



APBA MASTER BASEBALL GAME - DVGC HOUSE RULES

Baserunner/Batter Advancement

HVN + Speed - Arm = Chance # (Line II)

DR (Line II) > Chance # : Runner OUT

+1 to Chance #: 1B runner Not Held (NH) & Not Slow

-1 to Chance #: 1B runner Held (HO) + Stretch (MF+2)

-2 to Chance #: 1B runner Held (HO) + Stretch (MF+3)

BASE HIT

"LF" is primary thrower (arm str)

SINGLE to left: 26 *34/29 *29/31 *39; LF, 3B (2B) "3B" is target of primary throw

roll die to determine which HVNs to use

"2B" is secondary throw (after initial throw)

"asterisk" means 2-out HVN

FLY OUT

"CF" is primary thrower (arm str)

"C" is the primary target (for 3B runner throw)

Flyout; PO-CF [3] 53 (1B-3B or SS) C; [2] 40 (3B); [1] 42 (2B) [#] is the runner's starting base

"(1B-3B or SS)"; 1B may cut off the OF throw

Defense has option of base

and throw to 3B or SS to get runner advancing on throw

thrown to for out attempt

SECONDARY THROW (*/**)

- only made on runners Advancing on Throw
(not on 2nd Tag-Up runners)

Chance # = HVN' + Line III # + Spd - Arm

HVN' = 35 (2B to H, H to 2B), 25 (all others)

(use Line II with new Chance # for 2ndary throw)

ADVANCE After Cut-Off: Chance # -5

CUT OFF PLAY (*/**)

Chance # = HVN' + Spd - Average Arm

HVN' = half the original HVN +

RF to 3B: 15

CF to 3B: 10

all other throws: 5

AVG ARM:
Rnd Up

2ndary runners Advancing on Hit/Tag-Up; always SAFE.

Cut Off Play is only on runners advancing on throw.

ADVANCE SUMMARY

1) Offense declares

Advance on HIT or

Fly Out

2) Defense declares

if it will make a throw &
to which base/runner

3) Offense declares

any Advance on the

Throw (base/runners)

4) Defense Options:

A) Original Throw/Play *

B) Cut Off; throw to

other base/runner

Advancing on Throw*

* secondary throw may
be made to other runner/

base (Adv on Throw)

Base Stealing

Stealing Chance Table DR Result #:

> base stealer's SSN: OUT *

≤ base stealer's SSN: SAFE **

Steal of Second Base:

SSN = SSN - MF# +/- Th#

runner on 3B: SSN +1

WU or NH: MF & SAL = N/A, SSN+2

NH: Not Covering 2B; H/R 26, 28, 31 = N/A

Steal of Third Base:

SSN = SSN +/- Th# - X

X = 5 (RHB) X = 7 (LHB)

Wind-Up: SAL = N/A, SSN+2

* check for Dropped Throw

** Check for Wild Throw

Steal of Home:

3rd, 2nd & 3rd or Bases Full: Wind-Up Only, SSN -15

(Straight, Double, Triple Steals allowed)

(Play at Home only, other runners SAFE)

1st & 3rd:

Straight Double Steal (Wind-Up Only): SSN-15

Delayed Double Steal (Wind-Up/Stretch)

Defender Options 1) or 2):

1) Throw Towards 2nd:

a) continue play at 2nd

(runner on 3rd scores if 2nd play not 3rd out)

b) throw back to C* (from SS/2B), SSN -13

(runner on 2nd SAFE)

2) No Throw; runner safe at 2nd, 3rd Holds

HIT & RUN

no H&R if runner at 1B
has an SAL = R or N

no H&R if runner at 1B
SAL = G & SSN <27

INFIELD IN

Man on 3B, < 2 outs
(No Force @ Home)

Offense Option:

- Hold Runner @ 3B

- Runner on 3B does not
score if ball stays in
infield, except on error
(error at home is ignored;
but batter thrown out at
1B)

- Any result "out at Home"
is changed to "Batter out
at 1B"

*DROPPED/**WILD THROWS

When doubles rolled on Throw Resolution:

Re-Roll after Steal/Adv Resolution:

* Dropped Throw(runner safe) if:

Red + White > Bag Defender Rating !

(stealing 2nd: LHB-SS, RHB-2B)

** Wild Throw (all runners adv 1 base) if:

Red - White > Throw Rating !!

! 3B Def Rating +4

!! non-C Thr # = Arm-32 (min: -4, max:+4)

PITCHER MODIFICATIONS

Count: 2 Balls: MG-2, 2 Strikes: MG+2

Stretch (only allowed when runners on base): MG-2

Relief Pitcher: 1st Batter (if runners on base) MG+5

OUTFIELD IN

1-6: HVN+20

7: HVN-10

8 ⇒ 30 (RHB) / 32 (LHB) HVN-10

9 ⇒ 31 HVN-10

7,8,9 converted by pitcher result to 30-32: HVN-5

15-17 ⇒ triple (double for S batter), bases cleared

30-32 (not from converted pitcher result): HVN+5

SACRIFICE

Runners at 1B & 3B; offense may hold runner @ 3B and try
to sacrifice 1B runner to 2B:

use "Batter on First" chart. runner on 3B holds,
except for results:

11, 19(3), 20(3), 21(3), 23(3), 36, 38, 40

(if RP results; called strike & roll again)

Pitching Around Batter

0, 1, 6, 13 ⇒ 14

(No Pitch Mods Applied)

Must Use Stretch Position

MG -7 (incl's Stretch MG-2)