If you run in to the situation of having too many players at on batting position, you can double up on a single line by adding the replacement player's name above the current player in that spot. Then simply draw a vertical line (that is easy to see) marking which inning the new player entered the game.

At the bottom of the sheet, I fill in the winning pitcher, losing pitcher and save at the end of the game. Sometimes it's easier to figure out when you've just played the game although it's not too tough to go back later and check it.

If a player plays more than one position in the game, I don't totally erase it in the Pos box. I keep track of fielding stats and need the Pos for each player. If a player moves from left field to right field, in his Pos column, I change it to 7,9. I then make a notation in the name area which inning he moved to the new position. If he moved in the middle of an inning, I put something like 7 1/3 inning in the name area.

On WP, PB and Bk; I place those ONE time in the lead runner's box.

Symbols used

S = single	F = fly out	HP = hit by pitch
D = double	FO = foul out	WP = wild pitch
T = triple	P = pop out	PB = passed ball
HR = home run	DP = double play	Bk = balk
+ = rbi	TP = triple play	Inj = injured
✓ = run scored	K = strikeout	SF = sacrifice fly
SB = stolen base	W = walk (base on balls)	Sac = sacrifice bunt
CS = caught stealing	FC = fielder's choice	E or Er = error

Symbols used (continued)

1 = pitcher	ph = pinch hitter
2 = catcher	pr = pinch runner
3 = first baseman	
4 = second baseman	
5 = third baseman	
6 = short stop	
7 = left fielder	
8 = center fielder	
9 = right fielder	
dh = designated hitter	

I can usually get the play totally contained within the boxes using this method. If there is a fielder's choice on a runner who has already stolen second and advanced to third on a wild pitch, I can run over the size of the box provided ☺ Using combinations of the above symbols, you can pretty well cover the plays that happen in baseball. You may wish to modify some or come up with your own. I don't know why necessarily I've always used both the fly out and pop out symbols; but I do.

Here are some examples of plays and how I code them:

Fly out to left

F7

Sacrifice fly to right

SF9 +

Ground out; short stop to first

63

Pop fly out to second

P4

Home run with no one on

HR+ √

Note: As long as the "+" and "√" get in the box, it doesn't really matter where you place them.

Home run with bases loaded

HR++ √

+ +

Note: If I see four "+" in a box, I'm pretty sure it was a grand slam. I also place the check mark, not only in the batter's place, but I add the check mark of course in the box of the other three who scored. Seeing the four "+" signs quickly shows me later that we have four RBI's on this play.

Double play

DP o 4-3

Note: Then over on the runner who was forced at second, I put 6-4 and an “o” that shows he was out. It’s easier to catch when you are reviewing and inning to make sure you have three outs. The “o” would be optional of course. However, sometimes double plays happen and the batter is not one of the runners put out.

Single and takes second on error by the left fielder

S E-7

Note: I make the “S” prominent in the box to show the single. The E-7 is smaller but noticeable.

Ground ball to first but runner safe on an error by the pitcher

3-Er 1

Note: On this play, the first baseman still gets an assist. The pitcher didn’t handle his part of the play properly and was charged with the error.

Strikeout

K

Note: Though the catcher gets the putout on a strikeout, I don’t include it. It’s implied. However, if the catcher drops the third strike and has to throw to first for the out, I DO note that like:

K 2-3

Unearned runs

I circle the “v” when a run is unearned. Doing this at the end of an inning (while it is fresh in your mind) is invaluable.

Well, you get the idea. There’s no rocket science involved with this method. It just works. I DO make note of how many innings each pitcher pitches on his line. I also draw an underline under the last batter’s box where a pitcher change is made. I **don’t** draw a line at the end of an inning like many score keepers do. This would be confusing when trying to figure out where a new pitcher entered the game.

I make a “Game 1” note at the top of the score sheet if this is the first game of a double header. I also make note on games that run past twelve innings and require a second score sheet. That way, I’ll be looking for the other sheet that belongs to this game. I also make a note as to the ACTUAL date I played the game (so that I can be astounded at how slowly I’m progressing) ☺ You can also make note of the date the game was played if you are replaying a season.