

***DICE* Baseball**

1st Edition Rules (copyright 2008)

1.

Introduction

DICE Baseball uses 2 10-sided dice and strict player formulas to give you one of the most accurate baseball board games on the market today. The basic game is quick and easy to play, while the advanced game allows you to pick and choose which options and features you would like added to the game. Everything you need to play is included in this game.

2.

Game Equipment

In your copy of *DICE* Baseball you should have the following items:

- Rules
- Out Charts (2...1 page double sided)
- Various Game Play Charts
- Score Sheet Pad
- Base Running Pawns (3)
- Game Board
- Set of Player Cards
- 2 10-sided dice (red and white)

3.

Game Setup

Setting up a game of *DICE* Baseball is quick and easy. First grab a score sheet if you would like to record any information; then grab your dice. Arrange the out charts and the game play charts for easy access during a game. In the beginning, you will need to refer to these charts often, but in a short time they will become second nature. You will need the set of player cards and each manager should select a team. Choose your starting lineup and a starting pitcher, and you are ready to begin.

4.

The Player Cards

Each player card contains a lot of very useful information that you will need during game play from time to time. Statistics are also included on the player cards for better understanding of how well players performed in certain areas. A lot of the information on the player cards can be and should be recorded on a score sheet for fast and easy reference. You can download and print out *DICE* Baseball team reference sheets from www.gen1400gaming.com. Below we will explain in detail the hitter and the pitcher cards.

4a.

The Hitter Cards

Each individual hitter is evaluated in numerous categories to give you an accurate reflection of how he plays the game. On the top of the hitter cards you will see the player's name and whether he bats right [R], left [L], or switch hits [S]. On the top right of the cards are found the year and the team for the

player represented. The hitter cards are divided into four areas. The columns on the left are the play results area. You will see a separate column for when the batter faces a right-handed pitcher and a column for when the batter faces a left-handed pitcher. To the right is a player ratings area. Each hitter will have a rating in the following categories. Contact, Power, Speed, Stealing, Bunting, and Injury. You will need to use these ratings from time to time during game play. Below the ratings area is the player's stats area. Here are given the player's actual statistics from the year for which his card was made, broken down vs left-handed and right-handed pitchers. These give a better idea of how well the player will perform in a game against various pitchers. Finally, at the bottom of the hitter's card is the defense section. Here are listed every position that the player played and the number of games in which he appeared at each position. Here are the ratings and their meanings for the hitter cards:

Ratings

Contact: The hitter's ability to make contact with the ball and not strike out. Primarily used for hit and run purposes, the higher the rating the better. Ratings are based on a 00-99 scale.

Power: The hitter's ability to hit home runs. This rating is used with the ball park chart. The higher the rating the more home runs the player hits. Ratings are based on a 39-99 scale.

Speed: The hitter's ability to take extra bases and score runs. This rating is used for advancing on base hits and tagging on fly ball outs. The higher this rating the more runs the player will score. Ratings are based on a 60-99 scale.

Stealing: The hitter's ability to steal bases. This rating is combined with the pitcher's ability to hold runners and the catcher's ability to throw runners out. The higher the rating the more bases the player will steal. Ratings are based on a 30-99 scale.

Bunting: The hitter's ability to successfully get down the sacrifice bunt and/or bunt for a base hit. The higher the rating the better the player can bunt. Ratings are based on a 50-95 scale.

Injury: The hitter's ability to stay on the field. This rating is based on games played. The higher the rating the better chance the player has of staying healthy. Ratings are based on a 0-100 scale.

4b.

The Pitcher Cards

As with the hitters, each individual pitcher is rated in numerous categories. Pitchers also have two columns in the play results area, one for against left-handed batters and one for against right-handed batters. The pitcher cards are broken down into the following ratings: Control, Stamina, Rest, Hold, Injury, and Bats.

Ratings

Control: The pitcher's ability to control a game. The higher control rating the better chance the pitcher has at controlling the outcome of the game.

Stamina: The pitcher's resistance to tiring and losing effectiveness. Starters will have a higher stamina rating, while relievers will have a lower one.

Rest: This rating determines how much rest a pitcher needs after starting or relieving in a game.

