

APBA - MASTER BASEBALL

Batter:

Bat Type (SA, PR, PL, PB)

- all pitchers are **SA**
- Right Handed Batters:
PL: Card Result 63 = 30
SA: any other #
- Left Handed Batters:
PR: Card Result 63 = 32
SA: any other #
- Switch Hitters:
PB: Card Result 63 = 30, or 32
SA: any other #

Standard rule of two 1's in the first column still applies, in addition to the above conditions. ("1" column" is in reference to the first of a double column card, also applies to single column cards.)

L/R Handicap (#: +/- 1, min = 5, max = 0)

Right Handed Batters

- 0:** hit number of any kind (1-11) at both 31 and 51
- 1:** hit number of any kind (1-11) at either 31 or 51
- 2:** (14-23) or (36-42) and no hit at either 31 or 51
- 3:** outs at both 31 and 51

Left Handed Batters

- 0:** 8's, 10's, or 11's at both 31 and 51
- 1:** a 9 and either an 8, 10, or 11 at both 31 and 51
- 2:** 9's at both 31 and 51
- 3:** only one 9, 10, or 11 at either 31 or 51
- 4:** (14-23) or (36-42) and no hit at either 31 or 51
- 5:** outs at both 31 and 51

Speed (##: +/- 2, min = 1, max = 20) OPTIONAL

Fast:	18	17	Pitchers/Catchers: -1
Average:	11	10	Total Triples >4: +1
Slow:	3	4	("2's" in 2 nd column)

Steal Allowance Letter (SAL)

- A** Four 11's or better
- B** Three 11's
- C** Two 11's
- D** Three 10's or (one 11 and one or more 10's)
- E** Two 10's or One 11
- F** One 10, or second column 11's only
- G** No 10's or 11's but not a slow runner (S)
- N** No 10's or 11's AND a slow runner (S)

Steal Success Number (SSN)

(roll die and add result to the base)

SAL:	A	B	C	D	E	F	G
SSN Base:	25	23	21	20	18	16	14

Die(##)/Dice (##) (%) Roll Modifications

die roll modifier (#)

dr	1	2-5	6
+/-	-1	0	+1

worse better



Dice Roll modifier (##)

DR	2-3	4-5	6-8	9-10	11-12
+/-	-2	-1	0	+1	+2

worse better

Dice Roll modifier (%)

dr	+/-
2	-4
3	-3
4	-2
5	-1
6-8	0
9	+1
10	+2
11	+3
12	+4

Ratings Rules (for old card sets)

Defense:

Arm Ratings (%%: +/- 4, min = 21, max = 40)

def	OF*	1B	2B	SS	3B	C
1	25	-	-	-	-	-
2	31	24	-	-	-	-
3	37	27	-	-	26	-
4	-	31	-	-	29	-
5	-	34	25	-	33	27
6	-	-	28	28	36	30
7	-	-	30	31	-	32
8	-	-	32	33	-	34
9	-	-	35	35	-	37
10	-	-	-	38	-	-

* OPTIONAL - Use Def=2 for Arm when:
(S) runner + Def=1 OR (F) runner + Def=3
(only if GP > 100 & Primary Position = OF)

Catcher Ratings

Catcher Defense	9	8	7	6	5
Throw	+5	+3	+0	-1	-3
Passed Ball	PB0	PB1	PB2	PB2	PB3

Th: (##: +/- 1, min/max = -4/+6) PB: (##: +/- 1, PB3/PB0)

Pitcher:

Grade = MG Rating (if available) (%%: +/- 4; min/max=1/30)

Rating	A&B	A&C	A	B	C	D
Grade	28	23	18	13	8	3

OPTIONAL - DRM (%):

Starting Pitcher (GS>30 & ERA<3.00): +1 Relief Pitcher: -1

Move to First Rating (MF)

(#: +/- 1, MF0/MF3)

Right Handed Pitchers

Left Handed Pitchers

MF -0 Defense = 1

MF +2 Defense = 1

MF +1 Defense = 2

MF +3 Defense = 2

Wild Pitch Rating (WP)

(#: +/- 1, WP3/WP0)

WP0: Grade of 18 or higher with a Z (or ZZ)

WP1: Grade of less than 18 with a Z (or ZZ)

WP2: No Z (or ZZ) and No W

WP3: All pitchers with a W

Pitcher Fatigue (Q)

standard:

Starter: **Q2**

Starter/Reliever: **Q3**

Reliever: **Q2***

(#: +/- 1, min = Q4, max = Q0/Q1*)

OPTIONAL:

Grade vs ## DR modifiers:

> 22	15-22	7-14	< 7
+2	+1	0	-1

(##: +/- 2, min = Q4, max = Q0/Q1*)

Reliever: -2 Starter/Reliever: -1

Starting Pitcher:

(IP > 220): +1 J-0: +1

Home Run Rating (HA)

DR	2	3	4-10	11	12
HA	H	G	-	L	M

Dice Roll Modifiers (cumulative): R, K, W: -1

Y, Z: +1

Balk & Hit By Pitch Ratings

dice roll modifiers:

DR:	2-3	4	5-12
HB	HB0	HB0	-
BK	BK0	-	-

HB:

WP3 = +2

WP2 = +1

Z = -1

ZZ = -2

BK:

Q4 = +1

Q0 = -1