

## Deer Valley Game Company Park Factors for APBA Master Baseball

The DVGC Park Factor system accounts for specific ball park dimensions and the effect those dimensions have on a game. This system employs the same basic mechanism as used in APBA's Park Factor system; namely the conversion of fly ball outs to home runs and vice versa. Additionally, the DVGC system accounts for the height of the outfield walls as well as their distance from home plate. The wall height comes into play both in increasing the effective distance of the wall, and with a new rule for balls being hit off the wall. The DVGC system does not take into account the amount of foul territory, the playing surface type (grass vs astroturf) and does not account for climatic conditions (however see notes at the end of this summary).

The DVGC Park Factor system works similarly to the APBA Park Factor system. Instead of each team being assigned a Park Factor that is used to convert Fly Outs (FO) to Home Runs (HR) or Home Runs to Fly Outs, those factors are assigned to the outfield fences. Each ball park has its own display strip which lists the published distances to the left field corner, left field, center field, right field and the right field corner. These distances are just for historical reference and flavor. Below each distance is the Home Run Factor (HF) associated with that field position.

Whenever a situation occurs (as defined in the situation charts) where a HR can be converted to a FO or a FO converted to a HR the players use the HF associated with the field in question (as indicated in the situation charts). This HF is used to determine whether the HR becomes a FO (negative HFs) or a FO becomes a HR (for positive HFs) as indicated on the Home Run Factors Chart. HF equal to zero mean no conversion either way is used.

Any HF with an asterisk has a high wall (fence) in that field position. Double asterisks means it's a very high wall. Whenever a conversion results in a Fly Out (either a HR being converted to a FO, or a FO NOT being converted to a HR), and the play is to an outfield position whose wall has an asterisk or double asterisk, there is a possibility that the fly ball hit the wall and bounced into play instead of being caught for an out. If the HR to FO or FO to HR conversion result is 1 off from the play being a Home Run and the outfield fence is a high wall (\*) it is an "Off-The-Wall" hit (single in this case). If the conversion result is 1 or 2 results off from being a Home Run and the outfield fence is a very high wall (\*\*) it may either be a single or a double; see the "Off-The-Wall" Chart for details.

*For example; if the outfield wall is a +3\*, and the situation calls for a Fly-Out possibly being converted to a HR, but the dice roll is a 14 (result = 4), this is 1 off from being a HR against a high wall so instead of being caught for an out it is a single. If the wall had been a very high wall (+3\*\*) and the conversion result dice roll was a 14 or 15 the result would have been a single or a double (depending on the outfielder's defense and the batters speed). If the outfield wall had been a (-7\*), when a HR to FO situation occurs, then a conversion dice roll result of 21 (result = 7) would make it an "Off-The-Wall" hit (for HR to FO conversion, the result must be greater than the HF to maintain the HR, less than or equal to the result is not a HR).*

Only roll for "Off-The-Wall" hits on 0\* or 0\*\* walls on FO to HR conversion attempts. An 11 (or 11, 12 for very high walls) result is an "Off-The-Wall" hit on 0\* or 0\*\* walls.

Additionally, for HR to FO conversions whose result is less than or equal to the HF, and if an "Off-The-Wall" situation is not in effect, re-roll to determine if the play is a Deep Fly hit. If the re-roll result is less than or equal to the HF then it's a hit (either single or double; see Deep Fly Chart for details). If the re-roll result is greater than the HF it's a Fly-Out.

For all conversion results, the HVN values are assigned based on the outfield position of the hit ball, base runner starting location and the Home Run Factor (HF) of the OF wall in play. HVN values are used both for Fly-Outs, Off-the-Wall hits, and Deep Fly hits. These calculated HVNs are not used if there is no Park Factor conversion applied (e.g. a PL hitter that hits a fly ball to right (32) uses the standard result, no conversion and hence no calculated HVN).

*Example; A right handed pull hitter (PL) with a L/R mod against left handers of +4 and a single "1" in his first column is facing a left handed pitcher whose current grade is 8. The batter play result is a "30" (Fly-Out, or Line Drive to left field). Since the pitcher's adjusted grade against this batter is 4 (8-4) which is less than 5, the fly-out may be converted to a Home Run. The situation chart indicates "LC/LF/LF" so roll a die to determine which field position is used (1-2: Left Corner, 3-6 Left Field). Assume a 3 is rolled so use the left field HF. The left field HF is "+5\*". Roll the dice on the Home Run Factor Chart; a 15 or less would be a Home Run, a 16 would be "Off-The-Wall" and a 17 or greater would be a Fly Out. If the result is a Fly Out, the HVN for a runner on 3B would be 45 (base 45 +5 for the OF to Home throw, -5 for the HF of left field).*

### Climatic Conditions

Climatic conditions historically associated with various ball parks have not been considered in the DVGC system. Players wishing to incorporate those factors may do so by adding 3 to all HF values for ball parks with low air density (e.g. Coors Field), or subtract 3 for parks with high air density (e.g. Astrodome). For windy cities (e.g. Wrigley Field in Chicago), add or subtract from the HFs based on a roll of the dice, e.g. if the red die is larger the wind is blowing in, subtract the difference from the HFs, if the white die is larger the wind is blowing out and add the difference from the HFs).