Hold: The pitcher's ability to hold runners and prevent stolen bases. This number is either a + or a -. In this case, a - means the pitcher is better at holding runners than a pitcher with a + rating.

Bats: This tells you whether the pitcher is a right, left, or a switch handed hitter. You need this rating for when a pitcher must hit.

4c.

Common Abbreviations

On both the hitter and the pitcher cards you will find these common abbreviations and ratings.

HB: Hit Batter.

BB: Walk.

SLF: Single to left field.

SCF: Single to center field.

SRF: Single to right field.

DLF: Double to left field.

DCF: Double to center field.

DRF: Double to right field.

TCF: Triple to center field.

HR: Home Run.

SO: Strikeout.

GOA: Ground ball out on a hard grounder.

GOB: Ground ball out on a normal grounder.

GOC: Ground ball out on a slow grounder.

LO: Line out.

FO: Fly out.

Defense: The player's ability to field the ball error free. The higher the rating the better the fielder.

Range: The player's ability to get to balls in play. The higher the range rating the more plays a fielder will make and the more hits he will take away.

Arm: The strength of the player's throwing arm. Only catchers and outfielders are rated in this area.

5.

How to Play the Game

Here is where we will describe in detail how to play the game. At times you will have the options of selecting two or more different rules to use. In those cases we will highlight the basic rule and the advanced rule. One of the key factors in *DICE* Baseball is the pitcher's control rating. Pitchers who are in control more often will pitch better. For an example we will use players from our 1984 set, Baltimore pitcher Mike Flanagan and San Diego RF Tony Gwynn. Flanagan has a control rating of

10-59. Step one is to roll the dice and read the red die first and the white die second. So, if you roll a red 5 and a white 2, the result would be a 52. Compare your roll with Flanagan's control rating. Since 52 is within the 10-59 range, the result will come off Flanagan's card. Step two is to roll the dice again. If you roll a red 4 and white 9 you would read this as a 49. Since Tony Gwynn is a left-handed batter you would look on Flanagan's card under the vLH column. We see that 49 is a GOA, which is a hard ground ball out. In step 3 we take the ones digit, in this case the "9" to see where Tony Gwynn has hit the ball. Looking on the out location chart under left-handed hitters and under ground balls we see that Tony Gwynn has hit a hard ground ball out to the short stop. Since the result has come off the pitcher's card there is no chance of an error. In step four we must check the current base situation and compare that to our out charts. Since the bases are empty we look under the appropriate out chart for bases empty and a GOA. We see the result says hard ground ball out. So, Tony Gwynn has hit a hard ground ball to the short stop for an out. Score the play as a 6-3. We can now move on to the next batter and start with step one again. Here is an example of a result taken from the hitter's card. Step one is our roll to see if the pitcher is in control. If we roll a red 7 and a white 0, that is 70, not in the range of 10-59, Mike Flanagan's control rating. This means we will be taking the result off the hitter's card. In step two we roll a red 4 and a white 3, a 43. Since Flanagan is a left-handed pitcher, check Tony Gwynn's card and look under the vLH column. We see that a roll of 43 would result in a HR. So, Tony Gwynn has hit a home run, all runners score.

5a.

Basic Play Results

HB: Batter has been hit by a pitch. All runners hold unless forced.

BB: Batter has been walked. All runners hold unless forced.

SLF, SCF, SRF: These are all singles. LF is left field, CF is center field, and RF is right field. If the single comes off the pitcher's card, do not check for an error. Proceed to the Runners Advance Chart if there are runners on base. If not, proceed to the next batter. If the single comes off the hitter's card, check the fielder's defense rating and roll the dice to see if an error has occurred. If the fielder's defense rating is a 95 that means that on any roll between 00 and 95 there is no error, but on any roll of 96-99 an error has occurred. If an error occurs you need to check the proper out chart.

DLF, DCF, DRF: These are doubles with all runners advancing two bases. Follow the same rules you would for a single.

TCF: A triple to center field. All runners score. Don't forget to check for an error if the result came off of the hitter's card.

HR: Ball has been hit over the fence for a home run. All runners score.

SO: Batter has struck out. All runners hold.

Basic Game Rule: Any hit that comes off the pitcher's card runners advance one base on a single and two bases for a double. Any hit that comes off the hitter's card all base runners take one extra base. All runners advance two bases on any single and all runners would score on a double or triple.

