



Series Baseball v1.0

Getting Started

Thank you for purchasing Series Baseball. I hope you enjoy this game. Please take the time to read through these instructions so you can gain an understanding of how the game works. If you have any questions or comments you can head onto the forum.

<http://www.boxscoredicesports.com/forum/>

Concept

Series Baseball is designed to play out a large number of games over a short period of time. Providing a fast, statistic generating, gaming engine.

- Each game only takes 3 rolls for each team (using three dice) to complete.
 - FIRST ROLL: Hits and Errors
 - SECOND ROLL: Strike Outs
 - THIRD ROLL: Home Runs
 - SCORING
- Each game is represented by one batter and one pitcher from each team.
- You need to play 9 games in order to play through one cycle of your batting line-up.

Skills

Skill Level

- Each player (Hitters and Pitchers) has a rating out of 10
- 10 being the best and 1 the lowest

Star Rating

- Each player will have either no stars, One Star or Two stars
- Hitters: Refers to the power to hit Home Runs
- Pitchers: Refers to ability to throw Strikeouts

Example: Joe Bloggs (Hitter) Skill: 5*

A basic guide on how to rate players:

5 = .250 Batting Average and a 4.00 ERA (rough guide)

The Higher the skill, the closer a player will be to batting .300 and the lower the ERA will be. Skills are dynamic as individual batters and pitchers matchup against each other, so a players final statistics will reflect the quality (or lack) of opposition.

Note: At the time of this Guide (January 2014) a player rating finder is due to be released soon. It is an excel spreadsheet that converts player stats into skill levels.



Game Play

Batting Line-up – The 9 game cycle

Each team must choose a batting line up of 9 players (for the next 9 games). This line-up is strictly fixed and cannot be changed until the 9 games are up.

The first Batter will represent the first game, the second batter will represent the second game and so on.

Once 9 games have been played (a cycle) then the line-up can be changed, adjusted and added to etc...

So although one game has been played, the batter representing that game has effectively played 9 games (hence they cannot play again until the cycle is finished).

Pitching Rotation

Strictly speaking, all pitchers are 'starters' in Series Baseball.

There must be at least 5 pitchers in rotation during regular season games. However you can increase your rotation to as many as you want.

Once a pitcher has 'rested' for 4 games they are free to play again at anytime.

Example: The first Pitcher in the rotation cannot pitch again until the 6th game, the second pitcher cannot pitch again until the 7th game and so on.

Unlike batting, there is no fixed pitching rotation, as long as a player has rested 4 games they can play again at any time.

Maximum regular games per season

In a season, a pitcher can pitch a maximum of 23 regular season games (or whatever maximum you choose). So a pitcher must also be managed and rested so that they last out a season.

For a full season (162 games) a team should expect to use at least 8 pitchers as a bare minimum. For realistic team stats, you are encourage to use around 12 for a season.



How to Play

Each team has Three Rolls

1. Hits and Errors
2. Strikeouts
3. Home Runs

Each roll consists of three dice rolled together.

After this the Scores are added together.

In a tied game, the tie breaker rules are implemented.

The best way to learn how to play is to show a real game being played.

Quick Start Guide:

Here are the two teams and the players that will represent this game.

	REDS (away team)	BLUES (home team)
Hitter	J Bloggs - 5*	B Marley - 7 **
Pitcher	R Ramjet - 4 (No stars)	J Citizen - 5 *

The players are inserted like this:

Series Baseball

DATE:

DETAILS:

HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	5K	0
*	1K	2K	3K	4K	5K	1K
**	1K	2K	3K	4K	5K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potential for an additional 3 Runs.

STEP 1: Hits - (Strikeouts + Errors)

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), then no extra runs are Scored - it's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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Final	R	H	E
AWAY			
REDS			
HOME			
BLUES			
AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4		
HOME PITCHER	SKILL	SO	WIN/LOSS
Citizen	5*		
AWAY HITTER	SKILL	HR	
Bloggs	5*		
HOME HITTER	SKILL	HR	
Marley	7**		

RESULT



First Roll – Away Team

Player Matchup: Citizen to Bloggs

Skill matchup: Because Citizen (5) has the same skill as Bloggs (5) the dice value reference is the **=** row (see below).

DICE ROLL (three dice): 1,3,5

Result: 1= 1H, 3 = 3H, and 5 = 5H and an error (against the pitching team)
TOTAL 9 HITS and 1 ERROR

Series Baseball

DATE:

DETAILS:

HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), and no extra runs are Scored - it's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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Final	R	H	E
AWAY REDS		9	
HOME BLUES			1
AWAY PITCHER Ramjet	SKILL 4	SO	WIN/LOSS
HOME PITCHER Citizen	SKILL 5*	SO	WIN/LOSS
AWAY HITTER Bloggs	SKILL 5*	HR	
Marley	7**		

RESULT



First Roll – Home Team

Player Matchup: Ramjet to Marley

Skill matchup: Because Marley (7) has a higher skill then Ramjet (4) the dice value reference is the **+** row.

