

DEFENSE CHART

	Poor	Average	Excellent
	Infield 6 or less	Infield 7 to 9	Infield 10+
1	1: See outfield 2-3: ERROR adv 1 base 4-6: WALK	1: See outfield 2: ERROR adv 1 base 3-6: WALK	1: See outfield 2: ERROR Fast runners adv 1 base 4-6: WALK
3	BUNT SINGLE - Runners adv	BUNT SINGLE - Runners adv	BUNT SINGLE - Runners adv
4	GROUNDER Out at 1st, all runners adv	GROUNDER Out at 1st, fast runners adv	GROUNDER Out at 1st, runners adv if forced
6	GROUNDER 1-3: first out forced, second out at 1st 4-6: any forced OUT, All others adv	GROUNDER first out any forced base, second out at 1st, all others adv	GROUNDER - FIELDERS CHOICE first out any forced base, second out at 1st.
8	LINE DRIVE OUT runners hold <u>HIT & RUN:</u> 1 slow runner doubled off	LINE DRIVE OUT runners hold <u>HIT & RUN:</u> any 1 runner doubled off	LINE DRIVE OUT runners hold <u>HIT & RUN</u> 1-2: any 2 runners out 3-6: any 1 runner doubled off
11	PICK OFF 1-3: LHP P/O 1st, RHP P/O 3rd 4-5: no effect 6: ERROR All adv	PICK OFF 1-3: LHP P/O 1st or 2nd RHP P/O 3rd or 2nd 4-5: no effect 6: ERROR All adv	PICK OFF 1-3: any runner 4-5: no effect 6: ERROR All adv

	Outfield 5 or less	Outfield 6	Outfield 7+
1	Die roll of 1 = Two base error	Die roll of 1 = Fast runners adv 2 bases, slow runners adv 1 base	Die roll of 1 = all runners adv 1 base
3	SINGLE all runners adv 2 bases <u>HIT & RUN:</u> all fast runners score	SINGLE slow runners adv 1 base fast runners adv 2 bases <u>HIT & RUN:</u> all runners adv 2 bases	SINGLE <u>HIT & RUN:</u> fast runners adv 2 bases
5	DOUBLE all fast runners score slow runners adv 2 bases <u>HIT & RUN</u> all runners score	DOUBLE all fast runners score slow runners adv 2 bases <u>HIT & RUN</u> all runners score	DOUBLE all runners adv 2 bases <u>HIT & RUN</u> all fast runners score
7	LONG BELT	LONG BELT	LONG BELT
10	FLY OUT Fast runners adv 1 Slow runners on 2nd or 3rd consult Extra Base Table	FLY OUT Fast runners on 2nd and 3rd adv Slow runners on 3rd may attempt to score on Extra Base Table	FLY OUT Runners hold Fast runners on 3rd may attempt to score 1-5: SAFE 6: OUT

	Catcher 1	Catcher 2	Catcher 3
2	STRIKEOUT <u>HIT & RUN:</u> Leading slow runner out on 1-3, 1-2 if fast, all runners not out adv	STRIKEOUT <u>HIT & RUN:</u> Leading slow runner out on 1-4, 1-3 if fast, all runners not out adv	STRIKEOUT <u>HIT & RUN:</u> any 1 slow runner doubled off or any fast runner on 1-4, other runners adv
9	PASSED BALL all runners adv	PASSED BALL all runners adv on 1-4	PASSED BALL all runners adv on 1-2