Advanced Game Rule: After every hit whether on the pitcher's card or hitter's card, refer to the Running Advance Chart to determine how many bases runners advance.

5b.

Ball-in-Play Outs

There are three main types of outs a hitter can make on a ball hit into play, a ground ball, fly ball, or line drive out. In *DICE* Baseball we also have three types of ground ball outs.

GOA, GOB, GOC: These codes means that the batter has grounded out. The next step is to take the ones digit (the white die result) and refer to the Out Location Chart located on the game board to see where the batter has hit the ball. Make sure you use the correct column, depending on whether the batter is left-handed or right-handed. After you determine to whom the ball has been hit, roll to make sure that no error has occurred if the result has come off the hitter's card. Then refer to the proper out chart, determined by the men-on-base situation. If the bases are empty refer to the Bases Empty out chart. The type A ground ball is a hard hit grounder, typically the perfect ground ball for a double play. The type B ground ball is a normal hit grounder, not hard enough to turn the double play but hard enough to usually get the lead runner. The type C ground ball is a slow hit grounder, typically the only play the fielder has is at first base.

LO: This code means the batter has lined out. The next step is take the ones digit (white die result) and refer to the Out Location Chart on the game board to see where the ball was hit. Be sure you use the correct column as to whether the batter is left-handed or right-handed. After determining to whom the ball has been hit, roll again to be sure no error has occurred. Remember to only roll for a possible error when the line out has come off the hitter's card. Then refer to the proper out chart.

FO: This code means the batter has flied out. The next step is take the entire dice roll (both the red and white dice) and compare them to the Out Location Chart located on the game board to see where the ball has been hit. Change any 70, 71, 72, 73, 74, 75, or 76 rolls to 90, 91, 92, 93, 94, 95, or 96. Rolls of 97, 98, and 99 are the deep fly ball outs which we will discuss later on. After finding out where the ball has been hit, refer to the proper out chart.

Errors: Only roll for a possible error on results off the hitter's card. Never roll for a possible error if the result has come off the pitcher's card. Anytime an error occurs, refer to the proper out charts to find the results. It is important to remember to check for an error on hits as well as on outs.

Infield Positioning: Whenever there is a man on third, the defense must announce whether he is bringing the infield in or keeping them back. Bring the infield in to try to prevent the runner from third from scoring, and play back when trying to get the double play.

5c.

Special Play Results

Any time you roll a 00-09 while checking to see if the pitcher card is in control, you must consult with the special plays chart. The special plays chart includes four different results:

Pitcher (00-14): This result will yield either a wild pitch or a balk in most cases. If no men are on base, ignore and return to normal play.

Fielder's Range Chart (15-89): Most special plays will come from the fielder's range chart. Each fielder is given a range rating. Roll the dice once to see which position will be involved and then roll the dice again to get the result.

Unique Plays Chart (90-94): These are truly rare special plays that don't happen in baseball very often. Roll the dice, refer to the chart, and follow the directions. Ejections and suspensions are just a couple of different things that can happen here.

Injury Chart (95-99): A player or players have been injured. Roll the dice to check the chart to see what happened and how many games will be missed.

6.

Pitcher Stamina and Rest

Basic Game Rule On Stamina:

Every pitcher is given a stamina rating and a rest rating. The stamina rating indicates how many batters the pitcher can face before getting tired. Since Mike Flanagan has a stamina rating of 28, he can face 28 batters before tiring. After he faces his 28th batter he is tired. For the next hitter he faces subtract 5 from his control rating. For every subsequent hitter he will also lose 5 from his control rating. Flanagan has a 10-59 control rating. After he tires his control rating would be a 10-54, then 10-49 for the next batter, and so on, until he is taken out of the game. The only exceptions are: 1-If the pitcher has not allowed a hit yet, he does not tire, and does not reduce his control rating. Once a pitcher yields a hit, if his stamina has been used up, start to subtract from his control rating. 2-If the pitcher has not allowed a run, reduce his stamina rating by 2 for each batter instead of the normal 5. Once a pitcher yields a run, return to the normal reduction of 5.