DICE ROLL (three dice): 4,5,6

Result: 4 = 4H and an Error, 5 = 5H and an error, 6 = 6H – TOTAL 15 HITS and 2 ERROR

HITS / ERRORS

	1	2	3	4	5	6
–	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

Series Baseball

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), no extra runs are Scored - it's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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DATE:

DETAILS:

Final	R	H	E
AWAY REDS		9	2
HOME BLUES		15	1

AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4		
Citizen	5*		
AWAY HITTER	SKILL	HR	WIN/LOSS
Blues	6*		
HOME HITTER	SKILL	HR	WIN/LOSS
Marley	7**		

RESULT:

So, the number of hits for the whole game are decided in two rolls of the dice...nice 😊




Second Roll – Home Team Pitcher (Strike Outs)

Reference: Citizen has one star so reference is made to the * row

DICE ROLL (three dice): 2, 4, 5

Result: 5 Strike Outs for Citizen



HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

Series Baseball

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), then no extra runs are Scored - It's a solo HR

C. End Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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DATE

DETAILS

Final	R	H	E
AWAY			
REDS		9	2
HOME			
BLUES		15	1

AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4		
HOME PITCHER	SKILL	SO	WIN/LOSS
Citizen	5*	9	
Bloggs	5*		
HOME HITTER	SKILL	HR	
Marley	7**		

RESULT



Second Roll – Away Team Pitcher (Strikeouts)

Reference: Ramjet has no star so reference is made to the **0** row

DICE ROLL (three dice): 1, 3, 6

Result: 4 Strikeouts for Ramjet

Series Baseball

DATE:

DETAILS:

HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits are scored from STEP 1, then no Runs are Scored - It's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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Final	R	H	E
AWAY			
REDS		9	2
HOME			
BLUES		15	1
AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4	4	
Citizen	5*	9	
AWAY HITTER	SKILL	HR	
Bloggs	5*		
HOME HITTER	SKILL	HR	
Marley	7**		
RESULT			



Third Roll – Away Team Hitter (Home Runs)

Reference: Bloggs has one star so reference is made to the * row

DICE ROLL (three dice): 1, 4, 5

Result: 1 Home Run

Series Baseball

DATE

DETAILS

HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), then no extra runs are Scored - It's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on error).

D. Game is still tied (equal or no errors)

Team roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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Final	R	H	E
AWAY REDS		9	2
HOME BLUES		15	1

AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4	4	
HOME PITCHER	SKILL	SO	WIN/LOSS
Citizen	6*	9	
AWAY HITTER	SKILL	HR	
Bloggs	5*	1	
HOME HITTER	SKILL	HR	
Marley	7**		

RESULT




Third Roll – Home Team Hitter (Home Runs)

Reference: Marley has two stars so reference is made to the ** row

DICE ROLL (three dice): 1, 2, 5

Result: 2 Home Runs



HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

Series Baseball

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), then no extra runs are Scored - It's a solo HR

C. Tied Games
The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)
Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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DATE		DETAILS	
Final	R	H	E
AWAY			
REDS		9	2
HOME			
BLUES		15	1
AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4	4	
HOME PITCHER	SKILL	SO	WIN/LOSS
Citizen	5*	9	
AWAY HITTER	SKILL	HR	
Blaze	6*	1	
HOME HITTER	SKILL	HR	
Marley	7**	2	
RESULT			



WELL DONE!

At this point the first stage of the game is complete.

Now we need to add up the scores...




Scoring Part A

Part A Rule: Every third hit = 1 run

HITS	0 to 2	3 to 5	6 to 8	9 to 11	12 to 14	15 to 18
RUNS	0	1	2	3	4	5

Away Team Result: Reds have 9 hits so they have 3 runs

Home Team Result: Blues have 15 hits so they have 5 runs



HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

Series Baseball

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), then no extra runs are Scored - it's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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DATE

DETAILS

Final	R	H	E
AWAY REDS 9 ÷ 3 = 3		9	2
HOME BLUES 15 ÷ 3 = 5		15	1

AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4	4	
HOME PITCHER	SKILL	SO	WIN/LOSS
Citizen	5*	9	
AWAY HITTER	SKILL	HR	
Bloggs	5*	1	
HOME HITTER	SKILL	HR	
Marley	7**	2	

RESULT



Scoring Part B (see the Quick Reference guide for STEP 1)

STEP 1

Part B Rules: **Number of Hits** - (**Strikeouts** + **Home runs**) = **Potential Runs**

Potential runs are the maximum number of runs a team can score from Home Runs

Away Team Result: **9 hits** - (**9 Ks** + **1HR**) = **-1 PRs**

Home Team Result: **15 hits** - (**4 Ks** + **2HR**) = **9 PRs**

STEP 2

Now that we know how many Potential runs are left we can see how many runs the Home Runs will add to the score. Remember every Home Run can add another 3 runs each if the Potential runs are available.

Away Team Result: 1 HR (up to 3 runs) = 0 additional runs added (No potential runs left)

Home Team Result: 2 HR (up to 6 runs) = 6 additional runs added (there are plenty of Potential runs available).

Add the Runs from Part 1 and Part 2 together for total runs

Away Team Result: PART A 3 runs + PART B 0 runs = 3 RUNS

Home Team Result: PART A 5 runs + PART B 6 runs = 11 RUNS

Series Baseball

DATE
Today

DETAILS
Game 1

HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), then no extra runs are Scored - It's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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Final		R	H	E
AWAY REDS		3	9	2
HOME BLUES		11	15	1

AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4	4	L
HOME PITCHER	SKILL	SO	WIN/LOSS
Citizen	5*	9	W
AWAY HITTER	SKILL	HR	
Bloggs	5*	1	
HOME HITTER	SKILL	HR	
Marley	7**	2	

RESULT

Blues Win

Game 1



Quick Reference Guide for *Part B-Step 1* Potential Runs Finder

		Combined total of strikeouts and Home Runs Together														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Number of Hits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0
	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0
	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0
	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0
	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0
	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0
	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

Individual Player Stats

The following basic stats are collected from this game for each player (you could collect more).

Batting Stats: 33.3 ABs for every representation (9 Games)

Bloggs	Games: 9	AVG: .270	HR: 1	RBI: 3
Marley	Games: 9	AVG: .450	HR: 2	RBI: 11

Pitching: Earned Runs ÷ Total games both won and lost = ERA.

RamJet	W/L: 0-1	ERA: 11.00	SO: 4
Citizen	W/L: 1-0	ERA: 3.00	SO: 9

Bloggs and Marley now must wait for the 9 game cycle to complete (if this is the 9th game then the cycle re-starts immediately)

Ramjet and Citizen must rest for 4 games before pitching again.




Tied Games – Part C

When a game is tied you need to move to **Part C** of the scoring tables:

In this example the Reds have 1 error = this error turns into a run for the Blues and they win.

The run is neither an Earned Run for the pitcher or a RBI for the hitter.



HITS / ERRORS						
	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS						
	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS						
	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

Series Baseball

SCORING

A. Every 3 Hits = 1 Run

B. Each HR is potentially worth an additional 3 Runs.

STEP 1: Hits - (Strikeouts + HR) = ??

STEP 2: For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no Hits remain (from STEP 1), then no extra runs are Scored - it's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

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DATE

DETAILS

Final	R	H	E
AWAY REDS	3	9	1
HOME BLUES	4	8	0

AWAY PITCHER	SKILL	SO	WIN/LOSS
Ramjet	4	6	
HOME PITCHER	SKILL	SO	WIN/LOSS
Citizen	5*	8	
AWAY HITTER	SKILL	HR	
Bloggs	5*	1	
HOME HITTER	SKILL	HR	
Marley	7**	1	

RESULT



Tied Games (No errors or equal errors) – Part D


When a tied game has no errors or equal errors, then you need to move to Part D

Each team must roll one dice at a time trying to roll a 1,2,3.

A 1,2,3 scores a single **Run on an Error** against the other team.

The Away team rolls first and the Home team second (this is considered 1 overtime inning)

If there is no clear winner, the process is repeated until a one team scores and the other does not.



HITS / ERRORS						
	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS						
	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS						
	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

Series Baseball

SCORING

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AWAY HITTER	SKILL	HR
Bloggs	5*	1

HOME HITTER	SKILL	HR
Marley	7**	1

RESULT

Finally

A few Playoffs rules...



Playoffs Procedure (Post Season)

Post season has a few unique rules that only apply during the playoffs

1. The 9 hitter line-up cycle still applies, but not every player may get a chance to bat (due to being knocked out of the competition early etc...)
2. Pitchers can move to a 4 player Rotation.
3. Pitchers that reached their max games (23) in regular season are now available again.

Other than that, Playoffs can be played as per the MLB (or as you want).

Enjoy the game:

Feel free to leave a question or comment in the
forum (love to hear from you):

<http://www.boxscoredicesports.com/forum/>