Advanced Game Rule On Stamina:

Every pitcher will start the game with his given control rating. Mike Flanagan will always start the game with a 10-59 control rating. Every inning that a pitcher gives up a walk, hit, or hit batsman he will start the next inning with a control rating -1. Subtract an additional -1 from the pitcher's control rating for every run given up. For every perfect inning a pitcher pitches, he will start the next inning with a control rating +1. These modifications do not go into affect until the start of the next inning. Once he has reached his stamina rating, still subtract 5 from his control rating like you would in the basic game rule. Here are a few examples using Mike Flanagan. Flanagan starts the 1st inning with a 10-59 control rating. He gives up two hits and a walk. Flanagan would then start the second inning with a 10-58 control rating. In the second inning he gives up a home run then a single. Flanagan would start the third inning as a 10-56, losing one point for the run scored, and losing an additional point for giving up hits. In the third inning Flanagan throws a perfect inning retiring all three batters in succession. Flanagan would now start the 4th inning as a 10-57, gaining one point for the perfect inning.

Pitcher Rest Rule (optional): The pitcher's rest rule is optional. Each pitcher is given a rest rating. Refer to the pitcher's rest chart to see how many days, if any, the pitcher must rest between outings.

7.

Stealing Bases

There are four main factors to consider when stealing a base: How good the runner is at stealing bases, how well the pitcher can hold runners, how good the catcher is at throwing out base stealers; and which base is being stolen. In *DICE* Baseball we take into consideration all four factors. First, consider the steal rating of the base stealer. In this case we will say the steal rating of the player is a 90. Then, check the modifiers chart below to see if there is a modification to the base being stolen. Since a steal of second base is being attempted, there is no modification. Then add the Hold rating of the pitcher. In this case we will say it is a -5. Then add the Arm rating of the catcher. We will say it is a -6. The steal rating of 90 will be reduced using both the Arm and Hold ratings, giving a modification of -11. Since $90-11 = 79$, the steal rating is now 79. Roll the dice. If the result is 01-79 the runner has stolen second base successfully. If the number is 80 and 99 the runner has been thrown out. A roll of 00 means the runner was picked off by the pitcher regardless of any modifiers.

Remember. A – rating is good for Hold and Arm and a + rating is bad.

Any – Arm and Hold ratings will reduce the runner's steal rating, while a + rating will improve it.

Stealing-A-Base Modifiers

Stealing Second Base: No modifiers...proceed as normal.

Stealing Third Base: Subtract 20 from the runner's steal rating, then proceed as normal.

Stealing Home: Only runners with a steal rating of 80+ can attempt to steal home. Ignore all other procedures and follow the chart below on any attempt at stealing home.

00-24: Runner is safe at home.

25-99: Runner is out at home.

8.

Miscellaneous Results

Any of these results can be used with the basic or the advanced game.

8a.

Hit and Run

A hit and run attempt uses the hit and run chart and the hitter's Contact rating. A player can only attempt a hit and run play once per game and there must be runners on base. A hitter cannot hit and run if the only base runner is on third base.

8b.

Sacrifice, Squeeze, and Bunting for a Hit

These plays all use the player's Bunting rating. Obtain the hitter's bunting rating and then refer to the proper chart on the game board. Sacrificing and squeezing can only be attempted with less than two outs. A player may only attempt to bunt for a base hit once per game.

8c.

Advancing Runners

You will need to refer to the outfielder's arm and the runner's speed rating and then check the proper charts for advancing on base hits. Managers can choose to try to advance their base runners on fly ball outs to the outfield when the out chart calls for the runner to hold. Players can also choose to send their runners home on ground balls when the out chart calls for runners to hold. The charts are below.

Advancing on Fly Ball Outs

1. Subtract 40 from the runner's speed rating.
2. Add the Arm rating of the outfielder to the runner's reduced speed rating.
3. Roll the dice. If the roll is within the modified speed range the runner is safe, otherwise the runner is thrown out trying to advance.

Advancing on Ground Ball Outs

1. A runner must be on third base.
2. Manager of team at bat must announce whether or not runner is trying to score.
3. Opposing manager then decides whether to let the run score or try to throw him out at home.
4. Batter is safe at first on any attempts made at home.
5. If infield is currently IN subtract 40 from runner's speed rating and roll the dice to see if the runner is safe or out.
6. If the infield is currently BACK subtract 20 from the runner's speed rating and roll the dice to see if the runner is safe or out.

9.

Optional Rules

The following rules are optional and can be played with either the basic or the advanced game. Feel free to mix and match to get what you want.

9a.

Ball Parks

On the ball park chart is a listing of the name of every park and the team that plays its home games there. Be sure to record this info on the score sheet. Each time the batter flies out there is a chance that the ball could be a deep fly ball. This is indicated on the Out Location Chart by DLF, DCF, and DRF. Any time a hitter hits a deep fly ball there is a chance for a home run. Consult the ball park chart with the hitter's Power rating. This park/player combination will give a range of HR numbers. Roll the dice, and if that random number falls within the HR range the result is a home run. If the number is not within the the HR range the result is a deep fly out, consult the proper out charts.

9b.

DICE Baseball Career

DICE Baseball introduces *DICE* Baseball Career. You decide on the player name, position, and team the player will play for. Use the Career charts to determine your starting card and the options you have. We will provide you with a large amount of blank player cards so you can play one career or start many careers all at one time. You can even create entire teams and leagues. If you do run out of blank player cards, you can print them out from our website www.gen1400gaming.com.

It is possible to max out your hitter or pitcher. It should take you several seasons. Below is the chart for each a hitter and a pitcher of the maximums and minimums a player can have on their card.

Hitter Career Card Max Numbers

HB (2): The max number of hit batsman you can have on your card is two.

BB (15): The max number of walks you can have on your card is fifteen.

Singles (21): The max number of singles you can have on your card is twenty one.

Doubles (9): The max number of doubles you can have on your card is nine.

Triples (2): The max number of triples you can have on your card is two.

Home runs (10): The max number of home runs you can have on your card is ten.

Max Ratings

Contact Rating: 99 is the max Contact rating your hitter can have.

Power Rating: 99 is the max Power rating your hitter can have.

Speed Rating: 99 is the max Speed rating your hitter can have.

Steal Rating: 99 is the max Steal rating your hitter can have.

Bunt Rating: 95 is the max Bunt rating your hitter can have.

Injury Rating: 100 is the max Injury rating your hitter can have.

Fielding Rating: 99 is the max Fielding rating your hitter can have.

Range Rating: 99 is the max Range rating your hitter can have.

Throwing Arm: -10 is the max Throwing Arm rating your hitter can have if he is a catcher. **-20** is the max Throwing Arm rating your hitter can have if he is an outfielder.

Pitcher Career Card Minimum Numbers

HB (1): The minimum number of hits batsman you can have on your card is one.

BB (5): The minimum number of walks you can have on your card is five.

Singles (9): The minimum number of singles you can have on your card is nine.

Doubles (3): The minimum number of doubles you can have on your card is three.

Triples (0): The minimum number of triples you can have on your card is zero.

Home Runs (1): The minimum number of home runs you can have on your card is one.

Max Ratings

Control Rating: 10-75 is the max control rating your pitcher can have.

Stamina Rating: 30 is the max stamina rating your pitcher can have.

Rest Rating: 95 is the max rest rating your pitcher can have for a starter and 85 is the max rest rating your pitcher can have for a reliever.

Hold Rating: -10 is the max hold Rating your pitcher can have.

Injury Rating: 100 is the max injury rating your pitcher can have.

10.

Special Notes/Rules

1. Switch hitters always bat the opposite of what the pitcher is regardless of stats. If the pitcher is left-handed the switch hitter will bat right and if the pitcher is right-handed the switch hitter will bat left.
2. In order to start a game the pitcher must have started at least one game during the season. Same goes for relief pitchers. In order to appear in a game as a reliever, the pitcher must have appeared in at least one game as a relief pitcher during the season.
3. *DICE* Baseball is a complete game and comes with a set of player cards. Every year you do not need to purchase a new game of *DICE* Baseball, you will only need to purchase the new seasons player cards set.
4. Older card sets will also be available. Contact use at george@gen1400gaming.com to find out which seasons are available.
5. Official *DICE* Baseball score sheets and forms will be available on our website, www.gen1400gaming.com for you to download and print out.
6. We can also create official looking career cards for you. Just email us what you want and we will create them and email them back to you for free.